NAPOLEON AT WAR
Standard Rules
for the games

MARENGO, JENA-AUERSTADT, WAGRAM, THE BATTLE OF NATIONS

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[1.0] INTRODUCTION

The **Napoleon at War** game system is an operational simulation of warfare during the era of the Napoleonic Wars. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

The rules for each game in the **Napoleon at War** Series are contained in two folders. The first contains **Standard Rules**, which are common to all the games in the series. The second folder contains **Exclusive Rules**, Initial Deployment and Reinforcement Rules, which are different in each game.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical compo-

nents, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle, a Terrain Key, and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.
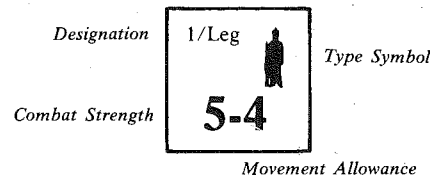
[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS

Unit Designations
Units are identified by numerals in this sequence:
division/corps (roman numeral) or brigade/division

Unit Types

Infantry

Cavalry

Artillery

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

[2.5] GAME SCALE

Each hexagon on the map represents between 400 and 800 meters of real terrain. Each Strength Point represents between 500 and 1,000 men. Each Game-Turn represents between one and two hours of real time.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are damaged or missing, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions Editor, at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent French forces; the other colored pieces represent the force(s) opposing the French. Players should determine who will be the French Player and who will command the forces opposing the French (the non-French Player).

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose

Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance.

CASES:

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] 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 Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one Movement Point regardless of other terrain in the hex.

[5.24] Units may cross river hexsides only by moving through a bridge hexside. There is no **additional** cost for moving through a bridge hexside.

[5.25] Units may cross Stream hexsides. Movement through a Stream hexside costs two **additional** Movement Points. Example: If a unit moves through a Stream hexside into a forest hex, the cost is four Movement Points.

[5.26] A unit which moves from a slope hex (containing the slope terrain symbol) through a slope hexside into a clear terrain hex must expend one additional Movement Point. A unit which moves from a clear terrain hex through a slope hexside, into a slope hex expends no additional Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of any Phase.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.
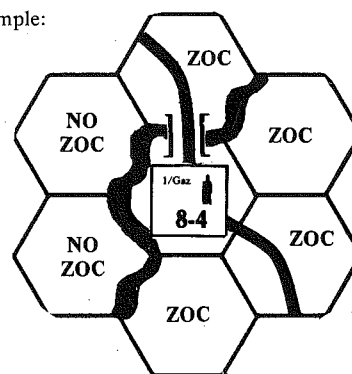
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged river hexside.

Example:

[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it **must**

attack all those adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: A unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10." See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent Friendly unit (see 7.8).

[7.74] Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see

7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.75] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only hex 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 displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled or other prohibited hexes.

[7.82] If the displacement would cause the displaced unit(s) to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:
Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards 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 not). 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 they are attacking.

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 non-adjacent hex) 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:
[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are

never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no combat results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

[8.2] COMBINED ATTACK

[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all combat results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Town hexes are the only blocking terrain hexes (not Slope or Rough Terrain hexes or hexsides).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS

[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the combat results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] Although normal combat is not permitted across an unbridged river hexside, an Artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE

[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all combat results in the same

manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN EFFECTS CHART (see below)

[10.0] NIGHT GAME-TURNS

GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than Day Game-Turns, in that the Combat Phase is omitted.

CASES:

[10.1] EFFECT ON COMBAT

There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT

Movement restrictions during Night Game-Turns are identical to Day Game-Turn movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] DEVELOPER'S NOTES

The **Napoleon at War** game series is based on the game system developed in 1972 for the SPI Introductory Game, **Napoleon at Waterloo**. Despite the popularity of **NAW** and its well received descendants, **Borodino** and **Austerlitz**, limited interest in the pre-Twentieth Century eras prohibited the publication of additional Napoleonic games until the QuadriGame and Folio concepts were initiated by SPI in 1975.

While the QuadriGame allows a wider range of games to be published, it also introduces the two-edged concept of standardization. Each series of games shares a common set of basic rules. This permits the Player to learn four games at once, in effect. After he is familiar with the basic rules, the Player is free to concentrate on the more enjoyable aspects of game play. On the other hand, however, standardization involves some compromises in the areas of both realism and historical accuracy. Such compromises appear in the **Napoleon at War** series as a result of the physical limits of the game components. Thus, it was necessary to omit distinct artillery units in the **Battle of Nations** game. But, in all other respects, the essence of Napoleonic warfare is remarkably preserved throughout the four games in this series. Equally important, the introduction of Special Rules tailored to each situation bestows an individual character to each game, thus ensuring that standardization does not make a game series monotonous.

All in all, we feel the **Napoleon at War** game series achieves an admirable balance between playability and realism.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)

Attacker's Strength to Defender's Strength

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

NAPOLEON AT WAR

The Battle of Nations

The Encirclement at Leipzig, 16-19 October 1813

Exclusive Rules

[12.0] INTRODUCTION

The Battle of Nations is an operational level simulation of the battle between Napoleon's Grande Armee and four Allied armies (the Army of the North, the Army of Poland, the Army of Silesia, and the Army of Bohemia), which occurred on October 16-19, 1813, near the town of Leipzig in Saxony. Also known as the Battle of Leipzig, the 1813 contest saw the French surrounded and defeated by the combined forces of Prussia, Austria, Sweden and Russia in the largest and most decisive battle of the Napoleonic Era.

[13.0] THE SCENARIOS

There are actually three different versions of the Battle of Nations game; the First Day (October 16), the Third Day (October 18), and the Grand Battle game, which simulates the entire course of the battle. Each of these versions is called a Scenario and each Scenario constitutes a distinct game. The three Scenarios share the same rules and Victory Conditions, but are differentiated by Game Length, Initial Deployment and Reinforcement Schedules. The First Day Scenario begins on Game-Turn One and ends on Game-Turn Five. The First Day Initial Deployment and Reinforcements through Game-Turn Five are used when playing the First Day Scenario. The Third Day Scenario begins on Game-Turn Thirteen and ends on Game-Turn Twenty. The Third Day Initial Deployment is used when playing the Third Day Scenario. The Grand Battle Game begins on Game-Turn One and ends on Game-Turn Twenty. The First Day Initial Deployment and Reinforcements for Game-Turns One through Twenty are used when playing the Grand Battle Game (the Third Day Initial Deployment is ignored when playing the Grand Battle Game). At the end of the last Game-Turn of the specific Scenario in play, the game is ended and the Players refer to the Victory Conditions to determine the victor (see 17.0).

[14.0] INITIAL DEPLOYMENT AND REINFORCEMENT CHART

The Initial Deployment Chart specifies where units should be set-up on the mapsheet prior to the First Game-Turn of the Scenario in play. Units marked "absent" are not initially deployed, and enter the game as reinforcements. These reinforcements are specified on a Turn by Turn basis on the Reinforcement Chart (15.5). The rules governing the introduction of reinforcements are located in Case 15.0.

On the Initial Deployment Chart, a "c" following the unit's Strength-Type means the unit is cavalry. All other unspecified units are infantry. There are no artillery units in the game. Note that two Initial Deployments are given; one for the First Day and Grand Battle Scenarios and a different Initial Deployment for the Third Day Scenario. Note also that certain units are listed as "destroyed" on the Third Day Initial Deployment. These units are not placed on the map or brought into play when playing the Third Day Scenario. They are, however, considered eliminated for demoralization and Victory Conditions for that Scenario.

[14.1] FRENCH ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
2315	1914	8-4	4
2314	2015	8-4	5
2313	2016	8-4	6
0518	1214	8-4	8
0614	1315	7-4	11
0917	1726	4-4	12
0817	1725	5-4	15
0717	1624	4-4	38
2312	1812	7-4	10
2311	1813	7-4	16
2210	1814	7-4	19
0819	1013	11-4	20
0921	destroyed	11-4	21
1018	1014	11-4	22
2316	destroyed	8-4	26
0310	1918	6-4	27
1712	1716	5-4	51
1811	1816	5-4	52
1810	1817	5-4	53
0809	1609	8-4	31
0709	1610	8-4	35
0708	1710	7-4	36
0607	1811	7-4	39
1522	1125	6-4	Prov
1918	destroyed	4-4	Prov
1715	1615	15-4	1Gd
1714	1715	15-4	2Gd
1913	1421	16-4	1YGd
1813	1714	15-4	2YGd
1914	1521	15-4	3YGd
1814	1614	16-4	4YGd
1713	1713	8-6c	Gd
1915	1613	6-6c	I
0507	1410	4-6c	II
1322	1216	5-6c	III
2115	1717	3-6c	IV
2012	destroyed	5-6c	V
absent	1215	8-4	9
absent	1217	8-4	32
absent	1113	7-4	24
absent	1212	7-4	14

[14.2] PRUSSIAN ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
0529	destroyed	8-4	AvGd
0429	0918	8-4	1
0330	0817	5-4	2
0230	0919	8-4	7
0131	0921	6-4	8
2516	2612	10-4	9
2515	2613	10-4	10
2615	2614	10-4	11
2614	2615	10-4	12
absent	0607	12-4	3
absent	0507	11-4	4
absent	0406	12-4	5
absent	0405	11-4	6
absent	0809	4-6c	1
absent	2611	8-4	1Gd

[14.3] AUSTRIAN ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
2720	2317	8-4	1/II
2619	destroyed	12-4	2/II
2029	2422	9-4	2/III
2030	2424	9-4	3/III
2605	2306	12-4	2/IV
2504	2406	12-4	3/IV
2820	2318	12-4	Gren
2920	2319	12-4	DioB
2303	2003	5-6c	Res
2912	2510	12-4	1Gr

2913	2509	12-4	2Gr
2511	2609	6-6c	Pahl
absent	2105	10-4	2/I
absent	2205	10-4	3/I

[14.4] RUSSIAN ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
2710	2507	6-4	5
2709	destroyed	5-4	14
2514	2508	6-4	3
2513	destroyed	6-4	4
absent	1119	7-4	10
absent	1018	7-4	25
absent	1019	6-6c	Sack
absent	0717	7-4	7
absent	destroyed	5-4	18
absent	0715	5-4	9
absent	0716	6-4	15
absent	0615	6-4	8
absent	0616	7-4	22
absent	0718	8-4	11
absent	0617	9-4	17
absent	0518	6-6c	StPr
absent	0409	8-4	21
absent	0309	7-4	24
absent	0308	7-4	26
absent	0207	7-4	27
absent	2511	11-4	1Gd
absent	2512	11-4	2Gd
absent	2506	12-4	16
absent	2505	9-4	13
absent	2604	14-4	12
absent	2603	14-4	6

[14.5] SWEDISH ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
absent	0314	9-4	1
absent	0315	8-4	2
absent	0215	8-4	3

[14.6] PLAYER SEQUENCE

[14.61] The French Player is the First Player in all Scenarios. His Player-Turn is first in each Game-Turn (see 14.32).

[14.62] The French Player has no Movement Phase on the First Game-Turn **of any Scenario**. French units may not be moved during the First Game-Turn of any Scenario, except as a result of combat. The French Movement Phase is reinstated on the Second and all subsequent Game-Turns of a given Scenario.

[14.63] The Allied Player controls all Prussian, Austrian, Russian and Swedish units.

[15.0] REINFORCEMENTS

GENERAL RULE:
Players may receive reinforcements according to the Reinforcement Charts (15.5). These reinforcements are placed on the edge of the hex indicated on the Chart. Reinforcement units arrive during the Player's Movement Phase of the Game-Turn indicated. If reinforcements' entry hexes are occupied or controlled by an Enemy unit, the reinforcements are delayed one Game-Turn. After the one Turn delay, the reinforcement units arrive at the nearest unblocked road hex on the same map edge as their original entry hex.

CASES:

[15.1] The Owning Player may enter his reinforcements onto the map at any time during his Movement Phase.

[15.2] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[15.3] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restriction when entering the map as long as they conform to the stacking limit (one unit per hex) by the end of the Movement Phase.

[15.4] Units may never voluntarily leave the map. Units which are forced off the map by combat are considered eliminated for Demoralization and Victory determination purposes (see 17.0).

[15.5] **REINFORCEMENT CHART**
Reinforcements may not enter the map in Enemy controlled hexes. They may not enter the map if their specified entry hex is occupied. Instead, they are delayed one Turn and appear at the nearest unblocked road hex on the same map edge.

[15.51] **French Army**
Strength -Type	Designation

Appearing on Game-Turn Five on hex 0117:
8-4	9

Appearing on Game-Turn Seven on hex 0117:
8-4	32
7-4	24
7-4	14

[15.52] **Prussian Army**
Strength -Type	Designation

Appearing on Game-Turn Three on hex 2915:
8-4	1Gd

Appearing on Game-Turn Twelve on hex 0103:
12-4	3
11-4	4
12-4	5
11-4	6
4-6c	1

[15.53] **Austrian Army**
Strength -Type	Designation

Appearing on Game-Turn Eleven on hex 2901:
10-4	2/I
10-4	3/I

[15.54] **Russian Army**
Strength -Type	Designation

Appearing on Game-Turn One on hex 0131:
7-4	10
7-4	25
6-6c	Sack

Appearing on Game-Turn Three on hex 0125:
7-4	7
5-4	18
5-4	9
6-4	15
6-4	8
7-4	22
8-4	11
9-4	17
6-6c	StPr

11-4	1Gd
11-4	2Gd

Appearing on Game-Turn Twelve on hex 2901:
12-4	16
9-4	13
14-4	12
14-4	6
8-4	21
7-4	24
7-4	26
7-4	27

[15.55] **Swedish Army**
Strength -Type	Designation

Appearing on Game-Turn Twelve on hex 0117:
9-4	1
8-4	2
8-4	3

[15.56] **Game Length**
The First Day Scenario consists of Game-Turns One through Five. The Third Day Scenario consists of Game-Turns Thirteen through Twenty. The Grand Battle Scenario consists of Game-Turns One through Twenty. Game-Turns Six, Twelve and Eighteen are Night Game-Turns.

