An Historical Simulation Game

the time is: 2200 hrs., 20 June, 1812

1812

The Campaign of Napoleon in Russia



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The Campaign of Napoleon in Russia
Strategic Game (Area Version)

The 1812 Area Version is a simulation of Napoleon's invasion of Russia between June and December 1812. This version is based upon systems different from the usual "hexagonal" pattern. The map is divided into geographical Areas and Sub-areas; while the Areas have equal supply capacity, the Sub-areas encompass roughly the same distance for movement and combat purposes. A totally new system of combat simulates the major factors important in Napoleonic battles without excessive quantification and simplification. In addition, because supply was so crucial to movement and combat decisions in this campaign, unique supply rules compliment the innovative movement and combat systems.

GAME SCALE

Each Game-Turn represents half a month of real time, each inch on the map 48 kilometers (about 30 miles), and each Corps about 25,000 men.

GAME COMPONENTS

The complete 1812 Strategic Game should include the following:

one Game Map
one Rules Folder
one set of Die-cut Counters
one die

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

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

Game Equipment

THE GAME MAP

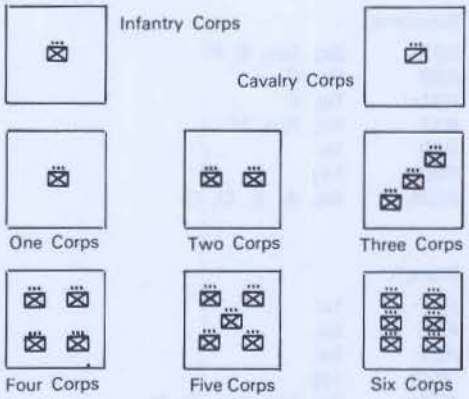
The 22x28" map sheet portrays the area of European Russia and vicinity in which Napoleon's actual 1812 campaign took place. The map is divided into "Areas" by solid lines and color-tints, and some Areas are subdivided into "Sub-areas" by dashed lines. The Areas and Sub-areas regulate movement and combat, and accomodate supply rules. Areas are also numbered and named for ease of location and historical interest.

GAME CHARTS AND TABLES

Various visual aids are provided for the players to simplify and illustrate key game functions. *The Scenarios* shows the game set-up for each of the three Scenarios. The *Turn Record & Reinforcements* Chart shows the current Game-Turn, Victory Points Index (failure to meet the Index level of Victory Points will hurt the French Player), and the arrival of additional reinforcements. The *Attrition Table* details attrition losses for each Player each turn. The *Forced March Table* is used to resolve the success of Forced March attempts. The *Battle Plan, Combat Results* and *Pursuit Tables* are used to resolve each battle during the game. The *Unsupplied* and *Area Depletion Charts* determine the effect of the supply rules on playing pieces in a map Area, and on the Area itself.

THE PLAYING PIECES

The two differently colored sets of playing pieces represent the opposing French and Russian combat troops, supply services, and leaders (optional rules only). Each playing piece represents a military unit, or a collection of units.



Corps markers: each Player has a certain number of Infantry and Cavalry Corps. Each of these Corps is a single combat unit, indivisible. The *Corps markers* represent the presence of one or more of these combat units in a given map Area or Sub-area. The Corps markers are combined and subdivided as the owning Player desires, any time he desires, provided the number and position of the Corps represented is not changed. Thus one "five corps" marker could be replaced by five "one corps" markers, or two "two corps" markers replaced by one "four corps". Provided the number and type of Corps represented is the same, any amount of Corps markers may be used in a given Area or Sub-area to represent them.



Supply unit



Depot unit
(French only)

Depot and *Supply* units represent the supply services of each army. These units have no effect on combat, and unlike Corps markers, each unit represents one unit, no more.



Area Depletion marker



Battle Plan chit



Leader unit
(optional rules only)



Game-Turn marker

Other markers, units and chits: A variety of additional pieces are provided to facilitate various game procedures. Each Player will play one of his eight *Battle Plan* chits in almost every battle. The *Area Depletion* marker represents decreases in an Area's supply capacity. The *Area Control* marker is an inverted unit from the other *1812* version, and represents French control of Areas or Sub-areas that produce Victory Points. The *Game-Turn* marker is used on the Scenario chart to demonstrate the Game-Turn currently being played. The *Leader* units are only used in a game including the Optional rules.

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GENERAL COURSE OF PLAY

The *1812 Strategic Game* is basically a two-player game. Each Player moves his units and executes his attacks in turn, with capture of territory the objective. Combat is resolved by selecting a Battle Plan, resolving Infantry Combat, and resolving Cavalry Pursuit. After each Player has moved and resolved battles, a Supply Interphase occurs in which both Players take part.

GAME SET-UP
The Players refer to the Scenario Chart and set-up the units on the map according to the Area locations specified.

GAME LENGTH
Although each Scenario starts upon a different Game-Turn, all Scenarios end after Game-Turn 13 is completed.

The Sequence of Play

1812 is played in turns. Each *Game-Turn* is composed of two *Player-Turns* and two Interphases. Each Player-Turn is composed of three *Phases*. These Phases are further broken down into segments or steps. After the two Player-Turns are completed, the Supply Interphase and Victory Points Interphase finish that Game-Turn. A typical Game-Turn would proceed as follows:

A. *RUSSIAN PLAYER-TURN*

1. ATTRITION PHASE. The phasing Player consults the Scenario Chart and places any new reinforcement units on the map. The Phasing Player then consults the appropriate Attrition Table and loses the Corps called for (if any; see Attrition rules).

2. MOVEMENT PHASE.

a. Basic Movement Segment: the phasing Player may move units to any adjacent Area or Sub-area (see Movement Rules).

b. Forced March Movement Segment: the phasing Player may move units *again*, to any adjacent Area or Sub-area (see Movement rules for restrictions).

3. COMBAT PHASE. For each battle the following seven-step procedure is used. Not every battle will require all seven steps. (See the Combat rules for greater detail.)

Step 1 – Battle Plan chits chosen
Step 2 – Stacks revealed
Step 3 – Retreat Before Combat
Step 4 – Battle Plan Resolution
Step 5 – Combat Resolution
Step 6 – Pursuit Resolution
Step 7 – Retreat After Combat

B. *FRENCH PLAYER-TURN*
Repeat Phases 1 through 3, with the French Player becoming the phasing Player.

C. *SUPPLY INTERPHASE*
Source of supply for Corps and Depletion of Areas is determined, Area by Area. Each unsupplied Corps requires consulting the Unsupplied Table to determine the effect.

D. *VICTORY POINTS INTERPHASE*
The current number of Victory Points is calculated, and French political losses are determined.

Attrition

GENERAL RULE:
The very act of campaigning produces a certain attrition of combat forces. Each Player-Turn the Player rolls one die to determine the level of these losses.

PROCEDURE:
During the Attrition Phase of each Player-Turn, the phasing Player rolls the die on his Attrition Table, and determines his losses (if any). The opposing Player will specify the Area from which the losses must be taken; if not enough units of the appropriate type and strength are stacked in that Area, the results called for by the Attrition Table are met as best possible, and the opposing Player selects another Area. This continues until the full result of the Attrition Table is fulfilled.

ATTRITION TABLE

die roll:	*Players' Losses: French:*	*Russian:*
1	none	none
2,3	1cc	none
4	1ic	none
5	1ic	1cc
6	1ic + 1cc	1ic

HOW TO USE THE ATTRITION TABLE:
The phasing Player rolls one die, and cross-references the die number with the appropriate column of results. The opposing Player then specifies the Area from which the losses must be taken; if not enough units of the appropriate type are stacked in that Area, the results called for by the Attrition Table are met as best possible, and the opposing Player selects another Area. This continues until the full result of the Attrition Table is fulfilled.
1cc = one Cavalry Corps eliminated; 1ic = one Infantry Corps eliminated; 1cc + 1 ic = one Infantry and one Cavalry Corps eliminated.

MOVEMENT

GENERAL RULE:
The map is divided into color-tinted Areas, which have names and a letter-number code. Some very large Areas are divided by dashed lines into *Sub-areas* for Movement and Combat purposes *only*. Each unit may move one Area per Movement Phase, and Corps may attempt to move an additional Area by Forced March.

PROCEDURE:
During the Basic Movement Segment the phasing Player may move any unit, part of a stack, or stack of units one Area or Sub-area. Each unit may only move once. Units starting in the same Area may move together in a stack to conceal the identity of those inside the stack, but all units starting in an Area need not move to the same Area, or even move at all. After this movement is completed, Corps (and Leaders) may move one additional Area in the Forced March Movement Segment. An unlimited number of units may end up stacked in any Area.

(A) When moving "one Area," each unit or stack of units may move to any Area or Sub-area that is adjacent (has a common border with the initial Area or Sub-area). No unit may cross more than one Area/Sub-area boundary in a Movement Segment.

(B) During the Basic Movement Segment units may move from any Area or Sub-area to any other Area or Sub-area with the following exceptions:

1. If units are moving into an Enemy occupied Area or Sub-area, at least one of the moving units must be an Infantry or Cavalry Corps.
2. A French Depot unit may only move if stacked with a French Supply unit throughout the Movement Segment. Each Supply unit may only "carry" one Depot.

The presence of Fortresses or other Friendly units does not affect movement. There are no "Zones of Control," and the only movement restrictions due to terrain are certain Areas marked "off limits" to all units.

(C) Area Depletion markers are *never* moved.

(D) *Forced March:* During the Forced March Movement Segment, the phasing Player may attempt to move any Corps one additional Area or Sub-area. The phasing Player declares and resolves Forced March attempts for each individual Corps in turn. Roll the die once for each Corps on the Forced March Table to determine the effect on the Corps of the Forced March attempt. (Note: optional Leader units may Force March without penalty, they do not require a resolution of the attempt on the Forced March Table).

FORCED MARCH TABLE

die roll:	*result:*
1,2	Forced March succeeds
3,4	Corps may not Force March
5,6	Corps eliminated

HOW TO USE THE FORCED MARCH TABLE:
The phasing Player rolls the die once for each Corps he is attempting to Force March.
EXPLANATION OF RESULTS:
Forced March succeeds: The Corps attempting to Force March successfully finishes the Forced March Movement Segment in the Area or Sub-area it desired to enter.
Corps may not Force March: The Corps may not move during the Forced March Movement Segment.
Corps eliminated: The Corps attempting to Force March is eliminated from the game.

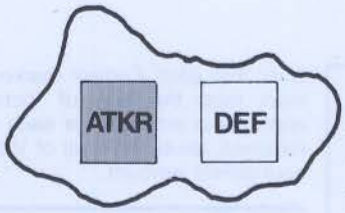
Stacking

GENERAL RULE:
All of a Player's units in the same Area or Sub-area are considered a "stack."

PROCEDURE:
At the end of the Movement Phase all of a Player's units in a given Area should be combined into one stack. The Enemy Player may examine the contents of a stack only during certain steps in the Combat Phase when a battle occurs between opposing stacks.

CASES:
(A) Units need not be moved individually, but may move in stacks or portions of a stack to maintain secrecy. Forced March attempts however must still be resolved Corps by Corps.

(B) To confuse the Enemy, a Player may vary the number of Corps markers used to represent the number of Corps in a given Area. Thus, to make a stack look more imposing, a Player might use four "1 Corps" markers instead of one "4 Corps" marker.



COMBAT

GENERAL RULE:
If, at the start of any Combat Phase, both Players have a unit or stack of units (hereafter called a "stack") in the same Area or Sub-area a battle occurs and the battle resolution procedure is used. The phasing Player is considered the Attacker, the non-phasing Player the Defender, regardless of the overall stance of the Player in the game. Each battle is resolved by steps. A battle may ultimately result in nothing happening, either or both Players may lose units (perhaps the whole stack), and/or a stack may retreat to an adjacent Area or Sub-area.

PROCEDURE:
The phasing Player resolves each battle in turn. The battle resolution procedure consists of seven steps. Not every battle will require all seven steps; the procedure is considered completed and the battle over whenever called for on a table, or whenever only one Player has a stack left in the Area or Sub-area.

Step 1 — Battle Plan chit choosen. Each Player secretly chooses one Battle Plan chit for the battle. The Attacker may only choose from chits A, B, C or D; the Defense from chits E, F, G or H.

Step 2 — Stacks revealed. Each Player reveals all units in his stack, and keeps them revealed for the remainder of the battle resolution procedure for that battle.

Step 3 — Retreat Before Combat. Each Player may retreat Cavalry Corps, Leaders, and/or Cavalry Corps and Supply units to any adjacent Area. In certain cases these units *must* retreat. Next, all automatic eliminations are determined. Only if both Players have Infantry Corps in the Area is the resolution procedure continued.

Step 4 — Battle Plan Resolution. The Battle Plan chits (choosen in step one) are revealed and the Battle Plan Table consulted to determine the results.

Step 5 — Combat Resolution. The number of attacking Infantry Corps is compared to the number of defending Infantry Corps, and the Combat Odds Percentage is determined. A die is rolled and the Combat Results Table consulted. "Retreat" results are not applied until step seven (Retreat After Combat).

HOW TO USE THE BATTLE PLAN CHART: Cross index the Attacker's Battle Plan chit with the Defender's Battle Plan chit to determine the result.

EXPLANATION OF BATTLE PLAN RESULTS: Each cross-indexing on the Battle Plan Chart may produce one or more results, all of which should be followed. If there is a choice between results (such as "Cav Dr(D) or *go CRS—PS—RAC* with "D choice" marked below), the indicated (in this case Defender) chooses the result he desires, provided the result is allowable (in the above example, Cav Dr(D) might not be a permissable choice).

stop = Battle ends. Do not go to the Combat Resolution, Pursuit, or Retreat After Combat steps.

go CRS—PS—RAC = Continue Resolution Procedure by going to the Combat Resolution step, then the Pursuit step, and then the Retreat After Combat step.

go PS—RAC = Skip the Combat Resolution step, go directly to the Pursuit step and Retreat After Combat step.

A -1c = Attacker loses one Corps of his choice.

D -1c = Defender loses one Corps of his choice.

A cx2 = Each Attacking Infantry Corps counts as two during the Combat Resolution step of this battle.

D cx2 = Each defending Infantry Corps counts as two during the Combat Resolution step of this battle.

Dr(D) = The defending stack is retreated to any adjacent Area or Sub-area by the Defender. The stack may not retreat into areas containing unfriendly units. If no retreat is possible, the stack is eliminated. This retreat movement is in addition to movement during the Movement Phase.

Cav Dr(D) = Same as "Dr(D)," but the Defender may only choose this result if he/she has more Cavalry Corps than the Attacker.

A&D switch = Attacker becomes the Defender, and the Defender becomes the Attacker in the Combat Resolution and Pursuit steps of this battle only.

e mod = For this battle only, the following Combat results are changed:
all "Ae" become "Ar(D)
all "A ½e" become "Ar(A)"
all "De" become "Dr(A)"
all "D ½e" become "Dr(D)"

D choice = Defender may choose between the results given.

Battle Plan Chart

Defender's Battle Plan chit:	*Attacker's Battle Plan chit:* A OUTFLANK	B CONTACT	C ASSAULT	D PROBE
E WITHDRAW	Cav Dr(D) & *stop* or *go CRS—PS—RAC* D choice	Dr(D) *stop*	D -1c Dr(D) & *stop* or *go CRS—PS—RAC* D choice	Dr(D) *stop*
F ENTRENCH	A cx2 *go CRS—PS—RAC*	no effect *go CRS—PS—RAC*	A -1c *go CRS—PS—RAC*	no effect *stop*
G COUNTER-ATTACK	A -1c D cx2 *go CRS—PS—RAC*	A&D switch Dr(D) *go PS—RAC*	A -1c D -1c *go CRS—PS—RAC*	A&D switch *go CRS—PS—RAC*
H CORDON	D -1c *go CRS—PS—RAC*	e mod *go CRS—PS—RAC*	Dr(D) *go PS—RAC*	no effect *stop*

Comb

Die Roll
-2
-1
0
1
2
3
4
5
6
7
8
9

Odds less

The

Step 6 — Pursuit Resolution. This step is skipped unless the Attacker has more Cavalry Corps than the Defender *and* desires to make a Pursuit Attack. In such a case, the Pursuit Table is consulted and additional losses may occur.

Step 7 — Retreat After Comat. Automatic elimination after Combat is determined, and then all "retreat" results that occurred on the Combat Results Table (in step five) are executed. If no "retreat" results occurred, nothing happens and the battle is over.

CASES:

Retreat Before Combat:

(A) The Defender or Attacker may have retreated any or all Cavalry Corps in his stack during the Retreat Before Combat step. If there is a choice, the Enemy Player determines the Area or Sub-area retreated to. The Defender has retreated any units he can, and desires to, first.

(B) Cavalry Corps may not retreat to an adjacent Area or Sub-area occupied by Enemy units. If one or more Cavalry Corps retreat, any Supply units in the stack may remain stacked with the Cavalry and also retreat. Otherwise, Supply units may not retreat. Optional Leader units may also Retreat Before Combat. Depots and Infantry units may never retreat.

(C) If a stack does not contain any Infantry Corps, and the Enemy stack does, the Player without Infantry *must* retreat all Cavalry Corps to any adjacent Area (s) or Sub-areas(s). If no retreat is possible (due to the restrictions of case A above) the stack is eliminated (see case C below).

(D) After Retreats Before Combat, automatic eliminations are determined. A stack without Infantry Corps is automatically eliminated by an Enemy stack with one or more Infantry Corps. A stack without any Corps at all is automatically eliminated by a stack with any kind of Corps. If both stacks contain no Infantry Corps, but do have Cavalry Corps, there is no effect and the battle is over. If both stacks contain Infantry Corps, continue the resolution by proceeding to step four (Battle Plan Resolution).

Battle Plan Resolution:

(E) During the Battle Plan Resolution step Battle Plan chits are compared and results determined on the Battle Plan Table. The table has a wide range of effects, and lists what further steps the resolution of the battle will include. *Important:* one possible effect is that the roles of Attacker and Defender will be switched (i.e. the phasing Player who was Attacker becomes Defender, and the non-phasing Player who was Defender becomes Attacker). This switch of roles only applies for the *remainder* of that *particular* battle, no others. See the Battle Plan Table for details.

Combat Resolution:

(F) This step is only used if called for on the Battle Plan Table. The number of attacking Infantry Corps is compared *as a percentage* of the number of defending Infantry Corps. A die is rolled and the Combat Results Table is consulted. All "exchange" and "elimination" results from the Combat Results Table are applied immediately, all "retreat" results are applied *after* the Pursuit Resolution step, during the Retreat After Combat step. See the Combat Results Table for details.

(G) If the French Player is attacking a Russian stack in a Russian Area or Sub-area with a Fortress, the French Player must subtract "one" from his die roll for the Combat Results Table.

