

2ND EDITION GAME RULES

Napoleon at the Berezina



READ THIS FIRST

We've organized the overall structure of the rules of this LPS Inc. simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play).

Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially.

The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

Napoleon at the Berezina is a solitaire game of the last major action of the 1812 campaign. Disintegrating as it moved along, the French army was faced with total destruction if the three converging Russian armies caught up with the French with their back against the Berezina River. A way had to be found across the river before that happened!

This being a solitaire game, the player should imagine himself as the French side "fighting a colossus of blind automata". He should work the Russian side as well as possible, as if a real player, rather than an automaton were involved. The solitaire rules combine a set of parameters for movement, with a system for author-izing Russian movement and other actions via a track that monitors overall Russian morale and successes to date to assist the player in running a challenging automata.

1.0.1 Game Scale: Each hex on the map represents around 475 yards per hex. Each full game turn represents around four hours of time. The game begins with the 4:00 AM (0400) turn on November 25th 1812 and runs 25 turns through to 4:00 AM (0400) on November 29th.

2.0 GAME COMPONENTS

Your copy of *Napoleon at the Berezina* should contain the following components below:

- One 23" x 34" mapsheet depicting the terrain the battle was fought over and containing the Game Turn Track, the Russian Morale Track, and Terrain Key.
- One set of 200 die cut 1/2" playing pieces.
- One 8 1/2" x 11" double-sided game card with all the charts and tables printed on it.
- One 11 page rulebook. *All known addenda to date has been incorporated into this 2nd edition set of rules and is colored blue.*

Not supplied with this game, but needed for play are two six-sided dice. If any of these parts are missing or damaged, write to:

Against the Odds Magazine
425 Steeplechase Ln
Pottstown PA 19464-2056 USA
Attn: Napoleon at the Berezina

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

2.1 The Game Map

The game map shows the Borissow area in Russia, over which a hexagonal grid (“hexes”) has been superimposed to regulate the movement and positioning of pieces. Along its north-south axis the map runs from Velovo in the north to a point south of Borissow, split down the center by the Berezina River. The hexes facilitate positioning and movement of the playing pieces. A hex is also individually designated with a four-digit number, which is used in set-up. Fractional hexes without numbers are unplayable and may not be entered.

2.1.1 Map Features: Various types of terrain and certain features are denoted on the game map, and are defined and their effects explained on the Terrain Effects Chart. These terrain types and features are: Elevation Levels 1 and 2, Swamps, Woods, Rivers, Streams, Fords, Towns and Earthworks. In addition, Roads and Trails run through many of the terrain features above.

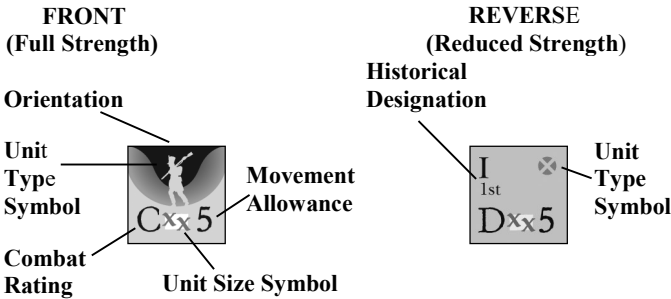
2.1.2 Map Charts and Tables: Also printed on the mapboard is a Turn Record Track to assist in recording the game turn, the Russian Morale Track, and the Terrain Key.

2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general the pieces represent either combat units or leaders or informational markers.

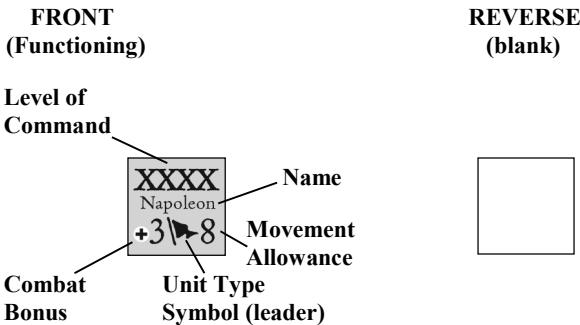
Combat units represent the actual historical units that fought, or could have fought, in the Berezina operation. The top face of each combat unit shows the combat unit at full strength while the back of the counter represents the same combat unit at a weaker strength. Each face of a combat unit presents information that determines its capabilities in the game. Combat unit and leader counters are illustrated below. The various information appearing on the counters is explained in the notes following.

Sample Combat Unit:



Note that the front side of a combat unit is its full strength side, while the reverse side indicates it has taken losses and become weakened.

Sample Leader:



2.2.1 Historical Designation: The military designation of a combat unit or the name of the leader if a command unit.

2.2.2 Unit Size Symbol: The following symbols are used to indicate the basic size of the formation if a combat unit:

Symbol	Size
I	Company/Battery
II	Battalion/Squadron
III	Regiment
X	Brigade
XX	Division
XXX	Corps (mostly leaders)
XXXX	Army (leaders only)

For French units only, a white rectangle printed in the background of the Unit Size Symbol indicates the combat unit is greatly reduced from its authorized strength, really merely a shell of its authorized size.

Designer's Note: Unit Size and Unit Type Symbols have no real effect on play. They have been included for historical purposes.

2.2.3 Unit Type Symbol: The following symbols printed in the center of the counter indicate what kind of combat unit the counter represents and indicate the “top” edge of the counter for orientation purposes:

Leg Units		Mounted Units
Line Infantry		Chasseurs
Légères/Jaegers		Chevaux Légères
Grenadiers		Cuirassiers
Guard Infantry		Guard Cavalry
Militia Infantry		Cossacks
Engineers		Dragoons
Heavy Artillery		Hussars
Light Artillery		Lancers/Uhlans
		Horse Artillery
		XXXX Corps Leaders (Army Leaders have XXXX)

2.2.4 Combat Rating (CR): Combat units have a letter code printed in the lower left hand corner of the counter. This is a letter code from “A” (best) to “D” (worst) that measures the offensive strength of the combat unit in combat plus its cohesion in combat. For French combat units the Combat Rating assigned depends upon what shape the combat unit was in at this stage of the campaign historically. Most Russian combat units do not have Combat Ratings printed on their counter. Instead, their Combat Ratings vary turn by turn based on how well their side is doing overall.

2.2.5 Leader Combat Bonus: In place of a CR value, all leaders instead possess a Combat Bonus number that increases the chance of combat units scoring hits in battle. No leader may add more of his bonus to the units involved in the combat than the total CF value of the units themselves.