[16.0] SPECIAL RULE

GENERAL RULE:
Due to distinct historical circumstances, the following Special Rule is an amendment to the **Napoleon at War** Standard Rules.

[16.1] NIGHT WITHDRAWAL

During the Friendly Movement Phase of a Night Game-Turn, units may not enter Enemy controlled hexes. Units already in Enemy controlled hexes may, however, exit them. Note: This rule should be considered an amendment to Case 10.2 of the Standard Rules.

[17.0] DEMORALIZATION AND VICTORY DETERMINATION

GENERAL RULE:
Demoralization represents the cumulative effect of combat losses on army morale. Each army (French and Allied) is assigned a Demoralization Level for each Day. For each Game-Turn, the Demoralization Level assigned to an Army represents the cumulative Strength Point loss which triggers the demoralization of that army. When playing the Third Day Scenario, units listed as "destroyed" in the Initial Deployment **do** count toward Demoralization Levels.

Example: On Game-Turn Ten, the French Army is assigned a Demoralization Level of 110. If, anytime during the Tenth Game-Turn, the cumulative total of French Strength Points eliminated since the start of the Scenario reaches 110, the French Army is demoralized at the instant its Demoralization Level is reached.

CASE:

[17.1] DEMORALIZATION LEVELS

	Allies/French
Game-Turns 1-5	80/100
Game-Turns 6-11	120/110
Game-Turns 12-20	160/110

[17.2] EFFECT OF DEMORALIZATION

At the instant either Player's Army is demoralized the game is ended and the Player owning the non-demoralized army is judged the victor.

[17.3] SIMULTANEOUS DEMORALIZATION

If both Players' armies reach, or exceed, their respective Demoralization Levels at the same instant (possible by an "Exchange" Combat Result), the Phasing Player is automatically considered the victor.

[17.4] NO DEMORALIZATION

If neither Player's army is demoralized at the conclusion of the last Game-Turn of the particular Scenario in play, the game is considered a draw.

[17.5] LINE OF COMMUNICATIONS

At the end of the last Game-Turn of the Scenario in play, any French unit which cannot trace a Line of Communications to hex 2131 is considered eliminated for Demoralization and determination of Victory purposes. This Line of Communications must be a path of contiguous hexes free of Allied units or Allied Zones of Control leading from the unit to hex 2131. The Line of Communications may not be traced through an Allied controlled hex even if occupied by a French unit.

[18.0] DESIGNER'S NOTES

Leipzig was a massive battle. There were **over** one hundred divisions engaged in fierce combat. For this reason, and because of the large scale of the game map, artillery unit strength was incorporated into the strength of other units.

As the Players will soon come to realize, the game system permits the wholesale slaughter of the opposing armies. However, it was the exception rather than the rule to fight to the last man. More likely one side would decide it had had enough and attempt to withdraw from the battlefield. In order to keep the Players from throwing their armies away, the Demoralization rules were introduced. The uniqueness of these rules, as utilized in **The Battle of Nations**, is that the levels of demoralization change with time. This is to reflect the advantageous effect on morale the arrival of reinforcements have. This was particularly true in the case of the Allies at Leipzig. The knowledge that help was arriving increased their determination to stay and fight it out with Napoleon.

[19.0] PLAYER'S NOTES

French Player
You have three advantages which you must utilize to the fullest possible extent. The first and most obvious is the central position of the French Army (although a pessimist might interpret this to mean that the French are surrounded). French units can be switched from point to point more rapidly than Allied units and the French can concentrate in one sector while leaving a screening force to delay the Allies elsewhere. The best results will be achieved by using the bulk of the French Army for attacking the Army of Bohemia in the south while Marmont's Corps is used to screen the advance of the Army of Silesia in the north.

The second French advantage is the fact that initially the French are much stronger than the Allied forces. This, coupled with a distressingly low Allied Demoralization Level on the first day, presents the opportunity to smash the Allies early before the Prussian Army and other Allied reinforcements turn the balance against the French.

The third French advantage lies in their ability to focus a great deal of strength against a chosen target hex. This stems from the powerful French units which compose the Imperial Guard. Because tactical success requires using the Advance after Combat option, the French Player will ultimately be required to commit the Guard in precarious positions open to Enemy counterattacks. Nevertheless, such risks must be accepted to produce a French victory.

Allied Player
The first maxim for the Allied Player is to be as optimistic and as tenacious as old Blucher himself. The survival of the Army of Bohemia will be your main concern during the first half of the game. This requires an aggressive and extremely precise defense. The objective is to buy time until the Army of Silesia, and later, the Armies of Poland and the North can make their presence felt. If the necessary time is purchased, the sheer weight of Allied numbers will eventually force the French back.

The tactics available to the Allied Player are scarce. It is basically a matter of playing carefully and maintaining pressure in the north with Blucher's forces. The prime thing to avoid is detaching any strength from the Army of Bohemia to operate on the west bank of the Elster. This would merely dissipate strength which will be urgently needed elsewhere. The units which start on the west bank should be used to tie down French forces and hopefully induce the French to commit more strength against the Allied units west of the Elster.

It cannot be emphasized too strongly that you must be precise in play and patient in demeanor. These are the keys to an Allied victory. Still, if you enjoy crushing a "helpless victim," play the Third Day Scenario, but don't be surprised if your French victim turns out to be less helpless than you expect.

ORDER OF BATTLE

GRAND ARMY [NAPOLEON]
II Corps (Victor)
4th Division, 5th Division, 6th Division
III Corps (Ney)
8th Division, 9th Division, 11th Division
IV Corps (Bertrand)
12th Division, 15th Division, 38th Division
V Corps (Lauriston)
10th Division, 16th Division, 19th Division
VI Corps (Marmont)
20th Division, 21st Division, 22nd Division
VII Corps (Reynier)
24th Division, 14th Division, 32nd Division
VIII Corps (Poniatowski)
26th Division, 27th Division
IX Corps (Augereau)
51st Division, 52nd Division, 53rd Division
XI Corps (Macdonald)
31st Division, 35th Division, 36th Division, 39th Division
Leipzig Garrison (Margoran)
2 Provisional Divisions
Old Guard (Drouot)
1st Division, 2nd Division
Young Guard — I Corps
1st Division, 3rd Division
Young Guard — II Corps
2nd Division, 4th Division
Guard Cavalry Corps
I Cavalry Corps (Latour-Mauborg)
II Cavalry Corps (Sebastiani)
III Cavalry Corps (Arrighi)
IV Cavalry Corps (Sokolnicki)
V Cavalry Corps (Pajol)

ARMY OF THE NORTH [BERNADOTTE]
I Swedish Corps (Steding)
1st Division, 2nd Division, 3rd Division
II Russian Corps (Winzingerode)
21st Division, 24th Division, 26th Division, 27th Division
IV Prussian Corps (Bulow)
3rd Brigade, 4th Brigade, 5th Brigade, 6th Brigade, Cavalry Division

ARMY OF SILESIA [BLUCHER]
I Prussian Corps (Yorck)
Advance Guard, 1st Brigade, 2nd Brigade, 7th Brigade, 8th Brigade
XI Russian Corps (Sacken)
10th Division, 25th Division, Cavalry Division
III Russian Corps (Langeron)
7th Division, 18th Division
IX Russian Corps (Langeron)
9th Division, 15th Division
X Russian Corps (Langeron)
8th Division, 22nd Division
VIII Russian Corps (St. Priest)
11th Division, 17th Division, Cavalry Division

ARMY OF BOHEMIA [SCHWARZENBERG]
I Austrian Corps (Colloredo)
2nd Division, 3rd Division
II Austrian Corps (Meerveldt)
1st Division, 2nd Division
III Austrian Corps (Gyulai)
2nd Division, 3rd Division
IV Austrian Corps (Klenau)
2nd Division, 3rd Division
Reserve Austrian Corps (Hesse-Homburg)
Grenadier Division, Dio Bianchi Division, Cavalry Division
I Russian Corps (Gortschakoff)
5th Division, 14th Division
II Russian Corps (Eugen)
3rd Division, 4th Division
II Prussian Corps (Kleist)
9th Brigade, 10th Brigade, 11th Brigade, 12th Brigade

RESERVE ARMY
III Austrian Grenadier Corps
1st Grenadier Division, 2nd Grenadier Division
V Russian Guard Corps
1st Guard Division, 2nd Guard Division, Prussian Guard Brigade
Cavalry Corps

RUSSIAN/POLISH ARMY [BENNINGSEN]
Advance Guard
16th Division, 13th Division
Corps (Dochtorov)
12th Division, 6th Division

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)

Die Roll	Attacker's Strength to Defender's Strength										Die Roll
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All Attacking units are eliminated (removed from the map).

De = Defender Eliminated. All Defending units are eliminated.

Ex = Exchange. All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = Attacker Retreat. All Attacking units must retreat one hex (see 7.7).

Dr = Defender Retreat. All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2 MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

BATTLE OF NATIONS

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FRENCH

1YGd 16-4	4YGd 16-4	1Gd 15-4	2Gd 15-4	2YGd 15-4	3YGd 15-4	20 11-4	21 11-4	22 11-4	4 8-4
5 8-4	6 8-4	8 8-4	9 8-4	32 8-4	26 8-4	31 8-4	35 8-4	11 7-4	10 7-4
16 7-4	19 7-4	24 7-4	14 7-4	36 7-4	39 7-4	27 6-4	Prov 6-4	15 5-4	51 5-4
52 5-4	53 5-4	12 4-4	38 4-4	Prov 4-4	Gd 8-6	I 6-6	III 5-6	V 5-6	II 4-6

IV 3-6

AUSTRIAN

2/II 12-4	2/IV 12-4	3/IV 12-4	Gren 12-4
DioB 12-4	1Gr 12-4	2Gr 12-4	2/I 10-4	3/I 10-4
2/III 9-4	3/III 9-4	1/II 8-4	Pahl 6-6	Res 5-6

RUSSIAN

12 14-4	6 14-4	16 12-4	1Gd 11-4	2Gd 11-4
17 9-4	13 9-4	21 8-4	11 8-4	24 7-4
26 7-4	27 7-4	10 7-4	25 7-4	7 7-4
22 7-4	15 6-4	8 6-4	5 6-4	3 6-4
4 6-4	18 5-4	9 5-4	14 5-4	Sack 6-6
StPr 6-6	Game Turn			

PRUSSIAN

3 12-4	5 12-4	4 11-4	6 11-4	9 10-4
10 10-4	11 10-4	12 10-4	AvGd 8-4	1 8-4
7 8-4	1Gd 8-4	8 6-4	2 5-4	1 4-6

SWEDISH

1 9-4	2 8-4	3 8-4

The Battle of **Nations**
The Encirclement at Leipzig,
16-19 October 1813
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TERRAIN KEY

Clear · Road · Towns · Forest

Rough · Marsh · Rivers · Streams · Bridge
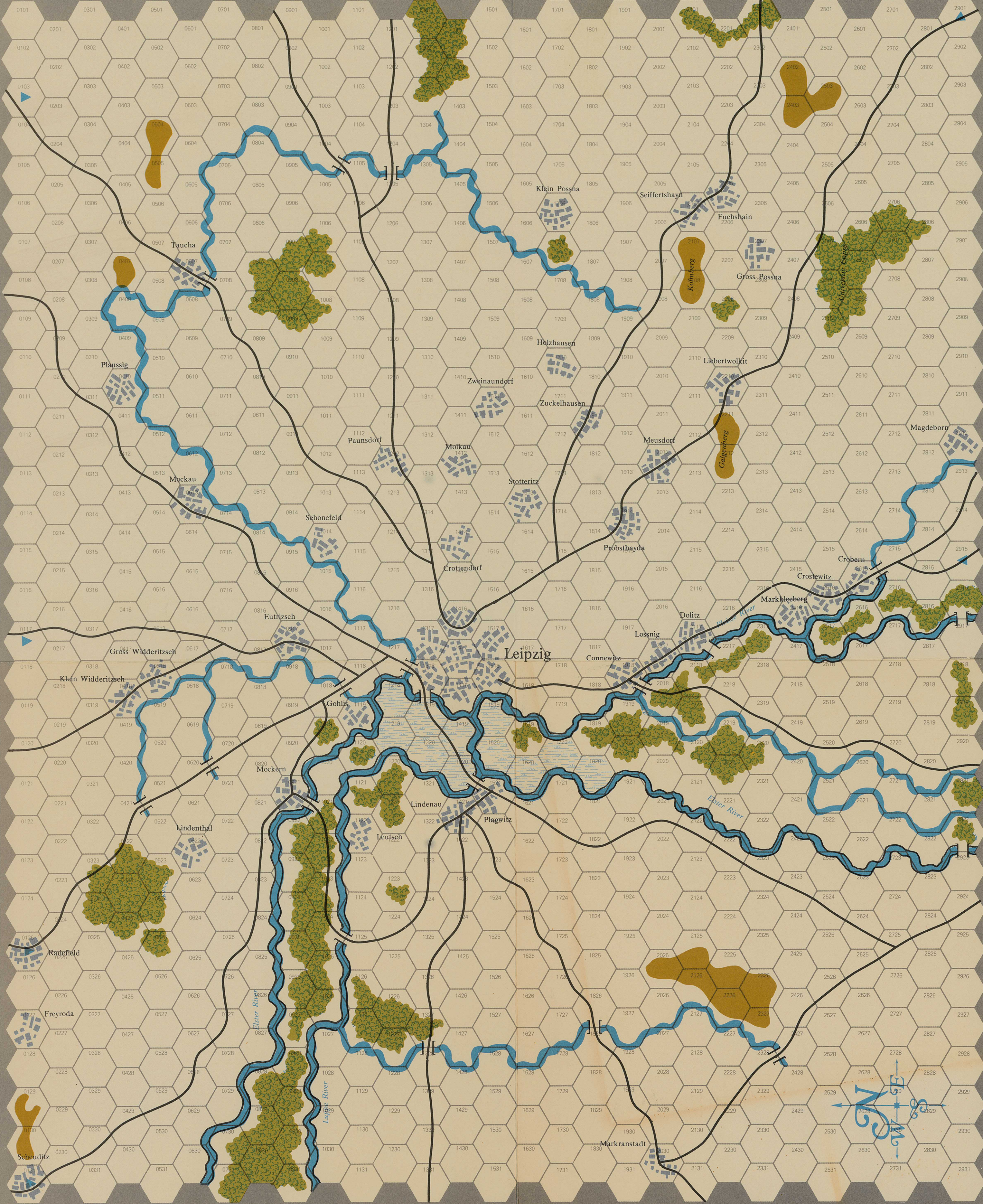
TURN RECORD TRACK

