

NAPOLEONIC BATTLES SYSTEM

[With Battle Rules for **Friedland**]

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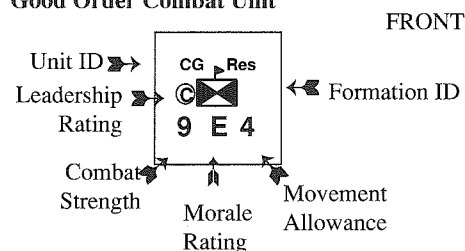
a. The map shows the area where the actual battle took place. A hexagonal grid has been superimposed upon it in order to regulate the placement and movement of units. These hexagons are hereafter referred to as "hexes."

b. There are two sets of counters supplied with the game, each representing one of the armies in the original battle. Additionally, there are markers used for various game functions. These are hereafter identified as "units."

Infantry, cavalry, artillery, and engineers are considered **COMBAT UNITS** for game purposes. Commanders are not considered combat units.

Most units have two sides. Combat units have a Good Order (front) and Disordered (back) side.

Good Order Combat Unit



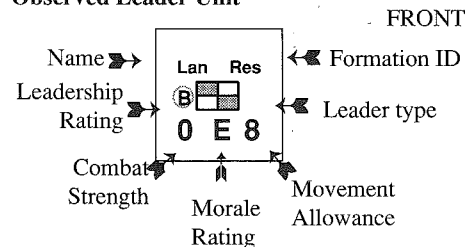
Combat Unit Types

Infantry (capable of skirmish combat)	
Infantry (no skirmish combat)	
Heavy Cavalry	
Light Cavalry	
Field Artillery	
Horse Artillery	
Engineers	

Unit Size

Division		Brigade	
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Observed Leader Unit



Leader Unit Types

Army Commander		Corps (or wing) Commander	
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Leadership Ratings

A: Genius
B: Good
C: Standard
D: Aggressive
F: Lethargic

Morale Ratings

E: Elite
V: Veteran
T: Trained
R: Rabble

Markers

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Elan

Shattered

Detachment

Engineers only have a front side. Commanders and Detachment counters have an Observed (front) and Unobserved (back) side. Only the front side of a Commander/Detachment is used in the Basic System. See the Advanced Rules for Fog of War (24).

The reverse side of the Shattered markers are blank; they can be used to record various game functions as the players see fit.

c. The randomizer: It is recommended that **the game** be played one ten-sided die (1d10) or a set of markers or cards numbered 1-10 kept in an opaque container. For those who decide to use two six-sided dice, a Dice Conversion Chart is provided in the Player Aid Card to permit their use in the game.

d. A series of **PLAYER AID CARDS** contain the charts, tables, tracks and holding boxes needed to perform various game functions.

3. Definitions of Terms (in alphabetical order)

Command Range: The maximum distance a particular Commander can affect or control friendly units belonging to his corps or army. Army Commanders can control Corps Commanders within their range. Corps commanders control all subordinate units of their corps within their range.

Control: This is the process of using an army or corps commander's leadership rating to affect the control status of subordinate units.

Corps: A formation consisting of a Corps Commander and several divisions/brigades.

CRT: Combat Results Table; there are six distinct CRTs in the game—three infantry, two cavalry, one artillery.

Disorder: A condition caused by certain combat results or failure to pass a morale check. Disordered units are flipped over to their Disordered (back) sides and suffer certain penalties. Units without a Disordered side (Commanders, Engineers) may not suffer Disorder. A successful Rally ends Disorder.

Engagement Zone (EZ): The hexes adjacent to every combat unit. Engagement zones restrict enemy movement and affect retreat.

Formation identification: This is the higher level formation to which a unit is assigned. If it has one, it is located in the top right corner of unit counters,



General Oudinot

Basic System Rules

(1) INTRODUCTION

1. Objective of the game system

The **NAPOLEONIC BATTLES SYSTEM** shows how Napoleonic battles were actually fought. The game system recreates battles from the perspective of the army general. Consequently, command control, morale, limited intelligence, "friction of war" events, and formations are given prominence. Some of these aspects are left out of the **BASIC SYSTEM** rule book, but are included in the **ADVANCED RULES** book. Specific instructions for playing a particular game using either or both of these rule books is contained in the **BATTLE RULES**.

Each player commands a Napoleonic army in one of the major battles of the period. The game is played in Game Turns, each consisting of two player turns. The game system is interactive, in that each player can perform certain actions in his opponent's turn.

2. Game Components

Each copy of a game in this series should contain: 1 Rule book, containing Basic System, Advanced Rules, and Battle Rules; 1 Set of Player Aid Cards; 1 Game Map; 1 Set of Counters.

and also by a colored stripe. These are used to determine which Commander(s) can affect or control the unit.

Friction: Unexpected and unpredictable events that may occur during the course of a battle. These are accounted for by the Friction Table.

Good Order: A combat unit that is not disordered and performs normally.

Initiating Player: the player whose player turn is currently underway. For example, during the French Player Turn, the French player is the Initiating player.

Leadership: A unit's degree of initiative and competence, represented by a letter rating of **A** (genius), **B** (good), **C** (Standard), **D** (aggressive), and **F** (lethargic). For Commander units, this represents the level of competence of the historical commander himself. For combat units, it represents the quality of subordinate officers.

Line of Communication: one or more edges of the mapboard which are considered friendly to one side, as specified in the Battle Rules.

Morale: the training, discipline and motivation of the soldiers comprising the unit. There are four classes of morale: **E** (Elite), **V** (Veteran), **T** (Trained), **R** (Rabble).

Movement Allowance: how many clear-terrain hexes a unit could cover in one game turn. (Terrain and other factors will reduce a unit's performance.)

Rally: An attempt to remove Disorder from a friendly unit and restore it to Good Order. Rally occurs during a friendly Rally segment.

Reacting Player: the player whose player turn is NOT currently underway. For example, during the Russian player turn, the French player is the Reacting player. There is a Reaction segment during every player turn when the Reacting player performs certain functions and is considered the attacker. See advanced rules.

Strength points: a measure of the size of the unit, usually the number of regiments or batteries.

Subordinate unit: any unit that lies within the "Command Range" of a friendly Army Commander (AC), or of a friendly Corps Commander (CC) with the same formation identification as the unit.

Unit identification: a unit's own designation or leader name is in the top left corner of its counter, and is for historical flavor only; see also "Formation I.D."

Wing: Same as a Corps for game purposes. Some armies (particularly the Russians) organized themselves into these ad hoc formations, but they function like Corps for game purposes.

4. How to Set Up the Game

Each player selects one side to command and places units according to the scenario instructions. The game continues until one side wins or the scenario ends.

(2) SEQUENCE OF PLAY

The game is played in *game* turns, each representing one hour. Each game turn is divided into two *player* turns, which are then divided into segments. Players should use a blank coin or

marker on the Sequence of Play track on the map to record the current segment. The "first player" is specified in the Battle Rules.

1. Brief Sequence of Play

First Player Turn

- Reinforcement segment
- Movement segment
- Assault segment
- Rally segment

Second Player Turn

- Reinforcement segment
- Movement segment
- Assault segment
- Rally segment

End of Turn (advance turn marker)

2. Expanded Sequence of Play—see Player Aid Card. This is used in the Advanced Game. Do not use those portions marked "ADVANCED RULES" in the Basic Game.

(3) COMMAND

Central to the Napoleonic Battles System is the concept of Command. In order for units to conduct certain functions, they must make a "Leadership Check." Most Leadership Checks are made by Commanders, not individual units. Only units outside their Corps Commander's range and not subordinated to the Army Commander must make a leadership check on their own. See the Commander rules (9) for other rules relating to Commanders. In the Basic Game, Leadership checks are performed for unit movement. In the Advanced Game, they are used for several different functions, as detailed in appropriate rules sections, and the Command Control Results Chart on the Player Aid Card.

Procedure: A leadership check is performed by the player indicates which Commander will make the check, rolls on the leadership table, and applies the result to the Commander AND all subordinate units within his command range. Individual units may also conduct leadership checks, in which case the result applies only to the unit itself.

1. Command Range

a. A commander may control subordinate units within his Command Range, which includes all eligible units within a certain number of hexes of a commander.

b. Command Ranges are always the same in the Basic System:

- Army Commander—Four (4) hexes
- Corps Commander—Two (2) hexes
- Combat unit—The hex the unit occupies

See Advanced Command rules (16) for changes to this rule.

c. Count the hex the target unit is in but not the hex the Commander occupies when determining Command Range.

d. Nothing restricts or blocks the tracing of Command Range, including intervening units (enemy or friendly), enemy Engagement Zones, and prohibited terrain. NOTE: This is not so in the Advanced Rules; see Command (16).

e. An Army Commander can control all friendly corps Commanders and combat units in his

Command Range. Prior to consulting the Leadership Table, the owning player decides which units (if any) will be actually subordinate to the Army Commander during the current movement segment. Players may wish to note this decision down or use spare markers to indicate the choices made.

f. A Corps commander can control only those units of his own corps in his Command Range. The commander's corps (or wing) designation must match a combat unit's corps (wing) designation.

g. An individual combat unit can only apply Leadership Check results to itself. It can not affect other units, even in the same hex it occupies.

2. Leadership Checks

The "Expanded Turn Sequence" and "Command Example" on the Player Aid Card give details on how and in what order Leadership Checks are performed.

a. During the movement segment, the Initiating player must perform Leadership Checks for the army in the following order:

- all Army Commanders
- all Corps Commanders not controlled by an Army Commander during the current segment
- all combat units not controlled by any Commander during the current segment

If no Army Commander is currently deployed on the map, then start making Leadership checks for Corps Commanders. If there are no Commanders on the map, then make checks for individual combat unit.

b. When an Army Commander is selected, then all the following have an opportunity to move, subject to the result obtained on the Leadership Table:

- The Army Commander himself
- ALL assigned Corps Commanders
- ALL combat units subordinate to each controlled Corps Commander
- Units subordinated to the Army Commander, regardless of formation identification.

(1) An assigned Corps Commander can, in effect, transmit the Army Commander's leadership check result to his own subordinate units, if they are within the Corps Commander's command range.

(2) There is no limit to the number of subordinate units an Army Commander can control, other than those imposed by the command range limitation.

c. If a Corps Commander is selected, then all the following have an opportunity to move, subject to the result obtained on the Leadership Table:

- The Corps Commander himself
- ALL controlled units belonging to the Corps Commander's formation

d. Some armies have ART (artillery) and CAV (cavalry) Commanders. They may subordinate any friendly artillery or cavalry units respectively, regardless of the artillery or cavalry units' corps designations. In all other respects, treat ART and CAV commanders as normal Corps Commanders.

3. Leadership Check procedure. See *Leadership Table on Player Aid Card*.

continued on page 39

- a. Find the line on the leadership table corresponding to the Commander's or unit's Leadership rating. Use the randomizer, cross-index the number obtained with the Leadership rating line, and apply the result immediately.
- b. Each Commander checks the Leadership Table once, and immediately applies the result to ALL controlled friendly units under his command before any other leader consults the Table.
- c. The Leadership Table will either permit an action, require an action, or prevent an action. The particular action in question will vary according to the function being performed, and will be explained in appropriate rules sections and player aid card.
- d. Units take action as soon as the Leadership Table result affecting them is determined.
- e. Each Commander or unit may only consult the Leadership Table once per segment. If once a Commander checks the Table, any assigned Commanders and subordinate units may not make additional checks, regardless of the result.

(4) MOVEMENT

Movement is a function of Command. In order to move Commanders and units, they must first consult the Leadership Table, as described above in the Command rules.

1. Leadership Table results for movement:

- **C:** Command control—The unit(s) may move freely. Follow normal movement rules.
 - **O:** Out of Command—The unit(s) may not move.
 - **I:** Impetuous Movement—The unit(s) MUST move, and if possible must end their movement adjacent to an enemy combat unit. Otherwise, they must end their movement closer (in hexes) to an enemy combat unit than when they began their movement. They may not violate stacking restrictions to do so. Should any disputes arise, use the randomizer to settle them. Commanders who roll this result may always choose to end movement stacked with any one subordinate combat unit even if he must exceed movement allowance to do so. *[Designer's note: this will prevent leaders from becoming separated from their men unrealistically and subject to assassination on the battlefield.]*
 - **[C]** or **[I]**: the result applies ONLY if a Commander is making the Leadership check, and then only to all units subordinate in the Commander's hex. If an Army commander is stacked with an assigned Corps Commander, the latter would then pass the result on only to subordinate units within the hex. Under any other circumstances, treat as "O" (out of command).
2. Commanders are affected by their leadership checks; they are NOT automatically in command control.
 3. Movement Mechanics
 - a. Units move from hex to hex. Each clear terrain hex entered costs one movement point (MP). Other types of terrain cost a greater number of MPs (see below). A unit's movement is final: once a player has moved a unit he may not retrace

its movement that turn.

- b. A unit may not spend more MPs than its printed Movement Allowance. However, a unit may always move one hex per turn, regardless of terrain or its Movement Allowance. **EXCEPTIONS:** a unit may NEVER leave an enemy Engagement Zone by means of movement, or enter terrain prohibited to it (e.g. River hexsides).
4. Terrain Effects on Movement. *(See the Terrain Effects Chart (TEC) on the Player Aid Card)*

- a. Each hex entered normally costs one movement point (MP). Certain hexes and hexsides contain special terrain that cost more (or less) than one MP when entering the hex or crossing the hexside. Certain types of terrain are prohibited to units. See the TEC for details.