(H) *Standard Game Only:* When attacking, the French Player always *adds one* to his die roll for the Combat Results Table, the Russian Player always *subtracts one*. (*Commentary:* this reflects the leadership of each army. The optional Leaders rules simulate the situation differently, in more detail.)

Pursuit Resolution:

(I) This step is *never* used if the Attacker does not have more Cavalry Corps than the Defender — go directly to the Retreat After Combat step. If the Attacker does have more Cavalry Corps, he may choose to make a Pursuit Attack or go directly to the Retreat After Combat step. To resolve a Pursuit Attack, the Attacker compares the number of attacking Cavalry Corps in excess of defending Cavalry Corps with a die roll on the Pursuit Table. See the Pursuit Table for details.

Retreat After Combat:

(J) After Pursuit results are determined (if any), if one stack has no Infantry or Cavalry Corps left, it is automatically eliminated. If both stacks are without Infantry and Cavalry, neither is eliminated.

(K) After automatic elimination (case J above) is determined, any retreats dictated by the Combat Results Table are carried out. These are the only retreats allowed in this step. Stacks may not retreat into adjacent Areas or Sub-areas occupied by Enemy units. If no Area or Sub-area unoccupied by Enemy units exists, the retreating stack stack is eliminated instead. If no "retreat" result occurred, no retreats are made and the battle is over.

(L) Retreat After Combat, like Retreat Before Combat, is in addition to movement during the Movement Phase.

bat Results Table

Combat Odds Percentage:										
60% thru 79%	*80% thru 99%*	*100% thru 109%*	*120% thru 139%*	*140% thru 159%*	*160% thru 179%*	*180% thru 199%*	*200% thru 299*	*300% thru 399*	*400% thru 499%*	*Die Roll*
Ae	Ae	Ae	A½e	Ar(A)	Ar(A)	Ar(A)	Ar(A)	½ex	½ex	*-2*
Ae	Ae	Ae	A½e	Ar(A)	½ex	½ex	½ex	½ex	Dr(A)	*-1*
Ae	Ae	A½e	Ar(A)	½ex	½ex	½ex	½ex	½ex	D½e	*0*
Ae	Ae	Ar(A)	Ar(A)	½ex	½ex	½ex	Dr(A)	Dr(A)	De	*1*
Ae	A½e	Ar(A)	½ex	½ex	Dr(D)	Dr(A)	Dr(A)	Dr(A)	De	*2*
Ae	A½e	Ar(A)	½ex	Dr(D)	Dr(D)	Dr(A)	Dr(A)	D½e	De	*3*
A½e	Ar(D)	½ex	Dr(D)	Dr(D)	Dr(D)	Dr(A)	D½e	De	De	*4*
A½e	Ar(D)	½ex	Dr(D)	Dr(D)	Dr(D)	D½e	De	De	De	*5*
Ar(D)	½ex	Dr(D)	Dr(D)	D½e	D½e	De	De	De	De	*6*
Ar(D)	½ex	Dr(D)	Dr(D)	De	De	De	De	De	De	*7*
½ex	Dr(D)	D½e	De	De	De	De	De	De	De	*8*
½ex	Dr(D)	De	De	De	De	De	De	De	De	*9*

ss than 60% are automatically an "Ae" result Odds more than 499% are automatically a "De" result

e French Player must subtract one when attacking Russian units on a Fortress (see Combat case G).

HOW TO USE THE COMBAT RESULTS TABLE:

The number of attacking Infantry Corps is compared to the number of defending Infantry Corps. The number of attacking Corps is expressed as a percentage of the number defending (6 attacking 4 would be 150%, 4 attacking 4 100%, etc. Mathematically, to compute a percentage divide the Attacker's value into 100 times the Defender's value. Thus 8 attacking 4 is computed as 4 divided into 800, yielding a result of 200, or 200%). Now roll the die. Cross-reference the die result *row* with the Odds Percentage *column* to determine the result(s), Apply those shown to the attacking and/or defending units involved in the battle.

Standard Game Only: The French Player always adds one to his die roll when attacking, the Russian Player always subtracts one from his die roll when attacking. Die roll additions and subtractions are always cumulative.

EXPLANATION OF COMBAT RESULTS:

The first (capital) letter indicates which Player the result applies to. The other Player is not affected (exception: "½ex" affects both Players).

A = Attacker affected
D = Defender affected

The letters following the capital letter indicate the result applied:

½ex = *Half Exchange.* Each Player has half the Infantry Corps in the stack eliminated (Round fractions upward).

e = *Eliminated.* Whole stack is eliminated.

½e = *Half Eliminated.* Half the Infantry Corps in the stack are eliminated (Round fractions upward).

r(D) = *Stack retreated by Defender.* Stack is retreated to any adjacent Area or Sub-area by the Defender. Stacks may not retreat into areas containing unfriendly units. If no retreat is possible, the stack is eliminated. This retreat movement is in addition to movement during the Movement Phase, and is carried out after the Pursuit step, during the Retreat After Combat step.

r(A) = *Stacking retreated by Attacker.* Same as "r(D)", but the Attacker may choose the Area retreated to if there is a choice.

COMBAT SITUATION SUMMARY

Defender's Stack Contains:	Attacker's Stack Contains:* At least one Infantry Corps	At least one Cavalry Corps, no Infantry
At least one Infantry Corps	continue with resolution.	Attacker must retreat; those unable to retreat are eliminated.**
At least one Cavalry Corps, no Infantry.	Defender must retreat; those unable to retreat are eliminated.**	Either may retreat. If both leave Cavalry in Area, there is no further effect.**
No Cavalry or Infantry Corps	Defender automatically eliminated.**	Defender automatically eliminated.**

*Attacker must have a Corps to enter an Enemy occupied Area (see Movement case B.1)

**Battle resolution is completed after the Retreat Before Combat step.

Pursuit Table

Attacker's Cavalry Superiority

Die Roll	+1 Cavalry Corps	+2 Cavalry Corps	+3 Cavalry Corps	+4 Cavalry Corps	+5 Cavalry Corps or more	Die Roll
-2	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	-2
-1	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	-1
0	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	D+1 ex	0
1	A+1/D-1 ex	A+1/D-1 ex	no effect	D+1 ex	D+1 ex	1
2	no effect	no effect	D+1 ex	D+1 ex	D+2 ex	2
3	no effect	no effect	D+1 ex	D+2 ex	D+2 ex	2
4	no effect	no effect	D+1 ex	D+2 ex	D+2 ex	4
5	no effect	D+1 ex	D+2 ex	D+2 ex	D+2 ex	5
6	D+1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	6
7	D+1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	7
8	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	8
9	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	9

HOW TO USE THE PURSUIT TABLE:

The Attacker may elect to use the Pursuit Table only if he has more Cavalry Corps than the Defender. The amount by which the number of attacking Cavalry Corps exceeds defending Cavalry Corps is cross-referenced with a Die Roll, and the result applied to the attacking Cavalry Corps and *all* defending Corps.

EXPLANATION OF PURSUIT RESULTS:

A + 1/D-1 ex = Attacker loses a number of attacking Cavalry Corps equal to one more than the total of defending Infantry and Cavalry Corps. Defender loses a number of Corps equal to one less than the number of original attacking Cavalry Corps. Losses are simultaneous, the Defender may chose which defending Corps to lose.

D+1 ex = Attacker chooses how many attacking Cavalry Corps he wishes to lose (including none). The defender must then lose that amount of Corps plus one extra. The Defender may choose which Corps to lose.

D + 2 ex = Attacker chooses how many attacking Cavalry Corps he wishes to lose (including none). The Defender must then lose that amount of Corps plus one extra. The Defender may choose which Corps to lose.

SUPPLY

GENERAL RULE:

Corps within an Area will either deplete the Area or expend a Depot (if French) to produce a source of supply. Corps within an Area already 100% depleted use an adjacent Area containing a Supply unit, expend a Depot, or become unsupplied. Unsupplied Corps risk elimination on the Unsupplied Chart. The effect of Corps depleting Areas is shown on the Area Depletion Chart. Areas become "50%" or "100%" depleted, the latter state making the Area useless for supply purposes for the rest of the game.

PROCEDURE:

In each Supply Interphase the supply of Corps and depletion of Areas is resolved Area by Area. *Sub-area boundries are ignored during the Supply Interphase.* The source of supply for all Corps of both Players is determined Area by Area. Those Areas in which a Player plans to use an adjacent Area as a supply source should be resolved first. If there is debate over which Areas should be resolved first, the Russian Player chooses. After the situation in a given Area is determined, the Area Depletion Chart is consulted if any Corps used the Area as a supply source, and if necessary Depletion markers are placed in the Area. If there are any unsupplied Corps in the Area, a die is rolled for each and the resulting effect found on the Unsupplied Chart.

CASES:

(A) A Corps may use an Area or a Depot as a source of supply. A Corps may never be "unsupplied" if a source of supply is available. A Corps without a source of supply is "unsupplied." All Supply units and Depots (and Leaders) are automatically supplied at all times, and have no effect on Area depletion.



Depots [French only]

(B) At the end of any Movement Phase, any Supply unit in an Area undepleted and unoccupied by Enemy units may create a Depot. The Depot is stacked with the Supply unit, and a 100% depleted marker placed in the Area. The Russian Player may never create Depots, but a Russian Supply unit may voluntarily 100% deplete any Area occupied at the end of any Russian Movement Phase.

(C) To move, a Depot must be stacked with a Supply unit for the entire French Movement Phase. No more than one Depot may be "carried" by a single Supply unit.

(D) Depots can be a source of supply for any Corps in the same Area. Depots cannot be a source for units in other Areas. Enemy units in an Area do not affect a Depot's supply source function. If four or more Friendly Corps use a Depot as a source of supply, the Depot is expended (removed from the map). Depots may also be voluntarily eliminated. Expended or eliminated Depots may be recreated (see case B). If three or less Friendly Corps use a Depot as a source of supply, the Corps are supplied and the Depot is *not* affected.

Supply from Areas [French or Russian]

(E) Undepleted and 50% depleted Areas can be sources of supply for any and all Corps in the Area. 100% depleted Areas are never a source of supply.

(F) Corps in an undepleted Area must use the Area or Depot as a source of supply. Corps in a 50% depleted Area must use a Depot if a Friendly one is in the Area, if not the Corps must use the Area as a source of supply. Corps in a 100% depleted Area must use a Depot or an adjacent Area containing a Friendly Supply unit (see case G), or are considered "unsupplied." For each unsupplied Corps roll once on the Unsupplied Chart to determine the effect.

(G) A Corps in a 100% depleted Area may use an adjacent Area as a source of supply if all five of the following conditions are met:

1. no Enemy stack occupies the adjacent Area,
2. no more than two Friendly Corps occupy the adjacent Area,
3. the adjacent Area is undepleted or 50% depleted.
4. the adjacent Area contains a Supply unit, and
5. the adjacent Area was not used by any Corps from a third, different Area as a source of supply during the Supply Interphase.

For each Corps using a Supply unit in an adjacent Area as a source of supply, place one blank counter on the Supply unit to denote it.

Unsupplied Chart

Die Roll	Results: Game-Turns 1-8	Game-Turns 9-13
1,2	no effect	no effect
3	no effect	Corps eliminated
4,5,6	Corps eliminated	Corps eliminated

HOW TO USE THE UNSUPPLIED CHART:
Roll the die once for each Corps unsupplied. Use the left result column on Game-Turns 1 through 8, the right column on Game-Turns 9 through 13.

Area Depletion Chart

Corps using Area as supply source:

Game-Turns 1-8	With Supply unit	0-4	5-6	7-14	15+
	Without Supply unit	0-2	3	4-7	8+
Game-Turns 9-13	With Supply unit	0-2	3	4-7	8+
	Without Supply unit	0-1	2	3-4	5+

Initial State of Area:				
Undepleted	n	n	50d	100d
50% Depleted	50d	100d	100d	100d

HOW TO USE THE AREA DEPLETION CHART:
The chart cross-indexes the number of Corps with the Initial State of the Area to determine the Depletion of the Area in question. To use the Chart, the appropriate track and sub-track must be determined before the number of Corps is found. On Game-Turns 1 through 8, use the upper track, on 9 through 13 the lower. Always use the "Without Supply unit" sub-track, except when only one Player has units in the Area, and that Player both has a Supply unit and wishes to use the "With Supply unit" sub-track. Having determined the proper track and sub-track, add together all Corps of *both* Players in the Area and cross-reference this column with the proper Initial State of Area row.

explanation of results.
The results show the final state of the Area at the end of the Supply Interphase.

n = *Normal.* Area is unaffected, remains undepleted.

50d = *Area 50% depleted.* Area becomes 50% depleted. If already 50% depleted there is no additional effect.

100d = *Area 100% depleted.* Area becomes 100% depleted. If already 100% depleted, the Area Depletion Chart was not necessary, since no Corps could use that Area as a source of supply.

Depletion of Areas
(H) After the source of supply for all Corps in an Area has been determined, the Area Depletion Chart is consulted by cross-indexing the initial state of the Area with the number of Corps using it as a source of supply. Naturally both Players must reveal the number of Corps in the Area at this time. If only one Player has units in the Area, and also has a Supply unit, the "With Supply unit" track on the Area Depletion Chart may be used if desired. Any Corps from adjacent Areas using the one in question for supply (as in case G) are added to the total Corps using the Area as a source of supply. Here also the "With Supply unit" row may be used. If both Players have units in the Area, the "Without Supply unit" row must be used, and the combined total of both Player's Corps is used on the Chart.

(I) The Depletion of Areas takes effect at the completion of the Supply Interphase. Place Depletion markers on the box in each affected Area to indicate depletion.

Victory Points and Conditions

GENERAL RULE:
Victory Points, based on the control of certain Areas or Sub-areas, affect French Political losses and determine the winner of the Game. Unlike many Simulations games, Victory Points are not scored by a specific Player, but impartially tallied each Game-Turn.

PROCEDURE:
Victory Points for Areas or Sub-areas controlled by the French Player are computed at the end of each Game-Turn, during the Victory Points Interphase. The current total of Victory Points affects French Political losses. The final total after Game-Turn 13 determines the winner.

CASES:
(A) *Scoring Points.* If only French units were the last to pass through or currently occupy an Area or Sub-area listed on the Victory Points Table, a Control marker is placed in the Area or Sub-area (use inverted counters from the other *1812* version as Control Markers). The Victory Points Table below listed Areas or Sub-areas that may be controlled, and the number of Victory Points scored if a Control marker is currently in the Area or Sub-area. At the start of each Scenario Victory Points are at a certain level. For each Control marker added to the map, raise the level of Victory Points the appropriate amount. For each Control marker removed, lower the level of Victory Points the appropriate amount.

VICTORY POINTS TABLE

French Control of St. Petersburg (R41a)	+5 points
French Control of Moscow (R57)	+5 points
French Control of Kiev (R40c)	+3 points
French Control of any other Area or Sub-area containing a Fortress	+1 point each

OPTIONAL RULES ONLY

Elimination of Napoleon Leader unit	-5 points
Each Game-Turn of French "Victory"	+1 point
Each Game-Turn of French "Defeat"	-1 point

(B) *French Political losses:* At the end of each Game-Turn, during the Victory Points Interphase, the current total of Victory Points must be at least the number shown on the Victory Points Index for that Game-Turn. If the current total is below the Index value, the French Player must immediately remove from the map one Corps of his/her choice.

(C) *Game winner.* The following list shows, for a given level of Victory Points, which Player won the game.

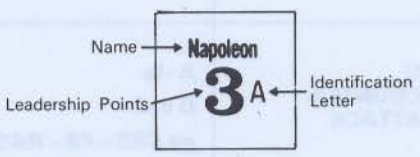
POINTS	VICTORY LEVEL
22 or more	French Decisive Victory
18-21	French Marginal Victory
15-17	Draw (Russian moral victory)
12-14	Russian Substantive Victory
11 or less	Russian Decisive Victory

OPTIONAL RULES

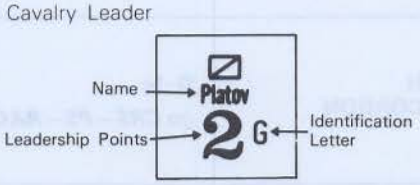
The following rules may be used at the discretion of the Players. Some replace Standard rules, some are additional. The Optional rules add intellectual interest, but decrease speed and ease of play. The Optional rules cannot be used selectively: if one is used, all must be used.

Leaders

General Leader



Cavalry Leader



GENERAL RULE:
General Leader units present in a stack affect Combat during the Combat Resolution step, Cavalry Leader units during the Pursuit Resolution step. General Leaders determine how many Infantry Corps may be used to attack, and may cause additions or subtractions to the Combat Results die roll. Cavalry Leaders only cause additions or subtracts to the Pursuit die roll.

PROCEDURE:
During the Combat Resolution step each Player counts the total number of General Leadership Points in his stack. The Attacker's number of Infantry Corps counted in determining the Combat Odds Percentage cannot be larger than the total General Leadership Points in the stack. In addition, the highest valued General Leader unit of *each* side adds that amount to the Combat Results Table die-result if attacking, and subtracts that amount if defending. Thus a Napoleon-led stack attacking a Kutusov-led stack (among the various leaders in each stack, these were selected by their owning Players as the strongest) would add three (Napoleon attacking) and subtract two (Kutusov defending) to the Combat Results Table die result, producing a net effect of adding one.

During the Pursuit Resolution step the highest valued Cavalry Leader unit of each side adds (if attacking) or subtracts (if defending) the Leadership Points to and from the die result for the Pursuit Table. Cavalry Corps counted in Pursuit Resolution may be in excess of the total Cavalry Leadership Points in the stack.

CASES:
(A) Leader units may Force March, and do not require a die-roll on the Forced March table (i.e. they may Force March "free," without risk).

(B) Leader units may always Retreat Before Combat. They need not be stacked with a Cavalry Corps to do so.

(C) When determining the number of attacking Infantry Corps present for Combat Odds Percentages, the number of attacking Infantry Corps can never exceed the number of General Leadership Points in the stack. Excess attacking Infantry Corps are liable to all results of Combat and Pursuit Resolution, however. If the Attacker has no General Leader units, he may not attack and the battle is over. All defending Infantry Corps may be used, regardless of the Leadership Points available. (Note that as a result of the Battle Plan Table, the original Defender (non-phasing Player) may become the Attacker, and vice versa. The original Defender (now Attacker) must have General Leadership points to "attack," and the amount available naturally determines the number of attacking Infantry Corps counted for Combat Odds Percentage purposes.) (*Commentary:* Unled or poorly led troops never significantly helped an attack in the Napoleon era, but as "cannon fodder" were invariably affected by the results.)

(D) Whenever the die is rolled for the Combat Results or Pursuit Table, the highest valued General Leader unit in each stack for Combat Results, or the highest valued Cavalry Leader unit in each stack for Pursuit, affects the die roll. The Leadership Points of the attacking Leader unit is added to the die roll, and the Leadership Points of the defending Leader unit is subtracted from the die roll. If the stack has no Leader units, zero points are added or subtracted.