Russian Reinf — 1, 2
Allied Reinf — 3, 4
French Reinf / End 1st Day Seen — 5
NIGHT — 6
French Reinf — 7, 8, 9, 10
Austrian Reinf — 11
Bgn. 3rd Day Seen / Allied Reinf — 12
NIGHT — 12, 13, 14, 15, 16, 17
NIGHT — 18, 19, 20

NAPOLEON AT WAR
Standard Rules
for the games

MARENGO, JENA-AUERSTADT, WAGRAM, THE BATTLE OF NATIONS

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[1.0] INTRODUCTION

The **Napoleon at War** game system is an operational simulation of warfare during the era of the Napoleonic Wars. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

The rules for each game in the **Napoleon at War** Series are contained in two folders. The first contains **Standard Rules**, which are common to all the games in the series. The second folder contains **Exclusive Rules**, Initial Deployment and Reinforcement Rules, which are different in each game.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical compo-

nents, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle, a Terrain Key, and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.
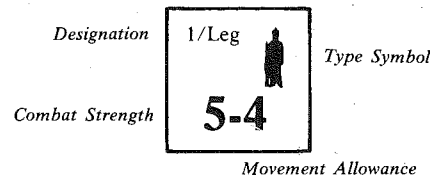
[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS

Designation   1/Leg   Type Symbol

Combat Strength   5-4

Movement Allowance

Unit Designations
Units are identified by numerals in this sequence: division/corps (roman numeral) or brigade/division

Unit Types

Infantry   Artillery

Cavalry

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

[2.5] GAME SCALE

Each hexagon on the map represents between 400 and 800 meters of real terrain. Each Strength Point represents between 500 and 1,000 men. Each Game-Turn represents between one and two hours of real time.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are damaged or missing, write:

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions Editor, at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent French forces; the other colored pieces represent the force(s) opposing the French. Players should determine who will be the French Player and who will command the forces opposing the French (the non-French Player).

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE
The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose

Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. **Movement Phase:** The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. **Combat Phase:** The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance.

CASES:

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] 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 Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one Movement Point regardless of other terrain in the hex.

[5.24] Units may cross river hexsides only by moving through a bridge hexside. There is no **additional** cost for moving through a bridge hexside.

[5.25] Units may cross Stream hexsides. Movement through a Stream hexside costs two **additional** Movement Points. Example: If a unit moves through a Stream hexside into a forest hex, the cost is four Movement Points.

[5.26] A unit which moves from a slope hex (containing the slope terrain symbol) through a slope hexside into a clear terrain hex must expend one additional Movement Point. A unit which moves from a clear terrain hex through a slope hexside, into a slope hex expends no additional Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of any Phase.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.
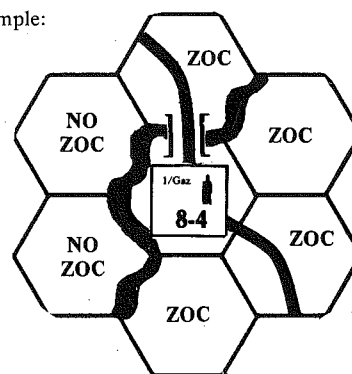
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged river hexside.

Example:

[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it **must**

attack all those adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: A unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10." See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent Friendly unit (see 7.8).

[7.74] Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see

7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.75] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only hex 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 displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled or other prohibited hexes.

[7.82] If the displacement would cause the displaced unit(s) to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:
Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards 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 not). 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 they are attacking.

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 non-adjacent hex) 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 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:
[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are

never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no combat results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

[8.2] COMBINED ATTACK

[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all combat results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Town hexes are the only blocking terrain hexes (not Slope or Rough Terrain hexes or hexsides).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS

[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the combat results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] Although normal combat is not permitted across an unbridged river hexside, an Artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE

[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all combat results in the same

manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN
EFFECTS CHART (see below)

[10.0] NIGHT GAME-TURNS
GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than Day Game-Turns, in that the Combat Phase is omitted.
CASES:

[10.1] EFFECT ON COMBAT
There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT
Movement restrictions during Night Game-Turns are identical to Day Game-Turn movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] DEVELOPER'S NOTES
The **Napoleon at War** game series is based on the game system developed in 1972 for the SPI Introductory Game, **Napoleon at Waterloo**. Despite the popularity of **NAW** and its well received descendants, **Borodino** and **Austerlitz**, limited interest in the pre-Twentieth Century eras prohibited the publication of additional Napoleonic games until the QuadriGame and Folio concepts were initiated by SPI in 1975.

While the QuadriGame allows a wider range of games to be published, it also introduces the two-edged concept of standardization. Each series of games shares a common set of basic rules. This permits the Player to learn four games at once, in effect. After he is familiar with the basic rules, the Player is free to concentrate on the more enjoyable aspects of game play. On the other hand, however, standardization involves some compromises in the areas of both realism and historical accuracy. Such compromises appear in the **Napoleon at War** series as a result of the physical limits of the game components. Thus, it was necessary to omit distinct artillery units in the **Battle of Nations** game. But, in all other respects, the essence of Napoleonic warfare is remarkably preserved throughout the four games in this series. Equally important, the introduction of Special Rules tailored to each situation bestows an individual character to each game, thus ensuring that standardization does not make a game series monotonous.

All in all, we feel the **Napoleon at War** game series achieves an admirable balance between playability and realism.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)
Attacker's Strength to Defender's Strength

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS
Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

NAPOLEON AT WAR

Jena-Auerstadt
The Battle for Prussia,
14 October 1806
Exclusive Rules

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[12.0] INTRODUCTION

Jena-Auerstadt is an operational level simulation of the two most decisive battles of Napoleon's Prussian Campaign of 1806. They were fought on 14 October of that year, in Saxony. The complete rout of the Prussians at both battlefields gave Napoleon the opportunity he needed to initiate a brilliant strategic pursuit of the shattered armies which enabled him to conquer Prussia in the space of a few weeks.

[13.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Charts, an "a" following the unit's strength means the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[13.1] PRUSSIAN ARMY

Hex	Strength-Type	Designation
0610	6-3	1/Tauenzien (Tau)
0808	6-3	2/Tauenzien (Tau)
0905	2-4c	Tauenzien (Tau)
0811	3-3a	Tauenzien (Tau)
1910	6-3	1/Grawart (Gra)
1908	6-3	2/Grawart (Gra)
2006	2-4c	Grawart (Gra)
2009	3-3a	Grawart (Gra)
1405	5-3	1/Saxon (Sax)
1505	5-3	2/Saxon (Sax)
1705	2-4c	Saxon (Sax)
1605	2-3a	Saxon (Sax)
1804	3-3	Dhyern (Dhy)

[13.2] FRENCH ARMY

Hex	Strength-Type	Designation
0606	8-4	1/Gazan (Gaz)
0607	8-4	2/Gazan (Gaz)
0508	8-4	1/Suchet (Suc)
0408	8-4	2/Suchet (Suc)
0407	2-5c	V

[13.3] PLAYER SEQUENCE

The French Player is the First Player. His Player-Turn is the first in each Game-Turn.

[14.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive reinforcements according to their Reinforcement Charts. They enter (are physically placed on the map) on either the hex or map edge designated. If the designated area is blocked either by the presence of Enemy units or Zones of Control, the reinforcements enter on the nearest available mapedge hex. The Owning Player may determine the exact order of arrival at the point at which he moves the reinforcements on to the map. Reinforcements arrive during the Player's Movement Phase of the Game-Turn indicated.

CASES:

[14.1] ENTRY OF REINFORCEMENTS

[14.11] The Owning Player may enter his reinforcements onto the map at any time during his Movement Phase.

[14.12] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[14.13] Each reinforcing unit expends the normal Movement Point cost to be placed on an entry hex; units entering on a road hex pay ½ Movement Point to enter.

[14.14] Units may not enter the game in a hex occupied by an Enemy unit or in an Enemy Zone of Control.

[14.15] The arrival of reinforcements has no effect on the Demoralization Levels. Units entering a map as reinforcements are considered to have the same morale condition as other Friendly units already on the map.

[14.2] DELAY OF REINFORCEMENTS

[14.21] Once his army has been demoralized, the Owning Player may choose not to have scheduled reinforcements enter the game. These units may not be delayed; they either enter the game on the scheduled Game-Turn or not at all. Units which do not enter are **not** considered eliminated and have no bearing on the Victory Conditions.

[14.22] Units scheduled to enter the map due to transfer between battles (see 17.0) may be voluntarily delayed by the French Player; he may choose to have them enter the game during any subsequent Game-Turn, or not at all.

[14.23] Once a French unit has exited the map from hex 2901, the Prussian units scheduled to appear there as reinforcements on Game-Turn Ten may no longer enter the game. They are not considered eliminated and have no bearing on the determination of victory.

[15.0] REINFORCEMENT CHART

[15.1] PRUSSIAN ARMY

COMMENTARY:
The Prussian Army spent the days before 14 October in a state of great confusion. Uncertain as to the location of the French, the Prussian High Command decided to split the army into two; a move which was accomplished, with difficulty, during the night before the two battles. The larger group of five divisions, under the Duke of Brunswick and King William III, moved northeast, intending to cross the Saale River at Naumburg (i.e., exit the map from hex 0128). A smaller force of about 48,000 men commanded by Prince Hohenlohe was left at Jena as a rearguard for this movement.

PROCEDURE:
In order to recreate the strategic possibilities open to the Prussians, the Prussian Player may choose which reinforcement option he wishes to use on Game-Turns 1, 2 and 3. The following units are considered to begin the game somewhere "in transit" between the two battlefields. The Prussian Player may choose either to split his forces and send the five divisions towards Auerstadt (Option A) or to concentrate his troops at Jena and attempt to defeat Napoleon's main army (Option B). Which ever option is taken will determine the arrival of Prussian reinforcements during the first three Game-Turns of the game. Players should note that as the Prussian units are brought onto the map considerable crowding will occur. This does present some problems in the movement of these units, but is a good recreation of the highly disorganized conditions in the actual event. Note that the Prussian Player may choose **either** Option A or Option B, not both.

Reinforcements may not enter the map in occupied or Enemy controlled hexes. Instead, they enter on the nearest available hex on the same map edge, in any direction, which is unblocked.

[15.11] Option A

Strength
-Type Designation

Appearing on Game-Turn Two on hex 1622:

6-3	1/1
6-3	2/1
2-4c	1
6-3	1/2
6-3	2/2
2-4c	2
6-3	1/3
6-3	2/3
2-4c	3
3-4c	Blucher (Blu)
7-3a	1

Appearing on Game-Turn Three on hex 1622:

5-3	1/1 Reserve (Res)
5-3	2/1 Reserve (Res)
3-4c	1 Reserve (Res)
5-3	1/2 Reserve (Res)
5-3	2/2 Reserve (Res)
4-4c	2 Reserve (Res)
5-3a	Reserve (Res)

[15.12] Option B

Appearing on Game-Turn One on hex 2320:

6-3	1/1
6-3	2/1
2-4c	1
6-3	1/2
6-3	2/2
2-4c	2
6-3	1/3
6-3	2/3
2-4c	3
3-4c	Blucher (Blu)
7-3a	1

Appearing on Game-Turn Two on hex 2320:

5-3	1/1 Reserve (Res)
5-3	2/1 Reserve (Res)
3-4c	1 Reserve (Res)
5-3	1/2 Reserve (Res)
5-3	2/2 Reserve (Res)
4-4c	2 Reserve (Res)
5-3a	Reserve (Res)

[15.2] ADDITIONAL REINFORCEMENTS

The following Prussian units enter as specified regardless of which reinforcement option was chosen.

Appearing on Game-Turn Five on hex 0120:

4-3	Holtzendorf (Holz)
2-4c	Holtzendorf (Holz)

Appearing on Game-Turn Ten on hex 2901:

7-3	1/Ruchel (Ruch)
7-3	2/Ruchel (Ruch)

[15.3] FRENCH ARMY

Strength
-Type Designation

Appearing on Game-Turn One on hex 0104:

11-4	Guard (Gd)
5-3a	V

Appearing on Game-Turn Two on hex 0104:

4-4	1/Desjardins (De)
4-4	2/Desjardins (De)
4-4	1/Heudelet (He)
4-4	2/Heudelet (He)
2-5c	VII

Appearing on Game-Turn Three on hex 0104:

10-3a	Guard (Gd)
5-3a	VII

Appearing on Game-Turn Four on hex 0104:

4-4	Vanguard (Van)
2-5c	VI

On hex 0128:*

7-4	1/Gudin (Gud)
7-4	2/Gudin (Gud)
3-3a	Gudin (Gud)

Appearing on Game-Turn Five on hex 0112:

5-4	1/Hilaire (Hil)
5-4	2/Hilaire (Hil)
2-5c	IV

Appearing on Game-Turn Six on hex 0128:*

7-4	1/Friant (Fri)
6-4	2/Friant (Fri)
3-3a	Friant (Fri)
2-5c	III

Appearing on Game-Turn Seven on hex 0128:*

8-4	1/Morand (Mor)
7-4	2/Morand (Mor)
4-3a	Morand (Mor)

Appearing on Game-Turn Eight on hex 0104:

4-4	1/Marchand (Mar)
4-4	2/Marchand (Mar)
4-4	1/Mahler (Mah)
4-4	2/Mahler (Mah)
5-3a	VI

Appearing on Game-Turn Nine on hex 0104:

5-4	1/Leval (Lev)
5-4	2/Leval (Lev)
5-4	1/Legrand (Leg)
5-4	2/Legrand (Leg)
5-3a	IV

Appearing on Game-Turn Ten on hex 0104:

4-5c	Klein (Kle)
4-5c	Nansouty (Nan)
4-5c	Hautpoul (Haut)

On hex 0820:

4-4	1/Rivaud (Riv)
4-4	2/Rivaud (Riv)
2-5c	I
4-5c	Sahuc (Sah)

Appearing on Game-Turn Twelve on hex 0820:

4-4	1/Drouet (Dro)
4-4	2/Drouet (Dro)
5-3a	I

*Note: If the Prussian Player uses reinforcement Option B, no units enter the Auerstadt map. French reinforcements scheduled to enter on hex 0128 are delayed **five** Game-Turns (or longer at French Player option) and enter instead on the North edge of the Jena map.