- b. Road March: A unit using Road March

- **DOUBLES** its printed movement allowance (e.g., a unit with a movement factor of 3 would have it increased to 6).
- **MUST** begin and end its movement in a road hex, and may only move through road hexsides.
- **IGNORES** the normal cost of crossing a Bridge hexside.
- may NEVER enter a hex adjacent to an enemy unit, and may not begin movement adjacent to an enemy unit.
- may NOT enter hexes containing other friendly units. They may exit a hex containing other friendly units if they began Road March stacked with them.
- **MUST** obey an Impetuous Move (I) result on the Leadership Table, EXCEPT that it must stop before moving adjacent to an enemy combat unit.

(5) ENGAGEMENT ZONES (EZs)

The six hexes surrounding a combat unit are its Engagement Zone. Commanders and Engineers NEVER exert an EZ. Despite its three-hex firing range, an artillery unit only exerts an EZ into adjacent hexes.

1. A combat unit which begins its turn in an enemy EZ may not move at all, regardless of results obtained on the Leadership Table. Such units may only exit from enemy EZ's as the result of combat.
2. A Commander that begins a turn in an enemy EZ may move out of the hex it occupies.
3. Any type of unit must stop when it enters an enemy EZ, and may move no further that player turn.
4. Units may retreat through enemy EZs as a result of combat; see rule (6.3).
5. The presence of friendly units, friendly EZs, or both does NOT negate or limit the effects of an enemy EZ.
6. EZs do not extend across River or Bridge hexsides. They do extend across hexsides containing a Stream, or a Stream plus Bridge.

(6) STACKING

The maximum number of units a player may have in a single hex is called the "stacking limit."

1. The stacking limit for a hex is:

- one infantry OR one cavalry unit (but not both); PLUS
- one artillery unit; PLUS
- one engineer unit; PLUS
- any number of Commanders

2. Units may move through a friendly-occupied hex in excess of stacking limits without penalty. Friendly units may never enter hexes containing enemy units.

3. Combat Retreats. See "Effects of Retreat" on Player Aid Card.

a. A unit must attempt to retreat according to the following priorities:

- (1) A vacant hex not in an enemy EZ
- (2) A friendly-occupied hex
- (3) A vacant hex in an enemy EZ

If entering a friendly-occupied hex violates stacking restrictions, the retreating unit MUST retreat another hex, following the same retreat priorities. If it cannot retreat because it would cross or enter prohibited terrain or enemy-occupied hexes, the retreating unit is eliminated.

b. Each friendly Good Order unit that retreats, or whose hex is entered by a retreating unit, immediately makes a morale check; failure causes Disorder. Currently Disordered units do not need to make a morale check.

c. There is no limit to the number of hexes into which a unit can retreat due to overstacking. The retreat and the morale checks continue until the retreating unit no longer violates stacking restrictions or it is eliminated.

d. A retreating unit which enters an enemy EZ, whether vacant or already occupied by friendly units, must make a morale check (10). It is not automatically eliminated.

4. Stacking Violations

a. If stacking limits in a hex are violated at the end of any segment, then ALL units in the hex are Disordered and retreated by the owning player to adjacent hexes in such a way that stacking limits are no longer violated.

b. Currently Disordered units remain Disordered; they do NOT make Morale Checks and are NEVER eliminated simply due to overstacking, but do have to retreat.

c. If the retreats cause further stacking violations, all affected units are Disordered and retreated until no further violations exist.

d. Units that must enter an enemy EZ make a morale check, exactly like the kind required during retreat (see rule 6.3).

(7) COMBAT

Combat is conducted in the Assault segment. Friendly infantry and cavalry units must be adjacent to the units they are attacking. Artillery units must be within range, see Line of Sight, (8).

1. Procedure:

- Designate the attacking hex(es) and defending hex
- Select one type of unit to attack—artillery MUST attack first, then cavalry and infantry in any order

desired).

- Choose the CRT.
- Total the combat factors of all participating attackers and match it to combat strength column across from a terrain type on the CRT.
- Make any column shifts required by combat conditions.
- Use the randomizer and cross-index the number rolled with the final combat strength column, and apply the results.

See "Column Modifiers," "Combat Results" and "Effects of Disorder" on the Player Aid Card.

2. Effect of Unit Types

- Each unit type (infantry, cavalry, artillery) attacks separately, and has its own CRT(s) to choose from. Only units of the same exact type can combine their strengths when attacking (e.g. cavalry can combine with cavalry, but not infantry or artillery).
- If more than one type of unit is capable of attacking the same defending hex, the artillery unit(s) must either attack first before any infantry or cavalry, or lose their chance to attack that particular defending hex for the rest of the Assault segment.
- Other effects are as follows:
 - **Infantry:** Only light infantry units may select the Skirmisher CRT. Light and Regular infantry attacking together may not skirmish.
 - **Cavalry:** Heavy and light cavalry may combine in the same attack, but note the special effects of "H" and "L" combat results.
 - **Artillery:** Different types of artillery (e.g. horse and regular) may combine in the same attack.

3. Attacking and Defending

- Normally the Initiating player is the attacker and the Reacting player is the defender, but a Counterattack result on a CRT may cause the roles to be reversed temporarily. Just remember, if you are resolving combat on a CRT, you are currently the attacker.
- Attacking is completely voluntary. A player may use some, none or all of his eligible units. Units with "0" combat strength may never attack.
- An Attack by units in different hexes may be resolved in any order the attacker desires, so long as artillery fires first (see above).
- Units in different adjacent hexes may attack a single defending hex during the Assault segment, in any of the following ways:
 - (1) all units of the same type combine for one attack
 - (2) each unit attacks individually
 - (3) some units of the same type combine and some attack individually
- Each attack must be directed at a single enemy hex. If a unit is adjacent to more than one enemy hex, it must select one of them. The same defending hex may be attacked any number of times per turn. The attacker can choose a new CRT for each separate attack against the same defending hex.
- There is no Leadership Check required for any activity during the Assault segment. NOTE: This changes in the Advanced Rules; see Reaction (19).

4. Combat range

- Infantry and cavalry units may only attack adjacent enemy units.
- Artillery may attack an enemy-occupied position up to THREE hexes away (count the target hex but not the unit's hex when determining the range). When firing at a non-adjacent target, artillery must obey all Line of Sight (LOS) rules (8).

5. Terrain Effects on Combat

Terrain types affect the selection of the CRT column used to resolve combat.

- Terrain effects apply to units attacking OUT of, INTO, or ACROSS a hex or hexside containing terrain. For example, the terrain would apply equally to a unit attacking out of a woods hex and a unit attacking into a woods hex. *[Design Note: Why does attacking out of a terrain type reduce the attacker's combat column? Because attacking out of rough or other terrain would degrade the cohesion of attacking formations.]*
- If there is more than one terrain type affecting a single combat, then use the one that causes the attacker's CRT column to be located furthest to the LEFT. Example: if a cavalry is making a probing attack out of a woods, across a stream, and into a town, then use the column across from "Town, Bridge, River" on the Cavalry Probe CRT.
- Other CRT Modifiers for Disordered attackers and Night are explained in "Column Modifiers" on Player Aid Card. These modifiers cause the CRT column to shift further to the left, if that is possible. The effects of column shifts are cumulative.

7. Zero Strength Units

- Units with a combat strength of zero (0) may never contribute directly to an attack or defense. When defending by themselves, use the same procedure as that used for Commanders (rule 9.5) to determine if the unit is "killed" (i.e. eliminated) or survives.
- Zero strength units may advance after combat, so long as they are accompanied by a least one combat unit with a strength of "1" or more.

8. Advance after Combat: Attacking units which clear a defender's hex of units may advance after combat. See "Advance After Combat" on the Player Aid Card.

9. Counterattacks

- Certain combat results allow enemy units to make a counterattack. If this occurs, then ONE defending unit has the option to immediately attack any one attacking HEX. Use all standard Combat rules, except as noted below.
- Should the counterattacking unit obtain another counterattack (C) result, then refight the original action. If this produces another C result, then one original defender could again select any one of the original attacking hexes to fight.
- There is no limit to the number of counterattacks which may occur during the course of a single combat.
- Counterattack is at the player's option. He may choose not to counterattack, in which case the

combat ends.

Example: Three attackers attack a defending hex together and receive a C result. The defending unit chooses to counterattack and receives another C result, so the three original attacking units attack again. The second counterattack receives yet another C result, so the defending unit decides to counterattack again, inflicting a result of "disordered" on the original attackers.. Since no more C results were received, the counterattack sequence is concluded.

[Design Note: Multiple counterattack results represent "battles within battles," reflecting the fluidity and confusion inherent in Napoleonic combat.]

(8) LINE OF SIGHT (LOS)

1. Players need to establish a Line of Sight (LOS) for artillery unit(s) conducting bombardment at a range of two or three hexes. The artillery unit attempting to establish an LOS is called the "sighting unit." LOS must not be blocked by units or terrain (8.3), and the target must lie within the sighting unit's Contact Range (8.4).

2. LOS is measured from the center of the sighting unit's hex to the center of the target hex. The LOS is blocked if at any point it passes through or along the side of a hex containing certain kinds of terrain or units. LOS can be traced out of or into a hex containing blocking terrain or blocking units, but it cannot be traced through any part or even along the edge of such a hex.

3. Blocking terrain and blocking units: See the LOS example on Player Aid Card.

a. The Terrain Effects Chart on Player Aid Card lists the type(s) of "blocked" terrain through which an artillery unit in a particular kind of hex cannot trace an LOS. The TEC also indicates whether combat units will block LOS, as well as various exceptions and special cases.

- Friendly units do not block line of sight.
- Enemy units block line of sight.

(Comment: Friendly units would leave lanes open for artillery fire.)

b. Ridge Line: Two or more contiguous (connected) Hilltop hexes form a Ridge Line. LOS can always be traced from one Ridge Line hex to another, as long as ALL the hexes in between belong to the same Ridge Line AND contain no enemy combat units. If the Sighting unit is in a Hilltop hex and any hex lying between it and the target hex does not belong to the same Ridge Line, then ignore the "Ridge Line Special Case" on the Terrain Effects Chart when judging LOS.

4. If any conflicts arise, players should use common sense or a die roll to settle the matter.

(9) COMMANDERS

1. **Command:** see rule (3)

2. **Morale:** A combat unit making a morale check has the option to use the Morale rating of one Commander stacked in its hex. A Commander may use his Morale rating for any and all friendly units in the hex he occupies, regardless of unit designations and previous command assignments. A Corps commander may Rally units of another

corps, although he could not normally command them.

3. Stacking: Any number of Commanders may stack in a single hex.

4. Movement: A Commander that begins his movement in an enemy Engagement Zone (EZ) may freely exit the hex without penalty. A Commander may enter and then exit an enemy EZ during a single movement segment without penalty, so long as the Commander is moving by himself, AND the EZ he enters and exits already contains a friendly combat unit. Otherwise, the Commander can only enter but not leave an enemy EZ.

5. Combat: Leaders never suffer Disorder, and are not affected by other combat results when stacked with a friendly combat unit. If all friendly combat units in a hex are eliminated in combat, OR if an enemy unit is adjacent to a hex containing only Commanders during an enemy Assault segment, roll the die once for each Commander. If the result is an ODD number, he is eliminated and Current Disintegration is raised by the required amount; rule (11). If the result is an EVEN number, place him with the nearest friendly combat unit.

(10) UNIT MORALE, DISORDER & RALLY

Each unit and Commander has a Morale rating which is used to make morale checks for various game functions.

See *Morale Table on Player Aid Card*.

1. Combat units are either in Good Order or are Disordered. A Disordered unit is indicated by placing a Disordered marker beneath it.

See *"Effects of Disorder" on Player Aid Card*.

2. Morale check procedure: Use the randomizer and cross-index the result with the appropriate Morale rating on the Morale Table. Various rules sections give the results of passing and failing morale checks.

3. A Disordered unit IGNORES all further Disorder results caused by combat, retreat, or morale checks. A Disordered unit which receives a "break" (b) combat result is eliminated.

[DESIGN NOTE: a "break" result represents an enemy unit closing with and destroying an already Disordered formation. "Disorder" results simply represent the breakdown of a unit's precise formation; once disordered, subsequent disorder would have no additional effects at this scale. Note the impact this will have on game tactics: certain CRTs favor Disorder of the enemy, while others favor break results. This means that in order to destroy an enemy you have to use the proper combination of tactics.]

5. Rally. See *Morale Table on Player Aid Card*.

a. In the Rally segment, Disordered units belonging to the Initiating player roll on the Morale Table for rally. If they Pass, remove the Disordered marker.

b. A unit attempting to Rally may use the Morale rating of one Commander with which it is stacked in place of its own Morale rating.

(11) ARMY MORALE AND DISINTEGRATION

Each army has a Disintegration Limit, established by the Battle Rules. When an army's Current Disintegration reaches or exceeds the Disintegration Limit, its effectiveness becomes severely impaired. The army's current condition is recorded on the Disintegration Track.