(E) Leader units are never unsupplied, and never need a source of supply. Thus they never affect Area Depletion.



Fortresses

GENERAL RULE:
In addition to Combat Results advantages for a defending Russian stack (see Combat, case G and the Combat Results Table), an Area or Sub-area containing a Fortress affects Supply.

PROCEDURE:
The first Player to occupy an Area or Sub-area containing a Fortress must place his stack directly upon the Fortress symbol. If a stack is on a Fortress symbol, any one Corps in that stack automatically has a source of supply. This Corps may never be unsupplied, and will not count towards Area Depletion.

CASES:
(A) The French Player may not place a stack on any Fortress inside Russia. The Russian Player may not place a stack on any Fortress outside Russia.

(B) A Player may not place a stack on a Fortress if Enemy units already occupy that Area or Sub-area. If the Enemy units are destroyed or leave the Area or Sub-area, the Fortress may be occupied within the restrictions of case A above.

Victory Conditions

GENERAL RULE:
The following additional cases influence the accumulation of Victory Points, and thus French Political losses and the winner of the game.

CASES:
(A) If the Napoleon Leader unit is eliminated, five points are subtracted from the current Victory Points level.

(B) Each Game-Turn in which the *Russian* Player loses more Corps through Combat than the *French* is a Game-Turn of French "Victory", each in which the *French* Player loses more through combat than the *Russian* is one of French "Defeat", and each in which both Players lose an equal amount is a draw. Corps lost due to Attrition, Supply, or Political losses are not counted when determining French "Victory" or "Defeat". Each Game-Turn of French "Victory" adds one Victory Point, each of French "Defeat" subtracts one Victory Point. Thus if every Game-Turn was a French "Victory," at the end of Game-Turn 13 the French would have accumulated 13 Victory Points.

THE SCENARIOS

1812 has three different Scenarios representing three different portions of the actual campaign. Scenario 1 starts with the French invasion, and allows Players to simulate the whole campaign. Scenario 2 starts in late August 1812, where Napoleon in the actual campaign made the decision to march on Moscow. Scenario 3 starts in early October 1812, where Napoleon in Moscow pondered the problems of salvaging his campaign.

The *Initial Placement of Units* sections are divided into two options. Players may either start the Scenario with the actual historical dispositions, or may place their units within freer confines that duplicate the general territorial and strategic situation, but allow for more discretion in the commitment of forces.

ABBREVIATIONS
After the location is given, a code is used to denote which units are to be placed in the given Area or Areas. First is the number of units, then an abbreviation for that type of unit:

ic = Infantry Corps
cc = Cavalry Corps
su = Supply Unit
dp = Depot

Thus "7ic" would indicate seven Infantry Corps should be placed in the listed Area(s) or Sub-areas(s). Leader units are referred to by a single capital letter, the same identification letter that appears on the playing piece.

REINFORCEMENTS:
The Game-Turn & Reinforcement Chart shows the number, type and location of arriving units. Reinforcements arriving in a specific Area(s) or Sub-area(s) may arrive in any of those listed, regardless of the presence of Enemy units. Russian reinforcements arriving in any uncontrolled Fortress must arrive in Areas R55b, R56b, R60, R61, R62 or R63 if all Fortress Areas and Sub-areas are controlled by the French.

Scenario 1

Game Starts:	Game-Turn 1
Victory Points level:	7
French Control:	*FP2, FP3, FP5, FW11, FW13, FA16*
Area Depletion:	none

INITIAL PLACEMENT OF UNITS, FREE

Russians: *deploy first*

anywhere in Russia [Areas 19 through 63]:
7ic, 5cc, A, B, C, G, H, J

In any Russian Fortress:
2su

French: *deploy second*

No more than one Corps in each of the following Areas; FP2, FP3, FW7, FW11, FW13:
4ic, 1su

Deploy anywhere in Areas 12 through 18:
1ic, 1cc, N

Deploy in FP2 and/or FW6:
1ic, 1cc, 1su

Anywhere outside Russia [Areas 1 through 18]
14ic, 8cc, 2su, A, B, C, D, E, F, G, H, J, K, L, M

INITIAL PLACEMENT OF UNITS, HISTORICAL

Russians:

R21:	1ic, 1cc, H
R22:	1ic, A
R24:	1ic, 1cc, B, G
R25:	1cc
R26:	1ic
R30:	1ic, C
R32:	1ic, 2cc, J
R33:	1su
R38:	1ic
R40c:	1su

French

FP1:	1ic, 1cc, 1su
FP2:	1ic
FP3	1ic
FP5	2ic, 1cc
FW7:	1ic
FW8:	3ic, 1cc, K,L, M
FW9:	9ic, 6cc, 2su, A, B, C, D, E, F, G, H, J
FW11:	1ic, 1su
FW13:	1ic, 1cc, N

Scenario 2

Game starts:	Game-Turn 5
Victory Points:	15
French Control:	*FP2, FP3, FP5, FW11, FW13, FA16, R25, R31a, R33, R34, R36, R37, R38, R44*
Area 100% depleted:	*FW9, FW13, R33, R34*
Area 50% depleted:	*R22, R25, R26, R35, R36*

INITIAL PLACEMENT OF UNITS, FREE

Russians: *deploy first*

Anywhere in Areas 27, 39, 40, 46, 47 or 56:
3ic, 1cc, 1su, E
Anywhere in Areas 28-30, 39, 41-43, 46-63:
6ic, 3cc, 1su, A, C, G, H, J

French: *deploy second*

Anywhere in Areas 1-3, 6, 7, 10:
1ic
Anywhere in Areas 1-18:
2ic
Anywhere in Areas 20-25:
1su
Anywhere in Areas 20-26, 32-33, 36:
1su
Anywhere in Areas 20-26, 31-38, 44-45:
10ic, 7cc, 2su, A, B, C, D, E, F, H, J, K, L, N

INITIAL PLACEMENT OF UNITS, HISTORICAL

Russians:

R27a:	2ic, 1cc, E
R30:	1ic, C
R31b:	1ic, H
R39:	1ic
R40c:	1su
R50:	4ic, 3cc, 1su, A, G, J

French:

FP3:	1ic
FW8	1ic
FW9:	1ic
R21:	1ic, 1su
R24:	1ic, 2cc, 1su, K, N
R31:	1cc
R33:	1ic, 1cc, H
R35:	1su
R36:	1su
R38:	1ic
R44:	6ic, 3cc, A, B, C, D, E, F, J, L

Scenario 3

Game Starts:	Game-Turn 8
Victory Points:	17
French Control:	*FP2, FP3, FP5, FW7, FA16, R25, R34, R36, R37, R44, R57*
Areas 100% depleted:	*FW9, FW13, R22, R32, R33, R34, R44, R51, R52, R57*
Areas 50% depleted:	*R23, R24, R25, R26, R27, R30, R31, R35, R36, R43, R50, R53, R58.*

INITIAL PLACEMENT OF UNITS, FREE

Russians: *deploy first*

Anywhere in Areas 53b, 54, 55b, 58-63
4ic, 2cc, A, B, D, G
Anywhere in Areas 27, 39, 40, 46b, 47, 56
3ic, 1cc, 1su, E, F
Anywhere in Areas 28-31, 33, 41, 42, 48, 53b, 54, 55b, 58-63:
3ic, 1cc, C, H, K

French: *deploy second*

Anywhere in Areas 51, 52, 57:
5ic, 3cc, 2su, A, B, C, D, E, F, J, L
Anywhere in Areas 20-27a, 32, 34-38, 43-45, 49, 50:
5ic, 3cc, 2su, H, K, N, P
On any Control marker, no more than one per marker:
2dp
Anywhere in Areas 1-3, 6, 7, 10, 11; no more than one per Area:
2ic

INITIAL PLACEMENT OF UNITS, HISTORICAL

Russians:

R27a:	2ic, 1cc, E, F
R30:	1ic, C
R31a:	1ic, K
R33:	1ic, 1cc, H
R39:	1ic
R40c:	1su
R53b:	4ic, A, B, D, G

French:

FP2:	1ic
FP3:	1ic
R21:	1ic
'R22:	1dp
R27a:	1ic, 1cc, 1su, K, N
R31b:	1ic, H
R36:	1ic, 1dp
R37:	1cc
R44:	1ic, 1cc, 1su, 1dp, P
R51:	1cc
R52:	1ic, 1cc, 1su
R57:	3ic, 1cc, 1su, A, B, C, D, E, F, J, L

STRATEGIC GUIDELINES

French: Advance into central Russia, but keep your forces in several adjacent areas. Before reaching Smolensk choose Moscow, St. Petersburg or Kiev as your *single* objective. Meanwhile take Riga and quickly eliminate Russian northern forces. The south can be easily contained by a single army and the Pripet Marsh off-limits area. Single cavalry corps can probe and reveal unknown Russian stacks. Then Force March to produce a decisive battle, *do not* waste your troops on Force Marching otherwise. Although early defeat of the Russian army is always the primary objective, keeping a winter retreat route available through undepleted areas or depots as you advance is vital.

Russians: Retreat your infantry, by force marching when necessary, to avoid battle. Concentrate your central forces, while maintaining northern and southern armies that can descend on the French rear. As the French chase your main army, 100% deplete the areas around them. Finally, if you have avoided losing troops, you can close in with overwhelming strength at the end of the game, recapturing Russia at will.

EXAMPLE OF A BATTLE:

In Area R44 a French stack attacks a Russian stack. The French stack contains seven Infantry Corps, three Cavalry Corps, one Supply unit, and leaders Napoleon, Ney, Victor and Murat. The Russian stack has three Infantry Corps, two Cavalry Corps, one Supply unit and leaders Barclay and Bagration.

In step 1 the French Player secretly choose Battle Plan chit A, while the Russian laid different plans with chit E. In step 2 the stacks are revealed, while in step 3 neither side elects to Retreat Before Combat. Thus the comparison of Battle Plans produces a *"go CRS–PS–RAC"* result, since the French Cavalry superiority precluded the "Cav Dr(D) & *stop*" choice.

In step 5 only six of the seven French Infantry Corps count for odds determination because only six General Leadership Points (Napoleon-3, Ney-2, Victor-1) are available. Against the three Russian Infantry Corps, this is 200%. A die roll produces a result of "3". This is modified by adding three (for Napoleon), subtracting two (for Barclay) and then subtracting one (for the Russians defending on a Fortress Area). At 200% odds a "3" produces a Dr(A) result, which is not applied until step 7.

In step 6 the French Player makes a Pursuit Attack. With three Cavalry Corps against two, the "+1 Cavalry Corps" column is used. A die roll of 3 had 3 more added (Murat's Leadership value), and thus the result is "D+1 ex." The French Player elects to lose all three Cavalry Corps, so the Russian chooses both Cavalry and two Infantry Corps for his required loss of four. Now in step 7 the retreat is carried out. Note the one surviving Russian Infantry Corps prevented automatic elimination of the Supply and two Leader units.

It is suggested that the French Player sit on the west side of the map and the Russian Player on the south side.

1812
The Campaign of Napoleon in Russia
Strategic Game (Area Version)

The 1812 Area Version is a simulation of Napoleon's invasion of Russia between June and December 1812. This version is based upon systems different from the usual "hexagonal" pattern. The map is divided into geographical Areas and Sub-areas; while the Areas have equal supply capacity, the Sub-areas encompass roughly the same distance for movement and combat purposes. A totally new system of combat simulates the major factors important in Napoleonic battles without excessive quantification and simplification. In addition, because supply was so crucial to movement and combat decisions in this campaign, unique supply rules compliment the innovative movement and combat systems.

GAME SCALE
Each Game-Turn represents half a month of real time, each inch on the map 48 kilometers (about 30 miles), and each Corps about 25,000 men.

GAME COMPONENTS
The complete 1812 Strategic Game should include the following:

one Game Map
one Rules Folder
one set of Die-cut Counters
one die

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

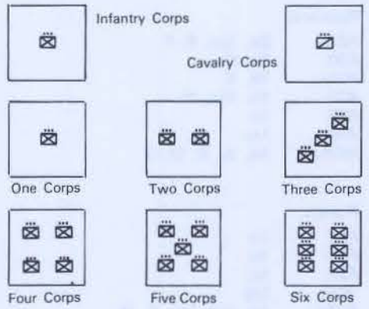
Simulations Publications Inc.,
44 East 23rd Street,
New York, N.Y. 10010

Game Equipment

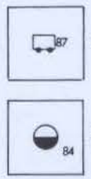
THE GAME MAP
The 22x28" map sheet portrays the area of European Russia and vicinity in which Napoleon's actual 1812 campaign took place. The map is divided into "Areas" by solid lines and color-tints, and some Areas are subdivided into "Sub-areas" by dashed lines. The Areas and Sub-areas regulate movement and combat, and accomodate supply rules. Areas are also numbered and named for ease of location and historical interest.

GAME CHARTS AND TABLES
Various visual aids are provided for the players to simplify and illustrate key game functions. *The Scenarios* shows the game set-up for each of the three Scenarios. The *Turn Record & Reinforcements* Chart shows the current Game-Turn, Victory Points Index (failure to meet the Index level of Victory Points will hurt the French Player), and the arrival of additional reinforcements. The *Attrition Table* details attrition losses for each Player each turn. The *Forced March Table* is used to resolve the success of Forced March attempts. The *Battle Plan, Combat Results* and *Pursuit Tables* are used to resolve each battle during the game. The *Unsupplied* and *Area Depletion Charts* determine the effect of the supply rules on playing pieces in a map Area, and on the Area itself.

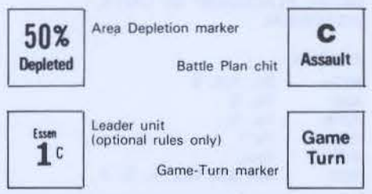
THE PLAYING PIECES
The two differently colored sets of playing pieces represent the opposing French and Russian combat troops, supply services, and leaders (optional rules only). Each playing piece represents a military unit, or a collection of units.



Corps markers: each Player has a certain number of Infantry and Cavalry Corps. Each of these Corps is a single combat unit, indivisible. The *Corps markers* represent the presence of one or more of these combat units in a given map Area or Sub-area. The Corps markers are combined and subdivided as the owning Player desires, any time he desires, provided the number and position of the Corps represented is not changed. Thus one "five corps" marker could be replaced by five "one corps" markers, or two "two corps" markers replaced by one "four corps". Provided the number and type of Corps represented is the same, any amount of Corps markers may be used in a given Area or Sub-area to represent them.



Depot and *Supply* units represent the supply services of each army. These units have no effect on combat, and unlike Corps markers, each unit represents one unit, no more.



Other markers, units and chits: A variety of additional pieces are provided to facilitate various game procedures. Each Player will play one of his eight *Battle Plan* chits in almost every battle. The *Area Depletion* marker represents decreases in an Area's supply capacity. The *Area Control* marker is an inverted unit from the other *1812* version, and represents French control of Areas or Sub-areas that produce Victory Points. The *Game-Turn* marker is used on the Scenario chart to demonstrate the Game-Turn currently being played. The *Leader* units are only used in a game including the Optional rules.

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GENERAL COURSE OF PLAY

The *1812 Strategic Game* is basically a two-player game. Each Player moves his units and executes his attacks in turn, with capture of territory the objective. Combat is resolved by selecting a Battle Plan, resolving Infantry Combat, and resolving Cavalry Pursuit. After each Player has moved and resolved battles, a Supply Interphase occurs in which both Players take part.

GAME SET-UP
The Players refer to the Scenario Chart and set-up the units on the map according to the Area locations specified.

GAME LENGTH
Although each Scenario starts upon a different Game-Turn, all Scenarios end after Game-Turn 13 is completed.

The Sequence of Play

1812 is played in turns. Each *Game-Turn* is composed of two *Player-Turns* and two Interphases. Each Player-Turn is composed of three *Phases*. These Phases are further broken down into segments or steps. After the two Player-Turns are completed, the Supply Interphase and Victory Points Interphase finish that Game-Turn. A typical Game-Turn would proceed as follows:

A. *RUSSIAN PLAYER-TURN*

1. ATTRITION PHASE. The phasing Player consults the Scenario Chart and places any new reinforcement units on the map. The Phasing Player then consults the appropriate Attrition Table and loses the Corps called for (if any; see Attrition rules).

2. MOVEMENT PHASE.

a. Basic Movement Segment: the phasing Player may move units to any adjacent Area or Sub-area (see Movement Rules).

b. Forced March Movement Segment: the phasing Player may move units *again*, to any adjacent Area or Sub-area (see Movement rules for restrictions).

3. COMBAT PHASE. For each battle the following seven-step procedure is used. Not every battle will require all seven steps. (See the Combat rules for greater detail.)

Step 1 – Battle Plan chits chosen
Step 2 – Stacks revealed
Step 3 – Retreat Before Combat
Step 4 – Battle Plan Resolution
Step 5 – Combat Resolution
Step 6 – Pursuit Resolution
Step 7 – Retreat After Combat

B. *FRENCH PLAYER-TURN*
Repeat Phases 1 through 3, with the French Player becoming the phasing Player.

C. *SUPPLY INTERPHASE*
Source of supply for Corps and Depletion of Areas is determined, Area by Area. Each unsupplied Corps requires consulting the Unsupplied Table to determine the effect.

D. *VICTORY POINTS INTERPHASE*
The current number of Victory Points is calculated, and French political losses are determined.

Attrition

GENERAL RULE:
The very act of campaigning produces a certain attrition of combat forces. Each Player-Turn the Player rolls one die to determine the level of these losses.

PROCEDURE:
During the Attrition Phase of each Player-Turn, the phasing Player rolls the die on his Attrition Table, and determines his losses (if any). The opposing Player will specify the Area from which the losses must be taken; if not enough units of the appropriate type and strength are stacked in that Area, the results called for by the Attrition Table are met as best possible, and the opposing Player selects another Area. This continues until the full result of the Attrition Table is fulfilled.

ATTRITION TABLE

die roll:	*Players' Losses: French:*	*Russian:*
1	none	none
2,3	1cc	none
4	1ic	none
5	1ic	1cc
6	1ic + 1cc	1ic

HOW TO USE THE ATTRITION TABLE:
The phasing Player rolls one die, and cross-references the die number with the appropriate column of results. The opposing Player then specifies the Area from which the losses must be taken; if not enough units of the appropriate type are stacked in that Area, the results called for by the Attrition Table are met as best possible, and the opposing Player selects another Area. This continues until the full result of the Attrition Table is fulfilled.
1cc = one Cavalry Corps eliminated; 1ic = one Infantry Corps eliminated; 1cc + 1 ic = one Infantry and one Cavalry Corps eliminated.

MOVEMENT

GENERAL RULE:
The map is divided into color-tinted Areas, which have names and a letter-number code. Some very large Areas are divided by dashed lines into *Sub-areas* for Movement and Combat purposes *only*. Each unit may move one Area per Movement Phase, and Corps may attempt to move an additional Area by Forced March.