Example: If all of the friendly units' CF in a combat total 5 and all of the leaders that are committed to support have a combined CF of 7, only 5 of the leaders' CF can be applied to the combat (the excess 2 CFs are ignored).

2.2.6 Movement Allowance: Printed in the lower right-hand corner of the counter, this is the maximum number of Movement Points (MPs) a unit may expend in a single Movement Phase as it moves from hex to hex.

Exception: Many of the Russian combat units and leaders have a letter code printed on them and not a fixed Movement Allowance; their Movement Allowance is variable each turn and governed by the Russian Morale Track.

A clear terrain hex generally costs 1 MP to enter, for example. In general, a combat unit with 5 or fewer MPs (or the letter code “F”) is considered a “foot” unit type meaning it travels primarily via its own legs (or is slowly horse-drawn). A combat unit (or leader) with 7 or more MPs (or the letter code “C”) is considered a “cavalry” unit type meaning it moves largely via horseback.

2.2.7 Range: Not printed on the counter, but a characteristic of all combat units is its range, or how far it may attack. All non-artillery combat units have a range of one. Artillery combat units can use their Combat Ratings to attack opposing combat units that are not adjacent, up to three hexes away. Range is the distance (in hexes) to which the artillery can fire. Count the range to include the target hex but not the hex containing the firing combat unit or base.

2.3 Markers

Markers are special pieces used to record various game functions, such as the current Russian Morale Level, or units that have abandoned their loot (Rabble counters). Markers generally contain only a symbol or notation for their use.



2.3.1 French Rabble Counters: These are a special sort of combination unit and marker created from French combat units after they lose their last step and after rolling on the FMET chart (this is stated on the chart).

Note: The Rabble counter creation rule is on the FMET chart.



2.4 Game Charts and Tables

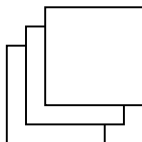
Various charts and tables simplify and illustrate the game and furnish results for certain game actions. These include the Turn Record Track, the Russian Morale Track, and the Terrain Key, printed on the map-board as well as the Terrain Effects Chart, the Combat Results Tables, and the other chart and tables, which are printed in the rules.

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here and include the rules on stacking, Zones of Control, and the role of leaders.

3.1 Stacking

The player is permitted more than one piece in a hex. Groups of more than one piece in a hex are called stacks and making up such groups is termed “stacking.” Combat units can freely combine into stacks or leave them by movement within restrictions specified below.



3.1.1 Stacking Limits: Players may stack up to two friendly combat units per hex at the end of their Movement Phase. Stacking limits are ignored while moving, as long as no combat unit ends a Movement Phase in violation of the stacking limit. Leaders and markers of any type do not count for stacking, however a leader may not stack with an HQ having a greater command status than the rank he himself possesses.

3.1.2 Road Stacking Limits: No more than one combat unit (plus any number of leaders) may stack in a road or trail hex at any point in its move if it wishes to move along the road or trail expending MPs at the more

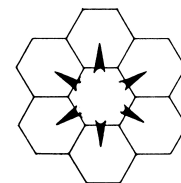
favorable road or trail rate. Otherwise, use the other terrain type present in the hex to determine MP costs.

3.1.3 Joint Movement By Stacks: Combat units and leaders that move together as a stack are limited to the Movement Allowance of the slowest combat unit in the stack.

3.1.4 Stacking Violations: Combat units present in a hex in violation of the stacking limit at the end of any Movement Phase are eliminated. In addition, the stacking limit applies during both Combat Phases entirely, so when friendly combat units are forced to retreat into a hex in violation of the stacking limit, excess friendly combat units must displace one hex to make room for them or the retreating friendly combat unit(s) is eliminated. When playing the two player game, combat units removed from play to meet stacking limitations are chosen by the owning player.

3.2 Zones of Control (ZOCs)

Combat units (but not leaders or markers) project a Zone of Control into some or all of the hexes surrounding the hex they occupy. These surrounding hexes are considered “controlled” hexes in that they inhibit enemy combat unit movement and the tracing of retreat paths through them.



3.2.1 Who Projects a ZOC: The six hexes surrounding and immediately adjacent to a hex containing a combat unit constitute that combat unit's Zone of Control (ZOC). Each combat unit occupying a single hex projects a ZOC into all six surrounding hexes. Leaders do not project a ZOC. Rabble counters do not project a ZOC. A unit's Step Losses has no impact on whether or not it projects a ZOC.

3.2.2 Mutual ZOCs: There is no additional effect when one or more friendly combat units each project a ZOC into the same hex. If both enemy and friendly ZOCs project into the same hex, the opposing ZOCs coexist mutually and both sides exert control on that hex. Unless specified, the effects of enemy ZOCs are never negated by the presence of friendly combat units (or friendly ZOCs) in the controlled hexes. A friendly combat unit's occupation of a hex in an enemy ZOC does not negate that enemy ZOC for movement or retreat before combat purposes. Combat units are unaffected by the ZOCs of other friendly combat units.

3.2.3 Terrain and ZOCs: Combat units project ZOCs into all terrain types except Fort hexes and across Berezina River hexsides (regardless of whether they are spanned by a bridge). Combat units in Forts do project a ZOC out of the Fort. ZOCs do extend across Stream hexsides in all cases.

3.2.4 ZOC Effects on Movement: Combat units and leaders entering a hex in an enemy ZOC must immediately stop for the remainder of that Movement Phase. Halted combat units and leaders may not move further that Phase. If at the beginning of their Movement Phase, a phasing force occupies a hex in an enemy ZOC, the phasing force may freely exit the enemy ZOC hex but must immediately stop if entering another hex in an enemy ZOC. In addition, combat units and leaders may not move directly from one enemy ZOC hex to another enemy ZOC hex without first moving into a hex not in an enemy ZOC, or unless the hex to which they move is already occupied by other friendly combat units.

3.2.5 Combat Effects of ZOCs: Enemy ZOCs block the opposing side's cavalry from using its ability to retreat before combat, or to use displacement.

3.3 Facing

Combat units and leaders possess all around facing in *Napoleon at the Berezina* and do not need to orient themselves in any particular way to the grid. However, the French player must choose a particular orientation for his combat units at the start of the game. Rotating combat units 180

degrees from that initial orientation is used to indicate which units have suffered Treasure Loss (see Section 5.1).

3.4 The Fog of War

When playing the two-player version, players may not examine each other's stacks on the mapboard except insofar as the top combat unit in a hex (even if under a marker) in a stack is always visible. Players may only inspect the identities and strengths of a stack of enemy combat units and leaders in a hex during the Combat Phases.

Exception: Do not reveal the identity or strengths of combat units or leaders when attacks are made solely by non-adjacent enemy artillery combat units.

