

Napoleon's Defiance
The Final Campaigns I (1814)

Campaigns of the Napoleonic Wars
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I Edition

Table of Contents

1. Acronyms and Definitions _____	2	12. Commanders' Movement _____	13
2. The Board _____	3	13. Cossacks and Reinforcements _____	13
3. The Pieces _____	4	14. Set up, Special Rules and Victory Conditions _____	13
4. Occupying a Hex _____	5	15. Optional Rules _____	18
5. Sequence of Play _____	5	16. Advanced Rules _____	19
6. General Supply and Attrition _____	5	17. Rules linking the 1812 and 1813 Campaigns _____	22
7. Active Supply _____	6	18. Suvorov's Italian Campaign (1799) _____	25
8. Rally and Movement _____	7	Examples of play _____	27
9. Combat Commands _____	9	Design Notes _____	28
10. Combat (Overview) _____	9	Commander and Combat Unit Abbreviations _____	31
11. Combat (Detail) _____	10	Credits _____	32

1814: Napoleon's Defiance

Rules of Play

1814: Napoleon's Defiance is a divisional-level strategic wargame simulating the invasion of France in 1814 by forces of the Sixth Coalition. One player controls the armies of France (La Grande Armée), whilst his/her opponent controls those of the Sixth Coalition: primarily Austria, Bavaria, Britain, Portugal, Prussia, Russia, Spain and Sweden. This is the third instalment in a 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.
- CC – Combat Command
- CF – Combat Factor
- “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
- “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
- “Friendly territory/city” – for the Coalition friendly territory is to the east of the River Rhine, within the Swiss Confederation, to the east of the French border within “Northern Italy” (designated by a green line) and within Spain; and all cities therein (except Amsterdam). All other territory/cities are friendly to France, except Geneva [see Scenario Rule 14.15]. This definition of “friendly” applies irrespective of whether a city is occupied currently by an enemy unit(s). “Unfriendly city/territory” means the opposite of “friendly”.
- “Garrisons” – units in fortified cities along the eastern border of France. See Rule 6.6 and Scenario Rule 14.7.
- “Geneva” – tried to remain independent. It must be occupied by a friendly combat unit in order to establish a Depot in the city, and/or to permit the passage of supply lines. See “Swiss Confederation” and Scenario Rule 14.15.
- “Immediately adjacent” – two hexes abutting each other.

- “La Grande Armée” – French troops and their commanders. For convenience, referred to as “French” throughout the Rules.
- OF - Occupancy Factor
- REC – Random Event Card. See Advanced Rule 16.1.
- “Sixth Coalition” – Coalition members for which units appear on the board comprise Austria, Bavaria, Britain, Portugal, Russia, Prussia, Saxony, Spain and Sweden. Unless otherwise stated, references in these Rules to “Coalition” forces or similar, apply to the units and commanders of all members of the Sixth Coalition.
- “Spring” – March 1814 to May 1814 (Turns 7 – 12).
- “Swiss Confederation” – the political situation in Switzerland was complicated [see Scenario Rule 14.14]. For the purposes of the game, suffice it to say that although theoretically a client state of France, after the French forces withdrew at the end of 1813 the Swiss made little attempt to oppose the movement through their territory of Coalition forces or supplies.
- “Ultimate supply sources” [USS] – for French units these are Bordeaux, Marseilles and Paris. For Coalition units these comprise complete hexes along the eastern map edge (apart from hexes 4228 and 4229) and along the southern and western map edges within Spain.
- “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” – December 1813 to February 1814 (Turns 1 – 6).

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 France and bordering territories in 1814.

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
- fortified city
- 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 bp4, 7.8 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 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].

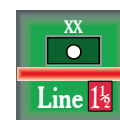
Design Note: Cavalry and infantry units equate to divisions. Typically during the Napoleonic period these might contain perhaps 4,000 and 8,000 men, respectively. Artillery units represent a sizeable artillery train and supporting troops. However, after the rigors of 1812 and 1813 campaigns, by 1814 units were rarely even close to full-strength and many were able to muster only a fraction of their theoretical strength. To reflect this, in the game some divisions have been combined.