PROCEDURE:
During the Basic Movement Segment the phasing Player may move any unit, part of a stack, or stack of units one Area or Sub-area. Each unit may only move once. Units starting in the same Area may move together in a stack to conceal the identity of those inside the stack, but all units starting in an Area need not move to the same Area, or even move at all. After this movement is completed, Corps (and Leaders) may move one additional Area in the Forced March Movement Segment. An unlimited number of units may end up stacked in any Area.

(A) When moving "one Area," each unit or stack of units may move to any Area or Sub-area that is adjacent (has a common border with the initial Area or Sub-area). No unit may cross more than one Area/Sub-area boundary in a Movement Segment.

(B) During the Basic Movement Segment units may move from any Area or Sub-area to any other Area or Sub-area with the following exceptions:
1. If units are moving into an Enemy occupied Area or Sub-area, at least one of the moving units must be an Infantry or Cavalry Corps.
2. A French Depot unit may only move if stacked with a French Supply unit throughout the Movement Segment. Each Supply unit may only "carry" one Depot.

The presence of Fortresses or other Friendly units does not affect movement. There are no "Zones of Control," and the only movement restrictions due to terrain are certain Areas marked "off limits" to all units.

(C) Area Depletion markers are *never* moved.

(D) *Forced March:* During the Forced March Movement Segment, the phasing Player may attempt to move any Corps one additional Area or Sub-area. The phasing Player declares and resolves Forced March attempts for each individual Corps in turn. Roll the die once for each Corps on the Forced March Table to determine the effect on the Corps of the Forced March attempt. (Note: optional Leader units may Force March without penalty, they do not require a resolution of the attempt on the Forced March Table).

FORCED MARCH TABLE

die roll:	*result:*
1,2	**Forced March succeeds**
3,4	**Corps may not Force March**
5,6	**Corps eliminated**

HOW TO USE THE FORCED MARCH TABLE:
The phasing Player rolls the die once for each Corps he is attempting to Force March.
EXPLANATION OF RESULTS:
Forced March succeeds: **The Corps attempting to Force March successfully finishes the Forced March Movement Segment in the Area or Sub-area it desired to enter.**
Corps may not Force March: **The Corps may not move during the Forced March Movement Segment.**
Corps eliminated: **The Corps attempting to Force March is eliminated from the game.**

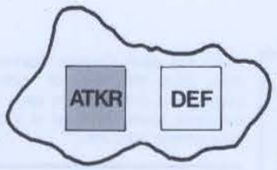
Stacking

GENERAL RULE:
All of a Player's units in the same Area or Sub-area are considered a "stack."

PROCEDURE:
At the end of the Movement Phase all of a Player's units in a given Area should be combined into one stack. The Enemy Player may examine the contents of a stack only during certain steps in the Combat Phase when a battle occurs between opposing stacks.

CASES:
(A) Units need not be moved individually, but may move in stacks or portions of a stack to maintain secrecy. Forced March attempts however must still be resolved Corps by Corps.

(B) To confuse the Enemy, a Player may vary the number of Corps markers used to represent the number of Corps in a given Area. Thus, to make a stack look more imposing, a Player might use four "1 Corps" markers instead of one "4 Corps" marker.



COMBAT

GENERAL RULE:
If, at the start of any Combat Phase, both Players have a unit or stack of units (hereafter called a "stack") in the same Area or Sub-area a battle occurs and the battle resolution procedure is used. The phasing Player is considered the Attacker, the non-phasing Player the Defender, regardless of the overall stance of the Player in the game. Each battle is resolved by steps. A battle may ultimately result in nothing happening, either or both Players may lose units (perhaps the whole stack), and/or a stack may retreat to an adjacent Area or Sub-area.

PROCEDURE:
The phasing Player resolves each battle in turn. The battle resolution procedure consists of seven steps. Not every battle will require all seven steps; the procedure is considered completed and the battle over whenever called for on a table, or whenever only one Player has a stack left in the Area or Sub-area.

Step 1 — Battle Plan chit choosen. Each Player secretly chooses one Battle Plan chit for the battle. The Attacker may only choose from chits A, B, C or D; the Defense from chits E, F, G or H.

Step 2 — Stacks revealed. Each Player reveals all units in his stack, and keeps them revealed for the remainder of the battle resolution procedure for that battle.

Step 3 — Retreat Before Combat. Each Player may retreat Cavalry Corps, Leaders, and/or Cavalry Corps and Supply units to any adjacent Area. In certain cases these units *must* retreat. Next, all automatic eliminations are determined. Only if both Players have Infantry Corps in the Area is the resolution procedure continued.

Step 4 — Battle Plan Resolution. The Battle Plan chits (choosen in step one) are revealed and the Battle Plan Table consulted to determine the results.

Step 5 — Combat Resolution. The number of attacking Infantry Corps is compared to the number of defending Infantry Corps, and the Combat Odds Percentage is determined. A die is rolled and the Combat Results Table consulted. "Retreat" results are not applied until step seven (Retreat After Combat).

Step 6 — Pursuit Resolution. This step is skipped unless the Attacker has more Cavalry Corps than the Defender *and* desires to make a Pursuit Attack. In such a case, the Pursuit Table is consulted and additional losses may occur.

Step 7 — Retreat After Comat. Automatic elimination after Combat is determined, and then all "retreat" results that occurred on the Combat Results Table (in step five) are executed. If no "retreat" results occurred, nothing happens and the battle is over.

CASES:

Retreat Before Combat:
(A) The Defender or Attacker may have retreated any or all Cavalry Corps in his stack during the Retreat Before Combat step. If there is a choice, the Enemy Player determines the Area or Sub-area retreated to. The Defender has retreated any units he can, and desires to, first.

(B) Cavalry Corps may not retreat to an adjacent Area or Sub-area occupied by Enemy units. If one or more Cavalry Corps retreat, any Supply units in the stack may remain stacked with the Cavalry and also retreat. Otherwise, Supply units may not retreat. Optional Leader units may also Retreat Before Combat. Depots and Infantry units may never retreat.

(C) If a stack does not contain any Infantry Corps, and the Enemy stack does, the Player without Infantry *must* retreat all Cavalry Corps to any adjacent Area (s) or Sub-areas(s). If no retreat is possible (due to the restrictions of case A above) the stack is eliminated (see case C below).

(D) After Retreats Before Combat, automatic eliminations are determined. A stack without Infantry Corps is automatically eliminated by an Enemy stack with one or more Infantry Corps. A stack without any Corps at all is automatically eliminated by a stack with any kind of Corps. If both stacks contain no Infantry Corps, but do have Cavalry Corps, there is no effect and the battle is over. If both stacks contain Infantry Corps, continue the resolution by proceeding to step four (Battle Plan Resolution).

Battle Plan Resolution:
(E) During the Battle Plan Resolution step Battle Plan chits are compared and results determined on the Battle Plan Table. The table has a wide range of effects, and lists what further steps the resolution of the battle will include. *Important:* one possible effect is that the roles of Attacker and Defender will be switched (i.e. the phasing Player who was Attacker becomes Defender, and the non-phasing Player who was Defender becomes Attacker). This switch of roles only applies for the *remainder* of that *particular* battle, no others. See the Battle Plan Table for details.

Combat Resolution:
(F) This step is only used if called for on the Battle Plan Table. The number of attacking Infantry Corps is compared *as a percentage* of the number of defending Infantry Corps. A die is rolled and the Combat Results Table is consulted. All "exchange" and "elimination" results from the Combat Results Table are applied immediately, all "retreat" results are applied *after* the Pursuit Resolution step, during the Retreat After Combat step. See the Combat Results Table for details.

(G) If the French Player is attacking a Russian stack in a Russian Area or Sub-area with a Fortress, the French Player must subtract "one" from his die roll for the Combat Results Table.

(H) *Standard Game Only:* When attacking, the French Player always *adds one* to his die roll for the Combat Results Table, the Russian Player always *subtracts one.* (*Commentary:* this reflects the leadership of each army. The optional Leaders rules simulate the situation differently, in more detail.)

Pursuit Resolution:
(I) This step is *never* used if the Attacker does not have more Cavalry Corps than the Defender — go directly to the Retreat After Combat step. If the Attacker does have more Cavalry Corps, he may choose to make a Pursuit Attack or go directly to the Retreat After Combat step. To resolve a Pursuit Attack, the Attacker compares the number of attacking Cavalry Corps in excess of defending Cavalry Corps with a die roll on the Pursuit Table. See the Pursuit Table for details.

Retreat After Combat:
(J) After Pursuit results are determined (if any), if one stack has no Infantry or Cavalry Corps left, it is automatically eliminated. If both stacks are without Infantry and Cavalry, neither is eliminated.

(K) After automatic elimination (case J above) is determined, any retreats dictated by the Combat Results Table are carried out. These are the only retreats allowed in this step. Stacks may not retreat into adjacent Areas or Sub-areas occupied by Enemy units. If no Area or Sub-area unoccupied by Enemy units exists, the retreating stack stack is eliminated instead. If no "retreat" result occurred, no retreats are made and the battle is over.

(L) Retreat After Combat, like Retreat Before Combat, is in addition to movement during the Movement Phase.

HOW TO USE THE BATTLE PLAN CHART:
Cross index the Attacker's Battle Plan chit with the Defender's Battle Plan chit to determine the result.

EXPLANATION OF BATTLE PLAN RESULTS:
Each cross-indexing on the Battle Plan Chart may produce one or more results, all of which should be followed. If there is a choice between results (such as "Cav Dr(D) or *go CRS—PS—RAC* with "D choice" marked below), the indicated (in this case Defender) chooses the result he desires, provided the result is allowable (in the above example, Cav Dr(D) might not be a permissable choice).

stop = Battle ends. Do not go to the Combat Resolution, Pursuit, or Retreat After Combat steps.

go CRS—PS—RAC = Continue Resolution Procedure by going to the Combat Resolution step, then the Pursuit step, and then the Retreat After Combat step.

go PS—RAC = Skip the Combat Resolution step, go directly to the Pursuit step and Retreat After Combat step.

A -1c = Attacker loses one Corps of his choice.

D -1c = Defender loses one Corps of his choice.

A cx2 = Each Attacking Infantry Corps counts as two during the Combat Resolution step of this battle.

D cx2 = Each defending Infantry Corps counts as two during the Combat Resolution step of this battle.

Dr(D) = The defending stack is retreated to any adjacent Area or Sub-area by the Defender. The stack may not retreat into areas containing unfriendly units. If no retreat is possible, the stack is eliminated. This retreat movement is in addition to movement during the Movement Phase.

Cav Dr(D) = Same as "Dr(D)," but the Defender may only choose this result if he/she has more Cavalry Corps than the Attacker.

A&D switch = Attacker becomes the Defender, and the Defender becomes the Attacker in the Combat Resolution and Pursuit steps of this battle only.

e mod = For this battle only, the following Combat results are changed:
all "Ae" become "Ar(D)
all "A ½e" become "Ar(A)"
all "De" become "Dr(A)"
all "D ½e" become "Dr(D)"

D choice = Defender may choose between the results given.

Battle Plan Chart

Defender's Battle Plan chit:	*Attacker's Battle Plan chit:* A OUTFLANK	B CONTACT	C ASSAULT	D PROBE
E WITHDRAW	Cav Dr(D) & *stop* or *go CRS—PS—RAC* D choice	Dr(D) *stop*	D -1c Dr(D) & *stop* or *go CRS—PS—RAC* D choice	Dr(D) *stop*
F ENTRENCH	A cx2 *go CRS—PS—RAC*	no effect *go CRS—PS—RAC*	A -1c *go CRS—PS—RAC*	no effect *stop*
G COUNTER-ATTACK	A -1c D cx2 *go CRS—PS—RAC*	A&D switch Dr(D) *go PS—RAC*	A -1c D -1c *go CRS—PS—RAC*	A&D switch *go CRS—PS—RAC*
H CORDON	D -1c *go CRS—PS—RAC*	e mod *go CRS—PS—RAC*	Dr(D) *go PS—RAC*	no effect *stop*

Combat Results Table

Die Roll	*Combat Odds Percentage:* 60% thru 79%	80% thru 99%	100% thru 109%	120% thru 139%	140% thru 159%	160% thru 179%	180% thru 199%	200% thru 299	300% thru 399	400% thru 499%	*Die Roll*
-2	Ae	Ae	Ae	A ½e	Ar(A)	Ar(A)	Ar(A)	Ar(A)	½ ex	½ ex	-2
-1	Ae	Ae	Ae	A ½e	Ar(A)	½ ex	½ ex	½ ex	½ ex	Dr(A)	-1
0	Ae	Ae	A ½e	Ar(A)	½ ex	½ ex	½ ex	½ ex	½ ex	D ½e	0
1	Ae	Ae	Ar(A)	Ar(A)	½ ex	½ ex	½ ex	Dr(A)	Dr(A)	De	1
2	Ae	A ½e	Ar(A)	½ ex	½ ex	Dr(D)	Dr(A)	Dr(A)	Dr(A)	De	2
3	Ae	A ½e	Ar(A)	½ ex	Dr(D)	Dr(D)	Dr(A)	Dr(A)	D ½e	De	3
4	A ½e	Ar(D)	½ ex	Dr(D)	Dr(D)	Dr(D)	Dr(A)	D ½e	De	De	4
5	A ½e	Ar(D)	½ ex	Dr(D)	Dr(D)	Dr(D)	D ½e	De	De	De	5
6	Ar(D)	½ ex	Dr(D)	Dr(D)	D ½e	D ½e	De	De	De	De	6
7	Ar(D)	½ ex	Dr(D)	Dr(D)	De	De	De	De	De	De	7
8	½ ex	Dr(D)	D ½e	De	De	De	De	De	De	De	8
9	½ ex	Dr(D)	De	De	De	De	De	De	De	De	9

Odds less than 60% are automatically an "Ae" result Odds more than 499% are automatically a "De" result

The French Player must subtract one when attacking Russian units on a Fortress (see Combat case G).

HOW TO USE THE COMBAT RESULTS TABLE:
The number of attacking Infantry Corps is compared to the number of defending Infantry Corps. The number of attacking Corps is expressed as a percentage of the number defending (6 attacking 4 would be 150%, 4 attacking 4 100%, etc. Mathematically, to compute a percentage divide the Attacker's value into 100 times the Defender's value. Thus 8 attacking 4 is computed as 4 divided into 800, yielding a result of 200, or 200%). Now roll the die. Cross-reference the die result *row* with the Odds Percentage *column* to determine the result(s), Apply those shown to the attacking and/or defending units involved in the battle.

Standard Game Only: The French Player always adds one to his die roll when attacking, the Russian Player always subtracts one from his die roll when attacking. Die roll additions and subtractions are always cumulative.

EXPLANATION OF COMBAT RESULTS:
The first (capital) letter indicates which Player the result applies to. The other Player is not affected (exception: "½ex" affects both Players).

A = Attacker affected
D = Defender affected

The letters following the capital letter indicate the result applied:

½ex = *Half Exchange.* Each Player has half the Infantry Corps in the stack eliminated (Round fractions upward).

e = *Eliminated.* Whole stack is eliminated.

½e = *Half Eliminated.* Half the Infantry Corps in the stack are eliminated (Round fractions upward).

r(D) = *Stack retreated by Defender.* Stack is retreated to any adjacent Area or Sub-area by the Defender. Stacks may not retreat into areas containing unfriendly units. If no retreat is possible, the stack is eliminated. This retreat movement is in addition to movement during the Movement Phase, and is carried out after the Pursuit step, during the Retreat After Combat step.

r(A) = *Stacking retreated by Attacker.* Same as "r(D)", but the Attacker may choose the Area retreated to if there is a choice.

COMBAT SITUATION SUMMARY

Defender's Stack Contains:	Attacker's Stack Contains:* At least one Infantry Corps	At least one Cavalry Corps, no Infantry
At least one Infantry Corps	continue with resolution.	Attacker must retreat; those unable to retreat are eliminated.**
At least one Cavalry Corps, no Infantry.	Defender must retreat; those unable to retreat are eliminated.**	Either may retreat. If both leave Cavalry in Area, there is no further effect.**
No Cavalry or Infantry Corps	Defender automatically eliminated.**	Defender automatically eliminated.**

*Attacker must have a Corps to enter an Enemy occupied Area (see Movement case B.1)

**Battle resolution is completed after the Retreat Before Combat step.

Pursuit Table

Die Roll	+1 Cavalry Corps	+2 Cavalry Corps	+3 Cavalry Corps	+4 Cavalry Corps	+5 Cavalry Corps or more	Die Roll
	Attacker's Cavalry Superiority					
-2	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	-2
-1	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	-1
0	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	D+1 ex	0
1	A+1/D-1 ex	A+1/D-1 ex	no effect	D+1 ex	D+1 ex	1
2	no effect	no effect	D+1 ex	D+1 ex	D+2 ex	2
3	no effect	no effect	D+1 ex	D+2 ex	D+2 ex	2
4	no effect	no effect	D+1 ex	D+2 ex	D+2 ex	4
5	no effect	D+1 ex	D+2 ex	D+2 ex	D+2 ex	5
6	D+1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	6
7	D+1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	7
8	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	8
9	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	9

HOW TO USE THE PURSUIT TABLE:

The Attacker may elect to use the Pursuit Table only if he has more Cavalry Corps than the Defender. The amount by which the number of attacking Cavalry Corps exceeds defending Cavalry Corps is cross-referenced with a Die Roll, and the result applied to the attacking Cavalry Corps and *all* defending Corps.

EXPLANATION OF PURSUIT RESULTS:

A+1/D-1 ex = Attacker loses a number of attacking Cavalry Corps equal to one more than the total of defending Infantry and Cavalry Corps. Defender loses a number of Corps equal to one less than the number of original attacking Cavalry Corps. Losses are simultaneous, the Defender may chose which defending Corps to lose.

D+1 ex = Attacker chooses how many attacking Cavalry Corps he wishes to lose (including none). The defender must then lose that amount of Corps plus one extra. The Defender may choose which Corps to lose.

D+2 ex = Attacker chooses how many attacking Cavalry Corps he wishes to lose (including none). The Defender must then lose that amount of Corps plus one extra. The Defender may choose which Corps to lose.

SUPPLY

GENERAL RULE:

Corps within an Area will either deplete the Area or expend a Depot (if French) to produce a source of supply. Corps within an Area already 100% depleted use an adjacent Area containing a Supply unit, expend a Depot, or become unsupplied. Unsupplied Corps risk elimination on the Unsupplied Chart. The effect of Corps depleting Areas is shown on the Area Depletion Chart. Areas become "50%" or "100%" depleted, the latter state making the Area useless for supply purposes for the rest of the game.