4.0 SEQUENCE OF PLAY

The game is divided into a number of Game Turns. Each Game Turn is composed of a series of phases. All activity in one phase must be concluded before the next phase begins. The activities which may take place during each phase are listed below:

A. Morale Effects Phase

Place any "Bridge Finis" markers earned the previous turn. French combat units are then checked for Abandoning Treasures and Step Losses (desertions) and using the French Morale Effects Table (FMET). Then check all French units for command control. The Russian side's general initiative and combat unit Combat Ratings for the turn are set by determining which various events have occurred and adjusting the position of the marker on the Russian Morale Track.

Exception: Ignore this phase on the very first Game Turn and for the first turn of any combat units that newly arrive on the board.

B. French Movement Phase

French combat units and leaders are moved, with French Rabble counters being moved last. The player may move all, some, or none of his combat units and leaders within the limits and restrictions of the Movement and Zone of Control (ZOC) rules.

C. 1st Joint Combat Phase

Both sides' combat units may conduct combat against adjacent enemy units in accordance with the combat procedure (see Section 7.1).

D. Russian Movement Phase

Russian combat units and leaders are moved by their respective formations ("commands"). All the combat units and leaders in one command must finish moving before the next begins. Russian combat units and leaders have their Movement Allowances determined by the position of the marker on the Russian Morale Table.

E. 2nd Joint Combat Phase

Both sides' combat units may again conduct combat against adjacent enemy combat units in accordance with the combat procedure (Section 7.1).

F. Engineering Phase

French engineer combat units may attempt to construct pontoon bridges over the Berezina, or repair those which broke down the previous turn. The Russian side may attempt to generate a bridge based on the current situation.

G. Bridge Breakdown Phase:

During this phase check each French pontoon bridge separately to see if it broke if any French combat units or Rabble counters used that bridge this turn.

5.0 MORALE EFFECTS PHASE

During the Morale Effects Phase of a turn, the French player must check to see if any of his combat units discard their treasure, lose cohesion (and steps), break down completely, or hold fast.

5.1 French Procedure

The French player consults the French Morale Effects Table (FMET), then rolls two dice for **each** French combat unit (not leader) individually on the map. The French player must choose combat units to check in order of geographic position on the map. The French player must start in the Southeast corner of the board (hex 6005) and check each of his combat units in sequence moving west and then north along the mapboard.

Exception: Always check the two French engineer combat units last of all.

Decrease a combat unit's dice roll result by one (-1) if the combat unit is currently stacked with its Corps leader or Napoleon (but to a maximum of -1). Cross reference this **adjusted** dice roll with the column that corresponds to the combat unit's current Combat Rating on the FMET and apply the result listed. This process continues combat unit by combat unit until a **natural** "4" or less is rolled with two dice at which point the process stops and no more checks are made this turn.



5.2 French Command Control Determination

In order for French combat units to move their full Movement Allowance, they must be within 3 MPs (not hexes) of their proper Corps leader, or Napoleon. If they are not within this command control range, their Movement Allowance is reduced by 2 MPs for this turn. When counting for range, count the hex the combat unit is **in** but not the hex the leader is in. Use the MP costs per hex listed on the Terrain Effects Chart when counting to determine if they are within range.

Exception: French Engineer combat units are exempt from the command control restrictions above and may freely move their entire Movement Allowance each turn.

5.3 Russian Morale Table Procedure

The position of the marker on the Russian Morale Table governs Russian initiative and reaction during the game. The marker remains in the "Start" (leftmost) box until the turn after the first of either of two events occurs:



1. When any French combat unit or leader (or Rabble counter) becomes adjacent to any Russian combat unit or leader (including when opposing units are separated by a ford, but not by an unbridged, unfordable hexside of the Berezina and units otherwise separated by impassible terrain are never considered adjacent), or;
2. When any French combat unit or leader (or Rabble counter) enters a hex on the west side of the Berezina River.

Each turn after either or both of these events has occurred, during the Morale Effects Phase, automatically move the Russian Morale Table marker one space (**max**) to the right (which is better for the Russians).

Example: Russian morale starts ticking upwards when you move adjacent to a ford with Russians on the other side.

5.3.1 Russian Morale Increase Bonus: In addition to moving the marker for either of the events above, two other events advance the Russian Morale Table marker one additional space (**each**) to the right (for the better):

1. At the moment that the Army of the Danube's combat units (Admiral Tchichagov's command on the west bank of the Berezina) are Released to move (see Case 6.3.4), and;
2. On the turn following the arrival of Wittgenstein's Army (see Section 11.2).

5.3.2 Russian Morale Decrease Penalty: Two events move the Russian Morale Table marker one box (**each**) back to the left (but the marker cannot move off the "Start" box on the chart furthest to the left) as follows:

1. The moment the French complete their first bridge to “Bridge Finis” status (you need a complete bridge with both halves to trigger this), and;
2. The moment the first French combat unit (of any type) successfully exits the map from any one (not just the designated hex) of the French exit points west of the Berezina causes demoralization.

5.4 Russian Command Control Determination

All Russian units ultimately belong to one of three major formations (or “commands”). These are:

1. The Army of the Danube (Admiral Tchichagov’s command), or;
2. Wittgenstein’s Army (General Wittgenstein’s command), or;
3. The Main Army (Field Marshal Kutuzov’s command).

Exception: In addition, Yermaloff’s command (the pink on green units) is an independent formation comprised of three cavalry and one horse artillery unit. This command has no separate leader. Instead, once these units are Released by the activation of the Army of the Danube, they may be freely attached or re-attached to any (or within any) of the three major formations above (pick one and move towards it), and controlled by any leader in that formation (see the Game Turn 14 entry in Section 11.2). Russian combat units cannot be moved out of command control. This is defined as being moved in such a way so as to end their Movement Phase more than four hexes (not MPs) from any leader from their major formation. Otherwise Russian leaders have no effect on unit Movement Allowances (which are governed by those printed in the box the Russian Morale Track marker occupies).

Example: Leader Tchlaptatz may freely provide command control to any combat unit in the Army of the Danube and not just those assigned to him at start. However, Tchlaptatz still not may provide command to combat units from Wittgenstein’s Army.

Designer’s Note: Historically, the unit assignments within each major Russian formation changed frequently to suit the task at hand during these battles. The above rule simulates this flexibility.

6.0 THE MOVEMENT PHASE

Movement is the act of traversing the map. The player will need to move all the combat units and leaders in order to reach objectives. Solitaire systems require more than the usual movement rules, especially for the side not controlled by the player. Section 6.1 is general rules that apply to both sides, Section 6.2 deals with Rabble counters, and Section 6.3 covers Russian combat unit and leader movement.