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). **[Exception: Garrison Units have an OF of zero (0)].** See also Rule 14.7]

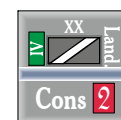
Design Note: Occupancy Factors [OFs] reflect the cohesion, discipline and experience of the various classes of units which, together with their ability to cope with logistical constraints, served to determine the numbers of troops which could operate as a single force. See Rule 4.1.



Infantry unit

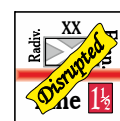


Artillery unit



Cavalry unit

3.3 A combat unit may become "**disrupted**" as a consequence of a lack of supply [Rule 6.4], march attrition [Rule 8.7] or combat [Rule 11.18]. Disrupted units are "flipped" onto their reverse side. See also Rules 6.4, 8.4 bp4, 10.1, and 11.19 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 Rally, Movement and

Combat. For the basic game, any French commander may command any combat unit(s) within La Grande Armee, and any Coalition commander may command any Coalition combat unit(s).



3.5 If using Advance Rule 16.2, commanders' ability to command combat units reflects the command structure in 1814. The seniority of commanders, their command designation and any special characteristics 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

Austria: white
 Bavaria: white (yellow cross symbol)
 Great Britain: red
 Naples: purple
 Portugal: red (green NATO symbol)
 Prussia: grey
 Russia: green
 Saxony: ancient rose
 Spain: orange
 Sweden: yellow

French Empire

La Grande Armee: dark 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.

[Exception: Optional Rule 15.2]

Note: a moving stack of French combat units is always able to pass through a hex containing a Garrison (Rule 14.7)

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

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

5.3 The same process is repeated until the game ends [see Rules 14.3 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 general supply a combat unit must either occupy a city containing a friendly Depot or be able to trace a contiguous route through immediately adjacent hexes to such a city or to a friendly Ultimate Supply Source [USS] [Rule 1.1] [Exceptions: see Rules 6.3 and 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 (unless the supply route crosses the terrain by road).



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, Garrison units, British units in Vliessingen, French units on hexes 4329 and 4428, and Murat's Neapolitan units whilst in the Kingdom of Italy are deemed to be in General Supply (ie, they are ignored for the purposes of Rule 6.4).

Play note: combat units in General Supply, or deemed to be so, cannot move or rally without a Supply Train [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 8.8 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.

Leurre!

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

Forage

7.6 Beginning on Turn 2, players **place a "forage marker"** [see Rule 6.3] upon any stack containing a combat unit(s) to which a Supply Train counter is not allocated if it is:

- (a) outside friendly territory [see Rule 1.1] and not in General Supply [see Rule 6.1]; **OR**, notwithstanding (a), if it is...
- (b) immediately adjacent to two (2) or more friendly stacks also containing a combat unit(s).

Note: a stack comprising solely units listed at Rule 6.6 is ignored for this rule. Also ignored for the purpose of (b) is a stack occupying a city containing a Depot which is not under siege [see Rule 8.4 (General Exception)].

7.7 Establish new Depots. Players may now establish new Depots. This is achieved by turning over each Supply Train counter that is to become a Depot so that it is face up, and placing it under any stack which occupies the same hex so that it sits directly upon the board. Depots can only be established on a friendly city or an unfriendly city occupied by a friendly 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 Coalition friendly cities comprise all

those to the east of the River Rhine (except Amsterdam), within the Swiss Confederation, to the east of the French border within "Northern Italy", and within Spain. All other cities are friendly to France, except Geneva [see Scenario Rule 14.15]. This definition of "friendly" applies irrespective of whether a city is occupied currently by an enemy unit(s). "Unfriendly" city/territory means the opposite of friendly.

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 Ultimate Supply Sources" [USS] for French units are Bordeaux, Marseilles and Paris. For Coalition units these comprise complete hexes along the eastern map edge (apart from hexes 4228 and 4229) and along the southern and western map edges within Spain.

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 8.8, 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.

See also Optional Rule 15.2.