[15.4] GAME LENGTH

Jena-Auerstadt is composed of 12 Game-Turns (Game-Turns One, Two and Three are Night Game-Turns, Game-Turns Four and Five are Fog Game-Turns).

[16.0] SPECIAL RULES

[16.1] NIGHT

Game-Turns One, Two and Three are considered to be "Night" Game-Turns. In addition to the normal Night rules (see 10.0) units may not enter a forest hex during a Night Game-Turn. Units which begin the game in a forest hex may remain in that hex, but may not enter a different forest hex.

[16.2] FOG

COMMENTARY:
A thick mist covered both battlefields early on the morning of the 14th, making movement and combat extremely difficult. To simulate this, Game-Turns Four and Five are considered to be Fog Game-Turns.

[16.21] Effects of Fog

The Movement Allowance of all units is halved (round fractions down); artillery units may not attack unless the artillery unit is adjacent to the unit being attacked.

[17.0] EXITING THE MAP AND INTERMAP TRANSIT

GENERAL RULE:
Once one Player's Demoralization Level has been reached at a battle, both Player's units may exit that map, by an appropriate map edge. Prussian units at Jena may exit from either the West or North map edges; at Auerstadt, from the South map edge. French units at Jena may exit from the North, East and West map edges; at Auerstadt, from the South and East map edges. These units are permanently removed from the game. Additionally, the French Player may always transfer units between the two maps (regardless of Demoralization Level) by using the Intermap Transit Track. In either case, a unit leaving the map must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited. Note that Prussian units may **not** transfer between the maps.

[17.1] PROCEDURE FOR INTERMAP TRANSIT

French units transiting between maps must enter a Section (either **Western** or **Eastern**) of the Transit Track from a hex adjacent to that section. As they exit, the units are placed on the first space of the appropriate Section of the Transit Track. On each subsequent French Movement Phase the units may be advanced one step closer to their destination. Units may leave the Transit Track during a French Movement Phase which they began in the third space of the Track. They enter from the appropriate mapedge as reinforcements.

[17.2] RESTRICTIONS

[17.21] Once a unit exits a map it may not return. If it is a French unit using Intermap Transit, it may enter the other map only after spending the appropriate number of Game-Turns on the Transit Track. Units transiting between maps may not attack or be attacked; nor are they required to enter a new map. They may be delayed in the Transit Track for as long as the French Player desires; but they may not reverse direction on the Track and return to the map from which they came.

[17.22] Exited units are **not** considered eliminated and are kept separate from eliminated units. However, they may have a bearing on the Victory Conditions (see 19.1).

[17.23] A unit may not exit the map as a result of combat. If it is forced to do so, it is eliminated. Units may only exit the map during the Owning Player's Movement Phase.

[17.24] Units may enter (or exit) the Transit Track only from the North Jena and South Auerstadt mapedges. Units remain in the Section of the Track in which they were placed, and must enter the other map from a hex **adjacent to that Section**, or from the nearest available hex.

[18.0] DEMORALIZATION

GENERAL RULE:
Each Player has a Demoralization Level assigned to his units at each battle. When a Player's Strength Point losses equal or exceed his Demoralization Level, his units are immediately demoralized. Demoralization for each battle (on each side of the Intermap Transit Area) is totally separate; it is entirely possible for a Player's units to be demoralized on one battlefield and not on the other. Only one Player's units may be demoralized at each battle; after one side reaches or exceeds its Demoralization Level, the other side can no longer be demoralized, regardless of further losses. If, by freak chance, both sides should reach or exceed their Demoralization Levels at exactly the same instant (possible through an "Ex" combat result), the non-Phasing Player's forces are demoralized.

CASES:

[18.1] EFFECTS OF DEMORALIZATION

[18.11] Attacks **made by** demoralized units are shifted one column to the left on the Combat Results Table; i.e., a "3 to 1" becomes a "2 to 1." Attacks **made on** demoralized units are shifted one column to the right on the Combat Results Table; i.e., a "3 to 1" becomes a "4 to 1."

[18.12] Demoralization has no effect on movement.

[18.2] DEMORALIZATION LEVELS

The Demoralization Levels assigned to each Player depend on which reinforcement option is chosen by the Prussian Player.

OPTION A: The **Prussian** Demoralization Level at Jena is 18 Strength Points; the **French** Demoralization Level at Jena is 65 Strength Points; the **Prussian** Demoralization at Auerstadt is 15 Strength Points; the **French** Demoralization Level at Auerstadt is 19 Strength Points.

OPTION B: The **Prussian** Demoralization Level at Jena is 48 Strength Points; the **French** demoralization Level at Jena is 75 Strength Points; there is **no** Demoralization Level for Auerstadt; no units are committed to that battlefield.

[19.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by the accumulation of Victory Points, which are awarded for the fulfillment of certain conditions. Basically, these are (1) Enemy Strength Points eliminated, (2) demoralizing the Enemy units at Jena, and (3) demoralizing the Enemy units at Auerstadt. The exact conditions used to determine victory depend on which reinforcement option was chosen by the Prussian Player.

PROCEDURE:
At the end of Game-Turn Twelve, the game is over and the victorious Player is determined. Award each Player the Victory Points listed, if he has fulfilled the condition. These Victory Points are added to determine overall Player victory. At the end of the game simply total the Combat Strength Point losses for both sides and determine which Victory Conditions have been fulfilled.

[19.1] VICTORY POINT SCHEDULE

Victory Condition	Victory Points Awarded (Player receiving/number; Fr = French, Pr = Prussian)	
	Option A	Option B
The ratio of Prussian Strength Points eliminated to French Strength Points eliminated is 2 to 1 or less:	Pr/1VP	none
The ratio of Prussian Strength Points eliminated to French Strength Points eliminated is 1 to 1 or less:	none	Pr/1VP
The ratio of Prussian Strength Points eliminated to French Strength Points eliminated is greater than 2 to 1:	Fr/2VP	Fr/1VP
The Prussian Army is demoralized at Jena:	Fr/1VP	Fr/2VP
The Prussian Army is demoralized at Auerstadt:	Fr/1VP	Not Applicable
The French Army is demoralized at Jena:	Pr/3VP	Pr/3VP
The French Army is demoralized at Auerstadt:	Pr/2VP	Not Applicable
The number of Prussian Strength Points eliminated is less than 48:	Pr/3VP	Pr/2VP
French Player exits at least 125 Combat Strength Points off the North and West Jena mapedges:	Fr/2VP	none

[19.2] EXPLANATION OF VICTORY POINT SCHEDULE

Total the number of Victory Points received by each Player. The Player with the larger number of Victory Points is the winner, and he subtracts the total number of Victory Points received by the Enemy Player from his total. The resulting number determines his level of victory:

One Victory Point = Marginal Victory

Two Victory Points: = Substantive Victory

Three (or more) Victory Points = Decisive Victory

Zero Victory Points = Draw

[20.0] OPTIONAL REINFORCEMENTS

[20.1] OPTIONAL PRUSSIAN REINFORCEMENTS

COMMENTARY:
On 10 October a battle was fought near the town of Saalfeld, about 40 kilometers to the southwest of Jena. A combined Prussian/Saxon force of about 8300 men under the command of the impetuous Prince Louis Ferdinand were routed by the French V Corps, and Prince Louis was killed. Had Louis been more cautious these troops would have been available on the 14th. Moreover, the Prussian (particularly Saxon) morale would have been somewhat better.

PROCEDURE:
Add the following units to the Prussian Reinforcement Chart and make the indicated change in the Prussian Demoralization Level.

Option A

Appearing on Game-Turn Three on hex 1622:

Strength
-Type Designation

6-3	1/Louis (Lou)
6-3	2/Louis (Lou)
2-4c	Louis (Lou)
3-3a	Louis (Lou)

The Prussian Demoralization Level at Jena is changed to 21 Strength Points; the Prussian Demoralization Level at Auerstadt is changed to 20 Strength Points.

Option B

Appearing on Game-Turn Two on hex 2320:

Strength
-Type Designation

6-3	1/Louis (Lou)
6-3	2/Louis (Lou)
2-4c	Louis (Lou)
3-3a	Louis (Lou)

The Prussian Demoralization Level at Jena is changed to 60 Strength Points.

[20.2] BERNADOTTE

COMMENTARY:
Bernadotte, commander of Napoleon's I Corps, spent most of 14 October marching away from Auerstadt (where he was needed) towards Jena (where he wasn't). The reasons for this are not clear, but seem to stem from a personal feud with Davout, who was commander of the III Corps. In any event, Bernadotte refused to come to Davout's aid and marched away from the sound of the guns at Auerstadt. [He later claimed that he was simply obeying Napoleon's orders to support the main army. Napoleon, who expected better of his Marshals, was incensed by Bernadotte's behavior and was prevented from dismissing him only for political reasons.] However, if Bernadotte had been less intransigent, his troops could have arrived in support of Davout.

PROCEDURE:
On Game-Turns Ten and Twelve, the French Player may choose to enter the units scheduled to appear on hex 0820 on hex 0128 instead. The French Demoralization Levels are not affected.

[21.0] PLAYER'S NOTES

[21.1] PRUSSIAN PLAYER

Your most important decision is what reinforcement option to take, and your choice should reflect your basic strategy. To split the army means to fight two essentially different battles: at Jena, a skillful delaying action designed to inflict the maximum number of casualties on the French; and at Auerstadt, an aggressive probing action intended to break the French position as quickly as possible. If the army is combined at Jena, the action becomes slower and more deliberate, because the Prussian Army is then almost equal to the French.

In either case, the basic tactics remain the same. At Jena, funnel units toward the French during the Night Game-Turns. With the help of the Saxon division it should be possible to form a line running from Cospeda to Closwitz and bottling up the French. Occupy Closwitz and hold it as long as

possible. When pressed, withdraw to the heights of the Dornberg and force the French to attack uphill. This is the best (and in fact, the only) defensive position on the map. Hold this line at all costs and counterattack when the situation arises. Care must be taken that the line is not outflanked, especially to the north, since that would allow the French Player to transfer units between the maps. If the Prussian line is broken, the French Player will be able to use his greater mobility to destroy you. Your right flank is also a danger area, because the large wood by Isserstadt makes reinforcing that area difficult, although Ruchel's division is useful for this. It will also be necessary to screen Davout's (and Bernadotte's) Corps, forcing those units to enter the map as far eastwards as possible.

If you choose to fight at Auerstadt it is necessary to hinder the French movement as much as possible. This can be accomplished by sending the faster moving cavalry units ahead of the main army. Hassenhausen is the key to the French position, although the hills to either side of the town are almost as important. Pin as many French units as possible and keep up a constant pressure, even if by 1 to 2 attacks. If you can break the French line without suffering too many casualties, sheer weight of numbers should insure victory.

Generally pay sharp attention to the Demoralization Levels, particularly if the army is split. Exchange results, even though they tend to favor you, also tend to produce demoralization. Once demoralized, either try to exit the map or force the French Player into exchanges.

[21.2] FRENCH PLAYER

Your strategy is somewhat based on what the Prussian Player does, but you should take the offensive, especially at Jena. There the problem is one of expanding the front to take advantage of your mobility and eventually greater numbers. This is particularly true if the main Prussian Army goes to Auerstadt. If that happens there is really no danger of the French "losing" at Jena. It becomes a matter of pushing ahead as far and as fast as possible, with an eye to reducing your own casualties and sending aid to Davout. Make certain, however, that the Prussians **do** become demoralized and that a maximum number of Enemy units are eliminated. If the Prussian Player tries to avoid combat after becoming demoralized by exiting the map, simply exit the 125 required Strength Points off the correct map edges.

When fighting the combined Prussian Army your strategy remains the same, but becomes more difficult, since you will be facing a powerful force in a good defensive position, which will be able to counterattack. Make proper use of Davout and Bernadotte, pushing northwards to insure entry. You may want to delay the arrival of these units if the Prussian Player attempts to trap them against the mapedge.

At Auerstadt, the situation is fundamentally different. The French will be outnumbered, but have better units and a higher Demoralization Level. This battle must be played largely by ear. A good position is a line including the two hilltop hexes (0527 an 0631). Control of Hassenhausen is essential for its loss will split the French forces. Occupy the town on Game-Turn Four (attacking whatever cavalry may be about) and expand your position as reinforcements arrive. Be careful of exchanges and the placement of weaker units in hexes where the Prussians can concentrate attacks on them. Don't allow yourself to be outflanked and keep as many units as possible behind the lines so they will be free to participate in the inevitable counterattacks which will be necessary. If your

units are demoralized exit the map as quickly as possible to keep losses low.

