

The Battle of BORODINO Napoleon in Russia, 1812

Introduction

Borodino is a tactical game simulation, on a divisional scale, of the great battle fought outside Moscow during Napoleon's invasion of Russia, 1812. The battle of Borodino (5 through 7 September, 1812) was the last time in Russia that Napoleon was able to assemble enough forces to attempt a decisive battle. He failed, and this began his decline as Master of Europe that was to end at Waterloo nearly three years later.

Borodino has four distinct games included in it. There are three daily battles, for each day that the battle raged: the 5, 6 or 7 September. There is also a Grand Battle game combining all three days into one large game.

Game scale

Each hexagon on the Borodino mapsheet represents 400 metres of ground from side to side. Each *Game-Turn* equals an hour real time. The units represent the actual divisions of infantry and cavalry, except for certain units which were too large or small to represent as divisions.



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GAME EQUIPMENT

The Map— The Map depicts the area around the Russian city of Borodino where the actual battle was fought. A hexagonal grid has been superimposed on the map to facilitate movement and positioning of the Playing Pieces. Movement and Combat are affected by the terrain on the map as outlined and explained on the *Terrain Effects Chart*. The individual hexagons will hereafter be referred to as "hexes".

Cases:

(A) The following types of terrain features appear on the map:

- (1) *Woods-hexes* (blocks movement of units);
- (2) *Town-hexes* (amplifies the defensive strength of occupying units);
- (3) *Road-hexes* (allow passage through otherwise impassable wood-hexes);
- (4) *River-hexsides* (blocks all Zones of Control and movement through them except at fords, bridges, and roads);
- (5) *Bridge-hexsides* (permit movement across rivers, reduces attacking Combat Strength);

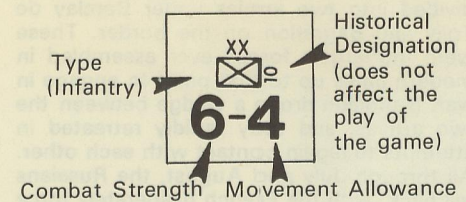
(6) *Ford hexsides* (permit movement across rivers at a penalty, reduces attacking Combat Strength);

(7) *Redoubt-hexes* (increase defensive strength of occupying units, may also attack).

(8) *Stream-hexsides* (may be crossed at a penalty, does not affect combat);

(B) A given hex is considered to be a specific type of terrain if any or all of a specific terrain symbol appears in the hex. (C) The names on the map are provided for historical color and have no effect upon play.

The Playing Pieces—The Playing Pieces represent the actual military units that took part in the actual battle. The numbers and symbols on the pieces represent the strength, movement-capability, and type of military unit simulated by that particular playing piece. Playing pieces will henceforth be referred to as "units".



Symbol Key:

- ☒ Infantry
- ☑ Cavalry
- ☐ Artillery

DEFINITION OF TERMS

Combat Strength is the relative strength of a unit with regards to attack and defense, expressed in terms of Strength Points.

Movement Allowance is the maximum number of hexes which a unit may be moved in a single Movement Phase, expressed in terms of *Movement Points*, one Movement Point is expended for each hex entered.

Setting Up The Game

There are three Deployment maps which show the placement of units for the beginning of the game. All indicated units east of the Front Line are Russian, and all west of the Front Line are French. Players place their units on the properly marked hexes according to the Combat Strength, Movement Allowance and unit type. The unit designations of the units are not important, and they need not be placed on the Deployment sheets in an historical manner.

Game Length

The Game Length varies according to the particular battle you are playing; basically each day of battle is divided into the hours from 0600 (sun up) to 1900 (sundown).

Game Charts and Tables

Various visual aids are provided to simplify and illustrate certain game functions. These are the *Combat Results Table*, the *Terrain Effects Chart*, the *Initial Forces Chart*, and the *Turn Record/Reinforcement Chart*. Explanations accompany the charts where they appear.

Necessary Equipment Not Supplied with The Game

In order to play Borodino, Players must supply their own die. Dice can usually be purchased at "5&10" stores, or can be scavenged from old games.

TURN OF PLAY

General Rule:

The game is played in turns. Each complete *Game-Turn* represents one hour of elapsed time. The game is ten *Game-Turns* in length. Each *Game-Turn* consists of two *Player-Turns*:

(1.) the French *Player-Turn*. (2.) the Russian *Player-Turn*. Each *Player-Turn* is divided into two separate *Phases*:

- (1.) the Movement-Phase
- (2.) the Combat-Phase

Procedure:

The sequence of play is as follows:

Step 1. *The French Movement Phase*: French *Player* moves his units as desired.

Step 2. *The French Combat Phase*: French *Player* executes any and all attacks against the Allied *Player's* units.

Step 3. *The Russian Movement Phase*: Russian *Player* moves his units as desired

Step 4. *The Russian Combat Phase*: Allied *Player* executes any and all attacks against the French *Player's* units.

Step 5. The *Players* indicate the passage of one complete *Game-Turn* on the *Time Record*.

Players repeat Steps 1 through 5 until one player wins or until the tenth turn is completed at which point the game is finished.

Cases:

(A.) No *combat* takes place during the Movement Phase of a *Player-Turn*.

(B.) No *movement* takes place during the Combat Phase of a *Player-Turn* (except as directed by the Combat Resolution Table).

(C.) No Russian movement or attacking takes place during the French *Player-Turn* and vice-versa.

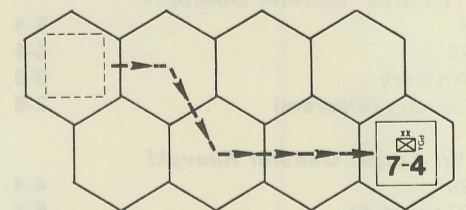
MOVEMENT

General Rule:

During the Movement Phase of his turn, a *Player* may move as many or as few of his units as he desires, moving them in any direction or combination of directions.

Procedure:

Units are moved by counting each hex that the unit enters as the expenditure of one *Movement Point* out of that unit's total Movement (point) Allowance. For example, a unit with a Movement Allowance of FOUR, could move as much as four hexes in a single Movement Phase.



Cases:

(A.) No Enemy movement is allowed during Friendly movement.