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, the movement allowance of combat units enables them to move along a contiguous route for a distance of **up to three (3) hexes, or up to five (5) by virtue of forced marching**. At the end of a forced march a "Forced March" marker is placed upon the stack and should not be removed until the end of the Combat phase [Rule 10.4]. *Remember, unless the entry hex-side is clear or crossed by road, each hex of "difficult terrain" counts as two (2)*

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 8.8] and/or **Commander(s)** [Rule 8.9] (**Exception:** Rule 8.5)
- 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 *regarding OF*]
- 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 *regarding OF*]

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.

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].

8.5 Reconnaissance in force. As an **Exception** to Rule 8.4 bp 5, a moving stack with three or more (3+) combat units, including at least one (1) cavalry unit, may conduct a reconnaissance in force against an enemy stack containing **one or two** (1 or 2) combat **units** on an immediately adjacent hex comprising **clear terrain or a city** [Rule 2.2] into which it wishes to move. The moving stack must have at least two (2+) hexes of its movement allowance remaining:

one (1) to enter the adjacent hex, the other to conduct a "reconnaissance in force". A stack can undertake only one (1) reconnaissance in force per Turn.

The enemy stack has the option to withdraw [per Rule 11.11, ignoring Rule 11.17] or attempt to hold its ground. If the enemy stack withdraws the moving stack enters the vacated hex (at the cost of only one (1) hex of movement allowance) and can continue to move until its movement allowance is used up.

If the enemy stack attempts to hold its ground, each player rolls 1xd6 and adds the result to the number of combat units in their stack. If the moving stack has **the higher score**, follow the same procedure as if the enemy stack had opted to withdraw except that one (1) hit is allocated to a unit in the enemy stack (owner's choice). The moving stack can continue its move if it has any movement allowance remaining after spending two (2) on the reconnaissance in force. If the moving stack does not have the higher score, both stacks remain in situ; the moving stack's move comes to an end, and one (1) hit is allocated to a unit in the moving stack (owner's choice).

If a Supply Train is allocated to an enemy stack which elects to withdraw or is forced to do so, the Supply Train is removed from play.

If the enemy stack is hidden (per Rule 15.1) and is revealed to show that it comprises more than two (3+) combat units both stacks remain in situ and the moving stack's move comes to an end. The previously "hidden" stack is then deployed onto the map.

8.6 March attrition. To reflect the high level of attrition typical of lengthy marches, for moves of **three (3) hexes or more, two (2) in Winter**, a 1xd6 is thrown **once a stack has reached its destination**. [Remember: each hex of difficult terrain [Rule 2.2] and/or hex entered as a reconnaissance in force [Rule 8.5], counts as two (2).]

The result is adjusted by a dice roll modifier [drm] per the following March Attrition Table, which reflects the increased attrition brought about by Winter and by force marching, to arrive at a total score. [See also Scenario Rule 14.5].

8.7 The total score is applied as follows to stacks

comprising **two (2+) or more cavalry and/or infantry units**. The choice of which unit(s) is eliminated or disrupted rests with the owning player.

Artillery units and Commanders do not suffer attrition by virtue of this Rule, and **single unit stacks** which suffer march attrition **are disrupted**, not eliminated.

A total score of:

- **six (6) or seven (7)** causes one (1) unit to be **eliminated**

- **eight (8) or nine (9)** causes one (1) to be **eliminated and one (1) to be disrupted**

March Attrition Table

Hexes	Winter months			Spring months		
	Forced March?	Attrition	Attrition drm	Forced March?	Attrition	Attrition drm
1	No	No	n/a	No	No	n/a
2	No	Yes	n/a	No	No	n/a
3	No	Yes	+1	No	Yes	0
4	Yes	Yes	+2	Yes	Yes	+1
5	Yes	Yes	+3	Yes	Yes	+2

8.8 If an enemy stack mounts a **successful attack** upon an unaccompanied **Depot** [Rule 10.2], or moves, or advances after combat, into a hex containing an enemy Depot(s) [Rule 8.4, bp 5] the Depot is automatically eliminated and removed from play. Henceforth the number of Supply Trains available to the owning player per his/her Set Up Card is **reduced by one (1)**

8.9 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 11.20.