1. Each side begins a battle at zero (0) on the Disintegration Track, unless otherwise specified in the Battle Rules.

2. Certain game events will cause an army's Current Disintegration to rise or fall. The effects of exceeding the Disintegration Limit are listed under "Army Disintegration Effects."

3. An army may disintegrate, even after its opponent has already done so.

ARMY DISINTEGRATION EFFECTS

- Morale ratings for all units (including Commanders) are lowered by one level for all game functions—E becomes V, V becomes T, T becomes R, R remains R.

- The army loses all Elan markers, and may not receive any more for the rest of the game.

- A unit that receives an "T" result on the Leadership Table during the Movement segment (only) AND is not in an enemy EZ unit MUST move as far as possible and as directly as possible toward the friendly Line of Communication. It may not enter or move through enemy Engagement Zones, even if normally permitted to do so. If the unit is unable to use its entire movement allowance due to enemy units, EZ's, prohibited terrain, etc., it simply stops moving and suffers no further penalty. If a unit moves adjacent to a Major River and has any movement points remaining, it is eliminated (the troops throw away their gear and swim for their lives!). Units in an enemy EZ simply remain where they are and do not move at all. An affected Commander must end stacked with at least one friendly unit if at all possible, preferably one belonging to the corps or army controlled by that Commander.

(12) REINFORCEMENTS

1. Types of reinforcements:

a. Scheduled reinforcements arrive on a set turn, as indicated in the scenarios.

b. Contingency reinforcements are used in the Advanced Game. Ignore references to them when playing the Basic Game.

2. Entering the Map

a. Reinforcements appear adjacent to the map hex designated as entry. They must pay the movement cost for entering that hex. Units may enter via Road March.

b. Reinforcements are considered to be in command control during the Movement segment they enter the map, if their corps commander is anywhere on the map. Non-corps units are in command if the Army Commander is in play.

c. Reinforcements must attempt to appear on the turn designated. If all reinforcing units cannot

enter the map and complete their movement without violating stacking limits, then the excess units attempt to enter play during the next friendly Reinforcement Segment at the same entry hex, or in any available hex as close as possible to the entry hex.

(13) VICTORY CONDITIONS

Each set of Battle Rules will have its own victory conditions.

1. There are three levels of victory, determined by conditions set down in the Battle Rules:

- Marginal—the enemy is pushed back, but escapes intact and the war continues.

- Tactical—enemy military strength destroyed in this theater. The war continues, and will probably go in your favor.

- Decisive—The enemy's government capitulates. Other states rush to make treaties with you. You have taken a great step toward Napoleonic control of Europe, or the ultimate defeat of Bonaparte.

2. If each player achieves a level of victory, subtract the lower level from the higher level to determine the final outcome. Example: the French player attains a decisive victory, and the other a marginal victory, which results in the French player winning a tactical victory.

3. If both players attain the same level of victory, or neither player attains any level of victory, the game ends in a draw.

(14) INTRODUCTION TO ADVANCED RULES

The following rules augment or replace the Basic Rules. Players may also use some or all of the Optional Rules included in the body of the Advanced Rules to provide greater depth and variation. Together the Advanced and Optional Rules change the basic structure of the game itself, and create a much more realistic (and challenging) simulation of Napoleonic warfare from the commander's perspective.

IMPORTANT: Unless specifically indicated in a rules section, all Basic System rules remain in force.

(15) ADVANCED RULES SEQUENCE OF PLAY

Use the entire Sequence of Play found on the Player Aid Card, including those marked "ADVANCED RULES."

(16) COMMAND

All Basic System Command rules (3) remain in effect, except as noted.

1. Command Range is now blocked by enemy units, enemy Engagement Zones (even when occupied by friendly units), and impassible terrain.

2. Variable Command Range: change as indicated in the Battle Rules.

3. Out of Command units: A unit outside its Corps Commander's range or the Army Commander's range at the instant of combat may attack, but it must do so by itself. It cannot be combined with other friendly units in a single attack. Other units may attack the defender separately, but not be

totaled together.

(17) FRICTION

Friction refers to the numerous imponderables of war which degraded and sometimes enhanced an army's capabilities. *The Friction Table is on the Player Aid Card.*

1. During a player's Friction segment, consult the Friction Table to determine whether an event occurs. Friction results are applied immediately.
2. Players may make their friction roll secretly and inform the enemy player about events only if they affect the opponent directly, or if the Friction Event received requires it. For example, if you roll the event allowing you to bring on a Detachment marker, you need not say anything about it in order to confuse your opponent.

4. FRICTION EVENT DESCRIPTIONS (in alphabetical order)

Ammunition Shortages: Shift all friendly attacks one to the left (1L) this turn.

Army Morale: Roll one die. If the result is odd, raise the friendly Disintegration Level by ONE (1); if even, lower the friendly disintegration level by 1.

Bad Weather Possible: Roll one die and announce the result:

1-7 = Weather remains good. No effect.

8-10 = Weather turns bad. Effects of Bad Weather:

- Reduce all movement allowances by ONE (1) this turn.

- Shift all cavalry and infantry attacks one column left (1L) and all artillery attacks TWO left (2L) this turn.

- Visibility is BAD this turn.

Intelligence: The player may do ONE of the following:

- Immediately flip enemy Unobserved unit(s) in any single hex on the map to their Observed sides

- Return all friendly Detachment markers to play, per rule (16.2c)

No Event: Nothing happens.

Reinforcements: Return one friendly Detachment marker to play if available, then roll the die and refer to the Battle Rules as needed—

1-3 = receive any one group of friendly scheduled reinforcements of the owning player's choice one turn EARLIER than currently scheduled.

4-7 = delay the NEXT group of friendly scheduled reinforcements by one turn.

8-10 = receive ALL friendly contingency reinforcements during the current turn.

Visibility: Roll one die and announce the result—

1-3 = Visibility becomes GOOD; it remains good until a Bad Visibility is rolled.

4-10 = Visibility becomes BAD; it remains bad until a Good Visibility result is rolled.

If current game turn is at Night: no die roll occurs; visibility is automatically Bad.

Effects of Bad Visibility:

- Reduces Contact Range (see Contact Chart)

- Both sides return one Detachment to play during the Friction Segment of every player turn that Bad Visibility is in effect, per rule (24.2c)

OPTIONAL RULE: Random Friction Events

[Design Note: this approach prevents players from calculating ahead of time the probabilities of a certain friction event happening.]

The Friction randomizer is an opaque container in which "friction events" are placed. Prior to start of play, the players should write down each event listed on the Friction Table (including No Event) on markers, cards, or sheets of paper. There should be two "Visibility," three "No Event," and one of every other event in the randomizer. Place these friction events in the container, and then remove at random THREE (3) of them without examining their contents. Instead of rolling for a friction result, draw one event at random. Only examine Friction events as they are drawn from the randomizer. Note down the result and place the event back in the randomizer. All other Friction rules remain the same.

(18) REINFORCEMENTS

In addition to Scheduled Reinforcements, there are contingency reinforcements which may arrive as a result of a Friction event. Friction events can also affect scheduled reinforcements. See the Friction Events Table for further details.

(19) ENGAGEMENT ATTACKS

1. In the Advanced Game, units may exit enemy engagement zones, but at the risk of suffering an Engagement Attack. Ignore all restrictions and prohibitions in the Basic System rules and the Combat Results Explanation chart on movement, retreat, and advance after combat into or out of enemy Engagement Zones. Units can move directly from one enemy EZ to another. However, such movement is subject to Engagement Attacks.

2. When Engagement Attacks occur

a. During a Movement segment: a unit which LEAVES an enemy EZ is subject to separate Engagement Attacks by each enemy unit exerting an EZ in the hex.

b. During an Assault segment: a unit which ENTERS an enemy EZ during a retreat is subject to separate Engagement Attacks by each enemy unit exerting an EZ in the hex. This is in place of the Morale check made in the Basic Game for retreat into an EZ (6.3d). Units advancing after combat into Enemy EZs are not subject to Engagement Attacks.

3. How to conduct an Engagement Attack

a. An Engagement Attack is MANDATORY and happens automatically. Do not consult the Leadership Table. Obey all other standard combat rules, except as noted below.

b. The Engagement Attack is made in the hex the unit is attempting to move out of. *[Designer's Note: the moving unit is exposing itself to fire.]*

c. The moving unit NEVER counterattacks, even when called upon by a Combat Results Table to do so.

d. Shifts the attack three columns to the right on the CRT selected after all other adjustments.

e. A unit that survives all Engagement Attacks may continue to move or retreat if allowed to do so by the standard rules, and if the owning player so desires. A retreating unit that survives an Engagement Attack must continue retreating until

it satisfies stacking restrictions or is eliminated.

f. Only moving units are affected by Engagement Attacks, even when there are other stationary friendly units in the target hex.

4. Engagement Checks [OPTIONAL RULE]

Every unit eligible to make an Engagement Attack must first consult the Leadership Table to determine if it has the option to attack, must attack, or cannot attack. A Commander uses his leadership rating to check once for all subordinate units in his hex, although each unit must still make a separate Engagement attack. Follow the same procedure used for Reaction Checks (19).

[Designer's Note: A unit's ability to respond to changing battlefield conditions will depend upon the quality of command. This is more realistic, but involves extra die rolling on the Leadership Table. It is left for the players to use at their discretion.]

(20) REACTION

[Designer's Note: "Reaction" provides a player with an entire segment in a portion of the enemy turn to upset an opponent's best laid plans by moving leaders, firing artillery, and launching spoiling attacks and countercharges with infantry and cavalry. This may seem confusing at first, but when combined with Counterattack results on the CRTs it effectively simulates the ebb and flow of Napoleonic warfare.]

In the Reaction segment, the Reacting player may take certain actions. Note that in the First Player turn, the Reacting player is the second player; in the Second Player turn, the Reacting player is the first player.

1. The reacting player may do any or all of the following:

- fire artillery defensively
- countercharge with cavalry
- launch spoiling attacks with infantry
- move Commanders adjacent to an enemy-occupied hex

2. Reaction checks. Reaction is at the player's option. However, Reaction requires a Leadership check.

a. Each combat unit that attempts Reaction must consult the Leadership Table.

(1) Each unit completes Reaction checks and performance of Reaction before the next unit makes a Reaction Check. Units may not be combined for reaction.

(2) Units stacked with a Commander capable of controlling them may use the Leadership rating of that Commander when consulting the Leadership Table. All other units must make their own individual Reaction checks and rely on their own Leadership ratings.

(3) Players do not use a Commander's Command range in the Reaction segment for Leadership checks. A unit must be stacked with a commander in order to use the Commander's leadership rating, unlike Leadership checks for movement.

b. Leadership Table results:

- C: Command—the player MAY make the reaction with the unit, at his/her option.
- I: Impetuous—the player MUST make a reaction with the unit.

- **O: Out of Command**—the player may NOT make a reaction with the unit.
- **[C] or [I]:** result is applied to all units in the hex if a Commander is making the check; otherwise, treat as “O” (Out of Command).

2. Executing Reaction

- **Artillery defensive fire:** A reacting artillery unit may fire at any adjacent enemy unit (and only at adjacent enemy units—no ranged fire is allowed). This is conducted as normal artillery combat.
- **Cavalry countercharge:** A reacting cavalry unit may immediately conduct an attack on the Cavalry Charge CRT against any adjacent unit. All standard combat rules apply.
- **Infantry spoiling attack:** a reacting infantry unit adjacent to one or more enemy-occupied hexes may immediately launch an attack against ONE of the hexes (only) using any Infantry CRT.
- **Commander movement:** each reacting Commander may move one hex, but only if the move places him adjacent to an enemy unit. Obey all standard movement and stacking rules.

4. Mandatory Reaction Check [optional rule]

The Reacting player MUST make a Reaction check for EVERY unit eligible to perform reaction. Reaction attempts are no longer voluntary. If two or more enemy targets present themselves to a single friendly unit or stack with a Commander, the owning player may select one. All other Reaction rules apply. Players should decide to use prior to the start of play.

[Designer's Note: At the price of some additional die rolling, this optional rule gives the most accurate picture of the command situation in the Napoleonic era, where subordinate commanders freely used their initiative, often disastrously. While the Reacting player will usually retain some measure of control, there will now be units that refuse to act, or which expose themselves needlessly through foolish acts of impetuosity.]

(21) ELAN

Elan markers are used to enhance the capabilities of selected units, based on certain national characteristics.

1. The number of Elan markers each side receives at the beginning of a scenario and during a friendly Reinforcement segment is specified in each scenario listed in the Battle Rules.
2. Elan markers may be accumulated from turn to turn, but a player may never have more than the limit set by the particular scenario being played. If a side reaches its Disintegration Limit, that side loses ALL its accumulated Elan markers and may not receive any more until Current Disintegration drops below the Limit.

[DESIGN NOTE: the number of markers received reflects overall factors of army training and morale that were not determined or affected by battlefield conditions until an army disintegrates.]

3. Assigning Elan markers

Just prior to attempting an action (movement, combat, etc.) at any point in a game turn, designate a unit to receive the Elan marker. An Elan marker either affects only ONE unit, or the outcome of ONE attack. A unit can receive more than one

Elan marker in a friendly player turn, but not more than one marker in any segment (movement, assault, rally, etc.) of a friendly player turn.