PROCEDURE:

In each Supply Interphase the supply of Corps and depletion of Areas is resolved Area by Area. *Sub-area boundries are ignored during the Supply Interphase.* The source of supply for all Corps of both Players is determined Area by Area. Those Areas in which a Player plans to use an adjacent Area as a supply source should be resolved first. If there is debate over which Areas should be resolved first, the Russian Player chooses. After the situation in a given Area is determined, the Area Depletion Chart is consulted if any Corps used the Area as a supply source, and if necessary Depletion markers are placed in the Area. If there are any unsupplied Corps in the Area, a die is rolled for each and the resulting effect found on the Unsupplied Chart.

CASES:

(A) A Corps may use an Area or a Depot as a source of supply. A Corps may never be "unsupplied" if a source of supply is available. A Corps without a source of supply is "unsupplied." All Supply units and Depots (and Leaders) are automatically supplied at all times, and have no effect on Area depletion.



Depots [French only]

(B) At the end of any Movement Phase, any Supply unit in an Area undepleted and unoccupied by Enemy units may create a Depot. The Depot is stacked with the Supply unit, and a 100% depleted marker placed in the Area. The Russian Player may never create Depots, but a Russian Supply unit may voluntarily 100% deplete any Area occupied at the end of any Russian Movement Phase.

(C) To move, a Depot must be stacked with a Supply unit for the entire French Movement Phase. No more than one Depot may be "carried" by a single Supply unit.

(D) Depots can be a source of supply for any Corps in the same Area. Depots cannot be a source for units in other Areas. Enemy units in an Area do not affect a Depot's supply source function. If four or more Friendly Corps use a Depot as a source of supply, the Depot is expended (removed from the map). Depots may also be voluntarily eliminated. Expended or eliminated Depots may be recreated (see case B). If three or less Friendly Corps use a Depot as a source of supply, the Corps are supplied and the Depot is *not* affected.

Supply from Areas [French or Russian]

(E) Undepleted and 50% depleted Areas can be sources of supply for any and all Corps in the Area. 100% depleted Areas are never a source of supply.

(F) Corps in an undepleted Area must use the Area or Depot as a source of supply. Corps in a 50% depleted Area must use a Depot if a Friendly one is in the Area, if not the Corps must use the Area as a source of supply. Corps in a 100% depleted Area must use a Depot or an adjacent Area containing a Friendly Supply unit (see case G), or are considered "unsupplied." For each unsupplied Corps roll once on the Unsupplied Chart to determine the effect.

(G) A Corps in a 100% depleted Area may use an adjacent Area as a source of supply if all five of the following conditions are met:

1. no Enemy stack occupies the adjacent Area,
2. no more than two Friendly Corps occupy the adjacent Area,
3. the adjacent Area is undepleted or 50% depleted.
4. the adjacent Area contains a Supply unit, and
5. the adjacent Area was not used by any Corps from a third, different Area as a source of supply during the Supply Interphase.

For each Corps using a Supply unit in an adjacent Area as a source of supply, place one blank counter on the Supply unit to denote it.

Unsupplied Chart

Die Roll	Results: Game-Turns 1-8	Game-Turns 9-13
1,2	no effect	no effect
3	no effect	Corps eliminated
4,5,6	Corps eliminated	Corps eliminated

HOW TO USE THE UNSUPPLIED CHART:

Roll the die once for each Corps unsupplied. Use the left result column on Game-Turns 1 through 8, the right column on Game-Turns 9 through 13.

Area Depletion Chart

		Corps using Area as supply source: 0-4	5-6	7-14	15+
Game-Turns 1-8	With Supply unit	0-4	5-6	7-14	15+
	Without Supply unit	0-2	3	4-7	8+
Game-Turns 9-13	With Supply unit	0-2	3	4-7	8+
	Without Supply unit	0-1	2	3-4	5+
Initial State of Area:					
Undepleted		n	n	50d	100d
50% Depleted		50d	100d	100d	100d

HOW TO USE THE AREA DEPLETION CHART:

The chart cross-indexes the number of Corps with the Initial State of the Area to determine the Depletion of the Area in question. To use the Chart, the appropriate track and sub-track must be determined before the number of Corps is found. On Game-Turns 1 through 8, use the upper track, on 9 through 13 the lower. Always use the "Without Supply unit" sub-track, except when only one Player has units in the Area, and that Player both has a Supply unit and wishes to use the "With Supply unit" sub-track. Having determined the proper track and sub-track, add together all Corps of *both* Players in the Area and cross-reference this column with the proper Initial State of Area row.

explanation of results.

The results show the final state of the Area at the end of the Supply Interphase.

n = *Normal.* Area is unaffected, remains undepleted.

50d = *Area 50% depleted.* Area becomes 50% depleted. If already 50% depleted there is no additional effect.

100d = *Area 100% depleted.* Area becomes 100% depleted. If already 100% depleted, the Area Depletion Chart was not necessary, since no Corps could use that Area as a source of supply.

Depletion of Areas

(H) After the source of supply for all Corps in an Area has been determined, the Area Depletion Chart is consulted by cross-indexing the initial state of the Area with the number of Corps using it as a source of supply. Naturally both Players must reveal the number of Corps in the Area at this time. If only one Player has units in the Area, and also has a Supply unit, the "With Supply unit" track on the Area Depletion Chart may be used if desired. Any Corps from adjacent Areas using the one in question for supply (as in case G) are added to the total Corps using the Area as a source of supply. Here also the "With Supply unit" row may be used. If both Players have units in the Area, the "Without Supply unit" row must be used, and the combined total of both Player's Corps is used on the Chart.

(I) The Depletion of Areas takes effect at the completion of the Supply Interphase. Place Depletion markers on the box in each affected Area to indicate depletion.

Victory Points and Conditions

GENERAL RULE:

Victory Points, based on the control of certain Areas or Sub-areas, affect French Political losses and determine the winner of the Game. Unlike many Simulations games, Victory Points are not scored by a specific Player, but impartially tallied each Game-Turn.

PROCEDURE:

Victory Points for Areas or Sub-areas controlled by the French Player are computed at the end of each Game-Turn, during the Victory Points Interphase. The current total of Victory Points affects French Political losses. The final total after Game-Turn 13 determines the winner.

CASES:

(A) *Scoring Points.* If only French units were the last to pass through or currently occupy an Area or Sub-area listed on the Victory Points Table, a Control marker is placed in the Area or Sub-area (use inverted counters from the other *1812* version as Control Markers). The Victory Points Table below listed Areas or Sub-areas that may be controlled, and the number of Victory Points scored if a Control marker is currently in the Area or Sub-area. At the start of each Scenario Victory Points are at a certain level. For each Control marker added to the map, raise the level of Victory Points the appropriate amount. For each Control marker removed, lower the level of Victory Points the appropriate amount.

VICTORY POINTS TABLE

French Control of St. Petersburg (R41a)	+5 points
French Control of Moscow (R57)	+5 points
French Control of Kiev (R40c)	+3 points
French Control of any other Area or Sub-area containing a Fortress	+1 point each

OPTIONAL RULES ONLY

Elimination of Napoleon Leader unit	-5 points
Each Game-Turn of French "Victory"	+1 point
Each Game-Turn of French "Defeat"	-1 point

(B) *French Political losses:* At the end of each Game-Turn, during the Victory Points Interphase, the current total of Victory Points must be at least the number shown on the Victory Points Index for that Game-Turn. If the current total is below the Index value, the French Player must immediately remove from the map one Corps of his/her choice.

(C) *Game winner.* The following list shows, for a given level of Victory Points, which Player won the game.

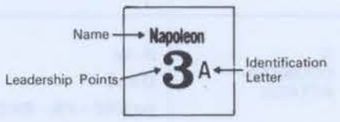
POINTS	VICTORY LEVEL
22 or more	French Decisive Victory
18-21	French Marginal Victory
15-17	Draw (Russian moral victory)
12-14	Russian Substantive Victory
11 or less	Russian Decisive Victory

OPTIONAL RULES

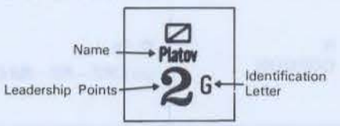
The following rules may be used at the discretion of the Players. Some replace Standard rules, some are additional. The Optional rules add intellectual interest, but decrease speed and ease of play. The Optional rules cannot be used selectively: if one is used, all must be used.

Leaders

General Leader



Cavalry Leader



GENERAL RULE:
General Leader units present in a stack affect Combat during the Combat Resolution step, Cavalry Leader units during the Pursuit Resolution step. General Leaders determine how many Infantry Corps may be used to attack, and may cause additions or subtractions to the Combat Results die roll. Cavalry Leaders only cause additions or subtracts to the Pursuit die roll.

PROCEDURE:
During the Combat Resolution step each Player counts the total number of General Leadership Points in his stack. The Attacker's number of Infantry Corps counted in determining the Combat Odds Percentage cannot be larger than the total General Leadership Points in the stack. In addition, the highest valued General Leader unit of *each* side adds that amount to the Combat Results Table die-result if attacking, and subtracts that amount if defending. Thus a Napoleon-led stack attacking a Kutusov-led stack (among the various leaders in each stack, these were selected by their owning Players as the strongest) would add three (Napoleon attacking) and subtract two (Kutusov defending) to the Combat Results Table die result, producing a net effect of adding one.

During the Pursuit Resolution step the highest valued Cavalry Leader unit of each side adds (if attacking) or subtracts (if defending) the Leadership Points to and from the die result for the Pursuit Table. Cavalry Corps counted in Pursuit Resolution may be in excess of the total Cavalry Leadership Points in the stack.

CASES:
(A) Leader units may Force March, and do not require a die-roll on the Forced March table (i.e. they may Force March "free," without risk).

(B) Leader units may always Retreat Before Combat. They need not be stacked with a Cavalry Corps to do so.

(C) When determining the number of attacking Infantry Corps present for Combat Odds Percentages, the number of attacking Infantry Corps can never exceed the number of General Leadership Points in the stack. Excess attacking Infantry Corps are liable to all results of Combat and Pursuit Resolution, however. If the Attacker has no General Leader units, he may not attack and the battle is over. All defending Infantry Corps may be used, regardless of the Leadership Points available. (Note that as a result of the Battle Plan Table, the original Defender (non-phasing Player) may become the Attacker, and vice versa. The original Defender (now Attacker) must have General Leadership points to "attack," and the amount available naturally determines the number of attacking Infantry Corps counted for Combat Odds Percentage purposes.) (*Commentary:* Unled or poorly led troops never significantly helped an attack in the Napoleon era, but as "cannon fodder" were invariably affected by the results.)

(D) Whenever the die is rolled for the Combat Results or Pursuit Table, the highest valued General Leader unit in each stack for Combat Results, or the highest valued Cavalry Leader unit in each stack for Pursuit, affects the die roll. The Leadership Points of the attacking Leader unit is added to the die roll, and the Leadership Points of the defending Leader unit is subtracted from the die roll. If the stack has no Leader units, zero points are added or subtracted.

(E) Leader units are never unsupplied, and never need a source of supply. Thus they never affect Area Depletion.

Fortresses

GENERAL RULE:
In addition to Combat Results advantages for a defending Russian stack (see Combat, case G and the Combat Results Table), an Area or Sub-area containing a Fortress affects Supply.

PROCEDURE:
The first Player to occupy an Area or Sub-area containing a Fortress must place his stack directly upon the Fortress symbol. If a stack is on a Fortress symbol, any one Corps in that stack automatically has a source of supply. This Corps may never be unsupplied, and will not count towards Area Depletion.

CASES:
(A) The French Player may not place a stack on any Fortress inside Russia. The Russian Player may not place a stack on any Fortress outside Russia.

(B) A Player may not place a stack on a Fortress if Enemy units already occupy that Area or Sub-area. If the Enemy units are destroyed or leave the Area or Sub-area, the Fortress may be occupied within the restrictions of case A above.

Victory Conditions

GENERAL RULE:
The following additional cases influence the accumulation of Victory Points, and thus French Political losses and the winner of the game.

CASES:
(A) If the Napoleon Leader unit is eliminated, five points are subtracted from the current Victory Points level.

(B) Each Game-Turn in which the *Russian* Player loses more Corps through Combat than the *French* is a Game-Turn of French "Victory", each in which the *French* Player loses more through combat than the *Russian* is one of French "Defeat", and each in which both Players lose an equal amount is a draw. Corps lost due to Attrition, Supply, or Political losses are not counted when determining French "Victory" or "Defeat". Each Game-Turn of French "Victory" adds one Victory Point, each of French "Defeat" subtracts one Victory Point. Thus if every Game-Turn was a French "Victory," at the end of Game-Turn 13 the French would have accumulated 13 Victory Points.

THE SCENARIOS

1812 has three different Scenarios representing three different portions of the actual campaign. Scenario 1 starts with the French invasion, and allows Players to simulate the whole campaign. Scenario 2 starts in late August 1812, where Napoleon in the actual campaign made the decision to march on Moscow. Scenario 3 starts in early October 1812, where Napoleon in Moscow pondered the problems of salvaging his campaign.

The *Initial Placement of Units* sections are divided into two options. Players may either start the Scenario with the actual historical dispositions, or may place their units within freer confines that duplicate the general territorial and strategic situation, but allow for more discretion in the commitment of forces.

ABBREVIATIONS
After the location is given, a code is used to denote which units are to be placed in the given Area or Areas. First is the number of units, then an abbreviation for that type of unit:

ic = Infantry Corps
cc = Cavalry Corps
su = Supply Unit
dp = Depot

Thus "7ic" would indicate seven Infantry Corps should be placed in the listed Area(s) or Sub-areas(s). Leader units are referred to by a single capital letter, the same identification letter that appears on the playing piece.

REINFORCEMENTS:
The Game-Turn & Reinforcement Chart shows the number, type and location of arriving units. Reinforcements arriving in a specific Area(s) or Sub-area(s) may arrive in any of those listed, regardless of the presence of Enemy units. Russian reinforcements arriving in any uncontrolled Fortress must arrive in Areas R55b, R56b, R60, R61, R62 or R63 if all Fortress Areas and Sub-areas are controlled by the French.

Scenario 1

Game Starts: Game-Turn 1
Victory Points level: 7
French Control: *FP2, FP3, FP5, FW11, FW13, FA16*
Area Depletion: none

INITIAL PLACEMENT OF UNITS, FREE

Russians: *deploy first*

anywhere in Russia [Areas 19 through 63]:
7ic, 5cc, A, B, C, G, H, J

In any Russian Fortress:
2su

French: *deploy second*

No more than one Corps in each of the following Areas; FP2, FP3, FW7, FW11, FW13:
4ic, 1su

Deploy anywhere in Areas 12 through 18:
1ic, 1cc, N

Deploy in FP2 and/or FW6:
1ic, 1cc, 1su

Anywhere outside Russia [Areas 1 through 18]
14ic, 8cc, 2su, A, B, C, D, E, F, G, H, J, K, L, M

INITIAL PLACEMENT OF UNITS, HISTORICAL

Russians:

R21:	1ic, 1cc, H
R22:	1ic, A
R24:	1ic, 1cc, B, G
R25:	1cc
R26:	1ic
R30:	1ic, C
R32:	1ic, 2cc, J
R33:	1su
R38:	1ic
R40c:	1su

French

FP1:	1ic, 1cc, 1su
FP2:	1ic
FP3	1ic
FP5	2ic, 1cc
FW7:	1ic
FW8:	3ic, 1cc, K,L, M
FW9:	9ic, 6cc, 2su, A, B, C, D, E, F, G, H, J
FW11:	1ic, 1su
FW13:	1ic, 1cc, N

Scenario 2

Game starts: Game-Turn 5
Victory Points: 15
French Control: *FP2, FP3, FP5, FW11, FW13, FA16, R25, R31a, R33, R34, R36, R37, R38, R44*
Area 100% depleted: *FW9, FW13, R33, R34*
Area 50% depleted: *R22, R25, R26, R35, R36*

INITIAL PLACEMENT OF UNITS, FREE

Russians: *deploy first*

Anywhere in Areas 27, 39, 40, 46, 47 or 56:
3ic, 1cc, 1su, E
Anywhere in Areas 28-30, 39, 41-43, 46-63:
6ic, 3cc, 1su, A, C, G, H, J

French: *deploy second*

Anywhere in Areas 1-3, 6, 7, 10:
1ic

Anywhere in Areas 1-18:
2ic

Anywhere in Areas 20-25:
1su

Anywhere in Areas 20-26, 32-33, 36:
1su

Anywhere in Areas 20-26, 31-38, 44-45:
10ic, 7cc, 2su, A, B, C, D, E, F, H, J, K, L, N

INITIAL PLACEMENT OF UNITS, HISTORICAL

Russians:

R27a:	2ic, 1cc, E
R30:	1ic, C
R31b:	1ic, H
R39:	1ic
R40c:	1su
R50:	4ic, 3cc, 1su, A, G, J

French:

FP3:	1ic
FW8	1ic
FW9:	1ic
R21:	1ic, 1su
R24:	1ic, 2cc, 1su, K, N
R31:	1cc
R33:	1ic, 1cc, H
R35:	1su
R36:	1su
R38:	1ic
R44:	6ic, 3cc, A, B, C, D, E, F, J, L

Scenario 3

Game Starts: Game-Turn 8
Victory Points: 17
French Control: *FP2, FP3, FP5, FW7, FA16, R25, R34, R36, R37, R44, R57*
Areas 100% depleted: *FW9, FW13, R22, R32, R33, R34, R44, R51, R52, R57*
Areas 50% depleted: *R23, R24, R25, R26, R27, R30, R31, R35, R36, R43, R50, R53, R58.*

INITIAL PLACEMENT OF UNITS, FREE

Russians: *deploy first*

Anywhere in Areas 53b, 54, 55b, 58-63
4ic, 2cc, A, B, D, G
Anywhere in Areas 27, 39, 40, 46b, 47, 56
3ic, 1cc, 1su, E, F
Anywhere in Areas 28-31, 33, 41, 42, 48, 53b, 54, 55b, 58-63:
3ic, 1cc, C, H, K

French: *deploy second*

Anywhere in Areas 51, 52, 57:
5ic, 3cc, 2su, A, B, C, D, E, F, J, L
Anywhere in Areas 20-27a, 32, 34-38, 43-45, 49, 50:
5ic, 3cc, 2su, H, K, N, P
On any Control marker, no more than one per marker:
2dp
Anywhere in Areas 1-3, 6, 7, 10, 11; no more than one per Area:
2ic

INITIAL PLACEMENT OF UNITS, HISTORICAL

Russians:

R27a:	2ic, 1cc, E, F
R30:	1ic, C
R31a:	1ic, K
R33:	1ic, 1cc, H
R39:	1ic
R40c:	1su
R53b:	4ic, A, B, D, G

French:

FP2:	1ic
FP3:	1ic
R21:	1ic
'R22:	1dp
R27a:	1ic, 1cc, 1su, K, N
R31b:	1ic, H
R36:	1ic, 1dp
R37:	1cc
R44:	1ic, 1cc, 1su, 1dp, P
R51:	1cc
R52:	1ic, 1cc, 1su
R57:	3ic, 1cc, 1su, A, B, C, D, E, F, J, L

STRATEGIC GUIDELINES

French: Advance into central Russia, but keep your forces in several adjacent areas. Before reaching Smolensk choose Moscow, St. Petersburg or Kiev as your *single* objective. Meanwhile take Riga and quickly eliminate Russian northern forces. The south can be easily contained by a single army and the Pripet Marsh off-limits area. Single cavalry corps can probe and reveal unknown Russian stacks. Then Force March to produce a decisive battle, *do not* waste your troops on Force Marching otherwise. Although early defeat of the Russian army is always the primary objective, keeping a winter retreat route available through undepleted areas or depots as you advance is vital.