6.1 Regular Movement

Movement in the Movement Phase is always voluntary, never required. In the Movement Phase of the named side’s turn, that side may move as few or as many of its combat units and leaders or forces as the player wishes. Each such combat unit or force may be moved as many hexes as desired within the limits of its Movement Allowance, and within the restrictions of the Terrain Effects Chart.

6.1.1 Procedure: During the Movement Phase, the named side (i.e. the French during the French Movement Phase) has its combat units and leaders moved. Each combat unit and force is moved individually, tracing a path of contiguous hexes on the game map in any direction or combination of directions. Each combat unit and force must complete its movement before the next combat unit or force may be moved, though combat unit(s) and leader(s) may be dropped off or picked up *en route* by a force. Forces may break down into smaller forces or component combat units and leaders at any stage during the Movement Phase, but if a force is moving together then its Movement Allowance is that of its slowest member.

6.1.2 MP Expenditure: Each combat unit or unit(s) within a force expends MPs from its Movement Allowance for each hex it enters. As explained on the Terrain Effects Chart, each type of hex has its own MP cost, and there are additional or reduced MP costs for certain hexsides and features.

Exception: Movement as a result of combat (retreating before or after a battle) does not require a combat unit to expend MPs.

6.1.3 Road and Trail Advantages: To gain the terrain MP cost advantage of moving along a road or trail, each individual unit must follow the road network exactly. Units cannot move “over” another unit on a road or trail, and still claim the road or trail movement MP rates so a stack of units can’t move by road movement, essentially. In initially moving onto a road, the non-road terrain MP cost is used. Non-road and road movement may be combined in a combat unit’s move during a Movement Phase.

6.1.4 Moving Through Combat Units: A combat unit or leader (or force) may move freely into or through hexes occupied by other friendly forces but must stop upon entering an enemy ZOC (see Section 3.2). Combat units and leaders may never move through hexes containing enemy combat units (there are no “overrun” rules in this game) but may do so through hexes containing only enemy leaders (eliminate the leaders in this case). A combat unit or force may end its movement stacked in the same hex with another friendly combat unit or force, subject to the stacking rules (see Section 3.1).

6.1.5 Moving Through Rabble Counters: Neither side’s combat units may not enter, or move through hexes containing Rabble counters. French leaders may move through Rabble counters (costs +3 MPs) but Russian leaders may not do so.

6.1.6 Leader Effects on Movement: Leaders may move either in company with a combat unit or by themselves. A French combat unit’s Movement Allowance may be decreased by the absence of its appropriate leader nearby, decreasing the number of MPs the combat unit may expend in that phase (see Section 5.3). Russian combat units may not end a Movement Phase more than four hexes away from some leader in their major formation.

6.1.7 Restrictions: A combat unit or leader may not enter a hex in that Movement Phase if it has insufficient MPs remaining.

Exception: Regardless of MP costs, combat units and leaders may always move one hex during a friendly Movement Phase so long as they do not violate any ZOC rules.

A combat unit does not have to expend all its Movement Allowance in a Movement Phase, but MPs are not transferable between combat units or leaders, nor may they be accumulated from one turn to the next. No combat takes place during the named side’s Movement Phase, and no movement by the non-phasing side’s forces is permitted (other than cavalry combat unit Retreat Before Combat or displacement caused by combat).

6.2 French Rabble Counter Movement

During the French Movement Phase, deployed Rabble counters must also be moved (after all regular French combat unit movement takes place) two hexes (not MPs) each turn towards the nearest objective. Objectives are (in this priority order):

1. The nearest French exit point if on a bridge or presently west of the Berezina, or;
2. The nearest bridge or bridge under construction if presently east of the Berezina, or;
3. The nearest French Engineer unit if presently east of the Berezina and no bridge or bridge under construction presently exists.

Exception: Rabble counters do not move during night turns (2000 and 0000).

Once on a trail or road, Rabble counters must stay on them. Rabble counters will not move off roads or trails unless there is a clearly shorter route (in hexes) to their current objective. Rabble counters may not voluntarily move into a Russian ZOC. Hexes containing Rabble counters cannot be entered, moved through, or attacked by French combat units.

6.3 Russian Movement

During the Russian Movement Phase, all Released and active Russian combat units and leaders must move up to the number of MPs listed for that unit type in the box on the Russian Morale Table that the Russian Morale chit currently occupies. Foot and artillery units (“F” letter code) use the Movement Allowance printed to the left of the slash; cavalry, horse artillery and leaders (“C” letter code) use the Movement Allowance printed to the right of the slash. Note that Movement Allowances increase on the table as the Russians become more active.

6.3.1 Russian Movement Priorities: During each Russian Movement Phase, Released and active Russian combat units, not currently in an enemy ZOC, must advance toward the closest French combat units, as follows:

1. Russian combat units and leaders are moved by command. All the combat units and leaders in one command must finish moving before the next begins.
2. Russian units and leaders will always move towards the closest French unit they can physically fire on (have combat with) over more distant French units, or those that are blocked by impassible terrain or the presence of other French units, even if the latter are closer in terms of MPs.
3. Russian units located west of the Berezina will always first move towards French units located west of the Berezina and then towards French units located east of, but adjacent to the Berezina, and then finally towards French units east of the Berezina assuming some legal movement path to get to them exists.
4. Conversely, Russian units located east of the Berezina will always move towards French units located east of the Berezina and then towards French units located west of, but adjacent to the Berezina and then finally towards French units west of the Berezina assuming some path to get to them exists.
5. Moving Russian combat units and leaders must move along routes that consume the fewest MPs and get the moving Russian units as close as possible to the targeted French units.
6. If two or more choices exist, the player must decide which move is the most advantageous for the Russian combat units. This is the move that should be made.
7. *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.*

6.3.2 Movement Restrictions: When moving, the Russian combat units and leaders may always move one hex (see the exception to Rule 6.1.7). If moving more than one hex, the Russian combat units and leaders must have enough MPs to enter the next hex.

6.3.3 Tchlapatz’s Independent Command: The leader and combat units in Tchlapatz’s command are frozen in place at the start of the game. Tchlapatz’s command is automatically Released and activated and must move as soon as:

1. Any French combat unit or leader (or Rabble counter) is adjacent to any Russian combat unit or leader of Tchlapatz’s command, or;
2. Any French combat unit or leader (or Rabble counter) reaches the west side of the Berezina River anywhere on the map.