Generally, the French Player should avoid exchanges, except to achieve the demoralization of the Prussians. You may even want to occasionally lower combat odds to avoid them (as in the case of the French 8-4 attacking the Prussian 2-4 cavalry unit). In any event, have the proper "change" available so that losses due to an exchange will be about equal.

[22.0] DESIGNER'S NOTES

For a "simple" game, **Jena-Auerstadt** required a great deal of work. The main problem was to reflect the overall strategic position of both sides. For this both battles had to be depicted as well as the deployment options open to the Prussian Player. Because of the game scale of 500 meters/hex it was not possible to show the intervening terrain between the battlefields. One solution would have been to use one kilometer hexes, but that would have meant a number of structural changes in the game, and besides, the "transit track" method works fairly well. As for the reinforcement option, it is probably the single most interesting facet of the game. Originally there had been an even more complex version allowing the allocation of any number of the five divisions to Auerstadt. But testing showed (quite rightly, I think) that anything less than the maximum allowable effort at either battle decreased the overall chances of victory.

Once this had been done it was still necessary to depict the characteristics of the armies involved. The French were near their peak, but conditions in the Prussian Army were deplorable. It remained, despite some efforts at reform, a moribund relic of the days of glory under Frederick the Great. Still, the Prussians were reputed to be second only to the French in effectiveness, and for all that it mattered, probably were. If they had been fighting Austrians or Russians or even the French of Frederick's time they would have fared much better. But against a true Napoleonic army they had little chance of success. Their rigid parade-ground drills were simply no match for the flexible, aggressive tactics of the French. But the real faults were in leadership. The commanders of the army were mostly veterans of Frederick's battles and by 1806 many were well over 60 years of age (Brunswick, for instance, was 71). Although personally quite brave, they could no longer cope with the changing nature of warfare. Throughout the campaign, the Prussians blundered about without having any real idea of what they were doing or why.

The decision to split the army is a good example of this. Although a retreat on their line of communications was logical, it was unnecessary to leave such a large body of troops exposed at Jena. Yet after the decision had been made there was no alternative but to carry it out. Here the Prussians had a bit of luck, for Napoleon was not expecting battle until the 16th. Because of this the French were still widely dispersed and Davout nearly defeated. As it turned out, the Prussians failed to beat this single French Corps which they outnumbered about 2 to 1 (although it must be said that Davout's Corps was probably the finest in the French Army).

These elements are reflected not only in the greater speed and strength of the French units, but in other ways as well. The French Demoralization Levels are uniformly high, while those for the Prussians vary. The Prussians at Jena fought well while those at Auerstadt did not, essentially

because when the going got tough for the main army it was decided to retreat back to Jena. Of course, the troops there had already been beaten by Napoleon and (since each army was oblivious of the other's defeat) when the two streams of fugitives met, the Prussian Army collapsed; a situation Napoleon exploited to the hilt.

The Victory Conditions are also a reflection of reality. Historically, victory really depended on the result of Auerstadt. But even if the Prussians had won, the victory would not have been decisive since Davout would have fallen back and held the bridges across the Saale. If the Prussians had combined at Jena, victory would depend on Napoleon's ability to defeat and demoralize the Prussians. Failure to do so would seriously hinder his plans and perhaps allow the Prussians to link up with their Russian allies.

ORDER OF BATTLE

JENA- AUERSTADT

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Gd	1/Gaz	2/Gaz	1/Suc	2/Suc	1/Mor	1/Gud	2/Gud	1/Fri	2/Mor
11-4	8-4	8-4	8-4	8-4	8-4	7-4	7-4	7-4	7-4

2/Fri	1/Hil	2/Hil	1/Lev	2/Lev	1/Leg	2/Leg	Van	1/De	2/De
6-4	5-4	5-4	5-4	5-4	5-4	5-4	4-4	4-4	4-4

FRENCH

1/He	2/He	1/Mar	2/Mar	1/Mah	2/Mah	1/Riv	2/Riv	1/Dro	2/Dro
4-4	4-4	4-4	4-4	4-4	4-4	4-4	4-4	4-4	4-4

Kle	Haut	Nan	Sah	I	III	IV	V	VI	VII
4-5	4-5	4-5	4-5	2-5	2-5	2-5	2-5	2-5	2-5

Gd	I	IV	V	VI					
10-3	5-3	5-3	5-3	5-3					

VII	Mor	Gud	Fri	Game Turn					
5-3	4-3	3-3	3-3						

Dhy	Holz	1/Sax	2/Sax	1/1Res	2/1Res	1/2Res	2/2Res	1/Tau	2/Tau
3-3	4-3	5-3	5-3	5-3	5-3	5-3	5-3	6-3	6-3

1/Gra	2/Gra	1/1	2/1	1/2	2/2	1/3	2/3	1/Lou	2/Lou
6-3	6-3	6-3	6-3	6-3	6-3	6-3	6-3	6-3	6-3

PRUSSIAN

1/Ruch	2/Ruch	Tau	Gra	Holz	Sax	Lou	1	2	3
7-3	7-3	2-4	2-4	2-4	2-4	2-4	2-4	2-4	2-4

Blu	1Res	2Res	Sax	Tau	Gra	Lou	1	Res	
3-4	3-4	4-4	2-3	3-3	3-3	3-3	7-3	5-3	

Jena-Auerstadt
The Battle for Prussia, 14 October 1806

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
Option B Reinf French Reinf NIGHT	Prussian Reinf French Reinf NIGHT	Option A Reinf French Reinf NIGHT	French Reinf FOG	Prussian Reinf French Reinf FOG	French Reinf	French Reinf	French Reinf	French Reinf	Prussian Reinf French Reinf		French Reinf

TERRAIN KEY

- Forest
- Bridge
- Towns
- Streams
- Road
- Rivers
- Clear
- Slopes

WESTERN INTERMAP TRANSIT TRACK

Place entering unit in this box → Unit spends one Game-Turn in this box → Unit spends second Game-Turn in this box → Unit may now enter other map

EASTERN INTERMAP TRANSIT TRACK

Place entering unit in this box → Unit spends one Game-Turn in this box → Unit spends second Game-Turn in this box → Unit may now enter other map

Ilm River

Jena — Frankendorf — Capellendorf — Kotschau — Gross-Romstadt — Isserstadt — Vierzehnheiligen — Hermstadt — Apolda — Lutzeroda — The Dornberg — Stroba — Cospeda — Closwitz — Rodigen — Nerkwitz — Neu Sülza

Auerstadt — Eckartsburg — Lisdorf — Gernstadt — Poppel — Sonnendorf — Rehaussen — Taugwitz — Spielberg — Hassen-Hausen — Puncherau

NAPOLEON AT WAR
Standard Rules
for the games

MARENGO, JENA-AUERSTADT, WAGRAM, THE BATTLE OF NATIONS

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[1.0] INTRODUCTION

The **Napoleon at War** game system is an operational simulation of warfare during the era of the Napoleonic Wars. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

The rules for each game in the **Napoleon at War** Series are contained in two folders. The first contains **Standard Rules**, which are common to all the games in the series. The second folder contains **Exclusive Rules**, Initial Deployment and Reinforcement Rules, which are different in each game.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical compo-

nents, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle, a Terrain Key, and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS

Designation   1/Leg   *Type Symbol*

Combat Strength   **5-4**

Movement Allowance

Unit Designations
Units are identified by numerals in this sequence: division/corps (roman numeral) or brigade/division

Unit Types

Infantry   Artillery

Cavalry

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

[2.5] GAME SCALE

Each hexagon on the map represents between 400 and 800 meters of real terrain. Each Strength Point represents between 500 and 1,000 men. Each Game-Turn represents between one and two hours of real time.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are damaged or missing, write:

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions Editor, at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent French forces; the other colored pieces represent the force(s) opposing the French. Players should determine who will be the French Player and who will command the forces opposing the French (the non-French Player).

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE
The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose

Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. **Movement Phase:** The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. **Combat Phase:** The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance.

CASES:

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] 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 Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one Movement Point regardless of other terrain in the hex.

[5.24] Units may cross river hexsides only by moving through a bridge hexside. There is no **additional** cost for moving through a bridge hexside.

[5.25] Units may cross Stream hexsides. Movement through a Stream hexside costs two **additional** Movement Points. Example: If a unit moves through a Stream hexside into a forest hex, the cost is four Movement Points.

[5.26] A unit which moves from a slope hex (containing the slope terrain symbol) through a slope hexside into a clear terrain hex must expend one additional Movement Point. A unit which moves from a clear terrain hex through a slope hexside, into a slope hex expends no additional Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of any Phase.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.
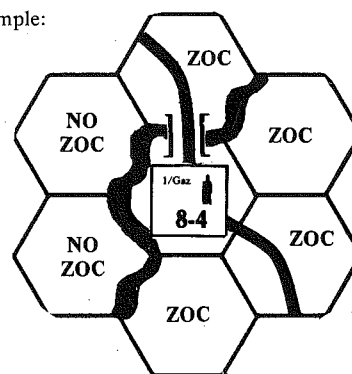
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged river hexside.

Example:

[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it **must**

attack all those adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: A unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10." See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent Friendly unit (see 7.8).

[7.74] Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see

7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.75] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only hex 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 displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled or other prohibited hexes.

[7.82] If the displacement would cause the displaced unit(s) to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:
Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards 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 not). 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 they are attacking.

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 non-adjacent hex) 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:
[8.1] BOMBARDMENT ATTACKS
[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are

never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no combat results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

[8.2] COMBINED ATTACK
[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all combat results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT
[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Town hexes are the only blocking terrain hexes (not Slope or Rough Terrain hexes or hexsides).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS
[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the combat results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] Although normal combat is not permitted across an unbridged river hexside, an Artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE
[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all combat results in the same

manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN
EFFECTS CHART (see below)

[10.0] NIGHT GAME-TURNS
GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than Day Game-Turns, in that the Combat Phase is omitted.
CASES:

[10.1] EFFECT ON COMBAT
There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT
Movement restrictions during Night Game-Turns are identical to Day Game-Turn movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] DEVELOPER'S NOTES
The **Napoleon at War** game series is based on the game system developed in 1972 for the SPI Introductory Game, **Napoleon at Waterloo**. Despite the popularity of **NAW** and its well received descendants, **Borodino** and **Austerlitz**, limited interest in the pre-Twentieth Century eras prohibited the publication of additional Napoleonic games until the QuadriGame and Folio concepts were initiated by SPI in 1975.

While the QuadriGame allows a wider range of games to be published, it also introduces the two-edged concept of standardization. Each series of games shares a common set of basic rules. This permits the Player to learn four games at once, in effect. After he is familiar with the basic rules, the Player is free to concentrate on the more enjoyable aspects of game play. On the other hand, however, standardization involves some compromises in the areas of both realism and historical accuracy. Such compromises appear in the **Napoleon at War** series as a result of the physical limits of the game components. Thus, it was necessary to omit distinct artillery units in the **Battle of Nations** game. But, in all other respects, the essence of Napoleonic warfare is remarkably preserved throughout the four games in this series. Equally important, the introduction of Special Rules tailored to each situation bestows an individual character to each game, thus ensuring that standardization does not make a game series monotonous.

All in all, we feel the **Napoleon at War** game series achieves an admirable balance between playability and realism.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)
Attacker's Strength to Defender's Strength

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

NAPOLEON AT WAR

Marengo
Napoleon in Italy, 14 June 1800
Exclusive Rules

[12.0] INTRODUCTION

Marengo is an operational level simulation of the battle between Napoleon's French Army and the Austrian Army commanded by General von Melas, which occurred on June 14, 1800 in Piedmont (northern Italy). One of Napoleon's first important victories, the battle was decided by the opportune arrival of French reinforcements who robbed Melas of the triumph he had almost achieved earlier in the day. For the rest of his career, on many more famous battlefields, Napoleon often exhorted his troops with the mention of the glorious French victory of Marengo.

[13.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Charts, an "a" following the unit's Strength-Type means the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[13.1] FRENCH ARMY

Hex	Strength-Type	Designation
1111	4-4	44
1110	2-4	101
1312	5-5	24
1412	5-4	43
1411	4-4	96
2310	4-5	69
2311	2-4	28
2409	3-4	22
2410	4-4	40
1808	2-6c	Champeux (Cham)
1215	2-7c	Kellerman (Kell)
1115	2-6c	DuVigneau (DuVi)
2211	2-4a	Advanced Guard (AvGd)
1513	2-4a	Victor (Vict)
2715	2-4a	Reserve (Res)
3213	2-7c	Guard (Gd)

[13.2] AUSTRIAN ARMY

Hex	Strength-Type	Designation
0608	6-3	Rousseau (Rous)
0708	3-5	Frimont (Frim)
0508	3-3	Bellegarde (Bell)
0507	5-3	St. Julien (StJu)
0406	5-3	Kneswich (Knes)
0407	2-3	Lamarsaille (Lama)
0408	4-3	De Berry (DeBe)
0308	7-3	Latterman (Latt)
0307	7-3	Weiednfield (Weie)
0404	2-3	Gottersheimer (Gott)
0206	4-3	Sticker (Stic)
0105	4-3	Retz
0106	5-3	Ulm
0906	1-3	Pioneers (Pion)
0509	2-5c	O'Reilly (ORei)
0607	1-5c	Advanced Guard (AvGd)
0606	4-7c	Pilati (Pila)
0506	4-5c	Nobli (Nobl)
0505	5-5c	Nimpitsch (Nimp)
0405	1-5c	Vogelsburg (Voge)
0207	1-5c	Schellenburg (Sche)
0707	2-3a	Advanced Guard (AvGd)
0309	3-3a	Main Body (Main)
0205	4-3a	Left Column (LCol)
0305	3-3a	Right Column (RCol)

[13.3] PLAYER SEQUENCE

[13.31] The Austrian Player is the first Player. His Player-Turn is first in each Game-Turn.

[13.32] The Game Length is fourteen Game-Turns.