Russians: Retreat your infantry, by force marching when necessary, to avoid battle. Concentrate your central forces, while maintaining northern and southern armies that can descend on the French rear. As the French chase your main army, 100% deplete the areas around them. Finally, if you have avoided losing troops, you can close in with overwhelming strength at the end of the game, recapturing Russia at will.

EXAMPLE OF A BATTLE:
In Area R44 a French stack attacks a Russian stack. The French stack contains seven Infantry Corps, three Cavalry Corps, one Supply unit, and leaders Napoleon, Ney, Victor and Murat. The Russian stack has three Infantry Corps, two Cavalry Corps, one Supply unit and leaders Barclay and Bagration.

In step 1 the French Player secretly choose Battle Plan chit A, while the Russian laid different plans with chit E. In step 2 the stacks are revealed, while in step 3 neither side elects to Retreat Before Combat. Thus the comparison of Battle Plans produces a "*go CRS–PS–RAC*" result, since the French Cavalry superiority precluded the "Cav Dr(D) & *stop*" choice.

In step 5 only six of the seven French Infantry Corps count for odds determination because only six General Leadership Points (Napoleon-3, Ney-2, Victor-1) are available. Against the three Russian Infantry Corps, this is 200%. A die roll produces a result of "3". This is modified by adding three (for Napoleon), subtracting two (for Barclay) and then subtracting one (for the Russians defending on a Fortress Area). At 200% odds a "3" produces a Dr(A) result, which is not applied until step 7.

In step 6 the French Player makes a Pursuit Attack. With three Cavalry Corps against two, the "+1 Cavalry Corps" column is used. A die roll of 3 had 3 more added (Murat's Leadership value), and thus the result is "D+1 ex." The French Player elects to lose all three Cavalry Corps, so the Russian chooses both Cavalry and two Infantry Corps for his required loss of four. Now in step 7 the retreat is carried out. Note the one surviving Russian Infantry Corps prevented automatic elimination of the Supply and two Leader units.

It is suggested that the French Player sit on the west side of the map and the Russian Player on the south side.

Victory Point Record

Use two blank counters to record the current amount of Victory Points accrued during the game. Place one marker in the appropriate "tens" place, and one in the appropriate "units" place. For example, a marker in the "20" box and another in the "3" box would indicate a current victory point total of "23."

00	10	20	30

0	1	2	3	4	5	6	7	8	9

HOW TO USE THE BATTLE PLAN CHART: Each player secretly selects a Battle Plan chit with the Defender's Battle Plan chit to determine the result.

EXPLANATION OF BATTLE PLAN RESULTS: Battle Plan Chasing: on the deuce one or more results, all of which should be followed. If results (such as "Cav Dr(D) or *go CRS—PS—RAC* with "D choice" marked below), Defender chooses the result allowable. If no stove ox should be a permissable choice.

stop: means: Battle ends. Do not go to the Combat Resolution: Pursuit, or Retreat After Combat steps.

go CRS—PS—RAC means: Continue Resolution Procedure to the Stack Resolution step, then the Pursuit step, and then the Retreat After Combat step. Skip the Combat Resolution step, go directly to the Pursuit step and Retreat After Combat step.

A&D switch means: Attacker and Defender switch roles. Each attacking Infantry Corps becomes the Attacker in the Combat Resolution and Pursuit steps of the battle. Each defending Infantry Corps becomes the Defender in the Combat Resolution and Pursuit steps of the battle.

Dr(D) means: The defending stack is retreated by the Defender, as explained in the Movement Phase. Car (Dr(D) means: Same as "Dr(D)," but the Defender may only choose the Retreat After Combat step. Cavalry Corps than the Attacker.

A-1c means: Attacker loses one Corps of his choice.

D -1c means: Defender loses one Corps of his choice.

A c-2 means: Attacker counts as two Corps each defending Corps in this battle.

D c-2 means: Defender counts as two Corps each attacking Infantry Corps in this battle.

A c-x2 means: Attacker counts as one Corps each defending Infantry Corps in this battle.

D c-x2 means: Defender counts as one Corps each attacking Infantry Corps in this battle.

A ex2 means: The attacking stack is removed from play as Sub-area by the Defender. The stack may not retreat into areas containing Unpossible, the stack is eliminated. This retreat movement is calculated during the Movement Phase.

Same as "Dr(D)," only the Defender may only choose the Retreat After Combat step.

D ex2 means: Same as "Dr(D)," only the Defender may only choose the Retreat After Combat step.

A&D switch means: Attacker and Defender switch roles. Each attacking Infantry Corps becomes the Defender in the Combat Resolution and Pursuit steps of the battle. Each defending Infantry Corps becomes the Attacker in the Combat Resolution and Pursuit steps of the battle.

D choice means: Defender may choose between the results given.

Battle Plan Chart

Attacker's Battle Plan chit:

Defender's Battle Plan chit:	A OUTFLANK	B CONTACT	C ASSAULT	D PROBE
E WITHDRAW	Cav Dr(D) & *stop* or *go CRS—PS—RAC* D choice	Dr(D) *stop*	D -1c Dr(D) & *stop* or *go CRS—PS—RAC* D choice	Dr(D) *stop*
F ENTRENCH	A ex2 *go CRS—PS—RAC*	no effect *go CRS—PS—RAC*	A -1c *go CRS—PS—RAC*	no effect *stop*
G COUNTER-ATTACK	A -1c D ex2 *go CRS—PS—RAC*	A&D switch Dr(D) *go PS—RAC*	A -1c D -1c *go CRS—PS—RAC*	A&D switch *go CRS—PS—RAC*
H CORDON	D -1c *go CRS—PS—RAC*	e mod *go CRS—PS—RAC*	Dr(D) *go PS—RAC*	no effect *stop*

Unsupplied Chart

HOW TO USE THE UNSUPPLIED CHART: Roll the die once for each Corps unsupplied. Use the left result column on Game-Turns 1 through 8, the right column on Game-Turns 9 through 13.

Die Roll	*Results: Game-Turns 1-8*	*Game-Turns 9-13*
1,2	no effect	no effect
3	no effect	Corps eliminated
4,5,6	Corps eliminated	Corps eliminated

HOW TO USE THE AREA DEPLETION CHART: The chart cross-indexes the number of Corps with the Initial State of the Area to determine the Depletion of the Area in question. To use the Chart, the appropriate track and sub-track must be determined before the number of Corps is found. On Game-Turns 1 through 8, use the upper track, on 9 through 13 the lower. Always use the "Without Supply unit" sub-track, except when only one Player has units in the Area, and that Player both has a Supply unit and wishes to use the "With Supply unit" sub-track. Having determined the proper track and sub-track, add together all Corps of *both* Players in the Area and cross-reference this column with the proper Initial State of Area row.

explanation of results.

The results show the final state of the Area at the end of the Supply Interphase.

n = *Normal.* Area is unaffected, remains undepleted.

50d = *Area 50% depleted.* Area becomes 50% depleted. If already 50% depleted there is no additional effect.

100d = *Area 100% depleted.* Area becomes 100% depleted. If already 100% depleted, the Area Depletion Chart was not necessary, since no Corps could use that Area as a source of supply.

Area Depletion Chart

Corps using Area as supply source:

		0-4	5-6	7-14	15+
Game-Turns 1-8	With Supply unit				
	Without Supply unit	0-2	3	4-7	8+
Game-Turns 9-13	With Supply unit	0-2	3	4-7	8+
	Without Supply unit	0-1	2	3-4	5+

Initial State of Area:

Undepleted	n	n	50d	100d
50% Depleted	50d	100d	100d	100d

HOW TO USE THE ATTRITION TABLE: The phasing Player rolls one die, and cross-references the die number with the appropriate column of results. The opposing Player then specifies the Area from which the losses must be taken; if not enough units of the appropriate type are stacked in that Area, the results called for by the Attrition Table are met as best possible, and the opposing Player selects another Area. This continues until the full result of the Attrition Table is fulfilled.

1cc = one Cavalry Corps eliminated; 1ic = one Infantry Corps eliminated; 1cc + 1 ic = one Infantry and one Cavalry Corps eliminated.

ATTRITION TABLE

die roll:	*Players' Losses: French:*	*Russian:*
1	none	none
2,3	1cc	none
4	1ic	none
5	1ic	1cc
6	1ic + 1cc	1ic

HOW TO USE THE FORCED MARCH TABLE: The phasing Player rolls the die once for each Corps he is attempting to Force March.

EXPLANATION OF RESULTS:

Forced March succeeds: The Corps attempting to Force March successfully finishes the Forced March Movement Segment in the Area or Sub-area it desired to enter.

Corps may not Force March: The Corps may not move during the Forced March Movement Segment.

Corps eliminated: The Corps attempting to Force March is eliminated from the game.

FORCED MARCH TABLE

die roll:	*result:*
1,2	Forced March succeeds
3,4	Corps may not Force March
5,6	Corps eliminated

Combat Results Table

Attacker's Cavalry Superiority

Die Roll	*+1 Cavalry Corps*	*+2 Cavalry Corps*	*+3 Cavalry Corps*	*+4 Cavalry Corps*	*+5 Cavalry Corps or more*	*Die Roll*
-2	A-1/D-1 ex	A+1/D-1 ex	A-1/D-1 ex	A-1/D-1 ex	A-1/D-1 ex	-2
-1	A-1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A-1/D-1 ex	A-1/D-1 ex	-1
0	A-1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A-1/D-1 ex	0
1	A+1/D-1 ex	A+1/D-1 ex	no effect	D+1 ex	D+1 ex	1
2	no effect	no effect	D-1 ex	D+1 ex	D+2 ex	2
3	no effect	no effect	D+1 ex	D+2 ex	D+2 ex	3
4	no effect	no effect	D+2 ex	D+2 ex	D+2 ex	4
5	no effect	D+1 ex	D+2 ex	D+2 ex	D+2 ex	5
6	D-1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	6
7	D+1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	7
8	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	8
9	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	9

Combat Odds Percentage:

Die Roll	*60% thru 79%*	*80% thru 99%*	*100% thru 119%*	*120% thru 139%*	*140% thru 159%*	*160% thru 179%*	*180% thru 199%*	*200% thru 299*	*300% thru 399*	*400% thru 499%*	*Die Roll*
-2	Ae	Ae	Ae	A½e	Ar(A)	Ar(A)	Ar(A)	Ar(A)	½ ex	½ ex	-2
-1	Ae	Ae	Ae	A½e	Ar(A)	½ ex	½ ex	½ ex	½ ex	Dr(A)	-1
0	Ae	Ae	A½e	Ar(A)	½ ex	½ ex	½ ex	½ ex	Dr(A)	De	1
1	Ae	Ae	Ar(A)	Ar(A)	½ ex	½ ex	Dr(A)	Dr(A)	De	De	2
2	Ae	A½e	Ar(A)	½ ex	½ ex	Dr(A)	Dr(A)	Dr(A)	De	De	3
3	Ae	A½e	Ar(A)	½ ex	Dr(D)	Dr(D)	Dr(A)	De	De	De	4
4	A½e	Ar(D)	½ ex	Dr(D)	Dr(D)	Dr(D)	De	De	De	De	5
5	A½e	Ar(D)	½ ex	Dr(D)	Dr(D)	D½e	De	De	De	De	6
6	Ar(D)	½ ex	Dr(D)	Dr(D)	De	De	De	De	De	De	7
7	Ar(D)	½ ex	Dr(D)	De	De	De	De	De	De	De	8
8	½ ex	Dr(D)	D½e	De	De	De	De	De	De	De	9
9	½ ex	Dr(D)	De	De	De	De	De	De	De	De	10

Odds less than 60% are automatically an "Ae" result

Odds more than 499% are automatically a "De" result

The French Player must subtract one when attacking Russian units on a Fortress (see Combat case G).

HOW TO USE THE COMBAT RESULTS TABLE: The Attacker may elect to use the Pursuit Table only if the number of attacking Corps is greater than the number of defending Infantry Corps. The number of attacking Corps is expressed as a percentage of the number defending (6 attacking 4 would be 150%, 4 attacking 4 100%, etc. Mathematically, to determine the Defender's value. Thus 8 attacking 4 is computed as 4 divided into 800, yielding a result of 200, or 200%). Now roll the die. Cross-reference the die result *row* with the Odds Percentage column, and the attacking and/or defending units involved in the battle.

Standard Game Only: The French Player always adds one to his die roll when attacking, the Russian Player always subtracts one from his die roll when attacking. Die roll additions and subtractions are always cumulative.

EXPLANATION OF COMBAT RESULTS:

The first (capital) letter indicates which Player the result applies to. The second Player is not affected (exception: "½ex" affects both Players).

A = Attacker affected
D = Defender affected

The letters following the capital letter indicate the result applied:

½ex = *Half Exchange.* Each Player has half the Infantry Corps in the stack eliminated (Round fractions upward).

½e = *Half Eliminated.* Half the Infantry Corps in the stack are eliminated (Round fractions upward).

r(D) = *Stack retreated by Defender.* Stack is retreated to any adjacent Area or Sub-area by the Defender. Stacks may not retreat into areas containing Unpossible, the stack is eliminated. This retreat movement is calculated during the Movement Phase, and is carried out after the movement during the Movement Phase, and is carried out after the Attacker's Combat step.

r(A) = *Stack retreated by Attacker.* Same as "r(D)," but the Attacker may choose the Retreat After Combat step.

e = *Eliminated.* Whole stack is eliminated.

HOW TO USE THE PURSUIT TABLE: The Attacker may elect to use the Pursuit Table only if the number of attacking Cavalry Corps exceeds defending Cavalry Corps by two or more. The amount by which the number of attacking Cavalry Corps exceeds the number of defending Cavalry Corps is cross-referenced with the Defender's Combat Result and the Attacker's Die Roll, and all defenders applied to the attacking Cavalry Corps.

EXPLANATION OF PURSUIT RESULTS:

A-1/D-1 ex = Attacker loses one Cavalry Corps equal to one more than the total of defending Infantry and Cavalry Corps. Defender loses a number of Corps equal to one less than the number of original attacking Cavalry Corps. Losses are simultaneous, the Defender may choose which defending Corps to lose.

d -1 ex = Attacker chooses how many attacking Cavalry Corps he wishes to lose (must lose that amount of Corps plus one extra. The Defender may choose which Corps to lose.

D-2 ex = Attacker chooses how many attacking Infantry Corps he wishes to lose (must lose that amount of Corps plus one extra. The Defender must then lose that amount of Corps plus one extra. The Defender may choose which Corps to lose.

Pursuit Table

Attacker's Cavalry Superiority

Die Roll	*+1 Cavalry Corps*	*+2 Cavalry Corps*	*+3 Cavalry Corps*	*+4 Cavalry Corps*	*+5 Cavalry Corps or more*	*Die Roll*
-2	A-1/D-1 ex	A+1/D-1 ex	A-1/D-1 ex	A-1/D-1 ex	A-1/D-1 ex	-2
-1	A-1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A-1/D-1 ex	A-1/D-1 ex	-1
0	A-1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	A+1/D-1 ex	D-1 ex	0
1	A+1/D-1 ex	A+1/D-1 ex	no effect	D+1 ex	D+1 ex	1
2	no effect	no effect	D-1 ex	D+1 ex	D+2 ex	2
3	no effect	no effect	D+1 ex	D+2 ex	D+2 ex	3
4	no effect	no effect	D+2 ex	D+2 ex	D+2 ex	4
5	no effect	D+1 ex	D+2 ex	D+2 ex	D+2 ex	5
6	D-1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	6
7	D+1 ex	D+1 ex	D+2 ex	D+2 ex	D+2 ex	7
8	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	8
9	D+1 ex	D+2 ex	D+2 ex	D+2 ex	D+2 ex	9

SEQUENCE OF PLAY SUMMARY:

A. RUSSIAN PLAYER-TURN
1. ATTRITION PHASE
2. MOVEMENT PHASE
   a. Basic Movement segment
   b. Forced March segment
3. COMBAT PHASE
   steps for each battle:
   1— Choose Battle Plan chits
   2— Retreat Before Combat
   3— Battle Plans revealed
   4— Combat Resolution
   5— Pursuit Resolution
   6— Retreat After Combat

B. FRENCH PLAYER-TURN
(same as Russian Player-Turn)

C. SUPPLY INTERPHASE

D. VICTORY PTS. INTERPHASE

1812

The Campaign of Napoleon in Russia

Strategic Game (Area Version)

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TURN RECORD & REINFORCEMENT CHART

Each numbered box represents a Game-Turn. As play progresses, move a blank counter or a coin on the chart to indicate the Game-Turn in play. On the top portion of the chart are pictured the quantity and type of corps that the French Player receives as reinforcements in that Game-Turn. The codes shown under the reinforcements indicate what Areas they may appear in. The bottom half of the chart depicts Russian reinforcements. The word "Fort" under a particular Russian force indicates that that group may appear in any fortress in Russia not under French control. If all Fortress Areas (or Sub-areas) are under French control, then those Russian reinforcements must appear in one or more of the following locations: R55b R56b, R60, R61, R62 and/or R63.

Corps and Leaders which are indicated to appear in a specific Area, or a selection of specific Areas, may appear in those Areas regardless of the presence of Enemy units. Reinforcements may move and participate in Combat in the Game-Turn in which they make their appearance. Reinforcements may not postpone their appearance to some later date.