(B.) No attacks, Enemy or Friendly, take place during the Movement Phase of a *Player's* turn.

(C.) Each hex moved into by a unit costs that unit Movement Points. A unit may not expend more Movement Points in any given *Player-Turn* than its total Movement Allowance. Basically, all hexes cost one Movement Point to enter. However, it costs a unit two additional Movement Points to cross a river through a ford hexside. Rivers may be crossed through bridge hexsides without penalty. Rivers may not be crossed at other than fords or bridges. (See the Terrain Effects Chart). Stream hexsides may be crossed anywhere; however, to move through a Stream hexside costs one additional Movement Point, except when crossing on a road.

(D.) Movement from hex-to-hex must be consecutive, that is to say, a unit may not skip hexes.

(E.) Units may move *through* hexes occupied by Friendly units. They may NOT move through or into hexes occupied by Enemy units.

(F.) Units may NOT finish their Movement Phase in the same hex as other units (Enemy or Friendly). In other words, *Players* may NOT place more than *one* unit in a given hex.

(G.) Units which enter the Zone of Control of an Enemy unit *MUST STOP!* They may NOT travel through an Enemy controlled hex nor may they leave an Enemy controlled hex once they enter it. Of course, once the Enemy unit(s) exerting the Zone of Control upon that hex is destroyed or retreated as a result of combat, the hex is no longer an "Enemy controlled hex", and the Friendly unit may leave.

(H.) Units beginning their Movement Phase in an Enemy Zone of Control MAY NOT MOVE AT ALL during that Movement Phase.

(I.) In any given turn a *Player* may choose to move NONE, SOME or ALL of his units (consistent with the rules regarding Zones of Control). Units *may* be moved LESS than their total Movement Allowance, but they may NEVER be moved MORE than their Movement Allowance in any one turn.

(J.) The only Woods-hexes which may be entered by any units are those traversed by Roads. Such hexes may only be entered from the direction in which the road enters the Wood-hex: i.e. units must enter and exit Woods/Road-hexes by traveling along the road leading into and out of the Woods. Movement in non-road Woods hexes is not allowed.

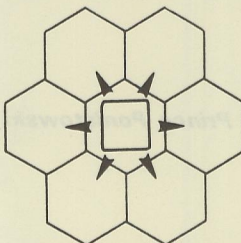
(K.) Once a unit has been moved, and the *Player's* hand is taken from the piece, it may not be moved any further during that *Player-Turn*, nor may it change its move without the consent of the opposing *Player*.

(L.) Movement Points are NOT transferable from unit to unit, nor may they be accumulated from turn to turn.

ZONES OF CONTROL

General Rule:

Every unit "controls" the six hexagons directly adjacent to the one it occupies, with respect to enemy movement and combat.



Cases:

(A.) All units exert a Zone of Control at all times, whether or not it is that *Player's* turn. (B.) Friendly units are not inhibited in any way by the Zones of Control of other Friendly units.

(C.) Friendly units may enter the Zone of Control of Enemy units (i.e. they may move adjacent to Enemy units) but they may NOT move *through* an Enemy controlled hex. In other words, they must stop upon entering the first Enemy controlled hex that they encounter.

(D.) Once in an Enemy controlled hex, a Friendly unit may NOT move out of that hex until the Enemy unit is either destroyed or retreated as a result of combat, or until the Friendly unit itself is forced to retreat as a result of combat.

(E.) More than one unit may exert a Zone of Control over the same hex.

(F.) The overlapping of Zones of Control between non-adjacent units of opposing armies has no effect upon those units; only when the units themselves are actually in each other's Zones of Control does the Zone of Control rule apply.

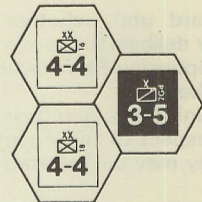
(G.) Zones of Control affect adjacent opposing units mutually. That is to say, neither unit can leave the presence of the other until one of the units is destroyed or retreated as a result of combat.

(H.) Zones of Control do not extend through river hexsides but they do extend through Stream hexsides. Zones of Control also do not extend across bridges or fords crossing a river hexside.

COMBAT

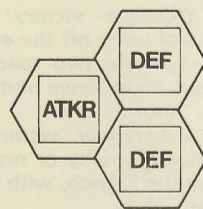
General Rule:

Combat is resolved by comparing the *total* Combat Strength of the attacking unit(s) to that of the adjacent defending unit(s). The comparison is stated as a probability ratio: Attacker's Combat Strength to Defender's Combat Strength. The ratio is simplified to conform to the *odds* given on the *Combat Resolution Table* (the ratio is always rounded off in *favor* of the defending unit(s) if it does not exactly conform to the ratios given in the table). A die is rolled (by the Attacking *Player*) and the result is read from the appropriate line of the table. The Attacking *Player* IMMEDIATELY takes the action indicated on the table before going on to resolve any other attacks he may be executing during that Combat Phase.



Example:

Two French Infantry units (with a combined strength of EIGHT Combat Strength Points) attack one Russian Cavalry unit (Combat Strength of THREE). The odds of the attack are EIGHT-to-THREE which are then simplified (and rounded off in favor of the defender) to an odds-situation of TWO-to-ONE. The French *Player* rolls the die and looks at the results given under the "TWO to ONE" column on the line indicated by the die-roll number. The result indicated takes effect IMMEDIATELY.



(F.) A single attacking unit may make an attack against two or more defending units to which it is adjacent. The Combat

Combat Resolution Table											
Probability ratios (Odds): Attacker's Strength to Defender's Strength											
Die roll	1 to 5	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die roll
1	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	De	1
2	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	2
3	Ae	Ae	Ae	Ar	Dr	Dr	Dr	Dr	De	De	3
4	Ae	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	4
5	Ae	Ae	Ae	Ar	Ar	Ex	Dr	Ex	Ex	De	5
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	De	6
Attacks executed at greater than "6 to 1" are treated as "6 to 1";											
Attacks executed at worse than "1 to 5" are treated as "1 to 5".											

EXPLANATION OF RESULTS

Ae = Attacker Eliminated: The attacking unit(s) is eliminated (destroyed) and is immediately removed from the map.

Ar = Attacker Retreats: The attacking unit(s) is immediately moved back one hex.