Once Released and active, units of Tchlapatz’s command may move anywhere on the map under the general movement rules (see Case 6.3.1 above) imposed on Russian combat units. However, these combat units and leader may not cross the Berezina River and attack French combat units or leaders prior to a French combat unit first crossing the Berezina River.

6.3.4 Russian Army of the Danube: The remaining leaders and combat units in Admiral Tchichagov’s Army of the Danube are also frozen in place at the start of the game. They may not move from their starting hexes until Released. They are not eligible to be Released until a French combat unit has crossed the Berezina River onto the west bank. When that happens:

1. *On the same turn of the French crossing, check for the Army of the Danube (in the Russian Movement Phase) being “Released” using the “0” turn column on Army of the Danube Activation Table. Note that the “0” turn is literally the Russian Movement Phase following the French Movement Phase of the crossing.*
2. *On the turn following the crossing, and on each subsequent turn, the player rolls on the corresponding column on Army of the Danube Activation Table until a “Released” result occurs.*

When a “Release” result occurs, these Russian combat units and leaders must begin moving toward the closest French combat units on the west bank of the Berezina. A successful Release result also provides an immediate Russian Morale Track bonus (see Case 5.3.1). *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.*

6.3.5 Other Russian Forces: As additional Russian combat units and leaders arrive on the board, they must follow the restrictions imposed on them as stated in the specific rules governing their arrival (see Section 10.2). If the restrictions no longer apply, such forces are considered “Released” and active, and follow the general Russian movement rules above.

6.3.6 Russian Mandatory Retreats: On any game turn where a Russian leader’s command has had two or more combat units eliminated outright (not just Step Losses) during the French Combat Phase, the Russian combat units and leaders of that command must retreat two hexes (not MPs) away from French combat units during their Movement Phase (ignore terrain MP costs in this case). Combat units and leaders that may not retreat due to enemy ZOCs or impassable terrain instead stay in place with no penalty.

Note: If the Russians were to 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).

6.4 Ford Crossings

The fords across the Berezina were passable, but very dangerous for units to cross without a bridge, and to simulate this, the following rule is included. As each combat unit crosses an unbridged ford hexside, the (owning) player rolls a die and consults the Ford Crossing Table, applying the results to the unit in question. *Leaders may attempt to cross Fords by themselves. However, on a roll of 4 to 6 the leader simply stops at the Ford and can move no further that turn (his staff talks him out of it). Leaders accompanying a combat unit that suffer step losses or is eliminated while crossing a Ford still get across.*

7.0 THE COMBAT PHASE

During the joint Combat Phases (there are two), adjacent enemy combat units conduct combat. Note that both sides conduct combat during each of the two Combat Phases.

7.1 Combat Priorities

Attacking combat units fire individually at adjacent single enemy combat units and leaders. No enemy combat unit in a hex may be fired at twice if there are other enemy combat units in the hex that have not been fired at once.

7.1.1 Combat Fire Priority: Combat by adjacent enemy units is resolved using the following priority order:

1. French "A" Combat Rating units fire first.
2. Russian "A" Combat Rating units fire second.
3. French "B" Combat Rating units fire third.
4. Russian "B" Combat Rating units fire fourth.
5. French "C" Combat Rating units fire fifth.
6. Russian "C" Combat Rating units fire sixth.
7. French "D" Combat Rating units fire seventh.
8. Russian "D" Combat Rating units fire last.

7.1.2 Russian Special Engagement Rules: When conducting either joint Combat Phase, when it is their turn to fire, all Russian combat units must fire at the French combat unit with the best Combat Rating in an adjacent hex, and then the next highest and so on, until all Russian combat units have fired. If there are more Russian combat units than French targets, then the extra Russian combat units start over with the French unit with the best Combat Rating and continue.

Exception: *In the two player game, the Russian player is free to engage targets as he best sees fit so long as the restrictions of Section 7.1 are met.*

7.2 Combat Procedure

Using the Combat Rating of each firing combat unit, the player selects a target (a single combat unit in an adjacent hex), finds the To Hit number on the Combat Results Table (CRT), and rolls for each combat unit's fire. Die rolls are adjusted by the modifiers listed under the CRT and include things such as the terrain type the defender is occupying, the presence of leaders, etc. Note that if a leader is stacked with two combat units he does get to apply his Combat Bonus in both attacks. Combat results are applied immediately, so that a unit could be hurt or eliminated before it has a chance to fire back. [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

Each hit on the CRT causes a Step Loss on the target combat unit as follows:

1. The first Step Loss to a combat unit causes a Step Loss Marker to be placed on the combat unit.
2. The second Step Loss on the same unit causes the Step Loss Marker to be removed and the combat unit flipped to its reduced strength side.
3. The third Step Loss on the same unit causes a Step Loss Marker to be placed on the (now) reduced side of the combat unit.
4. The fourth Step Loss on the same unit causes the combat unit to be eliminated. Leaders in a hex where all friendly combat units are eliminated are moved to the nearest friendly combat unit.

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.

7.3.1 Russian Step Loss Effects on Combat Units: Russian combat units that have suffered a Step Loss and are flipped to their reverse sides must now use a Combat Rating one less than shown (as signified by the "-1" printed on them) on the Russian Morale Table to account for these losses.

Example: *Assume the position of the marker on the Russian Morale Table currently indicates the Russian Combat Rating is "B". Any presently flipped Russian combat units must use a Combat Rating of "C" instead.*



7.3.2 Combat Against Rabble Counters: Each French Rabble counter that is the declared target of a Russian combat unit during the joint Combat Phases instantly disintegrates. Remove it from play (i.e. it is captured). No die roll to hit needs to be made. This counts as the Russian combat unit's sole fire action however, it does not get to fire again (even at another Rabble counter) until the next joint Combat Phase.

7.4 Ranged Fire

Artillery (including horse artillery) combat units are the only combat units that may fire at non-adjacent enemy combat units and leaders. Artillery units may fire at targets up to three hexes distant. If two friendly artillery combat units are stacked together, they must fire at the same target hex. [Artillery units can fire across the Berezina but still use the combat die roll penalties \(the ground near the river was very wet and squishy and cannonballs lacked the ricochet effect\).](#)



7.4.1 Lines of Sight: Artillery combat units have a range of up to three hexes. When artillery combat units are attacking non-adjacent combat units and leaders, a Line of Sight (LOS) must first be established to see if the attack is allowed. To trace an LOS, place a straight edge on the map between the firing combat unit and the target. If any of the intervening hexes are blocking terrain types, the target may not be fired upon. Woods and towns are blocking terrain. Also, if a higher elevation terrain hex is between the firing combat unit and the target, the target is blocked. If the LOS falls exactly between two blocking terrain type hexes, it is only blocked if both hexes are blocking terrain. Terrain in the target hex does not block the LOS. [Combat units and leaders never block the LOS.](#) An LOS is never blocked when attacking adjacent enemy combat units and leaders.