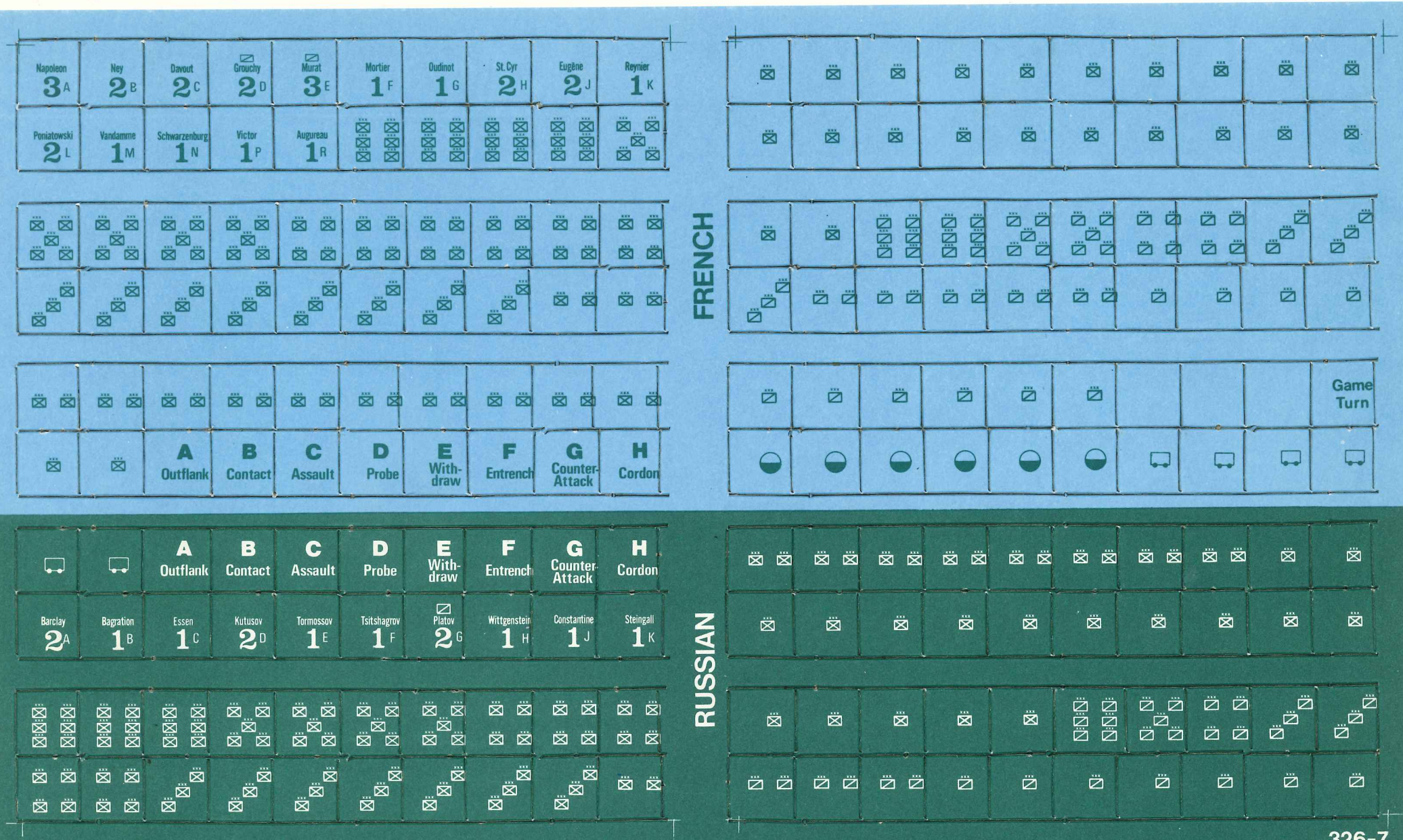
Victory Point Index

The italic number in the upper right hand corner of the game-turn box indicates the minimum number of Victory Points which the French Player must have accrued by the end of the Game-Turn. If the Victory Points accrued are less than this minimum, the French Player must lose one corps (his choice) at the end of that Game-Turn.

Victory Points	7	8	10	12	15	17	18	20	20	20	20	21	22
FRENCH	Scenario 1 Begins —		(FP1, FW6)	(FP1, FW6)	Scenario 2 Begins	Victor P (FP1, FW6)		Scenario 3 Begins —			Augureau R (FP1, FW6)		
Game-Turn	1 *Late June*	2 *Early July*	3 *Late July*	4 *Early August*	5 *Late August*	6 *Early Sept.*	7 *Late Sept.*	8 *Early Oct.*	9 *Late Oct.*	10 *Early Nov.*	11 *Late Nov.*	12 *Early Dec.*	13 *Late Dec.*
RUSSIANS		(Fort)	(Fort) Tormossov E (R27a, R27b, R40b, R40c)	(Fort)	(Fort) Steingall K (R41a)	(Fort) Kutusov D Tsitshagrov F (R27a, R27b, R40b, R40c)	(Fort)	(Fort)	(Fort)	(Fort)	(Fort)	(Fort)	

1812, Strategic Game (Area Version)

ET 8 (8)



1812
The Campaign of Napoleon in Russia
Grand Tactical Game (Hex-Grid Version)

The *1812* Grand Tactical game is a simulation of the French invasion of Russia. The defeat of Napoleon in this campaign eventually led to the collapse of the French Empire, and the demise of that truly great military leader. The Grand Tactical game simulates the mechanics of strategic maneuver and tactical decision in this campaign. The game is divided into three Scenarios: Scenario 1 starts in June with the opposing forces deployed and ready to start the campaign. Scenario 2 starts in August, with Napoleon deep inside Russia and preparing his final drive to Moscow. In October, Napoleon in Moscow is about to begin the epic winter retreat as Russian armies converge from all directions.

GAME SCALE

Each Game-Turn represents ten days of real time. Each hex is 25 kilometers (about 16 miles), and each Corps is about 25,000 soldiers.

GAME COMPONENTS:

The 1812 Grand Tactical game should include:

one Game Map (22x34")
one Map Extension
one set of Die-cut Counters
one Terrain Effects Chart
one Time Record & Reinforcement Chart
one die

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

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

THE GAME MAP

The 22x34" map sheet portrays the section of Eastern Europe and Western Russia in which the 1812 campaign took place. A hexagonal grid has been superimposed over the map to regularize movement and the position of the playing pieces. There is also a small extension to the main mapsheet showing the St. Petersburg area of Russia. This extension should be "added on" to the main mapsheet. The map has, in addition to the grid, color-tinted Areas superimposed for supply purposes.

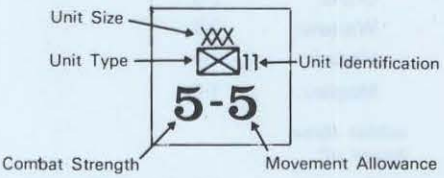
GAME CHARTS AND TABLES

Various visual aids are provided for the player to simplify and illustrate certain game functions. The rules folder and *Time Record & Reinforcement Chart* shows the initial placement of playing pieces, further arrivals, and tracks for recording the current Game-Turn. The *Terrain Effects Chart* gives the effect of each hex's terrain on movement and/or combat. The *Forced March Chart* details conditions and results of special Forced March movement. The *Supply Effects Chart* shows the effect of supply upon units (*Unsupplied Chart*) and map Areas (*Area Depletion Chart*). The *Attrition Charts* detail the results of campaign attrition upon each Player's army; and the *Combat Results Table* shows the resolution of "battles" between playing pieces.

THE PLAYING PIECES

The multi-colored set of die-cut playing pieces (henceforth known as units) represent the opposing forces in the campaign. The Scenario Chart shows which particular units are used for a game. It is recommended that the Players sort their units by type and color immediately after removing them from the sheet, and keep them segregated. This greatly facilitates set-up and play of the game. The Playing Pieces are distinguished by type, strength, nationality and mobility, as represented by the color, numbers and symbols on the units' faces.

SAMPLE UNIT:



Unit Size shows the historical size of the unit.

XXX = Corps
XX = Division

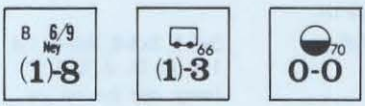
Unit Type shows the classification of the unit. Classification is important for distinguishing the special functions of certain units.

COMBAT UNITS:



Infantry *Cavalry*

NON-COMBAT UNITS:



Leader *Supply* *Depot*

Combat Strength is the basic offensive and defensive power of the unit expressed as a number.

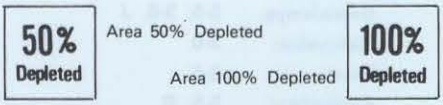
Movement Allowance is the basic movement capability of a unit, expressed as a number representing the basic number of hexagons the unit may move in a single Movement Phase.

Unit Identification is to distinguish between otherwise identical pieces. The identification is not historical.

OTHER MARKERS: The *Area Depleted* markers are placed on the map to denote the depletion of an Area's supply ability. Inverted counters from the 1812 Strategic Game should

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be used as *Control* markers, which indicate French control of various cities and fortresses.



GENERAL COURSE OF PLAY

1812 is basically a two-player game. Each Player moves his units and executes attacks in turn with the objective being to destroy Enemy units, while minimizing Friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units being attacked. (See the Combat Results Table for greater detail).

GAME LENGTH

Each Scenario starts on a different Game-Turn, as shown on the Scenario Chart. All Scenarios end after the Victory Points Interphase of Game-Turn 19. This final comparison of Victory Points is used to determine the winner of the game.

The Sequence of Play

1812 is played in turns. Each *Game-Turn* is composed of two *Player-Turns*. Each Player-turn is composed of three *Phases*. These Phases are further broken down into *Segments*. After both Player-Turns are completed, there is a Supply Interphase in which both Players evaluate the supply status of their units and the map Areas. Following that is a Victory Points Interphase where the current level of Victory Points is determined, and French Political losses (if any) determined and removed. A typical Game-Turn would proceed as follows:

A. *RUSSIAN [FIRST] PLAYER-TURN*

(The Russian Player always plays first each Game-Turn.)

1. ATTRITION PHASE: The phasing Player places newly arrived units on the map, and then determines Attrition for his units (see Attrition rules).

2. MOVEMENT PHASE: The phasing Player may move as many of his units as he wishes, each in any direction, up to the full Movement Allowance of each. Restrictions are outlined in the Movement and Zone of Control rules, and on the Terrain Effects Chart.

3. COMBAT PHASE:

(composed of the following segments)

a. Retreat Before Combat Segment: the non-phasing Player may voluntarily retreat units under attack.

b. Combat Resolution Segment: each battle is resolved and the results applied. One battle must be fully resolved and all results applied before going on to resolution of the next.

c. Advance After Combat: the phasing Player may advance attacking units across rivers or into Fortresses, or into hexes vacated by a Retreat Before Combat.

B. *FRENCH [SECOND] PLAYER-TURN*

The French Player executes Phases 1 through 3, becoming the phasing Player.

C. *SUPPLY INTERPHASE*

The source of supply for Combat units and depletion of Areas is determined, Area by Area. Each unsupplied Combat unit requires consulting the Unsupplied Table to determine the effect.

D. *VICTORY POINTS INTERPHASE*

Control markers are adjusted and the current Victory Point level determined. If this level is below the Victory Points Index value for that Game-Turn, the French Player must calculate the French Political losses.

Attrition

COMMENTARY:

One of the more interesting aspects of the 1812 campaign was the enormous number of deserters. Half the overall French Army was actually allied foreign contingents. However, the attrition rule also covers "losses" due to disorganization, starvation, other hazards plaguing 19th Century armies, and the political situation in other parts of Europe.

PROCEDURE:

Before each Movement Phase, the phasing Player determines his losses due to Attrition. The phasing Player rolls the die once on his Attrition Table, and then removes the unit types and sizes specified from the map.

FRENCH ATTRITION TABLE

die roll	*result*
1	no effect
2,3	one cavalry corps eliminated
4,5	one infantry corps eliminated
6	one infantry and one cavalry corps eliminated

RUSSIAN ATTRITION TABLE

die roll	*result*
1,2,3,4	no effect
5	one cavalry corps eliminated
6	one infantry corps eliminated

MOVEMENT

GENERAL RULE:

During the Movement Phase, the phasing Player may move as many or as few of his units as he wishes. Units move hex by hex through the grid. Entering a hex requires a unit to expend one or more Movement Points. A unit may move into a hex only if it has remaining the requisite number of Movement Points.

PROCEDURE:

Move each unit individually, tracing the path of movement through the hexagonal grid.

CASES:

(A) Movement is never required, it is always voluntary.

(B) No Enemy Movement is permitted during the phasing Player's Movement Phase. No combat may take place during a Movement Phase (exception: see Automatic Elimination, Combat cases K-O).

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the phasing Player wishes, as long as the Movement Allowance is not exceeded. Unused Movement Points are not accumulated from Phase to Phase, or Turn to Turn. Movement Points may not be transfered between units, either.

(D) Units may never enter, or pass through, a hex containing Enemy units (exception: see Automatic Elimination, Combat rules).

(E) Each hex contains ("represents") a certain type of terrain. The number of Movement Points a unit must expend to enter a hex varies with the terrain. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs." Units may be moved through different types of terrain in the same Phase, provided they have enough Movement Points to expend for each hex entered.

Forced March

(F) During the Movement Phase a Player may attempt to double the Movement Allowance of any unit or units by a Double Forced March. A Player may attempt to triple the Movement Allowance of any Infantry unit by a Triple Forced March.

(G) A unit attempting a Double Forced March is moved its normal Allowance, then the Double Forced March Table is consulted, and the result applied. Units able to complete the Forced March are then moved their Movement Allowance again, giving them in effect a "double" move.

(H) A unit attempting a Triple Forced March is moved double its normal Allowance, then the Triple Forced March Table is consulted and the result applied. Units able to complete the Forced March are then moved their Movement Allowance again, giving them in grand total a "triple" move.

Stacking

(I) A Combat unit leaving a hex containing other Friendly Combat units must expend one additional Movement Point. With this restriction, units may move through hexes occupied by other Friendly units freely.

(J) Combat units may *only* finish a Friendly Movement Phase stacked on the same hex if they are all involved in an attack (see Combat). Units may never stack except to attack, and a stack *must* attack on a Friendly Combat Phase. An unlimited number of units may stack in a given hex.

(K) Leader, Supply and Depot units never count in stacking. These units are *not* Combat units, and neither cause nor suffer the stacking penalites given in cases I and J above. Leader, Supply and Depot units may stack with other units at any time, and with no movement penalty. They may remain stacked and need not attack.

Depot Movement

(L) French Depot units may *only* move *with* a Supply unit. Unless a Depot unit starts the Movement Phase in the same hex as the Supply unit, and is moved with the Supply unit, the Depot cannot move.

Winter

(M) During Game-Turns 12 through 19 (winter) all units have their Movement Allowance reduced by one Movement Point. Thus a unit with a normal Allowance of five would have an Allowance of four during the winter.

FORCED MARCH TABLES

DOUBLE FORCED MARCH TABLE

1st Die Roll	1st Die Roll Results:	2nd Die Roll 1,2	3	4	5	6
1,2	•					
3	Op	•	•	•	d	e
4	Op	•	•	d	d	e
5	Op	•	d	d	e	e
6	e	2nd Die Roll Results				

TRIPLED FORCED MARCH TABLE

1st Die Roll	1st Die Roll Results	2nd Die Roll 1,2	3	4	5,6
1,2	•				
3	Op	•	•	d	e
4	Op	•	d	d	e
5,6	e	2nd Die Roll Results			

HOW TO USE THE FORCED MARCH TABLES:

Consult the appropriate Table once for each unit attempting a Forced March.

Any unit may attempt a Double Forced March. The unit is moved its normal Movement Allowance, the Double Forced March Table is consulted, and if the unit completes the March it may be moved its normal Movement Allowance *again*.

Only Infantry units may attempt a Triple Forced March. The Infantry unit is moved *twice* its normal Movement Allowance, the Triple Forced March Table is consulted, and if the unit completes the March it may be moved its normal Movement Allowance *again* (for a total of triple its normal Allowance).

For each unit attempting a Forced March, roll one die and on the appropriate Table find the "1st Die Roll Result." If the result is "Op" the Force Marching Player has the option to halt the Forced March attempt at that point, or continue and use the appropriate "2nd Die Roll" track to determine the final result.

EXPLANATION OF RESULTS:

• = *Success.* The unit successfully completes the Forced March with no adverse effect.

Op = *Option.* The Force Marching Player may halt the unit in its current position with no adverse effect (it doesn't complete the March, and thereby ends its movement for that Phase), or the die may be rolled again and the results of the corresponding "2nd Die Roll" track applied.

d = *Disrupted.* The unit completes the Forced March, but is then disrupted. (A disrupted unit remains so until the end of the same Phase of the following Game-Turn. While disrupted it may not move, retreat before combat, or attack; if disrupted again it is eliminated. See the Disruption rules.) If a Leader unit, the unit completes the Forced March with no adverse effect (Leader units are never disrupted).

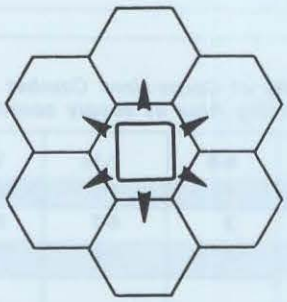
e = *Eliminated.* If the unit is a "5-5" Infantry Corps, it completes the Forced March and is then replaced by a "2-3" Infantry Division. If the unit is a "3-6" Cavalry Corps, it completes the Forced March and is then replaced by a "1-4" Cavalry Division. If the unit is of any other type it is eliminated (i.e., this result eliminates a Leader, Supply, Depot, 2-3 or 1-4 unit).

EXAMPLE:

A French 5-5 Infantry Corps attempts a Triple Forced March during the French Movement Phase. The French Player moves the 5-5 ten Movement Points, then consults the Triple Forced March Table. He rolls a "3" (Op). The French Player could elect to halt the March attempt at this point (being content with the movement already made), but decides to risk continuing instead. The Player then rolls the die again, getting a "5" (e). This result dictates that the 5-5 may move another five Movement Points, and then is replaced by a 2-3 Infantry Division unit.

Movement & Zones of Control

GENERAL RULE
A unit or stack of units will extend a Zone of Control into the six immediately surrounding hexagons. Hexes upon which a unit is exerting its Zone of Control are termed *controlled hexes.* Only Combat units exert a Zone of Control: Cavalry units exert a *total* Zone of Control, Infantry units a *partial* Zone of Control.



CASES:
(A) If both total and partial Zones of Control extend onto the same hex, the hex is considered totally controlled. Friendly units occupying a hex will *only* negate an Enemy Zone of Control during the Combat Phase.

(B) Infantry and Non-Combat units entering any Enemy controlled hex, or Cavalry units entering a *totally* controlled hex, must stop; they may move no further that Movement Phase. If starting a Movement Phase on such a hex, they may *only* move to an uncontrolled hex (Cavalry units may also move to a partially controlled hex). Thus Cavalry units must stop when entering and never move through a *totally* controlled hex. Infantry and Non-Combat units must stop and never move through any type of Enemy controlled hex.

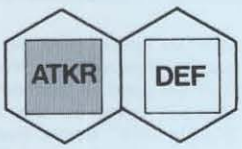
(C) Cavalry units may move into, through and/or out of *partial* Zones of Control. Cavalry units suffer no movement penalty to enter a partially controlled hex, but must expend two additional Movement Points to leave a partially controlled hex. Cavalry units starting the phase on a controlled hex never need expend additional Movement Points to leave that hex.

(D) Zones of Control do *not* extend across unbridged River hex-sides, but do extend across bridged River hex-sides.

(E) Zones of Control never extend into or out of a Fortress hex.

(F) Leader, Supply and Depot units never extend a Zone of Control.

