

Napoleon at the Berezina

Addenda as of Jan. 20, 2004

The Rules:

5.3 Russian Morale Table Procedure (clarification):

Adjacency for case 1 of this rule (Russian activation) counts if the adjacent opposing units are separated by a ford, but not by an unbridged, unfordable hexside of the Berezina. (Units separated by impassible terrain never trigger adjacency rules). So the Russian morale starts ticking upwards when you move adjacent to a ford with Russians on the other side.

5.3.2 Russian Morale Decrease Penalty (clarification): For Case 1, you need a complete bridge (both halves) to trigger this. For Case 2, escaping from any French exit hex (not just the designated hex) is demoralizing.

6.1.3 Road and Trail Advantages (clarification): A stack can't move by road movement, essentially. Units cannot move "over" another unit on a road or trail, and still claim the road or trail movement MP rates.

6.2 Rabble (clarification): Rabble markers are formed from French combat units when the last step of a French combat unit is lost after rolling on the FMET (this is stated on the chart, but not in the rules proper). Hexes containing Rabble markers cannot be entered, moved through, or attacked by French combat units. The Rabble creation rule is on the FMET chart and not in the rules itself.

6.3.1 Russian Movement Priorities (clarification): Once activated, the Russians will move towards any existing bridges. Otherwise, they will move to ford(s) that currently have enemy (French) units closest to them and wait there "guarding" the ford. Russians will not just try to cross the Berezina using a ford (otherwise, one can envision a clever French player luring them to their deaths by tricking them into crossing at the fords and suffering horrendous step losses in the process). The Russians will cross unguarded completed bridges to get at the French if that is the closest enemy.

6.3.4 Russian Army of the Danube (clarification): While the rules say to begin checking for Army of the Danube activation the turn AFTER the French cross the Berezina, the Russians do check the same turn the French cross (in their phase) for the activation using the "0" turn column. The "0" turn is literally the Russian Movement Phase following the French Movement phase of the crossing.

(Addition): If the Army of the Danube is not yet released, the portion of the Army of the Danube entering on game turn 3 can continue to move to make room for other units to get in the three hex radius but otherwise must freeze in place once this is accomplished. Units that lack sufficient MPs or hexes to enter on a given turn simply line up at the edge of the map and enter the following turn. Do not violate stacking rules.

6.3.6 Russian Mandatory Retreats (clarification): If the Russians lose two units in the 2nd Joint Combat Phase, they

must make their retreat on their next available Movement Phase the following turn (which means of course, they could get hammered again).

7.2 Combat Procedure (addition): The two overall Army commanders, Napoleon and Kutusov, can provide their combat and morale bonuses to troops of different corps/armies on their side, in addition to the corps/army's nominal leader. Other lower level Leaders cannot provide bonus to units outside their command.

7.3 Combat Results (clarification): It is important to note that units neither retreat nor advance as a result of combat. Some units may retreat before combat and the Russians must occasionally retreat their units during their next eligible Movement Phase as a result of the overall losses suffered the previous Combat Phase. Leaders cannot die, if attacked in combat and all their troops are removed, Leaders "flee" to the nearest friendly force.

7.4 Ranged Fire (clarification): Artillery units can fire across the Berezina but still use the combat die roll penalties (the ground near the river was very wet and squishy and cannonballs lacked the ricochet effect).

7.5 Cavalry Retreat Before Combat (clarification): This is a meant to be defensive mechanism only. So when an A rated cavalry unit fires at a B rated infantry unit, the cavalry unit gets to fire first, but then does NOT get to retreat away from combat. If an infantry unit fires at any adjacent cavalry unit that has not fired itself, then that cavalry unit may retreat before combat.

8.1 French Bridging Procedure (reiteration): The typical procedure to build a bridge is for an engineer to normally build a bridge to "Bridge Finis" on the east side, ford the river, then build a bridge to "Bridge Finis" on the west bank.

8.1 French Bridging Procedure (addition): Both French engineering units in the same hex cannot roll to build the same bridge in the same turn, they must build separate bridges. Nor can they start on opposite sides of a ford and build towards each other and "meet" in the middle (historically they seemed to have been rivals and rather non-cooperative).

11.0 Set-Up (clarification): The solitaire and two-player set-ups for the game are the same.

11.2 and 11.4 Reinforcements (clarification): When reinforcements arrive from off-board, they are considered to be in Road Movement mode. Thus, French units entering along a road or trail are assumed to be using the road movement rules and thus enter un-stacked one by one behind each other. Every two or three units are thus 1 MP further from the edge.

11.2 (Clarification): Yermaloff is a true independent. When released, he can be assigned to any Russian command, not

just the closest. So make your choice and then have him head off towards that Leader, always attempting to get closer with the move - ignoring the French of course.

12.0 Two-Player Rules (clarification): In the two-player game, the Russian player can ignore Case 6.3.1 and has freedom of action to move and stack his pieces within the parameters of the normal rules, though still restricted by the overall Morale Track level. His forces are still governed by the various formation "release" rules, the overall Movement Allowances granted by the Morale Track and Case 6.3.6.

The Charts:

Victory Point Chart (correction): The chart says the French get -2 for every unit left or that exits from the "wrong" hex, while the rules say that the French player doesn't get penalized if they exit from the wrong hex by turn 23. The rules are more correct, or rather more detailed, than the chart is.

TEC Roads and Trails (clarification): Roads and trails do not negate stream crossing costs. No streams on the map are actually considered crossed by roads or trails (i.e., considered "bridged") so the +1 MP penalty to cross a stream applies in all cases. If you are crossing a stream directly from one trail hex to another trail hex, the cost to do so is 1 and 1/2 MPs (+1 to cross, 1/2 for the trail hex).

TEC Towns (clarification): Towns cost 2 MPs only when entered from a non-road or non-trail hex side (but remember no stacking in towns if moving through them on a road or trail and using their lower MP costs).