7.4.2 Ranged Fire at Night: During night turns (the 2000 and 0000 turns of each day), all fire by artillery combat units is reduced to a range of one (due to darkness).

7.4.3 Ranged Fire Resolution: If an LOS exists, the range is determined by counting the hex the target is in and the intervening hexes, but not the hex the artillery combat unit is in. Otherwise, ranged fire is resolved in exactly the same way as with adjacent units firing (see Section 7.1).

7.5 Cavalry Retreat Before Combat

After being selected as a target, stacks that contain only cavalry or horse artillery combat units (plus any leaders) that are being attacked solely by infantry and/or foot artillery combat units may instead choose to retreat before combat one hex to an adjacent hex.

Exception: *Russian cavalry and horse artillery combat units must always choose to retreat before combat unless they cannot do so.*

[Cavalry Retreat before Combat is 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.](#)



7.5.1 Retreat Effects: If the cavalry combat units and leaders become out of firing range by retreating before combat, the planned attack is canceled and the enemy infantry and/or artillery combat units have wasted their Combat Phase.

7.5.2 Restrictions: Cavalry and horse artillery combat units may not retreat before combat into hexes solely containing enemy combat units or their ZOCs. However, if the enemy controlled hex(es) are occupied by friendly combat units, a player's cavalry combat units may still retreat before combat into such hexes. Cavalry combat units ending their retreat before combat in an overstacked condition must displace other friendly units out of the hex (see Rule 3.1.4).

8.0 THE ENGINEERING PHASE

During this phase, the French player checks to see if any of his engineer combat units are in a ford or bridge hex. If they are, they may attempt to build a bridge or repair an existing bridge.



8.1 French Bridging Procedure

The French may only build bridges at ford hexes. Up to two separate bridges may be built across the same Ford hexside. To do so, the Engineering Table is consulted. The French player determines how far away the closest Russian combat unit is to the hex his French engineering combat unit occupies. Count the hex the engineer combat unit is **in** but not the hex the Russian combat unit occupies. The player then finds the appropriate column of the Engineering Table and rolls on it, applying the result. There are three possible results:



1. (no effect), or;
2. B (one level of bridge building completed), or;
3. BB (two levels of bridge building completed).

When three levels of bridge building ("BBB" level) have been completed in a hex, the bridge is finished and a Bridge Finis marker is placed on the hex at the **start** of the next turn (Phase A). Note that both hexes of a Ford need to have a Bridge Finis marker in them in order for units to cross - so at least one engineer combat unit will have to brave the Ford Crossing rule (see Section 6.4) to get to the far side to begin constructing a bridge there.



***Note:** The typical procedure to build a bridge is for an engineer to normally build a bridge to "Bridge Finis" status on the east side, ford the river, then build a bridge to "Bridge Finis" status on the west bank.*

8.1.1 Retrictions: 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).

8.2 Russian Bridging Efforts

As soon as the Russians reach Combat Rating "B" or better on the Russian Morale Track, and control both hexes of the earthworks, the French player (if playing solitaire) or Russian player must roll two dice during this and each subsequent Engineering Phase. On a score of 11 or 12, place two Bridge Finis markers at the ford joining hexes 5612/ 5613 at the **start** of the next turn (Phase A). This is a Russian controlled bridge and Russian combat units and leaders may freely cross in pursuit of French forces as governed by their other movement restrictions. This bridge does not break down and may be captured by the French player if he moves adjacent to the bridge with at least one combat unit and destroys or forces away any enemy Russian combat units on the other side. If he fails to do so during his first Combat Phase, the bridge is instead destroyed. Remove the Bridge Finis markers. The player must check again each turn during this phase to see if the Russians recreate the bridge.

8.3 Movement Across Bridges

When a bridge is completed ("Bridge Finis" status), combat units and leaders may move across the bridge at the cost of +1 MP. There is a limit of five combat units or Rabble counters crossing per bridge per turn. Leaders do not count against the limit.

9.0 BRIDGE BREAKDOWN PHASE

On any turn a French bridge (only) is used by a combat unit or Rabble counter, roll one die during the Bridge Breakdown Phase at the end of that game turn and consult the Bridge Breakdown Table. Bridge sections reduced to "BB" status must be repaired to "BBB" status on subsequent turns in order for French combat units and leaders (or Rabble counters) to use the bridge.

10.0 VICTORY CONDITIONS

In order to win, the French player must amass a large number of Victory Points (VPs) by the end of the game. VPs are only awarded to the French player and for the actions of French combat units and leaders. Even when playing the two player game, the Russian player cannot earn any VPs.

10.1 Victory Point Calculations

Consult the Victory Point Calculation Chart to see how VPs are earned or lost for various actions. Basically the French player is attempting to exit French leaders and combat units off the northwestern or western map edges while avoiding treasure and step losses. VPs are earned for each combat unit and leader exited at hexes 1013, 3328, 5128, 5428 or 6019 before the end of the last turn (25). The French player must formally choose one of the exit hexes listed to escape through. This choice must be made as soon as one French non-engineer combat unit crosses to the west side of the Berezina River. Combat units and leaders that escape from another exit hex must do so by the end of Turn 23 or are instead considered to be [eventually] eliminated instead (-2 VPs each) and do not earn any VPs for escaping.

10.2 Victory Determination Chart

At the end of the game, the French player consults the Victory Determination Chart (VDC) to see what level of victory or defeat he has obtained. At game end the French player simply totals his VPs earned and compares to the VDC.

11.0 GAME SET UP

When playing the two-player game, the players should choose sides, one each for the French and Russians. All information necessary to set up the game is presented in a standard format.

***Note:** The solitaire and two-player set-ups for the game are the same.*

Each player carefully separates and sorts his game pieces, taking the numbers and types of combat units specified by the scenario and placing them on the mapboard in conformity with the scenario instructions. Deployment limitations specified by the scenario listing must be met by the players when setting up pieces. All combat units and leaders placed on the mapboard must be set up with proper stack-ing and other restrictions observed. Pieces are listed in the scenario by the name of the formation they are in and their leader corresponding to those on the front side of the pieces.

The Russian player should set up first, then step away from the mapboard long enough for the French player to set up his own pieces. The Game Turn marker is placed on the Turn Record Track. Play begins with the first turn of the scenario.