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 10.6]. CCs may not be saved from Turn to Turn; any CC "unspent" at the end of a Turn is/are lost.

9.2 The basic number of CCs available to each side is specified in the Set-up [Rule 14.1].

The basic number for each Turn is **adjusted if during a previous Turn a decisive victory** was attained [Rule 9.4]: the victorious side gain one (+1) CC per victory, whilst the losing side lose one (-1) CC per defeat, for the remainder of the game.

This adjustment (and any adjustment specified by Rule 13.1, Rule 14.11 and/or 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.

9.4 Decisive victory. For the purposes of Rule 9.2 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 11.17].

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 The attacking player rolls 1xd6 to check if the attack proceeds as planned. To this die roll he/she adds the CR of the Commander in the stack with the highest CR, together with any CCs up to the number he/she still has remaining for the Turn, to give the aggregate score. (Any CCs allocated for the 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].

Play note: an unaccompanied enemy Depot may be attacked and, if Rule 10.2.c applies, is automatically eliminated “as if” Rule 11.13 applies with no lose to the attacking stack.

10.3 Supporting stacks. If the attack goes ahead **both players** have 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 [Rule 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 to 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).

Play note: 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 bullet point 3 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 11.18].

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 11.17 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. A 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 11.18] 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 Losing side hits. 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 Winning side hits. 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),
- two (2) gives an adjustment of minus one (-1),
- five (5) gives an adjustment of plus one (+1),
- 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 Decisive battle hits. This rule is an Exception to Rules 11.14 and 11.15. To better reflect the casualty numbers of larger battles, for combats involving at least six (6) combat units on each side (including supporting units) in addition to those specified by Rules 11.14 and 11.15, **further "hits"** are allocated as follows:

- (a) the total number of combat units (including supporting units) involved on both sides is calculated.
- (b) One (1) additional "hit" **for every four (4) combat units is allocated to the losing side.**
- (c) Half that number of additional "hits" is allocated to the winning side.

If Rule 11.9 applies, the result of (b) is applied to both sides.

So, for example, if the winning side has seven (7) combat units and the losing side ten (10) combat units, giving a total of seventeen (17), four (4) further hits would be allocated to the losing side and two (2) to the winning side.

The limitation regarding the maximum number of "hits" it is possible for each side to inflict specified by Rules 11.14 and 11.15 also applies to larger battles.

11.17 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).

11.18 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. A 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.

11.19 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.

11.20 Commanders' fate. 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).

13.2 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) CC, subject to the limitations specified by Rule 9.2.

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 (unless separated by a river whether bridged or unbridged), nor in contravention of Rule 4.1.

13.4 If French reinforcements cannot be placed on the map when they are due to arrive without contravening Rule 13.3 they are deemed to have never arrived and are eliminated from the game. If Coalition reinforcements cannot be placed on the map when they are due to arrive without contravening Rule 13.3 they remain off the map until the end of the "next" Turn that they are able to be deployed legally. The Coalition player also has the discretion to withhold some or all reinforcements due to be deployed and, subject to Rule 13.3, to deploy them at the end of a subsequent Turn.

See also Optional Rule 15.1.

14. Setup, Victory Conditions and Scenario Rules

14.1 The French 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 on the appropriate place on the Set Up Card.)

French Combat Commands: three (3) increasing to four (5) on Turn 4.

Supply Trains/Depots: the French player receives a number of Supply Trains on Turn 1 indicated on the Set Up Card, 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 Coalition deploy second. Commanders and combat units are placed on the board per the Set Up Card. They may not deploy upon a hex immediately adjacent to a French combat unit(s) unless separated by a river whether bridged or unbridged. (To avoid spending time "looking for" units during play, before the game begins it's a good idea to place each on the appropriate place on the Set Up Card.)

Coalition Combat Commands: four (4).