Ex = Exchange. The defending unit(s) is eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the Defender. Only those attacking units directly involved in that particular attack may be used to make up

Strengths of the defenders are tallied into one combined Strength to which the attacking unit compares its Strength to determine the odds.

(G.) *Players* may deliberately make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allotting most of the attacking force to the major objective). Such "suicidal" attacks are euphemistically called "diversionary attacks."

(H.) Whenever, as a direct result of combat, an Enemy unit is thrown back (retreated) or removed from play (eliminated), the victorious unit may advance into the hex formerly occupied by the defeated force. The option to advance is exercised IMMEDIATELY. The advance may be made even if the advancing unit is still in an Enemy unit's Zone of Control. Retreating and advancing due to combat is not considered as part of regular Movement and is not counted as an expenditure of Movement Points.

(I.) The Combat Strength of a unit *must* be used as an integral whole. That is, it may not be split in order to apply some Strength Points to one attack and some to another. (J.) Units defending in Towns DOUBLE their strength (on defense). Example: A unit with a basic strength of FOUR Combat Points would defend (in a Town-hex) as if it had a strength of EIGHT Combat Points. (K.) Units may attack across Fords or Bridges crossing Rivers hexsides, but only at half their Combat Strength, as outlined on the Terrain Effects Chart. Stream hexsides have no effect on Combat. Units *may* attack through River hexsides only at Fords and Bridges. The exception is Artillery units; see "Artillery" rules.

RETREAT AND ADVANCE AS A RESULT OF COMBAT

When units are forced to retreat, the *victorious* player decides in which direction they will be retreated, within the following restrictions:

Units may not retreat into Enemy Zones of Control, off the map, into non-Road Woods, or into Enemy-occupied hexes. If no path of retreat is open to the retreating unit (aside from the forbidden hexes described above) then the retreating unit is ELIMINATED and immediately removed from the map.

Displacement: if the only safe hex (i.e., not blocked as above) available to the retreating unit is one which is already occupied by another, uninvolved, Friendly unit, then the uninvolved unit is *displaced* (pushed out of its hex) by the retreating unit. The uninvolved unit is moved back (by the victorious *Player*) as if it were retreating, and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy units or Zones of Control or woods. If the displacement would cause the uninvolved unit to be eliminated in this fashion, the retreating unit is instead eliminated and no displacement takes place. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only safe path of displacement open to them.

Artillery units which are displaced, and have not yet engaged in combat during that Combat Phase, may not fire in that Combat Phase. Units may not be forced to displace other Friendly units if they have other paths of retreat open to them.

OPTIONAL ADVANCE: Whenever a hex is vacated as a result of combat, the victorious unit responsible for the Enemy elimination or retreat may advance into the vacated hex. This may be done even if the victorious unit is still in an Enemy Zone of Control and/or if the vacated hex is in an Enemy Zone of Control. The option to advance must be exercised immediately. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. Advances are not counted as regular Movement and therefore expend no Movement Points.

Advances are useful in cutting off the line of retreat of Enemy units whose combat has yet to be resolved. Advancing units may not participate in another attack or defense in the Combat Phase in which they advance, even if their advance places them next to Enemy units whose battles are yet to be resolved.

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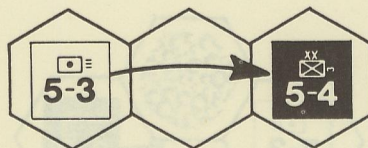
ARTILLERY

General Rule:

Unlike Infantry and Cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombs a unit from two hexes distance. Artillery units *must* participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or two hexes distant). Unlike other units, Artillery units are never destroyed or forced to retreat when *bombarding* a unit, although they are affected by all combat results when they are adjacent to the unit being attacked.

Procedure:

Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a range of two hexes) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result.



Cases:

(A) Artillery units may attack Enemy units which are two hexes away, but they are never forced to attack an Enemy unit merely because it is within two hexes. Artillery units *must* participate in an attack if they are adjacent to an Enemy unit, although they would not necessarily have to attack the *adjacent* unit: some other Friendly unit could attack the adjacent Enemy unit, while the Artillery unit would be free to bombard another Enemy unit two hexes away. This might only be done if there were another Enemy unit within two hexes.

(B) Artillery units may attack alone, in concert with other Artillery units, or in concert with Infantry and/or Cavalry units. Artillery units may combine attacks from adjacent positions, and in the bombardment role of two hexes distant.

(C) When an attack fails, bombarding artillery (i.e., attacking from two hexes distant) suffer no ill effects; they are never destroyed or retreated as a result of their own failed attacks. Artillery units attacking from an *adjacent* position must suffer all the combat results of their attacks. Bombarding Artillery units may voluntarily elect to suffer an "Attacker Retreat" combat result. When cooperating with other, non-artillery units, these other units always suffer all combat results, no matter what the distance of the attacking artillery.

(D) Artillery units may only attack a single unit when bombarding; when attacking from an adjacent position, artillery units may attack as many units as they are adjacent to.

(E) When artillery units themselves are attacked, they suffer all combat results as do all other units. Artillery units may not use their two-hex range in a defensive situation.

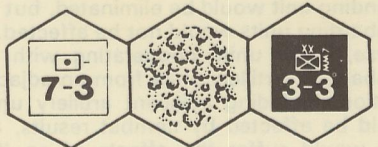
(F) Artillery units may fire over other intervening units (Enemy or Friendly) and Town hexes in order to attack from two hexes distant. Artillery may not fire over Woods hexes to attack Enemy units two hexes away.

(G) When a unit is destroyed or retreated by attacking artillery which is not adjacent to the defender, the attacking artillery may not advance.

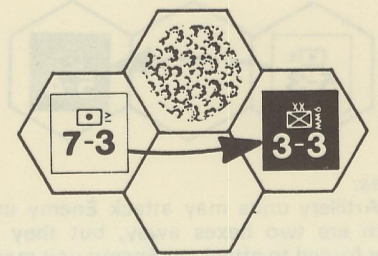
(H) Artillery may fire through all types of River hexsides.



(I) Artillery units may *not* fire, at any range, into or through woods or woods/road hexes. The woods are considered to block the artillery from firing into or through them. However, if the artillery, when firing at two hexes range, has two equi-distant, alternate paths of hexes to fire through, one of which is blocked, and the other not, it *may* fire at the target hex.