[14.0] REINFORCEMENTS

GENERAL RULE:

The French Player receives reinforcements according to the Reinforcement Chart. These units are placed on the edge of the map in the hex indicated. Reinforcing units arrive during the French Player's Movement Phase of the Game-Turn indicated.

[14.1] The French Player may enter his reinforcement units onto the map at any time during his Movement Phase.

[14.2] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[14.3] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to stacking restrictions by the end of the Movement Phase.

[14.4] Units forced off the map by combat are considered eliminated for Victory Conditions.

[14.5] There are no Austrian reinforcements.

[14.6] FRENCH REINFORCEMENT CHART

Reinforcements may enter the map in Enemy controlled hexes. They may not enter the map if their specified entry hex is occupied by any unit. Instead, they are delayed until the hexes are vacant.

Strength-Type	Designation
Arriving on Game-Turn Two on hex 3912:	
3-4	Consular Guard (CnGd)
Arriving on Game-Turn Four on hex 3912:	
4-5	19
3-4	70
4-4	72
Arriving on Game-Turn Five on hex 3912:	
2-4a	DeSaix (DeSa)
Arriving on Game-Turn Six on hex 3925:	
5-5	9
2-4	30
4-4	59
Arriving on Game-Turn Eight on hex 2401:	
2-7c	Murat (Mura)
on hex 2501:	
1-7c	DuMoulin (DuMo)
on hex 2301:	
2-6a	Cavalry (Cav)
Arriving on Game-Turn Nine on hex 3301:	
2-6c	Rivaud (Riva)

[14.7] GAME LENGTH

Marengo consists of 14 Game-Turns. All are Day Game-Turns.

[15.0] SPECIAL RULES

[15.1] SPECIAL FRENCH FIRST GAME-TURN RESTRICTIONS

For the First Game-Turn (only), all French units have their Movement Allowance halved. In addition, French units are prohibited from entering Austrian Zones of Control during the French Movement Phase of the First Game-Turn.

[15.2] SPECIAL FRENCH COUNTERATTACK RULE

At the beginning of the French Combat Phase on Game-Turn Nine or any subsequent Game-Turn, the French Player may initiate his counterattack by announcing it to the Austrian Player. All French units have their Combat Strength doubled for three consecutive French Combat Phases, which immediately follow the French Player's announcement. Example: The French Player announces his counterattack at the start of the French Combat Phase on Game-Turn Ten. All French units would have their Combat Strength doubled during the French Combat Phase on Game-Turns Ten, Eleven and Twelve (only). Note that the French units use their normal (printed) Strength for defensive purposes during the Austrian Combat Phases of these three Game-Turns.

[16.0] VICTORY CONDITIONS

GENERAL RULE:
At the end of the Fourteenth Game-Turn, play ceases and the victor is determined according to the criteria given in the following cases.

CASES:

[16.1] The game is considered a French victory if the French Player has eliminated at least 33 Austrian Combat Strength Points and there are a minimum of 10 French Combat Strength Points within four hexes of Marengo (hex 1412) at the end of the game.

[16.2] The game is considered an Austrian victory if the Austrian Player has eliminated at least 30 French Combat Strength Points and both Marengo (hex 1412) and Pietrabuona (hex 1111) are occupied by Austrian units at the end of the game.

[16.3] If neither Player eliminates the requires number of Enemy Combat Strength Points, victory is awarded to the Player who has satisfied his geographical objectives.

[16.4] If both Players satisfy their geographical objectives, the game is automatically considered a draw and no consideration is given to the elimination of Combat Strength Points.

[17.0] DESIGNER'S NOTES

Marengo was intended from the outset to be a simple game. Of all the four games in the Napoleon at War series, it probably lent itself more towards the Napoleon at Waterloo/Borodino system than any of the others. It was also a simple, clean situation with a small number of units. A small number of units is good in one way, as it makes for a short, quick game, but it is bad in that it places more emphasis on a few important die rolls. "Luck" is more important in Marengo than in many other games. But the sides are equally balanced, and between equal Players neither has the advantage in this game.

The two Special Rules in Marengo were dictated by the historical circumstances. The Austrians did catch the French napping, and that is why the French movement and attack capacity is reduced on Turn One. Similarly, Bonaparte launched a counterattack near the close of the day, made more effective by the fact that the Austrians were tired and their commanders were confident success had been achieved — General Melas had already retired from the field to write his victory despatch when the blow fell. All of this has been incorporated into the French counterattack.

The actual battle came as Napoleon Bonaparte pursued the Austrian field army under General Melas to the fortress of Alessandria during the 1800 campaign in Italy. General Napoleon Bonaparte, First Consul of France and budding dictator, brought his Army of the Reserve to besiege the city and keep Melas moving. At that time, the French moved quicker than the Austrians. Although the Austrians had "invented" light infantry tactics during the Seven Year's War, the French adopted their use on a wide scale. This tactical difference gave the French additional advantages incorporated in the game.

The Austrians, rather than running, made a surprise attack on the morning of June 14. At first, Bonaparte thought it was just a probe, but at 9:30, an hour and a half after the attack opened, the French had been forced back from Pietrabuona to Marengo. By 10:00, the French were holding a line around Marengo as the Austrians tried to attack

down the road. The Austrians continued to attack at Marengo while French reinforcements came up. By 1400, they had extended their left flank enough to overstretch the French positions. The fifth Austrian attack on Marengo turned the French out of the town. Bonaparte ordered a retreat to the large hill in the center. Melas, convinced the day was his, retired to write his victory despatch while his tired troops stumbled forward. By 1700, the Austrians had engaged the French on the top of the large hill. Just as they were beginning to force the French line back, Bonaparte unleashed the cavalry reserve he had formed in a devastating counterattack that changed the outcome of the battle. The Austrians were soon swept back as the French line advanced. By 2200, they had been pushed back to the original bridgehead. The French lost over 6,000 out of 28,500, the Austrians, 9,402 of 33,800. It was "a near run thing" that required all of Bonaparte's skill to recover from the initial blow. We hope to have duplicated this fascinating and versatile situation in the Marengo game.

[18.0] PLAYER'S NOTES

Marengo is a simple game, but the tactics required by the situation are anything but simple. Both Playes must, to have a chance at victory, be adept at both offensive and defensive tactics, while keeping their ultimate objective always in view.

The Austrian Player has the burden of the initial attack placed squarely on him. His advance is nothing if not constricted. He is hemmed in by the moat of Alessandria and the small number of bridges, not to mention the rough terrain on the flanks. Thus, the Austrian must get out of this bottleneck and into the open across the river as soon as possible.

Once across the river, the Austrian must divide into two thrusts. The basic tendancy is to drive down the road to Marengo, but the Austrian must also send forces off to the flank, otherwise he will be corked up by French resistance. In the first Turns, the longer the Austrian can make his lines, the harder it will be for the French to cover everything. If the French line can be stretched (and weak cavalry units are excellent for grabbing weak flanks as well as semi-suicidal diversionary attacks), it can probably be ruptured by the more powerful units supported by the artillery. The Austrian should use both bridges to advance, and should not be afraid of putting his weight onto a stroke north of Marengo. If Marengo and Pietrabuona fall early, the Austrian should try and push the French back as far as possible, ideally to the large ridge in the center, and not let the French regroup for a counterattack. Keep the pressure on, or he will chew you up with the counterattack. Watch for cavalry slipping behind you, especially at this juncture.

One tactic, which both French and Austrian can profit by, is to sequence your attacks so as to surround a vital position, if not with units, then with Zones of Control, cutting off enemy retreat routes. Both Players should always surround the enemy wherever possible. Cavalry units are often able to get around to cut retreat routes, while artillery is especially valuable for diversionary attack.

The French Player must play a subtle defense. If he fights too far forward he will be engaged, surrounded, and put in the sack by the Austrians, who will then mop up the reinforcements a few at a time. The French must maintain their mobility and should only get involved in a slugging match early in the game if they can tie down and bottle-

neck a sizable number of Austrian units. The French should not be afraid of withdrawing, even if this means abandoning engaged units. The large hill in the center with its surrounding villages is an excellent defensive position if you have enough units to keep a cohesive line. The French counterattack must be effective to win. Again, the French must put emphasis on operations on the flanks, as a drive up the road to Marengo will often be bottlenecked and slow down to a crawl. One should wait for the right moment to launch the counterattack, and go at the Austrians full force. If you have kept up a good defense earlier and inflicted loss on the Austrians, victory will be within reach.

The Combat Results Table for Marengo is essentially of a "surround" nature; that is, it is relatively bloodless and uncertain even at higher odds columns. Consequently, most units, particularly the larger ones, will be eliminated by being unable to retreat rather than as a direct result of combat. For this reason, the Players must sequence their attacks and advances after combat for the express purpose of trapping Enemy units and forcing them to retreat when they have nowhere to go. However, this must be done carefully, lest the advancing units become surrounded themselves if a subsequent attack fails. Combat odds should always be voluntarily reduced to 4 to 1 when attacking units which are surrounded, since this ensures their destruction and minimizes the chances of an exchange.

One other effect of this system of advance and retreat is that it encourages the use of "island" rather than "line" tactics. In other words, it is often better to alternate Friendly occupied hexes with vacant ones rather than have a completely solid line of units. That way the front can be held by a minimum number of units without any danger of being surrounded when adjacent Friendly units retreat. Of course, this is not always possible or even desirable, since it does allow the enemy to achieve greater concentration in his attacks.

Artillery should be used for low odds diversionary attacks (which allow a concentration of strength against other specific units), and to achieve the best possible combat odds. By the way, you may want to reduce diversionary attacks made solely by bombarding artillery to the lowest possible combat odds to avoid your "winning" the attack and forcing the Enemy unit to retreat out of a Friendly Zone of Control. Terrain should also be taken advantage of; particularly the doubling effect of ridge hexsides.

ORDER OF BATTLE

L'ARMEE DE RESERVE [BONAPARTE]

Corps (De Saix)
Division (Gardanne): (44th, 101st demi-brigades), Corps Artillery.

Advanced Guard (Lannes)
Division (Chambarlhac): (24th leger, 43rd, 96th demi-brigades), Corps Artillery.

Corps (Victor)
Division (Monnier): (19th leger, 70th, 72nd demi-brigades)
Division (Boudet): (9th leger, 30th, 59th demi-brigades)
Division (Watrin): 69th leger, 28th, 22nd, 40th demi-brigades).

Consular Guard: (infantry, cavalry regiments), Corps Artillery.
Cavalry Reserve
Brigades: Murat, Champeux, Kellerman, Du Vigneau, Dumoulin, Rivaud; Horse Artillery.
Artillery Reserve

AUSTRIAN ARMY [MELAS]
Right Column
Division (O'Reilly): Rousseau, brigade; O'Reilly, (cavalry) brigades.
Advanced Guard Division: Frimont, cavalry brigades, Attached Artillery.

Main Body
Division (Haddick): Bellegarde, St. Julien, Pilati (hussar) brigades.
Division (Kain): Knesewich, La Marsaille, De Berey brigades.
Division (Morzin): Latterman, Weidenfeld Grenadier Brigades, Pioneer.
Division Elsnitz (cavalry): Nobli, Nimpisch brigades.

Left Column
Division (Schellenburg): Gottesheim, Retz, Sticker, Ulm brigades; Vogelsgang, Schellenburg brigades (cavalry); Attached Artillery.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)
Attacker's Strength to Defender's Strength

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2 MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

MARENGO

24	9	43	19	69	44	40	72	59	96
5-5	5-5	5-4	4-5	4-5	4-4	4-4	4-4	4-4	4-4

22	CnGd	70	101	30	28	Kell	Gd	Mura	Riva
3-4	3-4	3-4	2-4	2-4	2-4	2-7	2-7	2-7	2-6

FRENCH

Cav	Cham	DuVi	DuMo						
2-6	2-6	2-6	1-7						

AvGd	Vict	Res	DeSa						
2-4	2-4	2-4	2-4						

Latt	Weie	Rous	StJu	Knes	Ulm	DeBe	Stic	Retz	Frim
7-3	7-3	6-3	5-3	5-3	5-3	4-3	4-3	4-3	3-5

Bell	Lama	Gott	Pion	Nimp	Pila	Nobl	ORei	AvGd	Voge
3-3	2-3	2-3	1-3	5-5	4-7	4-5	2-5	1-5	1-5

AUSTRIAN

Sche	LCol	Main							
1-5	4-3	3-3							

RCol	AvGd								
3-3	2-3	Game Turn							

Marengo
Napoleon in Italy,
14 June 1800

TURN RECORD TRACK

1	
2	French Reinf'
3	
4	French Reinf
5	French Reinf
6	French Reinf
7	
8	French Reinf
9	French Reinf
10	
11	
12	
13	
14	

La Chilinia

Casa Giuliano

Cassina Grossa

Villanova

Lodi

Castel Cerillo

Casa Buzana

Marengo

Pietrabuona

Stortiguona

Cassina Bianca

Alessandria

River Fontana

River Bormida

TERRAIN KEY

Clear	Trail	Towns
Rough	Forest	Slopes
Rivers	Streams	Bridge

NAPOLEON AT WAR
Standard Rules
for the games

MARENGO, JENA-AUERSTADT, WAGRAM, THE BATTLE OF NATIONS

[1.0] INTRODUCTION

The **Napoleon at War** game system is an operational simulation of warfare during the era of the Napoleonic Wars. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

The rules for each game in the **Napoleon at War** Series are contained in two folders. The first contains **Standard Rules**, which are common to all the games in the series. The second folder contains **Exclusive Rules**, Initial Deployment and Reinforcement Rules, which are different in each game.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle, a Terrain Key, and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] GAME CHARTS AND TABLES

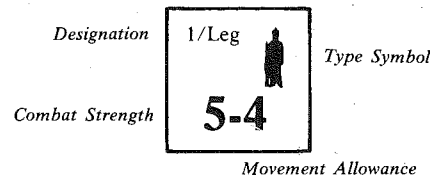Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS

```
Designation      1/Leg
                              Type Symbol

Combat Strength   5-4

                 Movement Allowance
```

Unit Designations
Units are identified by numerals in this sequence: division/corps (roman numeral) or brigade/division

Unit Types

  Infantry   Artillery

  Cavalry

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

[2.5] GAME SCALE

Each hexagon on the map represents between 400 and 800 meters of real terrain. Each Strength Point represents between 500 and 1,000 men. Each Game-Turn represents between one and two hours of real time.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are damaged or missing, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions Editor, at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent French forces; the other colored pieces represent the force(s) opposing the French. Players should determine who will be the French Player and who will command the forces opposing the French (the non-French Player).