Supply Trains/Depots: the Coalition player receives the number of Supply Trains on Turn 1 indicated on the Set Up Card. Because of their proximity to friendly USS all Coalition units begin the game in supply [Rule 6.1] so there is no requirement to deploy any as Depots, although he/she may, of course, elect to do so. See following Historical note.

Historical note: the game starts in Winter (December 1813) so the "three hex" limit [Rules 6.2 and 7.8] means for the French it is necessary to deploy most Supply Trains as depots simply to keep their units in General Supply. As Coalition forces advance into French territory they will find it necessary to deploy an increasing number of Supply Trains as depots. As happened historically, logistical problems ease with the onset of Spring (Turn 7) when the "three hex" limit becomes a "five hex" limit [Rules 6.2 and 7.8].

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 12 Turns (December 1813 – May 1814). [**Exception:** Rule 14.12] See Rule 14.4 for how the winner is determined.

Victory Conditions:

14.4 The **Coalition** achieves an automatic and immediate victory if Napoleon is killed or captured by virtue of Rule 11.20 or if at the end of any Turn a Coalition combat unit(s) occupies **Paris** and one (1) of **Bordeaux** or **Marseilles**. Otherwise the French win. See also Advanced Rule 16.4.

Scenario Rules:

14.5 Napoleon: If using the Basic Rules, Napoleon gives a minus one (-1) drm to any unit(s) which he accompanies throughout a Move [Rule 8.6]. If using the Advanced Rules, Rule 16.2 applies.

Napoleon cannot leave Paris until the Commanders' Movement phase of Turn 4.

Historical note: After the disaster at Leipzig in October 1813, Napoleon returned to Paris to set entrain arrangements to recruit and train new recruits to rebuild his shattered army. With a population weary of war, this was no easy task. The political situation was also difficult. The recent military reversals had fuelled opposition to his rule and there were moves afoot to depose him as Emperor. In order to oversee the plans for conscription and to buttress support for his regime, Napoleon was obliged to remain in Paris until January 1814.

14.6 French units: Before Turn 4, the aggregate Combat Factors [CFs] of the units within an attacking or defending French stack, and the aggregate number of combat units in a supporting stack are halved, for any French unit attacking /defending a hex outside friendly territory.

Historical note: In December 1813 the French units which had retreated back into France were exhausted and under-strength. They were in no condition to mount large-scale offensive operations. Whilst Napoleon was in Paris overseeing the recruitment and training of men to restore these units, he instructed his commanders to focus upon defence so as to conserve their forces pending his arrival at the front to take charge of operations.

14.7 French garrisons: The counters for those French units deployed as garrisons in fortified cities

at the start of the game [Rule 14.1] are marked with a "G". Garrison units have an OF of zero (0) and **may never move**. They are deemed to be in General Supply and are ignored for the purposes of Rules 6.4 and 7.6. A Garrison unit **may not attack** a Coalition unit(s), nor participate in an attack if stacked with another combat unit(s); but, may defend itself as normal if attacked, whether solely or as part of a stack. A garrison unit is eliminated if forced to retreat.

Historical note: There was an abundance of fortified cities and fortresses in France, particularly in the North East. However, by 1814 most were in disrepair, and the troops allocated to garrisoning them had been co-opted into field units as part of Napoleon's efforts to re-build his army. As a result, by January 1814 relatively few garrisoned cities remained, and those garrisons that did were generally made up of those national guardsmen who had avoided being conscripted into the regular army, rather than regular soldiers. (The national guard were part-time and part-trained militia deployed as a defence corps in their local area.)

14.8 Pyrenean winter: Before Turn 4, none of the units within the commands of Soult or Wellington may move or engage in combat and no other French or Coalition units may enter the area south west of the River Garonne.

Historical note: The Pyrenean winter of 1813 – 1814 was particularly harsh. As a consequence, Wellington's advance into France was brought to a halt as military operations ceased altogether for most of December and January.