Fire blocked



Fire not blocked

RUSSIAN REDOUBTS

General Rule:

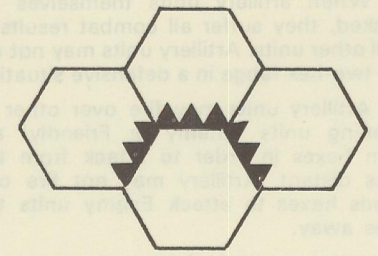
Redoubt hexes have an intrinsic Combat Strength which may only be used when attacking the three hexes adjacent to the *Front* hexesides (the “front” as represented by the “teeth”), or when *being* attacked from those hexes. Additionally, a Friendly unit in a redoubt hex is doubled for defensive purposes when attacked solely through these Front hexesides.

Cases:

(A) Only Russian units may benefit from being in a redoubt. French units never receive any benefit from these hexes.

(B) French units may only move through a Front hexside of a redoubt hex as a result of combat. They may never move through them during a Movement Phase.

(C) Redoubts have a Zone of Control (the same as any combat unit) which extends solely to the three hexes adjacent to the Front hexesides. French units must stop movement when entering these hexes, may *not* move out of them voluntarily, and must attack a unit or redoubt when in this Zone of Control.



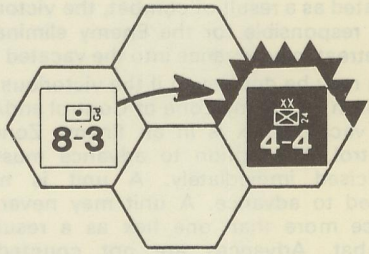
(D) Redoubts may freely be entered by the French Player from the rear (if no Russian unit is in the redoubt), i.e., through the non-Front hexesides. The redoubt hexes have no Combat Strength oriented towards the rear.

(E) Russian units defending in the redoubt when attacked *solely* through the Front hexesides of the redoubt, have their Combat Strength for defensive purposes doubled. In addition to this, the intrinsic Combat Strength of the redoubt is added onto the doubled Combat Strength of the unit in the redoubt. This is a unitary Strength, which may not be split, i.e., the combined strength must be attacked in total.

(F) When a redoubt with a unit in it is attacked solely from the rear, i.e., exclusively through the non-Front hexesides, the unit is *not* doubled, nor is the intrinsic Combat Strength of the redoubt added in.

(G) When a unit in a redoubt is being attacked both through a Front hexside and a non-Front hexside in combination, the unit is *not* doubled, but the intrinsic Combat Strength of the redoubt is added onto that of the unit in the redoubt.

(H) Artillery attacks against units in a redoubt or the redoubt itself are handled in the same fashion as attacks by infantry and cavalry, whether firing at a distance of one or two hexes. If the artillery unit is firing through a Front hexside, any Russian unit in the redoubt is doubled for defensive purposes. If it is firing through the rear, the unit in the redoubt is not doubled. If the path of fire bisects two hexes (see diagram) and passes through a hex corner joining a Front and non-Front hexside, the unit is considered to be firing through a Front hexside. The only different way that an artillery unit functions is that it may attack a redoubt hex without a Russian unit in it through a non-Front hexside; this will occasionally be useful for making a diversionary attack.



(I) Whenever the redoubt's intrinsic Combat Strength may be used, it must be attacked in combination with any unit in the redoubt, i.e., it may not be attacked separately. Redoubts may only be attacked by themselves when no Russian unit is in them.

(J) *How To Destroy Redoubts:* Redoubts are *never* affected by any combat results. They may not “retreat”, nor may they “advance” after combat. They are not destroyed in the same manner that units are eliminated. However, when a combat result is inflicted on the redoubt which, if it were a unit, would result in permitting the attacker to advance, the attacker may advance after combat into the redoubt hex, even through a Front hexside.

If at the end of any Russian Player--Turn, there is a French unit in a redoubt hex, that redoubt is considered destroyed. Place a *Destroyed* marker on that hex to indicate this. Thereafter the redoubt hex is treated as

any other clear terrain hex. If recaptured by the Russian Player after being destroyed by a French unit, the redoubt is *still* considered destroyed. Once destroyed, this effect is permanent (Exception: see Night Movement rule for Grand Battle Game).

How To Win: the Victory Conditions

Each of the daily battle games and the Grand Battle Game have their own conditions for winning. See the particular scenario to discover how to win.

SCENARIOS

How to use the scenarios

Each of the four scenarios detail which Set-up Map to use, what period of the Reinforcement Chart to use, and the Victory Conditions for the particular scenario, as well as the Game-Length. There is also a brief historical commentary.

5 September, Battle Game

The combined Russian armies had rendezvoused in front of Moscow, 120,000 men strong, to block Napoleon's advance on the ancient capital of Russia. They were under the old war hero's command: General Kutusov, recently recalled from retirement. The Russian armies began to turn an already excellent defensive defensive position into an impregnable one by the construction of strong redoubts, i.e., fortified positions of logs, trenches, and dug-in artillery pieces. About noon the French vanguard under the command of Marshal Murat moved onto the map, and began assaulting the most forward redoubt at Schevardino. For unknown reasons, Kutusov thought that the French main assault would come across the steep banked Kalotchka river, where he tied up the bulk of his troops before slowly realizing the danger to his left flank. Too late, for the advanced position at Schevardino had fallen, and the rest of the French army was advancing. Kutusov had missed his sole chance to defeat the French army in detail.

Initial Set-up Map: 5 Sept., 1812. Only Russian units are depicted, as no French have arrived.

Reinforcement Chart: 5 Sept., Game--Turns 1 through 8.

Victory Conditions: the Player who occupies the Schevardino redoubt hex at the end of the game is the winner.

Special rules: the Russian Player may not move any of the units north of the Great Redoubt until 1500. Beginning on 1500, the Russian Player may begin moving one unit per Game-Turn. Once a unit has begun moving, it may continue. Thus on 1500, the Russian Player may move one of the frozen units, on 1600 he may move that one plus another one, etc.

Initial Set-up Map: 5 Sept., 1812. Only Russian units are depicted, as no French have arrived yet.