11.1 Initial Russian Forces (set up first)

Set up the following units of Tchlaplatz's command (part of the Army of the Danube) west of the Berezina within four hexes of hex 1914:

- Leader Tchlaplatz
- 28th 32 Jaeger Brigade
- Tver Dragoon Regiment
- Pavlograd Hussar Regiment
- Kalmuck Cossack Brigade
- Bashkir Cossack Regiment
- 13th Horse Artillery Battery

At least one combat unit must be placed in the west hex (2013) of the ford at 2012/2013.

Set up the following units of Langeron's command (part of the Army of the Danube) west of the Berezina within three hexes of hex 5514:

- Leader Langeron
- 14th 27 Jaeger Brigade
- 14th 38 Jaeger Brigade

- Ara-Jit Dragoon Regiment
- Ara-Staro Dragoon Regiment
- Greckov Cossack Brigade
- Bra-Melin Cossack Brigade
- Alexandria Hussar Regiment
- Eupatorie Cossack Regiment
- Tartar Uhlan Regiment
- 11/12 Horse Artillery Battalion

At least one combat unit must be placed in the western ford hex 5613.

Place the Russian Morale Table marker in the “Start” (leftmost) box until an event (see Section 5.3) activates the Russians.

11.2 Russian Reinforcements

When reinforcements arrive from off-board, they are considered to be in Road Movement mode. Thus, Russian units entering along a road or trail are assumed to be using the road movement rules and thus enter unstacked one by one behind each other. Every two or three units are thus 1 MP further from the edge.

Game Turn 3: All remaining unused combat units of the Army of the Danube plus leaders Tchichagov and Voinov enter the map at hex 6012. If the Army of the Danube has not yet been Released, these units will move to empty hexes within three hexes of the earthworks located at hexes 5614/5713 and remain there until Released.

Game Turn 12: Starting on game turn 12, roll one die at the beginning of the turn to see if Wittgenstein’s Army enters play. On a die roll of 1, this force enters during the Russian Movement Phase of turn 12.

Game Turn 13: On game turn 13, roll one die at the beginning of the turn to see if Wittgenstein’s Army enters play if he has not already done so. On a die roll of 1 or 2, this force enters during the Russian Movement Phase of turn 13.

Game Turn 14: On game turn 14, roll one die at the beginning of the turn to see if Wittgenstein’s Army enters play if he has not already done so. On a die roll of 1 through 4, this force enters during the Russian Movement Phase of turn 14.

Game Turn 15: Wittgenstein’s Army automatically enters at the start of the Russian Movement Phase this turn if it has not already done so.

Wittgenstein’s Entry Point: When Wittgenstein’s Army (leaders Fok, Steingell and Wlastov plus Wittgenstein himself and all their combat units) enters play, roll to see where all forces enter the map:

Die Roll	Entry Point
1 or 2	All units of Wittgenstein’s Army enter on road hex 1400 already activated. These units then follow the rules governing Russian movement and combat.
3 or 4	All units of Wittgenstein’s Army enter on trail hex 3000. If the Russian Army of the Danube has not yet been Released, these units will move each turn to unoccupied hexes in or adjacent to the town of Borissow and remain there until the Army of the Danube is Released. Once Released, or if the Army of the Danube is already Released, these units then follow the rules governing Russian movement and combat.
5 or 6	All units of Wittgenstein’s Army enter enter on trail hex 4200. If the Russian Army of the Danube has not yet been Released, these units will move each turn to unoccupied hexes in or adjacent to the town of Borissow and remain there until the Army of the Danube is Released. Once Released, or if the Army of the Danube is already Released, these units then follow the rules governing Russian movement and combat.

Game Turn 14: All four combat units of Yermaloff’s independent command (the pink on green units) enter on the trail at hex 5100. 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 Russian command’s leader, always attempting to get closer with the move - ignoring the French of course. These units still follow the rules governing Russian movement and combat but may also be reassigned to other Russian commands once Yermaloff reaches his first target command (see Section 5.4).

Game Turn 15: Starting on game turn 15, roll two dice at the beginning of the turn to see if the forces of Kutusov’s Main Army enter play. On a dice roll of 9+, the Main Army begins arriving during the next Russian Movement Phase. On the first turn the following units of the Avant Garde of the Main Army enter:

- Leader Vassilchikov
- Kar-Tchr Dragoon Brigade
- Kiev-Rus Dragoon Brigade
- Akht-33rd Hussar Brigade

To determine where, at the time of entry, roll an additional die and read the result. If a choice of entry points is listed, the Russians will always enter along the road closest to a French combat unit. If the indicated hex is occupied by a French combat unit, they may enter at the closest non-occupied hex along the appropriate map edge.

Die Roll	Entry Point
1 or 2	The Avant Garde enters on the trails at hex 3000 or at hex 4200.
3 or 4	The Avant Garde enters on the trail at hex 5100 or the road at hex 6005.
5 or 6	The Avant Garde enters on the roads at hexes 6012 or 6019, or on the trail at hex 5428.

On the following turn, the remainder of the Main Army (leaders Lavrov, Stroganov, Ostermann-Tolstoy plus Kutusov, and all unused Main Army combat units) enters. To determine where, at the time of entry, roll an additional die and read the result.

Die Roll	Entry Point
1 to 3	The Main Army enters on the trail at hex 5100 or the road at hex 6005.
4 to 6	The Main Army enters on the trail at hex 4200 or the road at hex 6012.

The turn of arrival of the Main Army’s Avant Garde automatically releases and activates all Russian units in the game if they have not already done so.

11.3 Initial French Forces (set up second)

All combat units of II Corps plus leader Oudinot set up within two hexes of any hex of Borissow east of the Berezina.

The Elbé and Chasseloup Engineer combat units set up in any hex of Borissow.

11.4 French Reinforcements

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 unstacked one by one behind each other. Every two or three units are thus 1 MP further from the edge.

Game Turn 3: All combat units of the Old Guard Corps plus leaders Lefebvre and Napoleon enter the map at hex 6005.

Game Turn 6: All combat units of III Corps plus leader Ney enter the map at hex 6005.

Game Turn 7: All combat units of the Young Guard Corps plus leader Mortier enter the map at hex 6005.

Game Turn 8: All combat units of the Guard Cavalry Corps and IV Reserve Cavalry Corps, plus leaders Bessieres and Lautour-Maubourg enter the map at hex 6005.

Game Turn 9: All combat units of VIII Corps plus leader Junot enter the map at hex 6005.

Game Turn 10: All combat units of IV Corps plus leader Eugene enter the map at hex 6005.

Game Turn 12: All combat units of IX Corps plus leader Victor enter the map at hex 5100.

Game Turn 14: All combat units of I Corps plus leader Davout enter the map at hex 6005.