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose

Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. **Movement Phase:** The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. **Combat Phase:** The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance.

CASES:

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] 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 Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one Movement Point regardless of other terrain in the hex.

[5.24] Units may cross river hexsides only by moving through a bridge hexside. There is no **additional** cost for moving through a bridge hexside.

[5.25] Units may cross Stream hexsides. Movement through a Stream hexside costs two **additional** Movement Points. Example: If a unit moves through a Stream hexside into a forest hex, the cost is four Movement Points.

[5.26] A unit which moves from a slope hex (containing the slope terrain symbol) through a slope hexside into a clear terrain hex must expend one additional Movement Point. A unit which moves from a clear terrain hex through a slope hexside, into a slope hex expends no additional Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of any Phase.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.
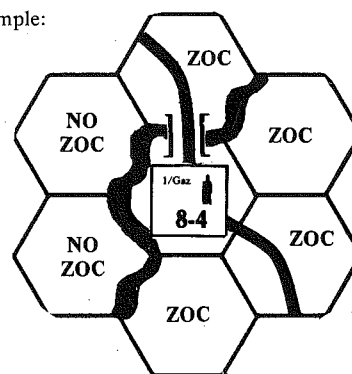
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged river hexside.

Example:

[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it **must**

attack all those adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: A unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10." See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent Friendly unit (see 7.8).

[7.74] Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see

7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.75] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only hex 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 displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled or other prohibited hexes.

[7.82] If the displacement would cause the displaced unit(s) to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:
Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards 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 not). 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 they are attacking.

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 non-adjacent hex) 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:
[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are

never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no combat results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

[8.2] COMBINED ATTACK

[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all combat results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Town hexes are the only blocking terrain hexes (not Slope or Rough Terrain hexes or hexsides).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS

[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the combat results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] Although normal combat is not permitted across an unbridged river hexside, an Artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE

[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all combat results in the same

manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN EFFECTS CHART (see below)

[10.0] NIGHT GAME-TURNS
GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than Day Game-Turns, in that the Combat Phase is omitted.
CASES:

[10.1] EFFECT ON COMBAT
There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT
Movement restrictions during Night Game-Turns are identical to Day Game-Turn movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] DEVELOPER'S NOTES
The **Napoleon at War** game series is based on the game system developed in 1972 for the SPI Introductory Game, **Napoleon at Waterloo**. Despite the popularity of **NAW** and its well received descendants, **Borodino** and **Austerlitz**, limited interest in the pre-Twentieth Century eras prohibited the publication of additional Napoleonic games until the QuadriGame and Folio concepts were initiated by SPI in 1975.

While the QuadriGame allows a wider range of games to be published, it also introduces the two-edged concept of standardization. Each series of games shares a common set of basic rules. This permits the Player to learn four games at once, in effect. After he is familiar with the basic rules, the Player is free to concentrate on the more enjoyable aspects of game play. On the other hand, however, standardization involves some compromises in the areas of both realism and historical accuracy. Such compromises appear in the **Napoleon at War** series as a result of the physical limits of the game components. Thus, it was necessary to omit distinct artillery units in the **Battle of Nations** game. But, in all other respects, the essence of Napoleonic warfare is remarkably preserved throughout the four games in this series. Equally important, the introduction of Special Rules tailored to each situation bestows an individual character to each game, thus ensuring that standardization does not make a game series monotonous.

All in all, we feel the **Napoleon at War** game series achieves an admirable balance between playability and realism.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)

Attacker's Strength to Defender's Strength

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

NAPOLEON AT WAR

Wagram
The Peace of Vienna, 5-6 July 1809
Exclusive Rules

[12.0] INTRODUCTION

Wagram is a simulation of the battle which took place between the armies of the Hapsburg Empire under Archduke Charles and the French-Allied armies under Napoleon on July 5th and 6th, 1809. It is a two-Player game on the grand tactical level.

[13.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Charts, an "a" following the unit's type means the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[13.1] FRENCH ARMY

Strength
-Type Designation

Within three hexes of hex 0524:

6-4	Morand (Mora)
6-4	Friant (Fria)
6-4	Gudin (Gudi)
6-4	Grandjean (Gran)
6-4	Demont (Demo)
2-6c	Grouchy (Grou)
2-6c	Montburn (Mont)
1-6c	Pully (Pull)
6-4a	1/III
6-4a	2/III

Within one hex of 1320:

9-4	Claparede (Clap)
9-4	Tharreau (Thar)
1-6c	Colbert (Colb)
8-4a	II

Within two hexes of hex 1417:

8-4	D'Hillier (DHil)
4-4	Broussier (Brou)
4-4	Lecchi (Lecc)
4-4	Pacthod (Pact)
6-4a	1/Italian (Ital)
6-4a	2/Italian (Ital)
1-6c	Gerard (Gera)

Within one hex of hex 0517:

5-4	Old Guard (OlGd)
3-4	Young Guard YoGd)
4-6c	Guard (Gd)
10-4a	Guard (Gd)

Within one hex of hex 0514:

8-4	Dupas (Dupa)
8-4	Saxons (Sax)
2-6c	IX
6-4a	IX

Within two hexes of hex 0714:

6-4	Legrand (Legr)
6-4	Boudet (Boud)
6-4	St. Cyr (StCy)
6-4	Molitor (Moli)
3-6c	LaSalle (LaSa)
8-4a	1/IV
8-4a	2/IV

Any hex on Lobau Island:

9-4	Marmont (Marm)
6-4	Reynier (Reyn)
5-4	Wrede (Wred)
6-6c	Reserve (Res)
10-1a	1/Reserve (Res)
10-1a	2/Reserve (Res)
10-1a	3/Reserve (Res)

[13.2] AUSTRIAN ARMY

Hex	Strength-Type	Designation
1926	6-4	1/Advanced Guard (AG)
2025	6-4	2/Advanced Guard (AG)
1233	1-6c	1/Advanced Guard (AG)
1628	2-6c	2/Advanced Guard (AG)
2026	6-4a	Advanced Gaurd (AG)
2220	9-4	1/II
2123	8-4	2/II
2124	8-4	3/II
2323	1-6c	1/II
2322	9-4a	II
2417	7-4	1/I
2517	7-4	2/I
2319	6-4	3/I
2519	9-4a	I
2223	6-4	1/IV
2224	6-4	2/IV
2225	6-4	3/IV
2325	1-6c	IV
2326	9-4a	IV
2301	6-4	1/VI
2202	6-4	2/VI
2201	5-4	3/VI
2302	2-6c	VI
2401	9-4a	VI
2908	6-4	1/Reserve (Res)
2407	6-4	2/Reserve (Res)
2710	3-6c	1/Reserve (Res)
2712	3-6c	2/Reserve (Res)
2913	3-6c	3/Reserve (Res)
2405	6-4a	Reserve (Res)

[13.3] PLAYER SEQUENCE

The French Player is the First Player. His Player-Turn is first in each Game-Turn.

[14.0] REINFORCEMENTS

GENERAL RULE:

Players may receive Reinforcements according to the Reinforcement Chart. These units are placed on the edge of the map in the hex indicated. Reinforcing units arrive during the Player's Movement Phase of the Game-Turn indicated.

CASES:

[14.1] The Owning Player may enter his reinforcement units onto the map at any time during his Movement Phase.

[14.2] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[14.3] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to stacking restrictions by the end of the Movement Phase.

[14.4] Units forced off the map by combat are considered eliminated for Demoralization and Victory Conditions.

[14.5] There are no French Reinforcements.

[14.6] AUSTRIAN REINFORCEMENT CHART

Reinforcements may enter the map in Enemy controlled hexes. They may not enter the map if their specified entry hex is occupied by any unit. Instead, they are delayed until the hexes are vacant.

Strength
-Type Designation

Arriving on Game-Turn Three on any hex on the west map edge:

6-4	1/III
6-4	2/III
5-4	3/III
8-4a	III

[14.7] SPECIAL AUSTRIAN REINFORCEMENT

COMMENTARY:

Napoleon was concerned that the Archduke John would arrive from the east, bringing additional Austrian reinforcements. In the actual event, John never arrived in time, being of cautious nature and content to await the outcome of Wagram, a day's march away. Napoleon didn't know this and had to fight the battle with one eye over his right shoulder. To duplicate this problem, the possibility exists that the Austrian Player will get reinforcements from the east sometime during the second day of battle.

PROCEDURE:

Beginning on the Seventh Game-Turn (first Day Game-Turn of the second day), the Austrian Player rolls the die at the start of his Player-Turn. If he rolls a "1" he receives the reinforcements enumerated in case 14.71 immediately. These reinforcements enter anyplace on the eastern map edge between hex 1134 and hex 2934 (inclusive). If a "1" is not rolled on the Seventh Game-Turn, the Austrian Player repeats this process Turn by Turn until the Eleventh Game-Turn. If the reinforcements are not entered by the Eleventh Game-Turn, they never arrive and are ignored for the remainder of the game.

[14.71] Austrian Special Reinforcements

Strength
-Type Designation

6-4	1/SR
6-4	2/SR
6-4	3/SR
5-6c	SR
7-4a	SR

[14.72] The Austrian Special Reinforcement units may only enter in hexes which are not controlled by French units (exception to 14.6).

[14.73] If all of the east edge hexes are controlled by French units on the Game-Turn in which the Austrian Player rolls successfully, the Special Reinforcements are held off the map until an east edge hex is free from French control during an Austrian Movement Phase.

[14.74] The Austrian Special Reinforcements may not be delayed. They must enter the map as soon as possible with the exception of case 14.73.

[14.75] Except for the restrictions imposed by the preceding case, the Austrian Special Reinforcements are treated exactly like normal reinforcements.

[14.8] GAME LENGTH

Wagram consists of fourteen Game-Turns (Turns Five and Six are Night Game-Turns).

[15.0] SPECIAL RULES

GENERAL RULE:
Due to the physical characteristics of certain terrain features and certain units distinct to the **Wagram** game, the following Special Rules amend the **Napoleon at War** Standard Rules.

CASES:

[15.1] Cavalry and Artillery units are prohibited from crossing a non-bridged stream hexside. Infantry units may cross a non-bridged Stream hexside at a cost of two additional Movement Points. [Note: This rule should be considered an amendment to case 5.25 of the Standard Rules.]

[15.2] Cavalry and Artillery units' Zones of Control do **not** extend through a non-bridged stream hexside (exception to 6.4 and 6.6). Cavalry and Artillery may not attack through a non-bridged stream hexside. When they begin the Movement Phase in an Enemy controlled hex, they suffer an automatic Attacker Retreat in lieu of normal combat.

[15.3] The French 10-1 Artillery units may never leave Lobau Island.

[16.0] DEMORALIZATION

GENERAL RULE:
Demoralization represents the cumulative effect of combat losses on army morale. When an army becomes demoralized, all units of that army permanently lose their ability to exercise an advance after combat (see 7.74 of the Standard Rules).

CASES:

[16.1] DEMORALIZATON LEVELS

[16.11] The French Army is demoralized at the instant that French combat losses reach a total of **fifty** Combat Strength Points.

[16.12] The Austrian Army is demoralized at the instant that Austrian combat losses reach a total of **forty-five** Combat Strength Points.

[16.2] OCCURRENCE OF DEMORALIZATION

[16.21] Once an army is demoralized, it remains demoralized for the remainder of the game.

[16.22] Either or both armies may be demoralized. An army is not prevented from becoming demoralized by simple virtue of the other army's having already become demoralized.

[17.0] VICTORY CONDITIONS

GENERAL RULE:
At the end of Game-Turn Fourteen, victory is awarded to the Player who has amassed the greatest number of **Victory Points**. Players receive Victory Points for destroying Enemy units and for securing certain territorial objectives either during the course of play or at the conclusion of the game. In addition, the Austrian Player receives Victory Points for exiting units off the map. See the **Victory Point Schedule** (Case 17.1) for the specific Victory Point awards.

PROCEDURE:
Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. These Victory Points are awarded for a variety of actions as detailed on the Victory Point Schedule (17.1). At the end of the game, the number of Points is totalled for each Player, and the Player with the higher number of Points is awarded a victory.

CASES:

[17.1] VICTORY POINT SCHEDULE

[17.11] Points Awarded During Play

1. Each Player is awarded 1 **Victory Point** for each Enemy Combat Strength Point eliminated.

2. The **Austrian** Player receives 25 **Victory Points** at the instant an Austrian unit enters Aspern (hex 0809 or 0810). He receives 30 **Victory Points** at the instant an Austrian unit enters Essling (hex 0714, 0813, or 0814). He receives 35 **Victory Points** at the instant an Austrian unit enters Gross Enzerdorf (hex 0516, 0517 or 0616). Note: During the course of the game the Austrian Player may receive Victory Points only once for **each** of the three listed towns (see 17.12). Victory Points are awarded for entering any hex in a given town, not for each hex in a particular town.

3. The **Austrian** Player receives 1 **Victory Point** for each Austrian Combat Strength Point which exits the western map edge. Only Austrian units may voluntarily exit the map and only off the western map edge. An Austrian unit must expend one Movement Point to exit the map. Austrian units which voluntarily leave the map are not counted for Austrian demoralization or French Victory Point purposes (they are not considered eliminated).