4. Effects of Elan markers: See the Elan Chart on Player Aid Card and the Battle Rules for details.

(22) CAVALRY

1. Pursuit

a. When cavalry receives a Pursuit (P) combat result AND succeeds in clearing all defending units from a hex, then one attacking cavalry unit MUST advance after combat into the vacated hex.

b. The advancing cavalry unit MUST perform a Leadership check. A Commander's leadership rating may be used, if he is stacked with the cavalry unit.

c. Leadership check results:

- **C: Command**—the unit MAY make another attack against one adjacent enemy-occupied hex.
- **I: Impetuous**—the unit MUST make another attack if there is any enemy unit adjacent to it.
- **O: Out of Command**—no attack can occur.

[Design note: historically, attacking cavalry could get beyond the control of higher leadership and behave erratically. Witness the charge of the Union Brigade and Household Cavalry at Waterloo.]

2. If an artillery unit stacked with a cavalry unit attacks an adjacent hex containing an infantry unit, shift the CRT column used THREE to the right. *[Design Note: the infantry is assumed to have entered a “square” formation, which makes it much more vulnerable to close-range artillery fire.]*

(23) BRIDGES AND ENGINEERS

1. **Combat Retreat:** A unit which attempts to retreat across any type of Bridge must stop and make a morale check. If it fails, eliminate the unit; if it succeeds, retreat normally across the bridge hexside.

2. Pontoon Bridges

a. An engineer unit in Good Order may attempt to construct a pontoon bridge across any one River hexside to which the unit is adjacent. A Commander's Leadership Rating can be used if he is stacked with the engineer making the attempts. Consult the Leadership Table:

- **C or I: Success**—pontoon bridge completed.
- **O: Failure**
- **[C] or [I]:** Success if a Commander in the hex; otherwise, failure.

An engineer unit may only create and maintain one pontoon bridge at a time, even if it is adjacent to more than one river hexside.

b. Point the top of the engineer unit so that it faces the hexside that will contain a successfully completed pontoon bridge. (Alternatively, players may create and place a bridge marker with an arrow pointing toward the appropriate hexside. In either case, keeping a written record is a good idea.)

c. The pontoon bridge exists as long as the engineer unit maintains it by remaining in a hex adjacent to the designated hexside, or the enemy does not destroy it (23.3).

d. A pontoon bridge is treated exactly like any

other bridge printed on the map, except that no Road March is permitted across it.

3. Destroying bridges

Any bridge, either pontoon or printed on the map, may be destroyed by artillery fire or engineers.

a. **Artillery fire:** the player designates a bridge as the target and makes a normal artillery attack. One of the hexes to which the bridge hexside belongs must be within the firing unit's range. A “d”, “E,” or “Z” result destroys the bridge. Record the result or place a spare marker to indicate the fact. Units adjacent to the bridge are never affected by fire directed at the bridge.

b. **Engineers:** an engineer unit adjacent to a printed bridge hexside or a pontoon bridge maintained by an ENEMY engineer unit may attempt to destroy it. Make a Leadership check on the Leadership Table:

- **C or I: Success**—bridge destroyed; record the fact, remove the pontoon marker, or place a blank marker.
- **O: Failure**
- **[C] or [I]:** Success if a Commander in the hex; otherwise, failure.

During a friendly movement segment, a FRIENDLY engineer maintaining a pontoon bridge may simply declare the bridge destroyed. Also, the instant a maintaining engineer leaves the hex it occupies adjacent to the pontoon bridge hexside for any reason, the bridge is considered destroyed. Remove the marker, if one was used.

(24) FOG OF WAR

[Design Note: The Fog of War rules add the critical element of limited intelligence to the Napoleonic battlefield. This is done by representing hidden units with Commanders and special “Detachment” markers, and off map displays. This maintains playability while providing valuable insights into Napoleonic deployment and use of cavalry for reconnaissance and screening. Players should read through the entire rules section once, to avoid being confused by terms like “attachment” and “release.”]

Commanders and Detachment markers of the same nationality have identical symbols on their “Unobserved” (back) sides to hide their true identity from the opponent. No other units have these “Fog of War” symbols. Friendly units may be placed in a Commander or Detachment off-map display. A player cannot examine the contents of hexes which contain inverted enemy units, nor enemy off-map displays. A player can always examine the contents of a friendly-occupied hex, plus all enemy-occupied hexes that can be OBSERVED by a friendly unit. A Commander or Detachment marker is turned over to its REVEALED (front) side as soon as it is observed.

1. **Unobserved Units.** Any Commander or Detachment marker set up prior to the beginning of play, or entering play as a reinforcement, may begin on its Unobserved side at the owning player's option. Each Unobserved unit moves according to normal movement rules, and can enter a friendly-occupied hex so long as it remains Unobserved while doing so. An Unobserved unit may NOT end its movement stacked with any other unit, but it can begin its movement with an empty Detachment marker placed in its hex; see rule

(16.2c) below.

2. Holding Boxes. All units attached to an Unobserved Commander or Detachment are placed in the appropriate holding box on the friendly player's off-map display.

a. Holding box limits: An Army Commander's box can hold one Corps Commander and any number of other friendly units from any formation. A Corps Commander's box can hold any number of units from his own formation. A Detachment's box can hold only ONE unit of any type, so long as it is not a Commander. No holding box can contain a Detachment marker.

b. Behavior of Unobserved units: The Commander has the same movement allowance as the SLOWEST unit in his holding box, but continues to use his own Morale and Command ratings. A Detachment always behaves exactly like the single combat unit allowed in its holding box.

c. Empty Detachments: An Unobserved Detachment marker with an empty holding box moves and acts like any ONE type of unit (infantry, cavalry, artillery, engineer, Commander) at the owner's discretion, but it has no combat strength and cannot stack with any other units. Once Observed, it is removed from play until received from the Friction Events Table. An empty Detachment with no unit can enter play in any ONE of the following ways:

- be set up normally at the beginning of play
- as a reinforcement, either by itself or with other friendly reinforcements
- be saved off-map either at the beginning of play or when received later on, for placement in any friendly-occupied hex at any time (even during an enemy player turn). [Player note: this allows players to confuse the opponent about the true identity and contents of Unobserved units.]

The contents of holding boxes should be kept hidden from the opposing player. Honesty among the players is essential to realistic and competitive play.

3. Contact Range. See Contact Chart on the Player Aid Card.

A sighting unit must have the target in its "Contact Range" (CR). When determining CR, count the targeted hex but not the hex occupied by the sighting unit.

a. Consult the Contact Chart. The standard length (in hexes) of a particular CR is determined by the type of terrain the target hex contains. Always use the section of the chart under "Bad Visibility" during Night turns.

b. Even if the target lies within a sighting unit's CR, a clear LOS must still exist for the CR to be considered EFFECTIVE.

c. CR Bonus: The special "BONUS" line on the Contact Chart increases a sighting artillery unit's CR when it occupies a certain type of terrain. No Bonuses occur during Night.

d. Every unit on the map has the ability to spot Unobserved enemy units within its Contact Range (CR). Determine CR normally, except as noted below.

(1) In addition to terrain, Good or Bad Visibility

during daylight turns influences the length of CR.

(2) For CR to be EFFECTIVE the observing unit must have a clear Line of Sight (LOS) to the target hex. Normal LOS rules (8) apply, with the following exceptions:

- Combat units (enemy or friendly) NEVER block LOS when revealing Unobserved units
- A Commander or Detachment tracing CR from a Town or City ignores ALL blocking terrain and units. [It is assumed to be spotting from church steeples or other tall structures.]

e. CR Bonus: The BONUS line on the Contact Chart increases a Commander's or Unobserved Detachment's CR as well as an artillery unit's.

4. Observation. The instant an Unobserved unit enters an enemy unit's CR, or falls within a moving enemy unit's CR, it MUST be flipped over to its Revealed side and ALL units in its holding box must be released onto the map. If a moving Unobserved unit and one or more stationary Unobserved units simultaneously observe each other, the stationary Commanders and Detachments reveal and release units first, followed by the moving Commander or Detachment. A player can always voluntarily reveal an Unobserved Commander or Detachment at any time during the game, even if this temporarily interrupts a friendly or enemy unit's activity. A revealed Commander remains in play, but a revealed Detachment marker is removed from play until it is regained by a result on the Friction Events Table. The instant a revealed Commander is no longer in the CR of any enemy unit, he is flipped to his Unobserved side and certain units may be placed in his holding box. See "Unit Attachment, Release, and Transfer" for details about unit placement and removal from the map.

5. Observation takes precedence over ALL other game functions. Units must interrupt movement, combat retreat, or advance after combat until all Unobserved units on both sides that are currently in an opposing unit's CR are revealed. The interrupted units then resume their activity if the owning player is able and willing to do so. If a unit can no longer perform an intended movement into a particular hex, it can pick another path or simply stop. If it can no longer advance after combat, it does not do so. If it can no longer retreat into a particular hex during combat, it must choose another eligible hex or be eliminated instead. If there are any newly released units eligible to resume movement, subtract from each revealed unit's printed movement allowance the number of movement points already expended by their Commander or Detachment. All normal movement rules apply to released units, including any Leadership Table result currently in effect. Players will need to keep track of an interrupted unit's movement point expenditure.

6. Unit Attachment, Release, and Transfer

A Commander or Detachment may combine attachment, release, and transfer in any way desired during the course of its regular movement during a friendly player turn. It can interrupt movement any number of times to perform any or all of these functions. There is no movement or other penalty

involved. In addition, units can be detached at any time during the game, even during the enemy player turn, and even if it interrupts the movement of friendly or enemy units.

IMPORTANT: The units involved cannot violate holding box limits (see rule 24.2, above).

a. Attaching units: The Commander or Detachment must be Unobserved in order to perform attachment. Attached units are removed from the map and placed in the appropriate holding box. In order to be attached, a unit must be:

- in Good Order or Disordered (not Shattered)
- outside of any effective enemy Contact Range (CR)
- on or adjacent to the attaching Commander/Detachment (if unit is on-map)
- separated by a hexside that is not considered prohibited, if adjacent to attaching Commander/Detachment's position
- scheduled to arrive at the same time and entry hex as the attaching Commander/Detachment (if unit is off-map)

b. Releasing units: Observed Commanders and Detachments must release ALL their units. Those that are Unobserved may choose how many units to release. Released units are removed from the appropriate holding box and placed on the map as follows:

- in the hex occupied by the releasing Detachment
- on or adjacent to the hex the releasing Commander occupies; if overstacking occurs, place excess units adjacent to any newly released unit, but as far away as possible from all enemy units.

The hex in which a released unit is placed:

- cannot contain prohibited terrain, or be separated from the Commander by a prohibited hexside.
- may be in an enemy Engagement Zone; newly released units are NOT subject to enemy Engagement Attacks.
- may be occupied by enemy units if the releasing Commander or Detachment was NOT moving (or had not just completed moving) when the release occurred. The releasing player displaces the enemy units to any adjacent hex not containing friendly units. If this causes overstacking, displacement continues until no overstacking exists. Displacement NEVER causes a morale check or engagement attack, even when overstacking occurs. Any displaced enemy units that were Unobserved will be revealed after the friendly unit release is complete.

Other provisions for unit release:

- currently Disordered units return to play in their Disordered state.
- the releasing Commander may be placed in any hex containing a newly released unit.
- the releasing Detachment is removed from play if Observed; if Unobserved, it is set aside off-map and can be re-introduced into play at any time the owning player wishes, per rule 23.2(b).

Resolve any disputes that arise with common sense, or a random die roll.

[Designer's Note: The intent is to place all units currently in a holding box in play if required or desired, within stacking limits, and to give a placement advantage to stationary units who are assumed to have the opportunity

to take up the most desirable positions in a particular area of the battlefield.]

c. Transferring units: A unit already in a holding box may be transferred to a different holding box belonging to another Commander or Detachment. The two Commanders/Detachments involved in the transfer must be:

- Unobserved
- in the same or adjacent hexes (if on-map)
- separated by a hexside that is not considered prohibited, if adjacent to each other
- scheduled to arrive at the same time and entry hex (if off-map)

Transfer can never take place between an on-map and off-map unit.

(25) UNIT MORALE, DISORDER, SHATTER & RALLY

Whenever a combat unit would be eliminated by a combat result, it is SHATTERED instead. Instead of eliminating the unit from play, place a Shattered ("S") marker on it. A Shattered unit is considered to have lost combat effectiveness and been reduced to a fleeing mob. There is still a chance that a Commander will be able to restore the unit to Good Order. *[Design Note: In the basic game, "elimination" usually represents the unit losing combat effectiveness; the Shatter rule more accurately shows the difficulty of actually wiping a unit out of the last soldier.]*

1. Shattered units are NOT eliminated. Place an "S" marker on them.
2. The instant a unit shatters, it must move its complete printed movement allowance towards the friendly Line of Communication. Road March may not be used. It must pay all terrain costs, but must move at least one hex even if it lacks the movement points to do so. If it cannot reasonably avoid prohibited terrain, enemy-occupied hexes, and enemy Engagement Zones, the shattered unit simply stops and suffers no additional penalty. Settle any disputes by random die roll.
3. Effects of Shatter. Shattered units—
 - May neither move nor attack.
 - Lose EZs
 - Have an "R" morale rating and "F" leadership rating when defending in combat.
 - No Counterattacks permitted, even when called for by the CRT.
 - Any combat result calling for Disorder or elimination causes immediate elimination, without further die rolls or checks of any kind.