14.9 Veteran French units from Spain: Beginning with Turn 5, at the start of any Turn the French player may remove divisions from Soult's command and place them adjacent to the game map, where they remain for the next following Game Turn. During the Reinforcement Phase of the Game Turn after that, they are placed back on the board in a hex in supply and containing a French commander, subject to Rule 4.1. For the purposes of Advanced Rule 16.2, henceforth the units are transferred to that French commander. No more than four (4) units, in total, may be transferred under this Rule.

Historical note: The French divisions stationed on the Pyrenees were amongst the best available to Napoleon. After years of fighting in Spain they had gradually been

pushed back to the French border by Wellington, commanding Coalition forces in the Peninsula. As part of Napoleon's defensive strategy, several were transferred back to France to bolster the units defending the Rhine.

14.10 Anglona: At the start of any Turn that a unit(s) commanded by General Anglona is in France the French player rolls 1xd6. A number of French disrupted units equivalent to half the result (fractions rounded down) are restored to full strength, beginning with the unit closest to General Anglona's forces, and then the next closest, and so on. (French player's choice if two or more units are equidistant.)

Historical note: Some units of the Spanish army which crossed the Pyrenees abused the local population, engaging in pillage, plunder and rapine as revenge for the treatment of Spanish civilians under the recent French occupation. The effect was to act as a recruiting sergeant for Napoleon, as many locals who had hitherto avoided military service volunteered to join the French army. Wellington was so disgusted at the behaviour of his Spanish allies that he ordered most of General Anglona's forces to return to Spain even though this negated the numerical advantage he held over the armies commanded by Soult and Suchet.

14.11 Murat: Murat's Neapolitan Army is deployed during the Reinforcement phase of Turn 7 and may move and fight as normal from Turn 8 as a Coalition force. However, the Neapolitan Army may not stack with other Coalition units, and the Coalition player does not have the option to defer Murat's arrival. So, the discretion afforded by Rule 13.4 is ignored and the Neapolitan Army is deemed never to have arrived if hex 4227 is already occupied by an existing Coalition unit(s) or if its deployment would be in contravention of Rule 13.3. [The Advanced Rule, together with a brief historical note, relating the Neapolitan Army's is at 16.3.]

14.12 Bernadotte: Bernadotte, overall commander of the Army of the North, has direct command of four divisions (the Swedish Corps). If Bernadotte and/or an element of his Swedish Corps crosses the River Rhine, the Length of the Game [Rule 14.3] is reduced to 10 Turns. This stipulation does not apply to the divisions within the Army of the North under the direct command of Graham, von Bulow, or Wintzingerode.

Historical note: During the campaign the Army of the North did not enter France. Its commander, Bernadotte,

formerly a marshal in La Grande Armee was reluctant to campaign on French soil. He harboured ambitions to succeed Napoleon and so did not want to align himself too obviously with the invaders. He was also distracted by conducting peace negotiations with the Danes, allies of the French, who towards the end of 1813 had been defeated by Sweden and lost control of Norway under the Treaty of Kiel, signed early in 1814; and, by his subsequent discussions regarding the future of Norway.

So, he assigned the Army to mopping up operations in Northern Germany and the Low Countries, and to ensuring that the French forces in Hamburg under Davout were unable to retreat to France. However, even though there were obvious reasons for Bernadotte and the Swedish Corps to remain in Northern Germany, the divisions under the direct command of Graham, von Bulow, or Wintzingerode could have participated in the campaign.

14.13 The B.A.C.: The British Auxiliary Corps commanded by Graham may enter the map at Vliessingen during the Reinforcement Phase of any Turn that the city is unoccupied by an enemy unit. They remain in supply (from the sea) whilst in the city; but, must rely upon Depots linked to the eastern map edge for supplies outside Vliessingen.

14.14 Swiss Confederation: If using the Basis Rules, the Swiss Confederation is friendly to the Coalition from the start of the game.