12.0 THE TWO PLAYER VERSION

In the two player version, the second player controls the Russian forces using the same rules and restrictions as with the solitaire version except where noted in the rules. Command control rules are still used by the Russian player but the Russian player may freely shift combat units between leaders inside any of the armies.

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.

Victory conditions remain the same as in the solitaire game.

13.0 OPTIONAL RULES

Optional rules are just that, optional. When playing solitaire, the active player may choose to use as many as he likes. If playing the two-player game, both players must agree to use any particular rule before the game starts.

13.1 Alternative French Morale Effects Table

To accommodate those with a dislike for rolling large numbers of dice (“high wristage”) in games, the Alternative French Morale Effects Table (AFMET) may be used. During the Morale Effects Phase, the French player rolls on the AFMET and applies the results starting with his French combat units with “D” Combat Ratings and working up to the “A” Combat Ratings. Ignore the requirement to start in the SE corner of the board, the French player may choose any unit(s) on the map so long as he starts with the “D” rated units first.

Example: If a “3” was rolled, the result would be three Abandoned Treasures markers placed and three Step Losses suffered. Starting with his “D” combat rated combat units, the French player would choose any three and place an Abandoned Treasure marker in the unit’s hex, rotating the units to indicate treasure loss (if all “D” rated combat units had already lost their treasures, the French player must begin choosing “C” rated units. If all French combat units had already lost their treasures, these unfulfilled Abandon Treasure results would become more Step Losses instead). Then the same procedure would be followed for the Step Losses suffered.

Combat units may only suffer a maximum of one Step Loss per combat unit per Morale Effects Phase when using this alternate procedure.

13.2 Random Events

The Berezina crossing operation was very much a matter of luck. Events could have easily favored one side or the other more than they historically did. If playing with this rule, roll one die at the start of each turn. On a roll of “6” a random event occurs that turn (and may stay in effect on all subsequent turns). Consult the Random Events Table and roll two dice. Cross reference the dice roll with the entry on the table corresponding to the score and apply the event. All events are self-explanatory.

Designer’s Note: For the curious, random events D, E, and H did actually occur during the operation.

13.3 Longer Nights

Borissow lies at some 56 degrees North latitude, more than halfway to the North Pole. As a result both days and nights are proportionally longer as the seasons change. During late November, the nights were starting to get quite long. To simulate this, treat the 0400 and 1600 turns of each day as night turns as well. Unlike true night turns however, Rabble counters are allowed to move during these “faux” night turns, though artillery fire remains limited to one hex.

13.4 Game Balance Options

Most historically plausible options to balance the game would require Napoleon and *La Grande Armée* coming nowhere near the Berezina on their way home. For example, brushing aside the Russian blocking force at Malojaroslawetz the month before and taking a more southern road home, thus avoiding the horrors of passing through the already foraged countryside. Such choices would lead to a completely different game of course. So within the boundaries of our historical para-meters then, use the following options to help balance the game.

13.41 More Alert Russians: Roll a die at the start of the game and subtract one from the roll. This will give a range of from 0 to 5. This resulting number is the “At Start” position of the the Russian Morale Track marker as the game begins. So a result of “3” would have the game begin with the marker in the “3” box on the track. Count a “0” result as the original “At Start” position.

13.42 Better French Organization During the Retreat: This variant assumes better French control and organization at the various rest points along the retreat. For example, instead of French soldiers randomly plundering the supply depots at Smolensk, the troops are distributed rations in a reasonably fair and efficient manner. To simulate this variant, simply halt rolling on FMET each turn with a natural dice roll of “5” or less (instead of “4” or less).

13.43 The Borissow Bridge is Intact: Napoleon’s orders to Oudinot called for the Marshal to secure the bridge crossing over the Berezina in advance of *La Grande Armée*’s approach. Overtaken by events, Oudinot managed to retake Borissow but watched the Russians burn the bridge before his eyes. Suppose he had managed to secure it? To simulate this, the bridge at Borissow (hexes 5612/5613) begins the game intact. Units may freely cross over it (subject to all other rules). Units of Oudinot’s II Corps may begin the game set up in any hex within two of Borissow but now including hex 5613. All Russian units are considered “activated” at game start. If French units occupy hex 5612 or 5613 during their initial set up, Russian units must be initially set up in all the adjacent hexes they could attack from.

13.44 Kutusov Smells Blood: There is evidence that throughout *La Grande Armée*’s retreat the Russian commander, Kutusov, was reluctant to close in for the kill, instead content to dog the French but let the winter climate do his dirty work for him. To simulate a more aggressive Kutusov, have the Avant Garde of the Main Army automatically appear at hex 6005 on Turn 15, followed by the rest of the Main Army on Turn 16. To simulate a *really* aggressive Kutusov, advance all appearances above by one turn (so the Avant Garde will literally be nipping at the heels of Davout’s I

Corps on Turn 14). Again, the appearance of the Russian Main Army automatically activates all other Russian units.

13.45 Marshal Ney Is Never Heard From Again: During the approach to the Berezina, Marshal Ney's III Corps had become separated from the main body of the army, and surrounded. Stubbornly refusing to surrender and cutting his way out, Ney rejoined the army in time to partake in the Berezina crossing. To simulate a more grisely fate for the Marshal, remove leader Ney from the game and remove one of the following three units from the III Corps (choose randomly): the 10th, 11th or 16th infantry divisions. The rest of III (and V) Corps are now assumed to be led by a +0 leader. This leader does not provide the -1 dice roll adjustment when rolling on the FMET.

13.46 Victor is Shocked But Determined: Victor's troops were horrified to see what the French Army survivors of the retreat from Moscow had degenerated into. Having missed much of retreat themselves, Victor's IX Corps was in [relatively] better shape than the rest of the French Army. To simulate this, always conduct FMET rolls for units of IX Corps **last**, regardless of their position on the map. A roll of "4" or less stopping the FMET process is therefore likely before getting to IX Corps under this rule – so Victor should remain a strong fighting force throughout the game.

14.0 CREDITS

Game Design
Development
Graphics
Typesetting
Production Coordination
Testing & Collation

Robert Markham
Robert Markham & Stephen Rawling
Craig Grando
Cynthia Rawling
Stephen Rawling
James Figueroa, Frank Hakstege, Gary Jennings, Alex Kachevsky, Brian Mulvihill, David Naquin, Fahed Quadeshi, Mark Seaman, & Randy Ubben
"Retreat of the French Army from Russia"
by January Suchodolski
Blue Rodeo, Blue Mountain and R. L. Bumside for providing the backdrop while writing the rules.

Cover Art Credit

Special Thanks to:

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15.0 ADDENDA FOR 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).

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