4. Rally of Shattered units

a. Only the Army Commander or the unit's corps Commander may attempt to rally a shattered unit during the friendly Rally segment. The Commander must be stacked with the Shattered unit attempting rally. All subordinate Shattered units in the Commander's hex may attempt to rally in the same segment, but they must do so separately.

b. Rallying a shattered unit requires TWO die rolls on the Morale Table. Roll once for the Commander and once for the Shattered unit. If

both die rolls produce a Pass (P) result, immediately restore the unit to Good Order. Otherwise it remains Shattered.

5. A unit that receives an E or Z result on a CRT is considered completely destroyed, not Shattered. Only Break (b) results against disordered units can cause Shatter. *[Design note: units eliminated by E and Z results are considered to be entirely killed or wounded in action.]*

(26) ARMY MORALE AND DISINTEGRATION

Make the following additions to the Basic System:

1. An army that does not engage in any attack, counterattack, or reaction attack with any of its units for one complete game turn lowers its Current Disintegration by FIVE (5) during the "End of Turn" portion of the game turn.
2. Friendly contingency reinforcements (18) may reduce Current Disintegration. See the Battle Rules for details.

(27) NIGHT

1. All units have their movement factor reduced by "1" during Night turns.
2. Units do NOT possess or exert Engagement Zones (EZs) at Night.
3. Each attack occurring at Night is shifted three columns to the LEFT on the CRT, and raises friendly Current Disintegration by ONE (+1).
4. Visibility is always BAD during all Night turns.

(28) GENERAL WITHDRAWAL

A player may call for a General Withdrawal at any time during one of his own player turn. This allows him to withdraw his units from the map.

General Withdrawal Effects

1. RAISE the withdrawing player's Current Disintegration by 20 points. If this causes Army Disintegration, it immediately takes effect. EXCEPTION: No increase occurs if General Withdrawal declared at Night.
2. REDUCE the Current Disintegration of the player NOT undertaking General Withdrawal by 10 points. The reduction occurs even if that player has already begun General Withdrawal. If this reduces Current Disintegration below the Disintegration Level, the effects of Army Disintegration immediately end. EXCEPTION: No reduction occurs if General Withdrawal declared at Night.
3. Units of an army that declares General Withdrawal may EXIT THE MAP safely. from map edge(s) designated by the Battle Rules as a "Line of Communication." Simply move the unit to a hex bordering the map edge in question, pay one additional movement point, and remove the unit from play permanently. Units withdrawn in this manner are NOT considered eliminated.

In **Friedland** one player represents Napoleon, commanding the French army; the other player represents Bennigsen, commanding the Russians.

Rules section and case numbers are keyed to those found in the BASIC SYSTEM and ADVANCED RULES books.

I. BASIC RULES

2. Game Components: 1 17" x 17" map, located on the same mapsheet as the map for the VITTORIA game. 1 set of 100 counters; 1 Napoleonic Battle Systems rule book; 1 set of Player Aid Cards.

(2) SEQUENCE OF PLAY

First player: French

Second player: Russia

(8) LINE OF SIGHT (LOS)

4. Contact Range (CR): Starting visibility is Good in all Scenarios.

(12) ARMY MORALE & DISINTEGRATION

Disintegration Limit

French: 35

Russian: 30

2. Effect of friendly Army Commander Elimination on friendly Current Disintegration:

Napoleon — +15

Bennigsen — +6

II. CHANGES TO ADVANCED RULES

(18) COMMAND

2. Variable Command Range:

FRENCH

Napoleon: 6

All Corps Commanders: 3

RUSSIAN—No change

(26) ARMY MORALE & DISINTEGRATION

2. Effect of friendly Contingency Reinforcement Arrival on friendly Current Disintegration:

French—subtract SEVEN (-7) if French contingency reinforcements appear.

Russian—subtract FOUR (-4) if Russian contingency reinforcements appear.

III. FRIEDLAND SCENARIOS

General Instructions:

Line of Communications

French: West map edge.

Russian: East map side.

SCENARIO 1: The Crisis

Introduction: This deals with the battle starting with Napoleon's arrival on the scene with the bulk of the French army, and is recommended for beginners and those with limited time.

Victory Conditions

French Marginal: Eliminate at least 35 Russian strength factors

French Tactical: Russians reach or exceed their Disintegration Level.

French Decisive: Fulfill both Marginal and Tactical conditions

Russian Marginal: Eliminate at least 30 French strength factors

Russian Tactical: French reach or exceed their Disintegration Level.

Russian Decisive: Fulfill both Marginal and Tactical conditions

Deployment

Russians (deploy first)

Bennigsen (Army Commander): Any Friedland town hex.

Advanced Guard (AG): on or adjacent to deployment hex AG2; all Jaeger units Disordered.

Right Wing (RW): Any hexes in the hex rows located on or between deployment hexes RW1 and RW2. (This forms a long, narrow rectangular zone.)

Left Wing (LW): Any hexes in the hex rows located on or between deployment hexes LW1 and LW2. (This forms a short, nearly square zone.)

Reserve (RES): 1st Division in deployment hex RR; remainder in any Friedland hexes.

Cossacks (COS): Platov and 1st, 2nd, 3rd brigades on or adjacent to deployment hex C1; remainder on or adjacent to deployment hex C2.

French (deploy second)

Napoleon: Deployment hex N.

Imperial Guard (IG): On or adjacent to deployment hex G.

I Corps (I): On or adjacent to deployment hex I.

VI Corps (VI): On or adjacent to deployment hexes VI.

VIII Corps (VIII): On or adjacent to deployment hex VIII.

Reserve Corps (RES): On or adjacent to deployment hexes FR.

Cavalry Reserve (CR): On or adjacent to deployment hexes CR.

Sernamont (artillery commander): Stacked with I Corps artillery unit.

Special Instructions

Time limits: First Turn: 1700; Last Turn: 2400

Current Disintegration at start: French—3; Russian—6.

[The following are used with Advanced Rules only.] Turns 2200, 2300 and 2400 are Night turns.

Additional Deployment:

Russian—Engineer unit: any Friedland town hex.

French—Engineer unit: adjacent to any French deployment hex.

1 empty Detachment marker: Set up according to rule (24.2c). If set up on the map at the beginning of play, place anywhere outside of effective enemy Contact Range, on or to the west of the hex row occupied by the easternmost French unit that is not a Detachment.

Elan markers:

French—3 at start; may receive up to THREE per turn from Friction Events (if available) until Army Disintegration occurs. Countermix limit: 3 markers.

Russian—1 at start; may receive up to TWO per turn from Friction Events (if available) until Army Disintegration occurs. Countermix limit: 2 markers.

Contingency Reinforcements:

Russian—Observation Corps (OBS) appears on south map edge, east of River Alle as per the Friction Table.

French—Murat (Commander), LaS, and St S divisions: appear on north map edge as per the Friction Table.

SCENARIO 2: The Grand Battle

Introduction: This scenario covers the entire battle, starting with Lannes' brilliant holding action against a superior Russian force.

Victory Conditions: Same as Scenario One.

Deployment

Russians (deploy first)

Bennigsen (Army Commander): On deployment hex RR.

Advanced Guard (AG): within two hexes (inclusive) of deployment hex AG1.

Right Wing (RW): Any hexes in the hex rows located on or between deployment hexes RW1 and RW2.

Left Wing (LW): Any hexes in the hex rows located on or between deployment hexes LW1 and LW2.

Reserve (RES): 1st Division in deployment hex RR; remainder in any Friedland town hexes.

Cossacks (COS): Platov and 1st, 2nd, 3rd brigades in or adjacent to deployment hex C1; remainder in or adjacent to deployment hex C2.

French

Reserve Corps (RES): Any hexes both SOUTH and WEST of the town of Heinrichsdorf (inclusive).

Cavalry Reserve (CR): On or adjacent to deployment hex CR.

Scheduled Reinforcements (French only)

0700 hrs (deployment hex F3): VIII Corps.

1200 hrs (deployment hex F2): Napoleon, Bessieres (Imperial Guard [G] Corps Commander), G cavalry division.

1300 hrs (deployment hex F1): VI Corps.

1600 hrs (deployment hex F2): Guard (IG) infantry division and artillery, I Corps, Sernamont (Artillery Corps Commander).

Special Instructions

Time limits: Starting Turn: 0700 Last Turn: 2400

Current Disintegration at start: French—0;

Russian—0.

[The following are used with Advanced Rules only.] Turns 2200, 2300 and 2400 are considered night turns.

Additional Deployment:

Russian—Engineer unit: any Friedland hex.

—2 empty Detachment markers: Set up according to rule (24.2c). If set up on the map at the beginning of play, place anywhere outside of effective enemy Contact Range, on or to the west of the easternmost hex row occupied by a friendly unit that is not a Detachment.

French—4 empty Detachment markers: Set up according to rule (24.2c). If set up on the map at the beginning of play, place anywhere outside of effective enemy Contact Range, on or to the west of the easternmost hex row occupied by a friendly unit that is not a Detachment.

Elan markers:

French—3 at start; may receive up to THREE per turn from Friction Events (if available) until Army Disintegration occurs. Countermix limit: 3 markers.

Russian—1 at start; may receive up to ONE per turn from Friction Events (if available) through the 1100 turn or until Army Disintegration occurs. May receive up to TWO per turn from Friction Events (if available) starting with the 1200 turn and continuing until Army Disintegration occurs. Countermix limit: 2 markers.

Additional Scheduled Reinforcements:

French—Engineer Unit: 1200 hrs, deployment hex F2.

Contingency Reinforcements:

Russian—Observation Corps (OBS) appears on south map edge, east of River Alle as per the Friction Table.

French—Murat (Commander), LaS, and St S divisions:

appear on north map edge as per the Friction Table.

Variable Hidden Deployment and Reinforcements (Optional)

This can only be used when playing with Fog of War (Advanced Rule 16)

1. Set up all Russian Commanders (except the OBS contingency reinforcement) and the two Detachment markers anywhere on or east of the hex row containing the westernmost Russian deployment hexes printed on the map (i.e. C2, RW, LW).

2. Place the four French Fog of War markers and all French commanders (except the Marat CAV contingency reinforcement)—a total of 12 counters—in a cup. Select TWO (2) counters from the cup. These counters are set up on their Fog of War (back) sides anywhere on or west of the hex rows containing the town of Postheren.

3. Then select the remaining counters in the cup, one at a time. Place them on their Fog of War (back) side on the Time Track in the proper numbers and at the indicated time. Enter these Unobserved units into play at the indicated deployment hex:

June 14, 0700 (2 counters, enter at F3)

1200 (4 counters, enter at F2)

1300 (1 counter, enter at F1)

1600 (3 counters, enter at F2)

The French player may freely examine the counters on the Turn Track, but the Russian player NEVER can.

4. Set up all subordinate units in their Commander's holding box. Engineer units begin in their Army Commander's holding box. Thereafter, players may rearrange units within the limits imposed by "Unit Attachment, Release, and Transfer" (24.6).

5. Players are encouraged to modify and experiment with hidden setup, particularly allowing the French player complete control over deployment and reinforcements.

SCENARIO 3: Lannes' Action

This allows players to refight Lannes' portion of the battle; he must hold until French reinforcements arrive.

Victory Conditions

French Marginal: Russian Current Disintegration is 5 or higher at the end of the scenario.

French Tactical: No Russian units on or adjacent to any French entry hexes (F1, F2, and F3) at end of scenario.

French Decisive: Accomplish both Marginal and Tactical conditions.

Russian Marginal: Destroy at least 17 French strength points

Russian Tactical: Occupy any TWO French entry hexes.

Russian Decisive: Accomplish both Marginal and Tactical conditions.

Deployment—same as for Scenario 2.

Special Instructions

Time limits: Starting Turn-0700; Last Turn-1100.

All other information: same as Scenario 2

SCENARIO 4: Extended Battle

All previous scenarios are fought out on 14 June. This scenario explores the possibility of the battle lasting an additional day. Use the Advanced Rules.

1. Set up and play either scenario 1 or 2, using all scenario rules. The game continues through 2300 hrs on 15 June.

2. All the following are Night turns: 2200, 2300, 2400 on 14 June; 2200 and 2300 on 15 June.

3. Note the change to determining Good and Bad Visibility when the "Visibility" friction event is received. See the Friction Table for details.