Historical note: The political situation in the Swiss Confederation in 1814 was complicated. In part this was because the country was not yet a nation state: its individual cantons tended to regard themselves as independent territories and were sometimes in open conflict with each other. In part it was because the status of the Confederation was a bone of contention between Austria and Russia, who tended to cultivate the support of different factions within "Switzerland". In particular, Russia suspected that Austria had designs on replacing France as "overlord". The Austrians and Russians were able to put their differences to one side, temporarily at least, by virtue of an agreement reached on 20 December 1813. By this time Coalition forces under Schwarzenberg had already entered the Confederation without encountering any resistance from the Swiss.

14.15 Geneve neutrality: Geneve is unfriendly for both sides and must be occupied by a friendly combat unit in order to establish a Depot in the city and/or to permit the passage of supply lines.

Historical note: During the Napoleonic period Geneva was annexed to France and remained so until French troops left the city in December 1813. The city attempted to remain independent of both France and the Swiss Confederation (and, by extension, of the Coalition); but, eventually joined the Confederation in June 1814.

15. Optional Rules

Optional Rule 15.1 also forms part of the Advanced Rules.

15.1 Hidden Forces. One of the greatest problems for both sides during the campaign was garnering intelligence about the whereabouts and composition of enemy forces. To reflect this uncertainty, each player has a "Hidden Force" card on which are printed eight (8) boxes numbered one to eight (1 to 8), and eight (8) markers also numbered one to eight (1 to 8).

During the Reinforcement Phase (only), combat units in any stack containing more than one (1+) combat unit **already deployed upon the map prior to that Phase** may be transferred from the game map to one (1) of the numbered boxes. At least one (1+) combat unit in the stack (together with any command unit(s) accompanying the stack) must remain on the map. The combat unit(s) transferred to the box is/are replaced on the map by the correspondingly numbered marker. Whilst in the box a unit(s) is subject to the same Rules "as if" it/they were still on the map, including Rule 4.1. This means, for instance, that if a unit in a box is weakened or eliminated as a consequence of Rule 6.4 or 8.7 its counter is flipped within the box or removed from the box.

Units in a box *may* re-deploy back onto the game map during the Reinforcement Phase; and, *must* re-deploy back onto the map during the Combat Phase if they engage in combat as an attacker, defender or supporting stack; or, during the Movement Phase if separated from their "current" stack to become an entirely new stack (new boxes can only be created during the Reinforcement Phase). Where a stack splits the "current" stack is deemed to be that containing the combat unit deployed upon the map.

Subject to all of the necessary conditions of Rule 8

being met, a combat unit(s) in already a box can move from their "current" stack to join another stack by transferring to its box without actually appearing the map. In these circumstances, whilst the composition of the transferor and transferee boxes will change, the only change on the map will be the removal of a Supply Train counter from the transferor stack per Rule 8.2.

At any given time, each player can have units from no more than eight (8) stacks deployed into boxes.

If this Rule is adopted, players may not inspect each other's Hidden Force card. However, some or all of the contents of a box may be revealed as a consequence of Rule 8.2 (proximity of cavalry) or a REC.

15.2 Overstacking ability. In addition to enabling units to Rally [Rule 8.1] or to Move [Rule 8.2], a Supply Train can also be used to increase for one (1) Turn the OF capacity of the hex occupied by the stack to which it is allocated. Each Supply Train increases the capacity by three (3) OFs. A maximum of two (2) Supply Trains can be allocated to a stack for this purpose. The increase takes effect immediately if the stack remains in situ or once it reaches its destination if the stack moves.

So, for example, if one (1) Supply Train were to be allocated to a stack with a OF of six (6) which neither rallied nor moved, the capacity of the hex on which it was located would increase to nine (9) OFs, thereby permitting other units to move onto the same hex. If two (2) Supply Trains were to be allocated to that stack, it could rally and or move before being joined by up to three (3) further OFs.

The Supply Train counter is removed from the stack once its augmented OF capacity has been reached; or, if it still has capacity to receive units, at the end of the Rally and Movement Phase.

The conditions at Rule 7.3 for the allocation of Supply Trains, and of Rule 8.2 regarding the sequence and discarding of Supply Trains, apply for this Rule.