Reinforcement Chart: Game-Turns 1 through 40. See also Special Rules for Night Movement.

Victory Conditions: the same as September 7 Battle Game.

Special Rule: Night Movement

General Rule: between each day of battle, there are two Game-Turns of “night”. Units may *not* engage in combat during these night periods, and are restricted in movement.

Procedure: each Player continues moving in the same sequence as during the days of battle, except that movement is restricted, and combat is forbidden.

Initial Set-up map: 6 September, 1812

On this day, the remainder of the French armies arrived on the battlefield, bringing their total strength up to 135,000 men. The Russian Kutusov was still slow to realize the peril of his left flank for his concern with the Kalotchka front. But the French too were slow to realize what was happening in the Russian minds, and Napoleon preferred to assemble all of his troops and reconnoitre the Russian positions. Thus the day passed without any serious fighting. Meanwhile Napoleon planned.

Initial Set-up map: 6 September, 1812

Reinforcement Chart: 6 Sept., Game Turns 11 through 24.

Victory Conditions: the Player who at the end of the game holds three or more of the redoubts on the map, whether destroyed or not, is the winner.

7 September, Battle Game

On this day the battle reached its climax. Finally realizing his danger, Kutusov began shifting his forces to his left. Napoleon opened the day with a poorly coordinated frontal assault on the Russian fortifications which was slaughtered. All day long, from 0600 on, he threw his troops against the Russian redoubts, gaining them several times, but never for long enough to destroy them before Russian counterattacks drove his troops out. Finally the Russians ran out of men, and refused to commit their Imperial Guard. They fell back from the French assaults, as nightfall approached. But the darkness ended the fighting, and the Russians stole away the following morning before the French closed with them. The exhausted French could not pursue.

Initial Set-Up map: 7 September, 1812

Reinforcement Chart: there are no reinforcements on 7 Sept. Use Game-Turns 27 through 40.

Victory Conditions: each Player has a number of degrees of victory that he may win, as follows:

French Decisive victory: move 60 Combat Points of units off the east edge of the map between the two roads inclusive before the game ends. Once units are exited they may not return.

French Substantial victory: Russians must have twice as many or more Combat Point losses as the French, with a minimum of 40 Combat points.

French Marginal Victory: occupy all redoubt hexes on the map at the end of the game.

Russian Marginal victory: occupy all redoubt hexes at the end of the game that were on the east side of the Front Line at the beginning of the game.

Russian Substantial victory: French must have more Combat Point losses than the Russians at the end of the game.

Russian Decisive victory: fulfill requirements of both Russian Marginal and Substantial victories.

General Rule: The Guard units of each Player, as indicated on the Set up sheets and the Turn Record/Reinforcement Chart, are restricted in their ability to move by the nearness of Enemy units.

Cases: (A) No Guard unit, whether French or Russian, may deliberately move within four hexes of an opposing Player's unit, unless it has been *released*.

(B) Guard units may gain their freedom to move with respect to the Enemy by being *released*. They may be *released* in either of two ways:

[1] If an Enemy unit moves to within three hexes of a Guard unit, that Guard unit is considered to have been *released*, i.e., it is thereafter free to move anywhere on the map that the Player wishes, regardless of the distance of Enemy units.

[2] after the first fifteen Combat Points of losses suffered by a Player, he may voluntarily release any one of his Guard units, which is thereafter free to move anywhere on the map. For every ten Combat Point losses suffered by a Player after the initial fifteen, another Guard unit

Cases:

(A) During the night Movement Phases, no unit may move to within three hexes of an Enemy unit. Any unit which begins the Movement Phase within three hexes or less of an Enemy unit may only move into hexes which are further from any Enemy unit than its starting hex. Thus units may not move closer, nor even maintain their three-hex or less distance from Enemy units.

(B) Units adjacent to enemy units at the end of the 1900 turn may move out of that adjacent hex during either of the two night movement phases. If they do not move out of the hex they are not required to attack.

(C) If Russian units occupy a “destroyed” Redoubt hex at the end of the last night Movement Phase the “destroyed” marker is removed at the beginning of the 0600 (sun-up) Turn. The redoubt has been rebuilt.

OPTIONAL RULE

An optional rule is one which would be considered bothersome by most Players, but that has considerable “realistic” merit. Basically it is not necessary, nor even desirable to interfere with the smooth flow of the Standard game with a relatively complicated rule, but it is included for those who may wish to further simulate the actual restrictions of the battle. The rule is, of course, purely optional, and Players are encouraged to play the game both with and without the optional rule.

Imperial Guard rule

Commentary: during the battle of Borodino, both the French and the Russians were very reluctant to commit their respective Imperial Guards into battle. Both sides regarded [and quite rightly so] these troops as a corps d'elite. The Russians desired to maintain theirs as a reserve to block French pursuit in case of defeat. Napoleon envisioned his Guard as his life insurance in case of a defeat in the midst of Russia. Both sides had roughly one-fourth of all their strength tied up in these massive elite formations. These Guards had suffered the least in the campaign up to that point. Only very few of the Guard units were actually engaged in the battle.

General Rule: The Guard units of each Player, as indicated on the Set up sheets and the Turn Record/Reinforcement Chart, are restricted in their ability to move by the nearness of Enemy units.

Cases: (A) No Guard unit, whether French or Russian, may deliberately move within four hexes of an opposing Player's unit, unless it has been *released*.

(B) Guard units may gain their freedom to move with respect to the Enemy by being *released*. They may be *released* in either of two ways:

[1] If an Enemy unit moves to within three hexes of a Guard unit, that Guard unit is considered to have been *released*, i.e., it is thereafter free to move anywhere on the map that the Player wishes, regardless of the distance of Enemy units.

[2] after the first fifteen Combat Points of losses suffered by a Player, he may voluntarily release any one of his Guard units, which is thereafter free to move anywhere on the map. For every ten Combat Point losses suffered by a Player after the initial fifteen, another Guard unit

may be released. This applies to both Players with respect to their own unit losses and Guards.

(C) In the case of the French Guard, there is one exception to the rule that the priority of which units are released first is at the discretion of Player: The 11-4 French unit (the Old Guard) must be the *last* French Guard unit released. In no other way are either of the Players inhibited as to the order of releasing Guard units.