Unit Colors

French = blue Russians = green

Unit Abbreviations:

FRENCH

ARTY = artillery commander

Bes = Bessieres

CAV = Cavalry commander

CR = Cavalry Reserve Corps

D = dragoon

Du = Dutch (Netherlands)

Gd = Guard

IG = Imperial Guard

Lan = Lannes

LC = light cavalry

Mor = Mortier

Mur = Murat

Nan = Nansouty

Pol = Polish

RES = Reserve Corps

Sax = Saxon

Sen = Sernamont

Vic = Victor

RUSSIAN

AG = Advanced Guard

Bag = Bagration

Com = Combined

Con = Constantine

COS = Cossack Corps

Cur = Cuirassier

D or Dr = Dragoon

Doc = Doctorov

IG = Imperial Guard

J = Jaeger (light infantry)

L = Left Flank

LW = Left Wing

OBS = Observation Corps

Pla = Platov

RES = Reserve

RW = Right Wing

Sac = Sacken

Players' Notes

In playing FRIEDLAND what counts is your ability to "manage" the battlefield. Counting up combat factors for the "perfect" attack will lose the game quickly. You have to get the right troops in the right place and use them in the right way. Think in grand tactical terms: have an overall objective. Have corps perform definite missions, whether turning a flank, or holding the enemy in place. Also, ALWAYS maintain a reserve.

You have to make a lot of decisions. One key choice is which CRT to use in an attack or counterattack. Simply rushing the enemy position at the first opportunity will rarely work. You have to set up a successful attack. The CRTs each have their own uses. Use skirmish to weaken an enemy position, or hold an enemy in place. Then go for the kill with infantry column and cavalry charge.

Then there is your overall approach. You can fight and win a battle of attrition by bombarding and skirmishing the enemy all day to shatter or eliminate enough units to push his Current Disintegration past the army limit. This is an especially workable strategy if your opponent risks his top-quality units early in the battle, since they boost Current Disintegration more than regular or sub-standard units. Call it judo, Napoleonic style. If you prefer a more active strategy, or your opponent is too smart to wreck his army for you, try outmaneuvering your foe. Either way, plan your course of action and stay with it. The surest way to lose a battle is to be indecisive.

As the battle develops, you will end up with a number of separate sub-battles revolving around individual corps. This is why it is important to

keep things under control and have a reserve. Don't get bogged down trying to win individual fights at any cost. It is your overall approach which will win or lose for you. Try to anticipate what the enemy commander is up to and then outthink him. The limited intelligence rules add another dimension to the game, as you can bluff the enemy.

When approaching the combat results table, think in terms of Napoleonic tactics. Do not try to "crack" the tables with nice mathematical analyses. You are almost certain to lose, and probably see your troops swallowed up in an embarrassing slaughter to boot. Remember the following rules:

1. Artillery can disrupt an enemy line and occasionally cause some eliminations, but only infantry and cavalry assaults will take a position.
2. Attacking an enemy line which is in good order will not generally be decisive. Use artillery and skirmishers to Disorder an enemy position, then go in with infantry column and cavalry charge attacks.
3. Infantry linear tactics produce a lot of firepower, but can only be used decisively by well-trained troops.
4. Cavalry charges are generally ineffective against well-trained infantry; they can be devastating against poorer-quality troops.
5. Always have your leaders stacked with combat units at the decisive points of the battle. Position and timing are everything. And be sure to keep a reserve ready to deliver the decisive blow!

Vive la Gloire!

Lessons of History: Ney vs. the Cossacks

by Keith R. Schlesinger

The following uses the FRIEDLAND map and counters, plus the Basic System and Advanced Rules for NAPOLEONIC BATTLES.

Set-Up: FRENCH — NEY (VI Corps) in entry hex F1; all VI Corps subordinate units (5V4, 4V4, 6V6, 2V6, 5V3) in VI Corps holding box. RUSSIAN — PLA (COS leader Platov) in hex 2712; COS subordinate units numbered 1 (5R6), 2 (4R6), 3 (4R6) in COS holding box. Empty DETACH #1 in hex 3110. Weather: Good; Visibility: Good; Units on-map begin on Unobserved side.

1300 hours turn:

French Player — Friction Event = none. NEY (aggressive leader rating of "D") rolls on the Leadership Table and receives [I], requiring NEY and all units stacked with him (i.e. all units in his holding box) to move impetuously toward the enemy. NEY detaches 2V6 cavalry unit, which moves to 3210, adjacent to Unobserved Russian in 3110. According to the Contact Chart for "all other unit types" in "Good Visibility," this reveals the Russian, which turns out to be an empty Detachment that is immediately removed from play. The 2V6 then uses its last three movement points to enter 3110. NEY detaches the 5V3 artillery, which ends in 3210. NEY himself then moves at the rate of his slowest unit (4 MPs) directly toward the Russian in 2712, ending in 3211.

Russian Player — Friction = none. PLA (lethargic "F" rating) attempts leadership, but receives an "O" (Out of Command) and fails, which means all

Russian units in his holding box fail.

1400 hours turn:

French Player — Friction = Intelligence; the French choose to reveal the Unobserved Russian unit, flipping over PLA. The Russian immediately detaches all units in PLA's holding box into or adjacent to PLA's hex: 5R6 in 2813, 4R6 "2" in 2812, 4R6 "3" in 2711. NEY rolls "T" and all his units move directly toward the Cossacks. 2V6 ends in 2911; 5V3 in 3110; NEY (still Unobserved) in 3012. PLA and 4R6 "2" each attempt Reaction, but fail.

Russian Player — Friction = none. PLA attempts to lead himself (only) and fails. 5R6 tries the same and fails, but 4R6 "3" succeeds and moves to 2811. The two 4R6's (8 strength points) attack the 2V6 on the "Woods" line of the Cavalry-Charge CRT, receiving an "ab" result. Unit "2" passes the required Morale Check, but "3" does not and becomes Disordered. The 2V6 then checks morale and passes. 4R6 "3" attempts Rally but fails.

1500 hours turn:

French Player — Friction = none. NEY rolls a [C] on the Leadership Table; only he and the units in his holding box can move. 4V4 detaches and enters 2912; 5V4 enters 2913; 6V6 swings wide around the flank and reaches 2713; Ney stays Unobserved in 3012. All Cossack units attempt Reaction but fail. Assault begins with PLA checking to see if the adjacent 6V6 kills him; it does not, and he is placed in 2812. 6V6 charges 5R6 and receives "ab"; 5R6 is Disordered. 4V4 and 5V4 make a Linear infantry attack on the 5R6

and also receive "ab"; 4V4 Disordered and 5R6 eliminated, 5V4 advances into 2813. 4V4 successfully Rallies.

Despite the difficult terrain, the Cossacks are no match for the French, although the Russians might have delayed the enemy longer by positioning themselves forward on the other side of the woods, or at least giving the Detachment one unit. Also, the French attacks were letter perfect and the results were ideal. Even so, it would have been something of a miracle for the Cossacks to have held Ney off without being seriously flanked or cut off from the Russian main body much past late afternoon. Then again, it was no easy picnic in the woods for Ney either.

Readers are invited to continue play, and develop their own setups. Start with the Basic System if the Advanced Rules seem a bit confusing. Then move on to one of the regular scenarios listed in the FRIEDLAND Battle Rules.

COMBAT RESULTS TABLES (CRT'S) (rule 7.1)

NOTE: Terrain types not listed on a CRT may NOT be attacked into, out of, or across (e.g. Major Rivers without a bridge)

INFANTRY—SKIRMISH

Strength Point Total When Attacking Into, Out of, or Across:

(choose the strength point line most favorable to DEFENDER)

River (no bridge)	6(-)	7-8	9-10	11-12	13+	—	—	—
Town, Woods, Hilltop, Peak, Stream, Bridge	2(-)	3-4	5-6	7-8	9-10	11-12	13+	—
Clear	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Die roll	1	C	C	C	C	C	C	C
2	C	C	C	C	C	C	C	C
3	W	W	W	W	W	W	W	W
4	W	W	W	W	W	W	W	d
5	W	W	W	W	-	-	d	d
6	W	W	-	-	d	d	d	d
7	-	-	d	d	d	d	d	d
8	-	d	d	d	d	d	d	ad
9	d	d	d	d	ad	ad	ad	ad
10	ad	ad	ad	ad	aE	aE	aE	aE

INFANTRY — LINEAR

Strength Point Total When Attacking Into, Out of, or Across:

(choose the strength point line most favorable to DEFENDER)

Woods, Town	6(-)	7-8	9-10	11-12	13+	—	—	—
Stream	4(-)	5-6	7-8	9-10	11-12	13+	—	—
Hilltop, Peak	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Die Roll: 1	C	C	C	C	C	C	C	aC
2	C	C	C	C	C	C	aC	a
3	C	C	C	C	C	a	a	ad
4	C	C	C	a	a	a	ad	ab
5	-	-	-	a	a	ad	ab	ad
6	-	-	a	a	ad	ab	ad	ad
7	-	a	a	ad	ab	ad	ad	aE
8	a	a	ad	ab	ad	aE	aE	aE
9	ad	ad	ab	aE	aE	aE	aE	aE
10	ad	aE	aE	aE	aE	aE	aE	aE

INFANTRY — COLUMN

Strength Point Total When Attacking Into, Out of, or Across:

(choose the strength point line most favorable to DEFENDER)

Woods, Town, Bridge	4(-)	5-6	7-8	9-10	11-12	13+	—	—
Stream	2(-)	3-4	5-6	7-8	9-10	11-12	13+	—
Hilltop, Peak	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Clear	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Die Roll: 1	C	C	C	C	C	C	C	C
2	C	C	C	C	C	C	C	C
3	-	-	-	C	C	C	C	dC
4	-	-	-	C	C	C	dC	bC
5	-	-	-	-	C	dC	bC	bC
6	-	-	-	-	d	bC	bC	bC
7	-	-	-	d	b	b	bC	abC
8	-	-	d	b	b	ab	ab	abC
9	-	d	b	ab	ab	ab	ab	ab
10	ab	ab	ab	ab	ab	ab	ab	ab

COMBAT RESULTS (7.1)

Apply all the indicated results in order, from left to right. Example: "ad" means that the attacker checks for Disorder, then the defender.

a: ATTACKER Disorder check:

Each attacking unit makes a morale check. All units that fail are Disordered; units already Disordered simply remain

Disordered. If ALL attacking units are Disordered following morale checks, ignore all further combat results against the defender.

This applies even if attackers enter combat already Disordered, as long as they receive an "a" result.

(Example: on an "ab" result, if all attackers Disordered following the "a" portion of the result, the "b" portion is not applied to the defender.)

b: Break:

(1) Defending units that are already Disordered are immediately eliminated.

(2) Defending units in Good Order must make a morale check; failure causes Disorder

(3) Disordered units MUST retreat; retreating artillery is eliminated instead.

C: Counterattack:

(1) EACH defending combat unit has the option to attack any ONE hex containing original enemy attackers.

(2) If a Counterattack causes another C result, ALL the original attackers have the option to attack again. Units of the same type may combine their strengths.

(3) If any counterattacking units that exercise the option to attack are artillery, they MUST do so first before any infantry or cavalry.

d: DEFENDER Disordered: All defending Good Order units are Disordered; units already Disordered suffer no additional effects.

E: Attrition check:

(1) The attacker selects any ONE defending infantry or cavalry unit and rolls the die. If the number rolled is GREATER than the defending unit's combat factor, the unit is eliminated. Otherwise, it is Disordered (if already Disordered, it remains Disordered).

(2) All other defending units in the hex are Disordered (any units already Disordered remain Disordered).

(3) If there is no type of defending combat unit except artillery, it is automatically Disordered (if already Disordered, it remains so). Do not roll for the artillery's elimination.

H: Heavy Cavalry Charge:

If the attacking force contains any heavy cavalry, then treat as a Break (b) result against the defender.

L: Light Cavalry Withdrawal:

Any attacking Commanders and light cavalry may move one hex. They may not enter or cross prohibited terrain, enter enemy EZs, or violate stacking restrictions; violators are eliminated. Enemy units may NOT advance into the vacated hex.

P: Pursuit:

(1) If the defending hex does not contain Good Order infantry, all currently Disordered units are eliminated, and all Good Order units are Disordered and retreat one hex. (Engineers do NOT count as infantry.)

(2) If a defending hex contains Good Order infantry, then the infantry unit makes a morale check:

(a) If it fails, then ALL Disordered units in the hex are eliminated, and ALL Good Order units are Disordered and retreat one hex.

(b) If it passes, then the attacking cavalry units are Disordered and must retreat one hex (already Disordered units remain Disordered but still retreat).

(3) If cavalry is performing Counterattack (C), all Disordered defenders are eliminated and all Good Order defenders are Disordered.

(4) If the attacking cavalry succeeds in clearing all defending units from the hex, one attacking cavalry unit MUST advance after combat into the vacated hex, and has the OPTION to make another attack by itself against any one adjacent enemy-occupied hex.

[Advanced Rules: Cavalry Pursuit Leadership check required (23.3)]

(5) Cavalry completes all Pursuit advances and attacks before any Counterattack (C) results are resolved.

[PC]: Counterattack Against Pursuers:

(1) Resolve exactly like Pursuit (P)

(2) EACH surviving defender has the option to perform a Counterattack (C) against ONE of the original attackers.

(3) If the Counterattack against the single cavalry unit produces a [PC] result, resolve Pursuit (P) and then the single cavalry unit has the option to perform a Counterattack (C) if it has survived Pursuit.

(4) If the Counterattack against the single cavalry unit produces a C result, the single cavalry unit has the option to immediately Counterattack.

T: Training check: each attacking ARTILLERY unit must make a morale check; if ANY unit fails, treat all remaining results against the defender as "No Effect." Morale check failure does NOT cause the artillery units to become Disordered.