[17.12] Points Awarded at the End of the Game

1. The **Austrian** Player receives the Victory Point value of Aspern, Essling, and Gross Enzerdorf if an Austrian unit occupies any hex in these towns at the end of the game. Example: The Austrian Player would receive 55 Victory Points at the end of the game if one Austrian unit occupied hex 0809 and a second Austrian unit occupied hex 0813. Note: The Victory Points awarded for Austrian occupation of towns at the end of the game are **additional** to the Austrian Victory Points awarded for entering these towns during the game.

2. The **French** Player receives 1 **Victory Point** for each French Combat Strength Point which is on the Russbach Heights at the end of the game.

[17.2] FRENCH INITIATIVE AND VICTORY GRADES

In the actual battle of Wagram, the French had the burden of attacking if for no other reason than Napoleon simply had to clear the Austrians from the immediate area of the bridgehead, and this meant securing the Russbach Heights at the very least. There was no way he could have simply bivouacked on the Marchfield leaving the Austrians in possession of the hills. For one thing, he was dependent on pontoon bridges for his line of communication to Vienna. If he passively let the Austrians lurk in the immediate vicinity, they might have pounced on him if the Danube flooded. Secondly he wanted to crush the army of Charles before that of John arrived from Hungary.

[17.21] The French Player must have scored at least seventy-five Victory Points at the game's conclusion or he forfeits the game to the Austrian Player, regardless of the relative Victory Point totals. Thus, for example, if the French Player has scored sixty Points and the Austrian Player only ten, the Austrian Player is the winner.

[17.22] Victory is graded according to the margin of victory, expressed as a ratio winner's points - to - loser's Points. A ratio of 2:1 or better is a Decisive Victory; 1.5:1 or better is a Substantial Victory; and better than one 1:1 is a Marginal Victory.

[18.0] DESIGNER'S NOTES

Design problems in **Wagram** were almost non-existent. The game was put together by super-imposing a map and counter mix on a **Blue & Gray** series Standard Rules. Stacking was prohibited, since the unit basis was a division rather than a brigade. Artillery was given a range of two hexes, equivalent to 800 meters, in keeping with pre-rifled cannon capabilities. Cavalry was given a movement differential over infantry and artillery to reflect that it fought mounted (unlike the Civil War cavalry). The result was a simple, classical system almost identical to **Borodino**.

Ridge hexsides and Stream hexsides are the two unusual features introduced into **Wagram**. Ridge hexsides were used rather than rough terrain, so that a defending force on top of a ridge would find it easier to maintain itself upon the ridge. If the ridges were portrayed as rough terrain hexes with a similar defender benefit, the attacking units (presumably French) would benefit from the hexes as soon as they managed to fight their way onto them. With a ridge hexside, the French must still attack a doubled Austrian defender, but when they advance into the vacated defending hex, they are exposed to a counterattack with no benefit. The exceptional Stream rules were necessary to duplicate the actual effect of the Russbach stream, which is described by all accounts of the battle as a slight obstacle to infantry, but virtually impassable to cavalry and guns due to steep, rocky banks and dense thickets of scrub. On the second day's battle, when Davout was ordered to take Marksgrafs-neusiedl, he insisted on several hours delay while he backtracked east along the Russbach to a point near Glinzendorf where he could finally get his guns and horses across.

The Demoralization rule is a new attempt at simulating the effects of prolonged combat, casualties and exhaustion on performance. This approach works on the mind of the Player rather than directly affecting unit values. Since the relatively bloodless CRT dictates a maneuver and penetration tactic to cause enemy losses (advancing after combat to pin and then surround by Zones of Control), the loss of the right to advance after combat (demoralization) sharply restricts a Player's offensive options.

[19.0] PLAYER'S NOTES

The strategic situation until July 5th (when Napoleon crossed from Lobau Island onto the eastern shore of the Danube; was as follows. Napoleon controlled all of Austria west of the Danube, including the Austrian capital of Vienna. He had concentrated in the Vienna area his major field forces; the Army of Germany and the Army of Italy. Opposite this concentration was the main Austrian Army under the Archduke Charles. This army had been defeated in the early 1809 Campaign losing Vienna as a consequence, but it had not been crushed and had been able to hand Napoleon a savage repulse at Aspern-Esseling upon his first attempt to cross the Danube. A second Austrian field army under Archduke John, defeated in Italy, is approaching Charles' army by a roundabout route through Hungary to the east. Napoleon is determined to crush Charles before John arrives. Or at least, if Charles refuses battle, Napoleon is determined to drive a wedge between Charles and John. Charles is drawing his supplies and recruits from Bohemia and his main depots lie off the map to the northwest. If Napoleon can sieze the Rossbach and the Danube, he will hold the central position between Charles and John, and be in a position to defeat either in detail. Napoleon is

anxious for a conclusive victory. A prolonged war is not to his advantage. It can only bring unrest in Germany, complications with the Russians, further opportunity for the English, and a post-ponement of any conclusion in the Iberian Peninsula. The Austrians, too, want a decisive engagement. While they still hold Bohemia and Hungary and have strong forces in the field, their capital and their wealthiest provinces in Italy and Austria have fallen to the French. The German princes have not revolted against the French. And the Russians have shown no inclination to back what appears to be a losing horse. Charles decides to deliberately allow the French to cross the Danube and he withdraws his army from its forti-fications in front of Lobau Island. He hopes to draw the French into a battle of annihilation on the Marchfield. Thus, the French find their extensive preparations for an assault crossing superfluous as they march over their pontoon bridges onto the Marchfield on the morning of July 5th

[19.1] GRAND TACTICAL SITUATION
(Balance of Forces and Geography)

The initial set-up finds the French Army across the Danube in strength and deploying toward the Austrian positions on the heights behind the river plain. This corresponds to the historical deploy-ment in the middle afternoon of July 5, 1809. A comparison of forces available to each Player shows that the French have a measurable superiority of force even when counting all possible Austrian reinforcements. Balancing this numerical superiority is the enormous strength of the Austrian Russbach position and certain terms of the victory Conditions which reward Austrian raids against the French rear area. Examining the Russbach, the Players will find that it has two lines of defense, the Russbach stream backed up by the escarpment of the heights themselves. Three bastions in the form of the towns of Wagram, Baumersdorf and Marksgrafneusiedl anchor the position while the approaches are covered by the towns of Aderklaa and Grossofen. The woods lying on both sides of the Russbach stream prevent artillery from bombarding defenders on the other side of the stream while the terrain effect of the stream prevents cavalry or artillery from crossing except at bridges. The ridges to the northwest behind Leopoldau and Gerasdorf, while of some hinderance to movement and benefit to the defence, are nowhere near the natural fortress that the Russbach is.

[19.2] FRENCH PLAYER

On the first day the French Player should seek to establish a position from which he can develop this attack on the Russbach. Practically speaking, this means occupying the towns of Aderklaa, Grosshofen, Glinzendorf and establishing a bridgehead of sorts across the Russbach stream around Glinzendorf or Leopoldsdorf. On his left flank, the French Player would be well advised to develop the situation to determine what in fact are the Austrian intentions are on that flank. This means attacking through Leopoldau north towards Gerasdorf engaging and draining as many Austrian units as possible. The idea is to force the Austrian to fight to protect the entry hexes of his Third Turn reinforcements. If he does this in strength the French should find it easy to divide the Austrians into two forces; one holding the Russbach position, the other concentrated against the west map edge. However, if the Austrians abandon their entry hexes and move to concentrate on Wagram, the French should seal off the west edge and fight to prevent any additional Austrians from reaching the Russbach. One way or the other, the French Player must stabilize his left flank on

the first day hopefully liquidating any Austrian presence there.

During the night, the French should concentrate for the assault on the Russbach. The main thrust will come from Glinzendorf and Leopoldsdorf, hooking up through Siebenbrunn. This has a twofold advantage. First, it isolates the east edge of entry hexes used by the possible second day Austrian reinforcements and it places the French on the easiest approach to the Russbach Heights. By no later than Turn Eleven or Twelve, the French should be assaulting the eastern edge of the Heights. This gives them time to get onto the Heights with sufficient points to win. While developing their right hook, the French should maintain constant pressure on Marksgrafsneusiedl attacking the Austrian garrison at 1-1 or better at every chance.

[19.3] AUSTRIAN PLAYER

On the First Turn, the Austrian Player must decide what to do with his right flank (the units in the northwest corner of the map). It is too much to hope that the French will leave them alone, so the Austrian must make an immediate decision, to either advance and contest Leopoldau and Sussen-brunn, thus buying space and time to allow his Third Turn reinforcements to arrive or to run for Wagram. The Russbach position is so strong that the Austrian can afford to create a reserve from units behind Baumersdorf and Marksgrafneusiedl. He can use this reserve to pinch out French bridgeheads which inevitably will develop by Glinzendorf or Leopoldsdorf or he can use it to fight for Aderklaa and to link up with the right flank. In either event, he gains nothing by being passive. The worst mistake the Austrian can make is to sit back and let the French seize the complete initiative.

Despite the French superiority, they cannot be strong everywhere. If they mass to crush the Austrian right flank and simultaneously drive in strength toward Siebenbrunn, they cannot be strong in the center. Since the Siebenbrunn flanking maneuver must inevitably compromise the defense of the heights, the Austrian must either counter this move directly with strong forces or indirectly by driving on Raasdorf and threatening to reach Aspern, Essling or Gross Enzerdorf.

ORDER OF BATTLE

ARMY OF GERMANY [NAPOLEON]

2nd Corps (Oudinot)
Division (Claparede), Division (Tharreau), Division (Grandjean), Light Cavalry (Colbert).

3rd Corps (Davout)
Division (Morand), Division (Friant), Division (Gudin), Division (Demont), Light Cavalry (Montbrun), Dragoons (Grouchy), Dragoons (Pully), Artillery (two echelons).

4th Corps (Massena)
Division (Legrand), Division (Boudet), Division (St. Cyr), Division (Molitor), Cavalry (Lasalle), Artillery (two echelons).

9th Corps (Bernadotte)
Division (Dupas), Division (Saxon), Light Cavalry, Artillery.

11th Corps (Marmont)
Composite Division.

Imperial Guard (Walther)
Old Guard, Young Guard, Cavalry, Artillery.

Reserve
Reserve Cavalry (Bessieres), Division (Wrede) (att from 7th Corps), Composite Division (Reynier), Lobau Artillery (three echelons).

ARMY OF ITALY [EUGENE]

1st Corps (Macdonald)
Division (D'Hillier), Division (Broussier), Division (Lecchi), Division (Pacthod), Light Cavalry (Gerard), Artillery (two echelons).

IMPERIAL HAPSBURG ARMY [ARCHDUKE CHARLES]

1st Corps (Bellegarde)
1st Division, 2nd Division, 3rd Division, Artillery.
2nd Corps (Hohenzollern)
1st Division, 2nd Division, 3rd Division, Cavalry, Artillery.
3rd Corps (Kollowrat)
1st Division, 2nd Division, 3rd Division, Artillery.

4th Corps (Rosenberg)
1st Division, 2nd Division, 3rd Division, Cavalry, Artillery.
6th Corps (Klenau)
1st Division, 2nd Division, 3rd Division, Cavalry, Artillery.
Army Reserve (Lichtenstein)
1st Division, 2nd Division, 1st Cavalry Division, 2nd Cavalry Division, 3rd Cavalry Division, Artillery.

ARMY OF ITALY [NORDMANN]

Advanced Guard (Nordmann)
1st Division, 2nd Division, 1st Cavalry Division, 2nd Cavalry Division, Artillery.
Main Body (Archduke John)
1st Division, 2nd Division, 3rd Division, Cavalry, Artillery.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)

Die Roll	Attacker's Strength to Defender's Strength										Die Roll
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2 MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

WAGRAM

Clap 9-4	Thar 9-4	Marm 9-4	DHil 8-4	Dupa 8-4	Sax 8-4	Mora 6-4	Fria 6-4	Gudi 6-4	Gran 6-4
Demo 6-4	1/Ital 6-4	2/Ital 6-4	Legr 6-4	Boud 6-4	StCy 6-4	Moli 6-4	Reyn 6-4	OlGd 5-4	Wred 5-4

FRENCH

Brou 4-4	Lecc 4-4	Pact 4-4	YoGd 3-4	Res 6-6	Gd 4-6	Lasa 3-6	Grou 2-6	Mont 2-6	IX 2-6
Pull 1-6	Colb 1-6	Gera 1-6	Gd 10-4	1/Res 10-1	2/Res 10-1	3/Res 10-1	I 8-4	1/IV 8-4	2/IV 8-4

1/III 6-4	2/III 6-4								
IX 6-4	Game Turn								

1/II 9-4	2/II 8-4	3/II 8-4	3/I 7-4	2/I 7-4	1/AG 6-4	2/AG 6-4	3/I 6-4	1/IV 6-4	2/IV 6-4
3/IV 6-4	1/VI 6-4	2/VI 6-4	1/Res 6-4	2/Res 6-4	1/III 6-4	2/III 6-4	1/SR 6-4	2/SR 6-4	3/SR 6-4

AUSTRIAN

3/VI 5-4	3/III 5-4	SR 5-6	1/Res 3-6	2/Res 3-6	3/Res 3-6	2/AG 2-6	VI 2-6	1/AG 1-6	1/II 1-6
IV 1-6	II 9-4	I 9-4	IV 9-4	VI 9-4	III 8-4	SR 7-4	AG 6-4	Res 6-4	

Wagram
The Peace of Vienna, 5-6 July 1809

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TERRAIN KEY

Clear · Road · Towns · Forest
Slopes · Rivers · Streams · Lake · Bridge

Kagran · Stadlau · Leopoldau · Gerasdorf · Hirschstatten · Aspern · Breitenlee · Sussenbrunn · Essling · Aderklaa · Gross Enzerdorf · Wagram · Raasdorf · Pysdorf · Baumersdorf · Russbach Heights · Russbach-Gerbethi · Wittau · Rutzendorf · Grosshofen · Glinzendorf · Markgraf Neusiedl · Leopoldsdorf · Siebenbrunn · Lobau Island