Additional Forces

Commentary:

The Russians were mobilizing city militias at the time of the battle. The first of these contingents, the Moscow Militia, was present for the battle. There were an additional 68,000 men coming from Moscow. Though poorly-armed [some carried pikes], and ill-trained, they would have been of some use.

Cases:

(A) This rule may only be used when playing the Grand Battle Game.

(B) Beginning on Game-Turn 11, and for every Game-Turn up to and including 21, the Russians receive one 3-3 infantry unit each Game-Turn from the east side of the map. There are a total of eleven of these.

Borodino, Historical Order of Battle (in terms of game counters)

French, commanded by Napoleon Bonaparte, Emperor of the French

Combat Strength-- Movement Allowance

Units: Corps/Divisions

I Corps: Marshal Davout

2

4

5

Cavalry

Artillery

III Corps: Marshal Ney

10

11

25

Cavalry

Artillery

IV Corps: Prince Eugene de Beauharnais

1*

3*

13

14

Italian Guards

Cavalry

Artillery

***detached from I Corps**

VIII Corps: General Junot

23

24

Cavalry

Artillery

V Corps: Prince Poniatowski

16

18

Cavalry

Artillery

Imperial Guard: Marshals

Lefebvre and Mortier

Old Guard

Middle Guard

Young Guard

Hessian Guard/Legion

of the Vistula

Guard Cavalry-Heavy

Guard Cavalry

Artillery

I Reserve Cavalry Corps:

General Nansouty

1 Light

1 Heavy

5 Heavy

II Reserve Cavalry Corps:

General Montbrun

2 Light

2 Heavy

4 Heavy

III Reserve Cavalry Corps:

General Grouchy

3 Light

5 Heavy

6 Heavy

IV Reserve Calvary Corps:

General Latour-Maubourg

4 Light

7 Heavy

Russian, commanded by Marshal Kutusov

1 Cossacks

2 Cossacks

3 Cossacks

Uvarov Cavalry Corps

Platov Cavalry Corps

Korf Cavalry Corps

III Corps: General Tutchkov

1 Grenadier

3

Artillery

II Corps: General Bagavout

4

17

Artillery

IV Corps: General Ostermann

22

23

Artillery

Cavalry (Pahlen)

VI Corps: General Doctorov

7

24

Artillery

Cavalry (Siewers)

VII Corps: General Raevski

26

27 (Sept. 5)

27 (Sept. 6 and 7)

Artillery

VIII Corps: General Borozdin

2 Grenadier

Combined Grenadier

12

Artillery

Cavalry (Wassitchkof)

Imperial Guard:

Grand Duke Constantine

1 Guard

2 Guard

3 Guard

1 Guard Cavalry

2 Guard Cavalry

Artillery

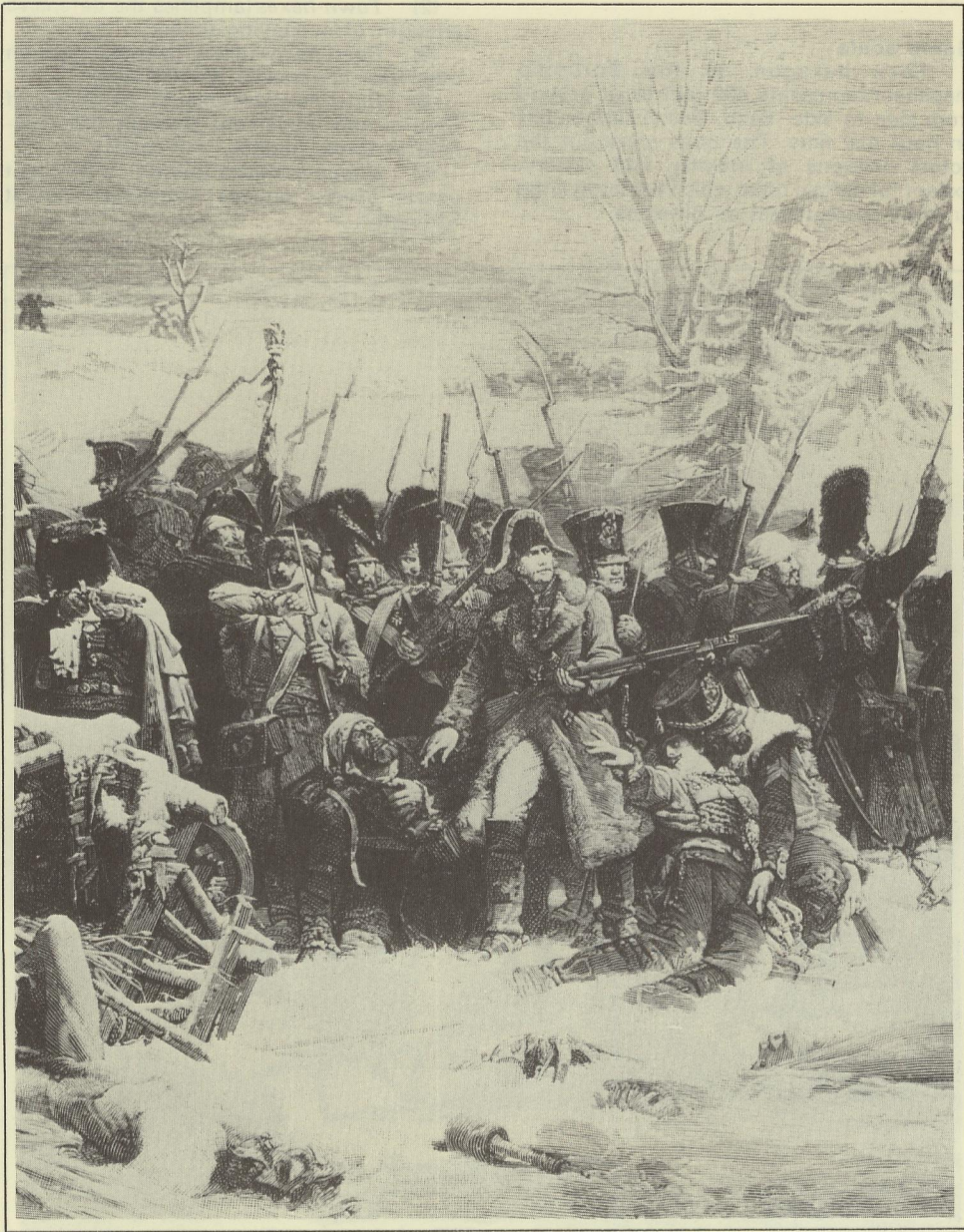
1 Moscow Militia





















2 Moscow Militia

vantage of 25 percent. He needed a victory and very badly; his only reason for not stopping at Smolensk and wintering there was his fears concerning France and/or Europe rising against him while trapped deep in Russia. Additionally, Napoleon had never returned from a particular campaigning season without a major victory. To survive was not enough; he required a quick knock-out blow to end the war. He thought occupation of Moscow would give him that victory.





