W: Withdrawal: the owning player has the option to move ALL units involved in combat one hex (i.e., they may withdraw from the Enemy engagement Zone). They may not enter an enemy EZ, or violate stacking restrictions. The enemy may NOT advance after combat.

X: Point blank fire: if a firing artillery unit is adjacent to the target hex, the attacker eliminates ONE enemy combat unit and Disorders the remainder. (Currently Disordered units remain Disordered.)

Z: Annihilation: Attacker eliminates ONE defending combat unit and Disorders all others. (Units already Disordered remain Disordered.)

CAVALRY — PROBE

Strength Point Total When Attacking Into, Out of, or Across:

(choose the strength point line most favorable to DEFENDER)

Town, Bridge, River	6(-)	7-8	9-10	11-12	13+	—	—	—
Stream	4(-)	5-6	7-8	9-10	11-12	13+	—	—
Woods, Hilltop, Peak	2(-)	3-4	5-6	7-8	9-10	11-12	13+	—
Clear	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Die Roll: 1	C	C	C	C	C	C	C	C
2	-	-	C	C	C	C	C	C
3	-	-	-	-	C	C	C	C
4	L	L	-	-	-	-	C	C
5	W	W	L	-	-	-	-	-
6	W	W	W	L	L	-	-	d
7	W	W	W	W	dW	dL	d	d
8	W	W	W	dW	dW	dW	dL	d
9	W	dW	dW	dW	dW	dW	dW	dL
10	adW	adW	adW	adW	adW	adW	adW	adW

CAVALRY — CHARGE

Strength Point Total When Attacking Into, Out of, or Across:

(choose the strength point line most favorable to DEFENDER)

Woods, Town, Bridge	6(-)	7-8	9-10	11-12	13+	—	—	—
Stream	4(-)	5-6	7-8	9-10	11-12	13+	—	—
Hilltop, Peak	2(-)	3-4	5-6	7-8	9-10	11-12	13+	—
Clear	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Die Roll: 1	C	C	C	C	C	C	C	HC
2	C	C	C	C	C	C	HC	[PC]
3	-	C	C	C	HC	HC	[PC]	[PC]
4	-	-	C	HC	[PC]	[PC]	[PC]	[PC]
5	-	H	H	[PC]	[PC]	[PC]	[PC]	[PC]
6	H	P	P	P	[PC]	[PC]	[PC]	[PC]
7	P	P	P	P	P	[PC]	[PC]	[PC]
8	ab	ab	P	P	P	P	[PC]	[PC]
9	ab	ab	ab	ab	ab	P	P	[PC]
10	ab	ab	ab	ab	ab	ab	ab	ab

ARTILLERY — BOMBARD

Strength Point Total When Attacking Into, Out of, or Across:

(choose the strength point line most favorable to DEFENDER)

Woods	6(-)	7-8	9-10	11-12	13+	—	—	—
Town, Peak	2(-)	3-4	5-6	7-8	9-10	11-12	13+	—
Clear, Stream, Hilltop, River, Bridge	0(-)	1-2	3-4	5-6	7-8	9-10	11-12	13+
Die roll: 1	-	-	-	-	-	-	-	-
2	-	-	-	-	-	X	X	X
3	-	-	-	-	-	Xd	Xd	XE
4	-	-	-	-	X	d	E	E
5	-	-	-	X	d	E	E	E
6	-	-	X	d	d	E	E	E
7	-	-	d	d	E	E	E	E
8	X	Td	TE	TE	TZ	TZ	TZ	TZ
9	X	Td	TE	TE	TZ	TZ	TZ	TZ
10	Td	TE	TZ	TZ	TZ	TZ	TZ	TZ

Friedland

LEADERSHIP TABLE (rule 3.3 and others listed below)

die roll	1	2	3	4	5	6	7	8	9	10
(A) Genius	C	C	C	C	C	C	C	C	[C]	O
(B) Good	C	C	C	C	C	C	[C]	I	O	O
(C) Standard	C	C	C	[C]	[C]	[I]	I	O	O	O
(D) Aggressive	C	C	C	[C]	I	I	I	[I]	[I]	O
(F) Lethargic	C	C	[C]	[C]	O	O	O	O	O	O

COMMAND CONTROL RESULTS:

Action (Rules Case #)	Command (C)	Impetuous (I)	Out of Command (O)
Normal Movement (4.1)	May move normally	MUST move, and try to end adjacent to enemy unit	May not move
Movement After Army Disintegration Occurs (11.2)	May move normally	MUST move as far and as directly as possible toward friendly Line of Communication	May not move
Reaction Checks (20) [Advanced]	May perform Reaction	MUST perform Reaction	May not perform Reaction
Engagement Checks (19.4) [Advanced]	or Engagement Attack	or Engagement Attack	or Engagement Attack
Cavalry Pursuit (22) [Advanced]	May attack an adjacent enemy-occupied hex	MUST attack an adjacent enemy occupied hex, if possible	No attack allowed

[C] or [I]: * If a combat unit is checking—treat as Out of Command (O).
 * If a corps or wing Commander is checking—only the Commander and all subordinate units stacked with him obey the result.
 * If an Army Commander is checking—the Commander, all combat units stacked with him, and all subordinate units within the p radius of each corps/wing Commander stacked with the Army Commander obey the indicated result.

MORALE TABLE

Morale Level	Die Roll to Pass	Die Roll to Fail
(E) Elite	1-8	9-10
(V) Veteran	1-6	7-10
(T) Trained	1-4	5-10
(R) Rabble	1-2	3-10

Effects of Failed Morale Check in...

... **Combat**: unit Disordered

... **Retreat**

unit Disordered, if its hex was entered by a retreating unit

unit eliminated, if retreating into an enemy EZ

unit eliminated, if retreating across a Bridge [Advanced Rule 23.1]

... **Rally**: unit remains Disordered

EFFECTS OF DISORDER

- Flip unit to Disordered (reverse) side.
- Shift any attack containing a Disordered unit THREE columns left.
- Movement allowance reduced by ONE (1).
- Eliminated when Break (b) combat result received.
- Any additional Disorder results have no further effects.

EFFECTS OF RETREAT

- A unit which retreats is moved one hex by the owning player.
- Artillery units required to retreat are ELIMINATED instead.
- A unit may not retreat into hexes containing enemy units, across prohibited hexsides, or into prohibited hexes.
- If violate stacking limit, continue retreating; see Stacking (6.4).
- For each enemy EZ hex entered: BASIC SYSTEM — make a morale check; failure causes elimination. ADVANCED RULE (19) — Engagement Attacks occur.

TERRAIN EFFECTS CHART (TEC) — (rule 7.5)

Type	Effect on Movement Cost	Line of Sight (LOS)
Clear	1	clear (a,b)
Town	2	blocked (c)
Woods	2 infantry 2 commanders 3 others	blocked (b,c)
Hilltop	1	blocked (c,d)
Peak	1	blocked (c)
Stream	+1**	clear
Major River(#)	Prohibited	clear
River Bridge	+2**	clear
Road	1*	OTHER TERRAIN IN HEX

NOTE: Combat units count as Medium Height Terrain (M) when tracing LOS.
 Commanders always ignore combat units when tracing LOS for Fog of War [Advanced Rule (24)]

(#) No advance or retreat through hexside allowed; no Engagement Zone exerted across hexside.

* Road March affects movement and combat; see Road March rules. Use other terrain in hex or hexside if unit is not using Road March.

** When using Road March, pay NO additional movement points to cross hexside.

a= LOS blocked if the hex contains a combat unit. EXCEPTIONS: Ignore units if either the active unit's hex or the target hex contain Hilltop or Peak terrain. Commanders always ignore units when tracing LOS.

b= Ignore blocking units and terrain in the hex if either the acting unit or the target unit are located in non-adjacent Hilltop or Peak hexes.

c= LOS always clear for Commanders observing from a Town hex.

d= "RIDGE LINE" SPECIAL CASE: if the acting unit's hex, the target hex, and ALL* intervening hexes contain Hilltop or Peak terrain, then any intervening hex containing a combat unit or Peak terrain blocks LOS.

ADVANCE AFTER COMBAT (rule 7.8)

• If an attack (or counterrattack) clears all enemy units from a hex (either by elimination or retreat), the attacker (or counterattacker) has the option to occupy the vacated hex with a unit that actually attacked OR was committed to making an attack on the target hex, subject to normal movement and stacking restrictions.
 EXCEPTION: No advance allowed after L or W combat results.

• ONE attacking infantry or cavalry unit (plus any Commanders) may advance after combat.

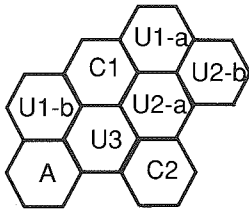
• May not advance into or across prohibited terrain (e.g. Major Rivers) or enemy-occupied hexes.

• May advance out of and into enemy EZ's; advancing units are not subject to Engagement Attacks [ADVANCED RULE 19]

Examples of Play

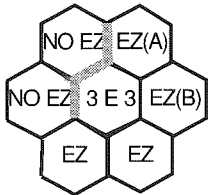
COMMAND EXAMPLE (rule 3)

Army Commander A decides to assign Corps leader C1 but not C2. This means that C1's subordinate units U1-a and U1-b are subordinate to A and are bound along with C1 to A's Leadership Table result. After the Leadership Check is made, the U's perform movement first, followed by C1 and finally by A. Then C2 can then make a Leadership Check if it chooses, but must apply the results to its subordinate units U2-a and U2-b. It would be possible for the Army Commander to subordinate all of the individual units (U's) directly, since they are all within his Command Range. The Corps Commanders (C's) could be assigned or excluded, as the Army Commander wished. If C1 (but not C2) makes a Leadership Check, and A did not assign C2 to himself but directly subordinated U2-a, that would mean that U2-b would have to make its own individual Leadership Check if it wanted to attempt to move at all. Terrain does not limit or affect a Commander's Range in any way.



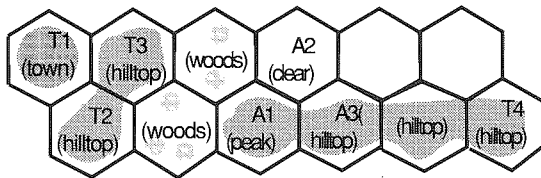
ENGAGEMENT ZONE EXAMPLES (rule 5)

The "3 E 3" artillery unit exerts an EZ into all adjacent hexes except the two hexes separated from it by a River hexside. No EZ is exerted across the Bridge hexside. An enemy unit that entered any of the unit's EZ hexes would have to stop moving. In the Basic System, an enemy combat unit that began its movement in hex (A) could never leave the hex, except as a result of combat. Commanders can leave EZ's at the beginning of their movement (9.4). In the Advanced rules, it could move out of hex A and even move directly to hex B, but would suffer an Engagement Attack (21) for having left the EZ in hex A. A unit



LINE OF SIGHT EXAMPLES (rule 8.3)

Artillery unit A1 on a Hilltop has an LOS to T2 and T3, because it ignores all terrain and units except another Hilltop not occupied by itself or the target hex. A1 has an LOS to T1, because the proposed LOS runs along a hexside belonging to an adjacent Hilltop hex, which cannot block LOS of a unit located on a Peak. A2 can see T2 and T3 because both are on Hilltops, which means that A2 can ignore the intervening Woods hexes. A2 cannot see T1 because of the intervening Hilltop hex. A1 can see T4 because neither the Hilltops nor unit A3 can block LOS of a unit on a Peak. A3 has a clear LOS to T4 because all the hexes involved have Hilltop terrain, and thus form a Ridge. If the Hilltop between A3 and T4 contained Woods, a Town, or a combat unit, LOS would be blocked.



EFFECTS OF SHATTER [Advanced Rule 25.3]

- May neither move nor attack.
- Lose EZs
- Have an "R" morale rating and "F" leadership rating when defending in combat
- No Counterattacks permitted, even when called for by the CRT.
- Any combat result calling for Disorder or elimination causes immediate elimination, without further die rolls or checks of any kind.



DETAILED SEQUENCE OF PLAY (rule 2)

First player turn —

1. Friction segment [ADVANCED RULES ONLY]

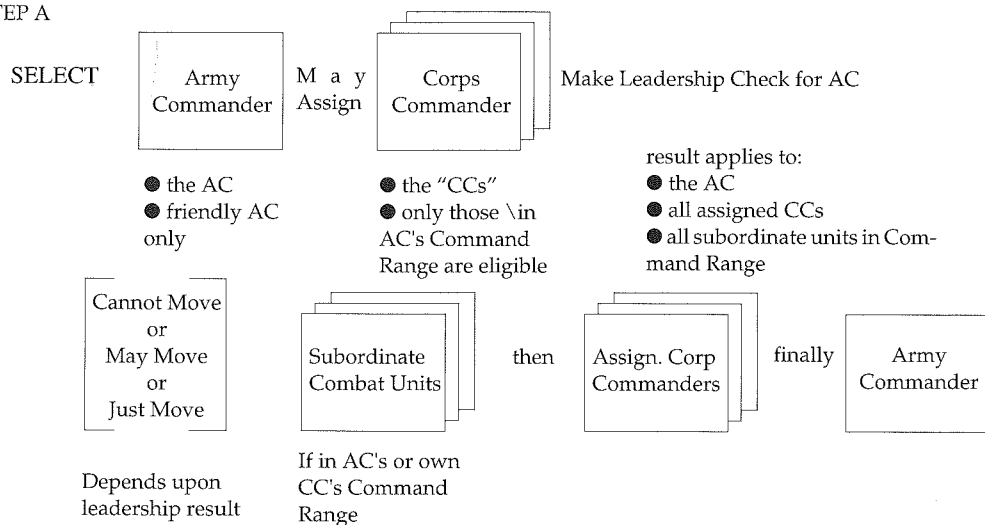
- * The player rolls on the Friction table to determine if an event occurs.
- * Check to see if Bad Weather improves (see Friction Table for details).