Remember: the capacity of hexes to which this Rule applies are increased for one (1) Turn only, so players need to ensure that they have sufficient Supply Trains available for the following Turn to either continue to

maintain large stacks or to split them so that units conform to the normal stacking limit [Rule 4.1]. Excess units in any stack which exceeds the stacking limit are eliminated (opponent's choice).

16. Advanced Rules

16.1 The cards. Before the game commences, the thirty-six (36) Random Event Cards [REC] should be split into two (2) decks: one for Winter Turns (cards 1 - 18), the other for Spring Turns (cards 19 - 36). Cards 1, 3, 4, 9, 11, 13 and 17 are removed temporarily from the Winter deck. The decks are then shuffled and placed faced down next to the board. One (1) card from the Winter deck is dealt to each player, before Cards 1, 3, 4, 9, 11, 13 and 17 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. The French player is the first to declare his/her card. [Exception: single instruction cards, see below.]

- Two (2) 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 are marked "**Play immediately**»

- 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 Winter deck which have not been drawn by the end of Turn 6 are also placed upon the discard pile.

- The Spring deck is used for Turns 7 et seq, with the first card drawn by each player simply being

added to the one that he/she still holds from the Winter deck. Any cards unused at the end of the final Turn have no effect upon play.

The effects of all cards last for the current game Turn only.

16.2 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 1813-1814 campaign.

The seniority of Commanders is designated on counters as follows:

S: Supreme (Napoleon/Schwarzenberg); able to command all French/Coalition units

A: Army; able to command all units within their Army

I/C: Senior Infantry or Cavalry; able to command all infantry or cavalry within their Army

W: Wing, able to command all units in the Corps within their Wing

K: Cossack; able to command all Cossacks

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).

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

Benefits conferred by designated Commanders:

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

- Rules 7.3, 8.1 and 8.2: a Supply Train(s) can be placed on a stack only if accompanied by a commander able to command at least one (1) combat unit within the stack. [**Exception:** if a Cavalry Corps Commander is the only commander accompanying a stack a Supply Train can be allocated only if all the combat units comprise cavalry.]

- 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 minus one (-1) drm [Exceptions: **Napoleon** confers a modifier of minus two (-2). **Murat** does not confer this modifier.]

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

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 S, A, I, C, W, K, Corps). If two or more Commanders are of equal seniority, the owning player may determine which is senior.

The Adjustment to CFs is 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) ★★ **Blucher** (Prussian) gives a minus one (-1) modifier to any stack accompanied throughout a Move [Rule 8.6].

2) When attacking, **Blucher** 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** (Russian) wishing to make a Move must throw 1xd6: a score of one or two (1 or 2) means that the move does not happen and the units (including Constantine) remain in situ.

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

French:

5) ★★ **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.

6) Units stacked with ■ **Victor** 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 Victor) remain in situ.

16.3 Murat. Murat's Neapolitan Army is deployed to hex 4227 during the Reinforcement phase of Turn 7 subject to the provisions of Rule 14.11. If able to be deployed, unless and until REC 9 is played, the Army remains neutral and cannot move, attack or be attacked by units of either side. Whilst the Army is neutral, neither units nor supply lines of either side may enter hex 4227. If deployed, the Army moves and fights as a Coalition force from the Turn that REC 9 is played, but may not stack with other Coalition units.

Historical note: Murat's objective was simply to look after his own interests by preserving his crown and the Kingdom of Naples. To this end, he negotiated with the Austrians, Eugene (commander of Napoleon's forces in northern Italy) and various faction/states within Italy. Once it became clear that Napoleon would lose he opted to throw in his lot with the Coalition, although his support was half-hearted and did little to alter the course of the campaign.

16.4 The French also win the game if at the end of any Turn their Basic CCs have increased to six (6) and the Coalition's have reduced to one (1) [Rule 9.2].

Historical note: At various stages during the campaign

the Coalition was in danger of splitting, particularly when things were not going well. This rule is intended to reflect a situation where the some or all of the principal political leaders of the Coalition decide that the prospect of winning the war without incurring unacceptable losses and costs is too great to continue. Presumably, at that stage a truce would be called to allow negotiations for peace to begin.