The battle was clumsy, and followed a late-life trend of Napoleon's to avoid fancy tactical maneuvers in favor of crushing blows, even though these were more expensive in casualties. Turning aside any suggestions of maneuvering, he merely observed the Russians on September 6, which was probably the best time to defeat the Russians, since their left flank was virtually wide open. Instead he launched clumsy massive assaults against the Russians on September 7. These were slaughtered. Still he threw more and more troops against the Redoubts, taking them several times, but always losing them again. Finally the Russians were permanently forced out of their positions about 1600,
















Game Design: John M. Young
Physical Design and Graphics: Redmond A. Simonsen, with Manfred Milkuhn
Rules Construction and Editorial: John M. Young and Redmond A. Simonsen
Game Development: John M. Young, Philip Orbanes, and Robert Felice
Graphic Production: Manfred Milkuhn, and George M. Bouse



 1-5	 1-5	 1-5	 2-5	 2-5	 2-5	 2-5	 2-5	 2-5	 2-5
 2-5	 2-5	 2-5	 2-5	 2-5	 2-5	 4-5	 4-5	 11-4	 7-4





















French

 7-4	 7-4	 7-4	 6-4	 6-4	 6-4	 6-4	 5-4	 5-4	 5-4
 5-4	 4-4	 4-4	 4-4	 3-4	 2-4	 2-4	 8-3	 7-3	 7-3

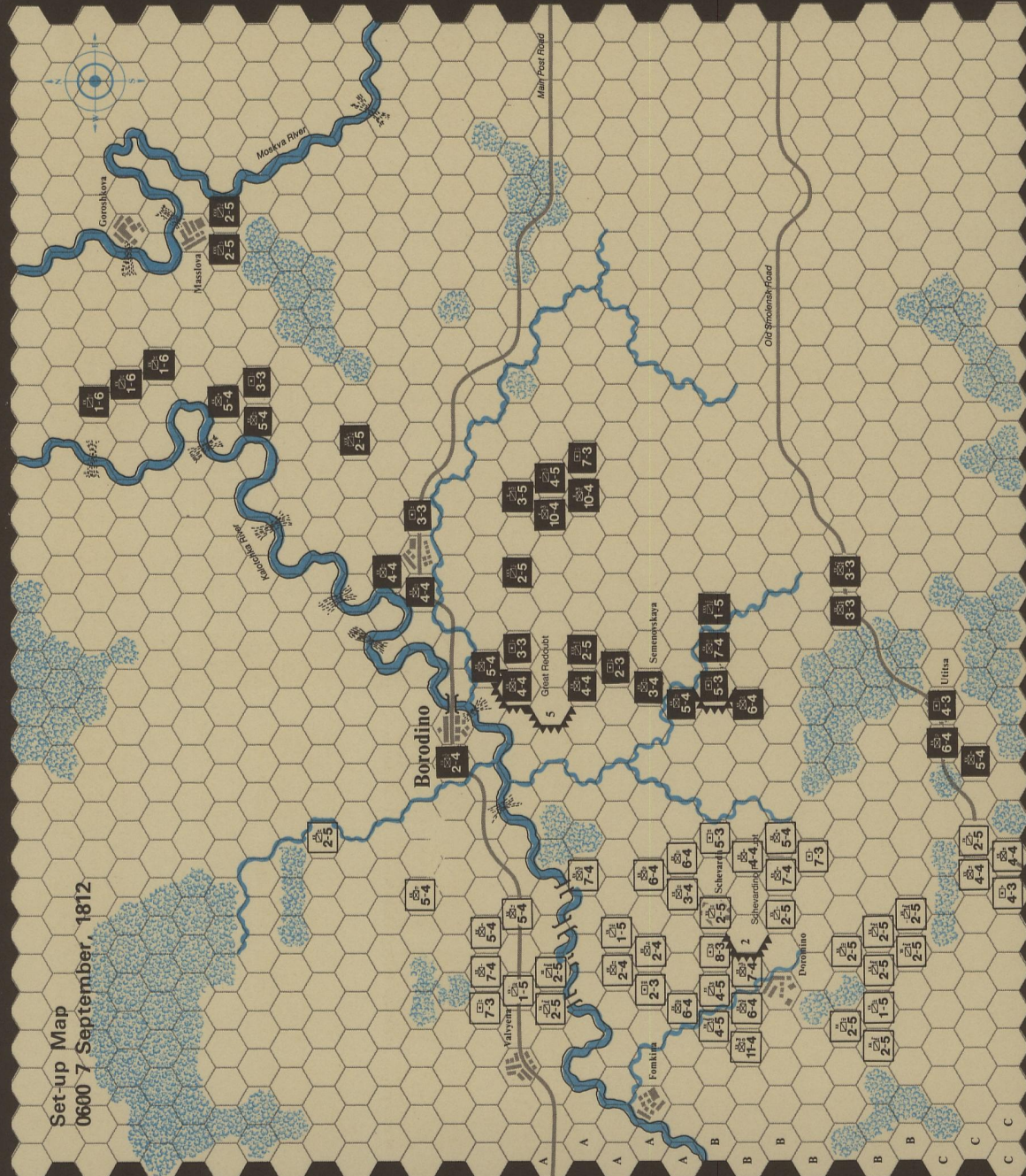
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 2-3	GAME TURN					 2-4	 2-5	 2-5	 1-6

 1-6	 1-6	 4-5	 3-5	 10-4	 10-4	 7-4	 6-4	 6-4	 5-4
 5-4	 5-4	 5-4	 5-4	 5-4	 4-4	 4-4	 4-4	 4-4	 3-4