2. Reinforcement segment

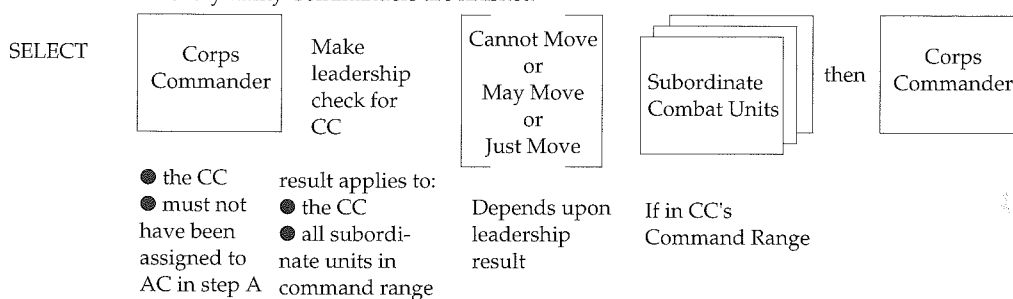
- * Place scheduled and contingency reinforcements as directed by scenario instructions.
- * Receive the number of ELAN markers specified in the scenario being played (see Battle Rules)

3. Movement segment Follow the flow chart precisely. NO UNIT (INCLUDING A COMMANDER) IS REQUIRED TO MOVE, BUT ONCE IT MOVES OR THE DECISION IS MADE NOT TO MOVE IT, THE UNIT IS "FINISHED." Place "finished" markers if needed to remember which units a player has moved or chosen not to move this turn.

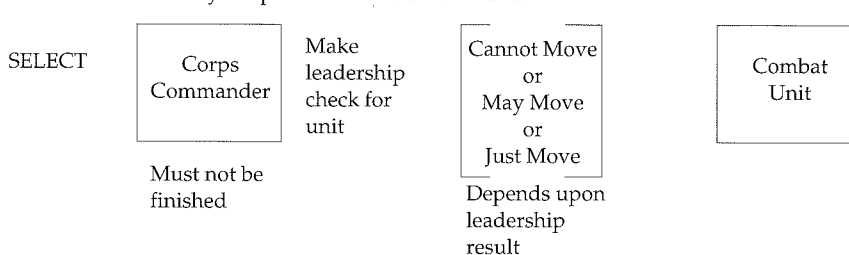
STEP A



STEP B: When all friendly Army Commanders are finished-



STEP 3: When all friendly Corps Commanders are finished-



STEP D:

When all friendly combat units are finished, proceed to next segment of turn.

4. Reaction segment ADVANCED RULES

The Reacting player (i.e. second player) may have eligible units do the following (**):

- * artillery fire defensively
- * infantry make spoiling attacks
- * cavalry countercharge
- * Commanders move adjacent to enemy unit(s) by moving one hex.

The Initiating player (i.e. first player) is considered the defender in all Reaction combat. Reaction is by Leadership check to determine if it must react, may react, or cannot react; must make Reaction checks.

5. Assault segment

- * The Initiating player now conducts attacks with any or all units adjacent to one or more enemy units.
- * The Reacting player may perform Counterattacks when allowed to do so by "C" combat results.

6. Rally segment

- * The Initiating player attempts to rally any friendly Disordered units
- * ADVANCED RULES - The Initiating player may attempt to rally any Shattered units in or adjacent to a friendly Commander.

Second Player Turn — Same as above, except the First player is now the Reacting player

End of Turn — record the passage of a complete game turn.

Fog of War Holding Boxes [Advanced Rule (16)]

Players are encouraged to photocopy this page.

France (keep hidden from French player)

Napoleon

IG-Imperial Guard

I-First Corps

VI-Sixth Corps

VIII-Eight Corps

RES-Reserve

CR-Cavalry Reserve

ART-Artillery (Sernamont)

CAV-Cavalry(Murat)

DETACHMENT #1

DETACHMENT #2

DETACHMENT #3

Contingency Reinforcement
DETACHMENT #4

French Army Disintegration Track(rule12)

				0	10	20	30	40	50
0	1	2	3	4	5	6	7	8	9

Russia (keep hidden from French player)

Bennigsen

AG-Advanced Guard

LW-Left Wing

RW-Right Wing

COS-Cossacks

RES-Reserve

OBS-Observation

DETACHMENT #1

DETACHMENT #2

Contingency Reinforcement

Russian Army Disintegration Track(rule12)

				0	10	20	30	40	50
0	1	2	3	4	5	6	7	8	9

FRIEDLAND

Front

Ga IG	Ga IG	IG	1 I	2 I	LC I	4D I	I	3 I	
6 E 4	5 E 6	7 E 3	4 V 4	4 V 4	4 V 6	4 V 6	6 V 3	4 V 4	0 V 3













1 VI	2 VI	LC VI	ID VI	VI	1 VIII	2Pol VIII	DU VIII	Pol VIII	VIII
5 V 4	4 V 4	2 V 6	6 V 6	5 V 3	4 V 4	3 T 4	3 T 6	2 T 6	4 V 3

CG Res	2 Res	Sax Res	Res	IHC CR	3HC CR	2D CR	CR	Las CAV	Sis CAV
9 E 4	4 V 4	2 T 6	2 V 3	6 V 6	4 V 6	4 V 6	2 V 5	5 V 6	5 V 6

Napoleon	Bes IG	Vic I	Ney VI	Mor VIII	Lan Res	Nan CR	Sen ART	Mur Cav	Detach #1
0 E 8	0 E 8	0 V 8	0 E 8	0 V 8	0 E 8	0 V 8	0 E 8	0 E 8	

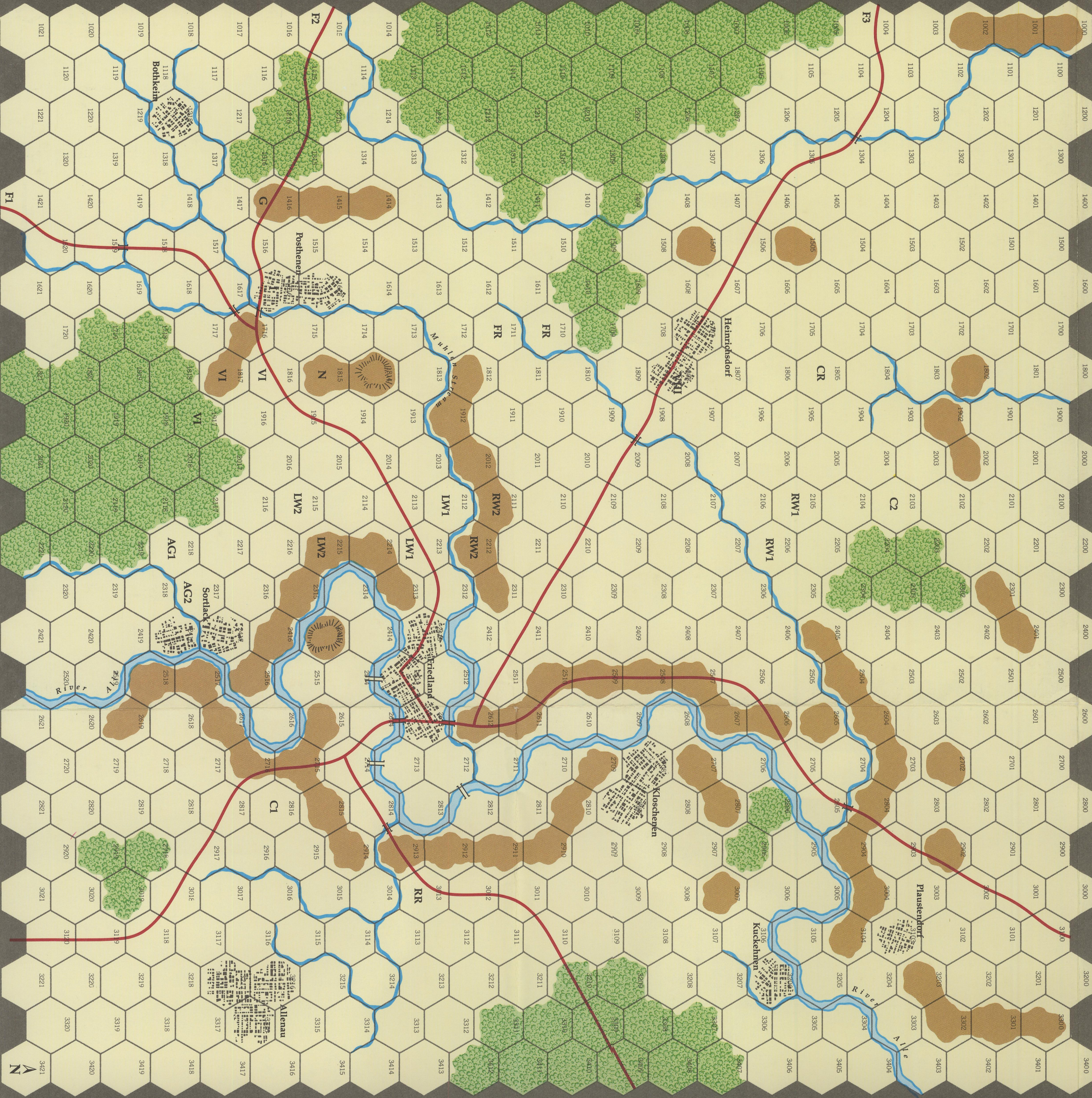
Bennigsen	Bag AG	Sac RW	Doc LW	Con Res	Sed OBS	Pla COS	Detach #2	Detach #3	Detach #4
0 E 8	0 E 8	0 V 8	0 V 8	0 E 8	0 V 8	0 V 8			

Detach #1	Detach #2	S	S	S	S	S	S	S	S
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RUS ELAN	RUS ELAN	FR ELAN	FR ELAN	FR ELAN	S	1 RES  4 V 4	IG RES  6 E 4	IG RES  4 E 6	IG RES  3 E 3
1 AG  3 T 4	2 AG  3 T 4	3 AG  3 T 4	4 AG  2 V 6	5 AG  3 V 4	6 AG  2 V 4	7 LW  4 T 4	1/8 LW  3 T 4	Dr LW 3 T 6	D/8 LW 3 T 6

3 RW	14 RW	2 RW	6 RW	Cur RW	R RW	L RW	Com RW	3 RW	6 RW
6 V 4	5 V 4	4 V 4	4 V 4	3 V 6	5 V 6	6 T 6	3 T 6	7 V 3	7 V 3

2 RW	14 RW	1 COS	2 COS	3 COS	4 COS	5 COS	5 OBS	10 OBS	
5 V 3	3 V 3	5 R 6	4 R 6	4 R 6	4 R 6	4 R 6	4 T 4	4 T 4	0 T 3



Sequence of Play Track

PLAYER		CURRENT VISIBILITY		WEATHER		MOVEMENT					Reaction <small>(Advance Game)</small>	Assault	Rally
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	Friction <small>(Advance Game)</small>	Reinforce- ment	Army COs & Detachments	Corps COs & Detachments	Combat Units			
First	Second	Good	Bad	Good	Bad								

FRIEDLAND 1807

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GAME DESIGN: Joseph Miranda
MAP GRAPHICS: Mark Simonitch

Turn Record Track

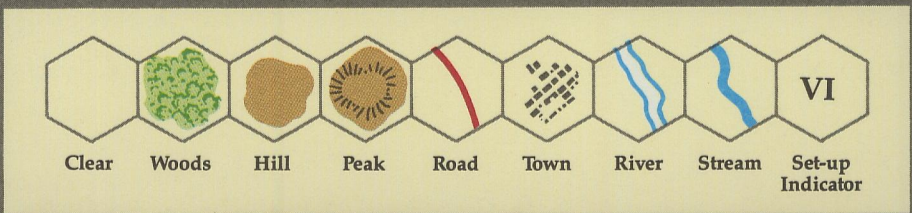
0100	0200	0300	0400	0500	0600	0700 Start Scenarios 2 & 3 (14 June) F3	0800	0900	1000	1100 End Scenario 3 (14 June) F2	1200
1300	1400	1500	1600	1700 Start Scenario 1 (14 June) F2	1800	1900	2000	2100	2200	2300 End Scenarios 1 & 2 (14 June)	2400 End Scenario 4 (15 June)
F1											

Night Turns

Day

14 June	15 June
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Terrain Key



F# = French Scheduled Reinforcements due on indicated Entry Hex. See Scenarios in Battle Rules.