Russian









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 3-3	 3-3	 3-3	 7-3	 5-3	 4-3	 3-3	 3-3	 3-3	 2-3

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11 0600	12 0700	13 0800	14 0900	15 1000	16 1100	17 1200	18 1300	19 1400	20 1500	21 1600	22 1700	23 1800	24 1900	25 night	26 night
*	*	*	*	*	*	*	*	*	*	*					

BORODINO
Turn Record and Reinforcement Scale
September 5

TERRAIN EFFECTS CHART		MOVEMENT EFFECT	EFFECT ON COMBAT
TERRAIN			
Clear terrain 		costs one Movement Point to enter	None
Woods 		entry prohibited	see Artillery, Case I
Towns 		costs one Movement Point to enter	unit's Combat Strength is doubled for defensive purposes when in a town hex
Woods/Roads 		costs one Movement Point to enter from another road hex	same as Town hexes
River hexsidies 		units may not move through a river hexside.	combat through river hexsidies is forbidden; Zones of Control do not extend across river hexsidies
Ford and Bridge hexsidies 		costs two additional Movement Points to cross a Ford hexside; costs nothing additional to cross a Bridge hexside.	units attacking across have no bonus; Zones of Control do not extend across Ford or Bridge hexsidies.
Redoubts 		see Redoubt rules	see Redoubt rules
Stream hexsidies 		costs one additional Movement Point to cross	No Effect

1	As	Ar	Dr	Dr	Dr	De	De	De	1
2	As	As	Ar	Ar	Dr	Dr	De	De	2
3	As	As	As	Ar	Dr	Dr	Dr	De	3
4	As	As	As	Ar	Ar	Dr	Dr	De	4
5	As	As	As	Ar	Ex	Dr	Ex	De	5
6	As	As	As	As	Ar	Ar	Ex	Ex	6

AR = Attacker Removed: The attacking unit is removed from the map.
 EL = Attacker Eliminated: The attacking unit is removed from the map.
 AT = Attacker: The attacking unit is immediately moved back one hex.
 LR = Defender Lost: The defending unit is immediately moved back one hex.
 ER = Defender Eliminated: The defending unit is immediately removed from the map.
 A = Attacker: The attacking unit may be used to occupy the hex on the map.
 S = Survivor: The attacking unit may be used to occupy the hex on the map.
 L = Lost: The attacking unit is removed from the map.
 E = Eliminated: The attacking unit is removed from the map.
 R = Removed: The attacking unit is removed from the map.
 D = Destroyed: The attacking unit is removed from the map.
 K = Killed: The attacking unit is removed from the map.
 W = Wounded: The attacking unit is removed from the map.
 I = Injured: The attacking unit is removed from the map.
 O = Out of Action: The attacking unit is removed from the map.
 M = Missing: The attacking unit is removed from the map.
 P = Prisoner: The attacking unit is removed from the map.
 C = Captured: The attacking unit is removed from the map.
 B = Broken: The attacking unit is removed from the map.
 F = Fleeing: The attacking unit is removed from the map.
 G = Gone: The attacking unit is removed from the map.
 H = Hidden: The attacking unit is removed from the map.
 J = Jailed: The attacking unit is removed from the map.
 L = Laid to Rest: The attacking unit is removed from the map.
 M = Mourned: The attacking unit is removed from the map.
 N = Nurtured: The attacking unit is removed from the map.
 O = Obliterated: The attacking unit is removed from the map.
 P = Perished: The attacking unit is removed from the map.
 Q = Quelled: The attacking unit is removed from the map.
 R = Razed: The attacking unit is removed from the map.
 S = Slain: The attacking unit is removed from the map.
 T = Taken: The attacking unit is removed from the map.
 U = Unseen: The attacking unit is removed from the map.
 V = Vanished: The attacking unit is removed from the map.
 W = Wiped Out: The attacking unit is removed from the map.
 X = X-rayed: The attacking unit is removed from the map.
 Y = Yanked: The attacking unit is removed from the map.
 Z = Zapped: The attacking unit is removed from the map.

[illegible]

As the marker is moved into a space with a unit's picture below it, this indicates that reinforcements are received by the French Player in that Game-Turn. A picture of the unit is provided to demonstrate unit types and Combat Strength and Movement Allowance; the unit designation depicted is not necessarily the historical unit. Under the unit is a code: "X" followed by a numeral, which indicates that this number of the type of units depicted may be brought onto the map. This is followed by a direction code, which limits where the unit may move onto the map. On the map there are three types of hexes: A, B, and C. These hexes are the only hexes where a particular unit may be brought onto the map.

Combat Resolution Table												EXPLANATION OF RESULTS
Probability ratios (Odds): Attacker's Strength to Defender's Strength												
Die roll	1 to 5	1 to 4	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	Die roll	
1	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	De	1	<p>Ae = Attacker Eliminated: The attacking unit(s) is eliminated (destroyed) and is immediately removed from the map.</p> <p>Ar = Attacker Retreats: The attacking unit(s) is immediately moved back one hex.</p> <p>Ex = Exchange: The defending unit(s) is eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the Defender. Only those attacking units directly involved in that particular attack may be used to make up this equal exchange of Strength Point losses. This will sometimes mean that the Attacker will be forced to lose more Combat Strength Points than the Defender. Both side's losses are immediately removed from the map. A surviving attacking unit may then exercise the option to advance into the hex formerly occupied by the Defender.</p> <p>De = Defender Retreats: The defending unit(s) is immediately moved back one hex.</p> <p>De = Defender Eliminated: The defending unit(s) is eliminated (destroyed) and is immediately removed from the map.</p>
2	Ae	Ae	Ar	Ar	Dr	Dr	Dr	De	De	De	2	
3	Ae	Ae	Ae	Ar	Dr	Dr	Dr	De	De	De	3	
4	Ae	Ae	Ae	Ar	Dr	Dr	Dr	De	De	De	4	
5	Ae	Ae	Ae	Ar	Ar	Ex	Dr	Ex	Ex	De	5	
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	De	6	
Attacks executed at greater than "6 to 1" are treated as "6 to 1";												
Attacks executed at worse than "1 to 5" are treated as "1 to 5".												