(G) Zones of Control have no effect on Combat, only Movement.



COMBAT

GENERAL RULE:
When opposing units or stacks of units are adjacent, Combat *may* occur at the phasing Player's discretion. The phasing Player is the Attacker, the non-phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:
The Attacker states all attacks he wishes to make, and the Defender may then retreat units under attack in the *Retreat Before Combat Segment.* If the defending units did not or could not retreat, Combat Strengths of attacking and defending units are compared in the *Combat Resolution Segment,* and the resulting odds percentage is cross-referenced with a die roll on the Combat Results Table to determine the result of each battle. The Attacker chooses the order in which battles are resolved. In the *Advance After Combat Segment* the Attacker may occupy the Defender's hex if the defending units Retreated Before Combat, or if a successful attack was made across a river or against units in a Fortress.

CASES:
(A) During the Combat Phase the phasing Player may attack Enemy units adjacent to Friendly units. When opposing units are adjacent, attack is voluntary. However, if the Attacker has stacked Combat units, he *must* attack (see Movement case J).

(B) The phasing Player may not use units on different hexes in the same attack. All attacking units in a particular attack must be on the same hex. (Exception: see Fortress rules.) All units stacked on a hex must participate in the same attack. No unit may ever attack more than once per Combat Phase.

(C) Each Defender-occupied hex must be attacked separately; no unit or stack of units may simultaneously attack more than one hex. All units in the hex attacked must either Retreat Before Combat or defend (at the Defender's discretion; of course, those units unable or unwilling to Retreat Before Combat must defend). Units defending on a hex always defend together; they can never be attacked individually. Units may defend an unlimited number of times each Combat Phase (exception: see Fortress rules).

Retreat Before Combat
(D) The non-phasing Player (Defender) *may* Retreat Before Combat any unit attacked. A unit may not be retreated, and thus must defend, if any of the following apply:

1. The unit is surrounded by Enemy units or *totally* controlled hexes. Friendly units on a hex negate Enemy Zones of Control during the Combat Phase.
2. The unit is Infantry, Supply or Depot, and is attacked at 500% or greater odds. Cavalry and/or Leader units may retreat regardless of the odds percentage.
3. The unit is disrupted.

(E) Each unit Retreating Before Combat is moved by the Defender its full Movement Allowance. It may not move through unbridged River hex-sides, onto Enemy units, Enemy *totally* controlled hexes unoccupied by Friendly units, or hexes already moved through during the retreat. If a retreat is impossible, the unit may not Retreat Before Combat, and must defend. After a Retreat Before Combat is executed, the retreating unit becomes disrupted.

Combat Resolution
(F) All units involved in an attack have their Combat Strengths totaled (Leader Bonuses may be added). All units on the defending hex are also totaled (and Leader Bonuses added, and this new total may be doubled or tripled if the units are defending on certain types of terrain – see the Terrain Effects Chart).

(G) Units with a Combat Strength in parenthesis (Leader and Supply units) only use that Combat Strength if they are defending alone on a hex. Otherwise, such units have a Combat Strength of zero when defending, and may *never* have their Combat Strength involved in an attack.

(H) The total Combat Strength of the attacking unit(s) is compared to that of the defending unit(s). The comparison is expressed as a percentage: the Attacker's Strength as a percentage of the Defender's. This percentage is then cross-referenced with the result of one die roll, and the result indicated on the Table is

Die Roll	Odds Percentage less than 80%	80% thru 99%	100% thru 109%	110% thru 119%	120% thru 139%	140% thru 159%	160% thru 179%	180% thru 199%	200% thru 299%	300% thru 399%	400% or more	Die Roll
COMBAT RESULTS TABLE												
1	Ars	Ars	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	½ex	De	1
2	Ars	Ars	Ar1 Drs	Ar1 Drs	Dr2	Drs	Drs	Drs	½ex	De	De	2
3	Ars	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	De	De	De	3
4	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	½ex	De	De	De	4
5	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	De	De	De	De	5
6	Ae	Ar1 Drs	Dr2	Drs	Drs	Drs	½ex	De	De	De	De	6

HOW TO USE THE COMBAT RESULTS TABLE:

Compare the total Combat Strength of all involved Attacking units to the total Combat Strength of all units on the Defender's hex. Express the Attacker's total as a *percentage* of the Defender's (6 attacking 4 would be 150%, 4 attacking 4 100%, etc.). (Mathematically, to compute a percentage divide the Attacker's value into 100 times the Defender's value. Thus 8 attacking 4 is computed as 4 divided into 800, yielding a result of 200, or 200%.) Now roll the die. Cross-reference the die result *row* with the Odds Percentage *column* to determine the result(s). Apply those shown to the attacking and/or defending units involved in the battle.

EXPLANATION OF RESULTS

Each code of letters and numbers is a result. If more than one result occurs (such as "Ar1 Drs" when a 2 is rolled with 100% odds), apply the results in the order given.

The first, capital letter of the code refers to the Player affected:

A = Attacker's units affected
D = Defender's units affected

Only the units of the Player specified, and only those units involved in the battle, are affected.

The small letters and numbers following the capital letter refer to the specific result applied:

e = *Eliminated.* All the Player's involved units are eliminated.

½ex = *Half Exchange.* All involved Defending units are eliminated. The Attacker must lose units whose total Combat Strength is at least half the total *basic* Strength of the Defending units lost. The Attacker chooses which of his units are eliminated.

rs = *Retreat Scattered.* Each unit is separately retreated its full Movement Allowance, and must finish the retreat on an unoccupied hex or Friendly controlled Fortress hex. If unable to finish the retreat on an unoccupied hex or Friendly controlled Fortress hex. If unable to finish the retreat on an unoccupied of Friendly Fortress hex, the unit is eliminated.

r2 = *Retreat.* All of the Player's involved units retreat two hexes, or onto an adjacent Fortress hex. The units are then *disrupted.*

r1 = *Retreat.* All of the Player's involved units retreat to an adjacent hex(es) and are then *disrupted.*

Note: In "Ars" or "Ar1" results the Attacker may retreat any *uninvolved* unit with any *involved* unit if desired. The uninvolved unit must be on the same attacking hex as the involved units to also participate in the retreat.

RETREAT PROCEDURE:

The Player affected always retreats his own units. Units which have not moved onto a Friendly Fortress hex must retreat the full amount specified by the result. If a retreating unit does move onto a Friendly Controlled Fortress hex, it must stop its retreat on that hex.

A unit may not retreat through unbridged river hex-sides, onto hexes occupied by Enemy units, or hexes already passed through by that unit during the retreat. A unit unable to complete a retreat due to one or more of these restrictions is eliminated. Units *may* retreat through Enemy Zones of Control.

Sometimes a retreating unit will have available a variety of retreat routes. The Player retreating the unit may choose the route, provided the priorities below are followed:

1. The unit is retreated through the minimum number of Enemy controlled hexes (preferably none at all).
2. The unit is retreated toward (onto if possible) the nearest Friendly Controlled Fortress hex. Units that retreat onto a Friendly Fortress hex never continue their retreat.

DISRUPTION

Disrupted units remain so until the end of the same Phase of the following Game-Turn. Disrupted units may not move, Retreat Before Combat, or attack. If disrupted again they are eliminated. Leader units are never disrupted (see Disruption rules).

ADVANCE AFTER COMBAT:

If the defending units Retreated Before Combat, or if the attack was made across a River hex-side or against a Fortress hex, the Attacker may Advance After Combat into the Defender's hex. See Combat case J.

AUTOMATIC ELIMINATION:

If 500% or greater odds are achieved, the defending unit(s) are Automatically Eliminated. See Combat cases K through O for details.

applied to the attacking and/or defending units. See the Combat Results Table for details.

(I) Attacks made through an unbridged river hex-side must be at least 160%. Attacks at less than 160% odds are always an "Ae" result (all attacking units are eliminated).

Advance After Combat

(J) If the Attacker attacked across a River hex-side or a Fortress hex, he may occupy the hex in the Advance After Combat. The Attacker may always advance if the Defender Retreated Before Combat all units on the defending hex. The Attacker may never advance if a combat result of "Ae", "Ars", or "Ar1" occurred. The Attacker may advance into the attacked hex any attacking units involved in the battle, including all of them. This is the only hex he may advance into.

Automatic Elimination

(K) If, during the Movement Phase, 500% or greater odds are achieved against a defending Infantry, Supply and/or Depot unit(s), the defending unit(s) are Automatically Eliminated. There is no Retreat Before Combat, since this action is during the Movement Phase.

(L) Any Infantry or Cavalry unit automatically has 500% Automatic Elimination odds against

1812
The Campaign of Napoleon in Russia
Grand Tactical Game (Hex-Grid Version)

It is suggested that the French Player sit on the west side of the map and the Russian Player on the south side.

ET 7 (8)

TIME RECORD & REINFORCEMENT CHART

SCENARIO 1

SCENARIO 2

SCENARIO 3

The italic number in the upper right hand corner of the Game-Turn box indicates the minimum number of Victory Points which the French Player must have accrued by the end of that Game-Turn. If the total Victory Points accrued are less than the minimum, the French Player must lose one corps (his choice) at the end of that Game-Turn.

WINTER BEGINS GAME-TURN 12: Movement Allowance of all units reduced by one for remainder of game.

FRENCH

1 *7*	2 *8*	3 *9*	4 *10*	5 *12*	6 *13*	7 *15*	8 *16*	9 *17*	10 *18*	11 *19*	12 *19*	13 *20*	14 *20*	15 *20*	16 *20*	17 *21*	18 *21*	19 *22*
Late June	Early July	Mid July	Late July	Early Aug.	Mid Aug.	Late Aug.	Early Sept.	Mid Sept.	Late Sept.	Early Oct.	Mid Oct.	Late Oct.	Early Nov.	Mid Nov.	Late Nov	Early Dec.	Mid Dec.	Late Dec.
XXX 3-6								P 5/8 Victor (1)-8							R 9/9 Augereau (1)-8			
XXX 5-5			XXX 5-5		XXX 5-5			XXX 5-5							XXX 5-5			

RUSSIANS

	XXX 5-5		XXX 5-5 (SEM)	XXX 5-5		XXX 5-5 (NEM)			XXX 5-5	XXX 5-5	XXX 5-5	XXX 5-5	XXX 5-5		XXX 5-5		XXX 5-5	
			XXX 3-6 (SEM)			K 3/1 Steingall (1)-8 (NEM)												
			E 1/4 Tormossov (1)-8 (SEM)			D 3/7 Kutusov (1)-8 (NEM)	XXX 5-5 (SEM)	XXX 3-6 (SEM)	M 1/1 Sacken (1)-8 (SEM)	F 7/1 Tsitshagrov (1)-8 (SEM)								

HOW TO USE THE REINFORCEMENT CHART:

All reinforcements are indicated in terms of number of units arriving at a location. Each picture of a unit indicates that the Player receives (in that Game-Turn) one unit of the type depicted.

All French reinforcements are brought in on the west side of the map, the first hex entered is counted as the beginning of the unit's move.

All Russian reinforcements that are not specifically asigned a side of the map to enter, may enter at any Friendly Fortress that has either not been passed through by Enemy units, nor is under siege — or, they may enter anywhere on the Eastern map edge.

(NEM): Units appear on the north edge of the St. Petersbrug insert. They must enter on the insert.

(SEM): Units appear on the south edge of the map.

Designer's Notes and Historical Background:

When Napoleon invaded Russia on June 24, 1812, he had assembled the largest military force ever known to Europe. His Central Army Group alone contained 351,000 men. The Flanking armies contained a further 62,000 men; in Prussia and Poland 61,000 more were mobilizing. Roughly 80,000 more men arrived later in the campaign, as garrisons and replacements. Altogether, the French Empire and eighteen of its allies and subject states had gathered 600,000 men, 175,000 horses, and 100,000 cattle and pigs for the subjugation of Russia.

To oppose this force, the Russians had 175,000 men facing the French, and another 123,000 men on other fronts (Finland, the Danube, etc.). During the campaign another 185,000 men were drawn into the colors. There was no hope of assistance; a cowed Europe opposed Russia, who fought alone.

By January 1813, the French were back behind the Elbe river of Germany (to the west, off the maps). Prussia had revolted, and Austria was mobilizing. A restive Germany threatened to finish the collapse of Napoleon's European domination.

Of those 600,000 invaders, only 115,000 escaped in organized formations. Tens of thousands of starving stragglers littered the countryside. Of the 115,000 men, 48,000 deserted the French cause, or were interned; another 40,000 were left in now isolated garrisons. The remainder had re-assembled into one of the smallest French armies in Europe, to defend against over 100,000 pursuing Russians.

The largest factor in this enormous bloodbath was supply. Thus the game design treats this as the central point. The ability of a Napoleonic army to supply itself depend primarily on the surrounding countryside. A Corps of 25,000 men can live off the produce surplus of an equivalent number of people for roughly 15 days. This area is then "stripped" (depleted of supply), and the army must move or starve. However, to mollify this, all armies had supply gathering organizations, which would assemble supplies and stockpile them for use, occasionally even doing some limited transport.

In Western Europe, supply became a problem only when massive numbers of troops concentrated for a battle. This is why so much of Napoleon's art of war consisted of converging marches to battles, and divergent pursuits. This approach minimized the time/concentration factor. Other armies travelled in large masses, which were greatly slowed down due to the radius of foraging necessary to supply themselves. France had an average population density of roughly 140 people per square mile; however, Russia varied between five and twenty per cent of that. This meant that even the average corps could simply not move on a march, gathering supply as it went along. It had to slow down and deliberately forage even when marching.

Each infantry corps in both games represents 25,000 men; each cavalry corps represents 10,000 horse. Each of these units would consume in one Game-Turn 90% of the supply in three hexes (the horses eat a lot more). Thus all of Western Russia would be eaten out in a campaign of nine months with forces of over 1 million men. A quick campaign was the only alternative to starvation for both sides.

Napoleon was aware of the problem. His estimation was that Russia was capable of supplying only 20% of his forces, an estimation that was borne out by the proportion of troops that escaped from Russia. Many extraordinary measures were taken to insure the necessary flow of supplies. Napoleon ordinarily considered that a proportion of fourteen wagons per 1000 men was necessary. For this operation, in addition to the four wagons per 1000 men integral in the corps, a further equivalent of 15,610 wagons were attached to the invading force. Overall, this was roughly 30 wagons per 1000 men, more than double the norm. The naval service was to set up a water borne flow of supplies using the extensive river networks, and project supply deep into Russia. Most importantly, all the strategic planning was dependent on a decisive victory near the border, eliminating the bulk of the Russian field armies; this would prevent the need for projecting too many men beyond the supply network.

The Russian plans were quite simple; give ground, react to what the French did, and wait until the French had wasted themselves on lunging marches, lack of food, and winter. Then, and only then, were they to strike back. This was actually more instinctive than planned on the Russian part, and there was always the danger that some hot head would decide to defend Holy Russia, or that the Tsar would be too influenced by the apparent catastrophe of events.

Nearly all of the French planning failed. The water borne supplies were interdicted by a British fleet in the Baltic, and probably was unfeasible to begin with. The wagons could not move at nearly the planned speed; the roads on the maps were no more than sandy tracks. The wagons were also excessively vulnerable to damage to raiding. As the campaign progressed, the units slowly lessened in mobility as the amount of supply that could be stored and carried decreased. The Russians refused to stand and fight, so Napoleon lost nearly 100,000 men in the first month fruitlessly force-marching around what he thought time and again would be their new final position. Most important of all, no one had anticipated the capacity of the Russian mind in terms of resistance. They were perfectly willing to destroy a province, devastate their own territory, kill their own people, and burn their own supplies to deny the French those benefits. Even the occupation of Moscow was accepted with relative calm. Roughly two million civilian casualties were incurred in the invasion, but the Tsar barely blinked an eye.

The major French advantage was in leadership. Napoleon himself and many of his marshals were grossly superior to virtually all the Russian generals. This only counted in battle though, and there was but a single great battle (Borodino; see *Strategy & Tactics*, issue 32) in the entire campaign. It was only if the Russians ventured onto the offensive tactically that their poor leadership would show. Almost instinctively, the Russians adopted the proper mix of a strategic delaying action, followed by the offensive, while tactically always remaining on the defensive. They would place themselves in positions that the French could not bypass, and force them to attack. Since the Russians could operate in the peripheral parts of the French march areas, relatively unaffected by supply, they easily cut up the French units without leaders, especially the invaluable supply-generating units.

The Victory Conditions are not what they seem to be. Although expressed in terms of occupying territory, this can only be accomplished by first destroying the opponent's army. If either Player spreads himself thin holding territory, he will ultimately lose the game to the Player who concentrates and defeats in detail. As in all Napoleonic campaigns, it is the destruction of the enemy army that brings victory, not territory.

There was a great deal of synergism among the staff at SPI in developing the game. It is a product of an atmosphere rather than of any individuals. The original game was based very closely on the Leipzig game. Basically the game was unsatisfactory since it omitted the crucial elements of the campaign, such as the political/morale impact of progressive defeat or victory on the non-French troops (50% of the entire army), and supply problems in the sparsely settled areas. So the Strategic version was developed to reflect the primacy of logistical problems. Having eliminated the hexagonal grid as a vehicle to reflect the tactical finesse in battles, it became necessary to evolve a rather complicated combat procedure to reflect this loss. In turn, we went back to the Grand Tactical version and adopted many of the rules included in the Strategic version on a different level. The difference is unique, to our minds. So we decided to offer both games in this combined package, and leave it up to you, the Players, to decide which is the superior representation of the campaign.

any hex containing only Depot units. This is because Depot units have a Combat Strength of "0", thus units of the phasing Player may move right through or over them as if they didn't exist.

(M) Automatically Eliminated Combat units immediately lose their Zone of Control for the remainder of the Movement Phase. The hex they occupied may be moved into or through at the cost of one additional Movement Point when entering the hex. Automatically Eliminated Combat units are eliminated at the start of the Combat Phase following the Movement Phase.

(N) Automatically Eliminated Supply and Depot units are immediately removed from the game (eliminated). They have no Zone of Control to lose, and the hex they occupied does not inhibit movement of the phasing Player's units.

(O) Cavalry and Leader units may *never* be Automatically Eliminated.

Disruption

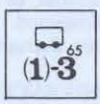
GENERAL RULE:
A unit is disrupted after a Retreat Before Combat, as a result of a Forced March attempt, or of a battle. Leader units are never disrupted.

CASES:
(A) A disrupted unit may not move, Retreat Before Combat, or attack, but does defend normally. Disrupted Supply and Depot units may not be used for any Supply functions. Leaders are never disrupted.

(B) A unit disrupted during a certain Phase will remain disrupted until the *end* of the same Phase on the following Game-Turn. Thus a unit will remain disrupted for the six Phases and two Interphases following the Phase of disruption (each Game-Turn has six Phases, three for each Player-Turn, and two Interphases). *Example:* a unit disrupted by an Enemy attack would remain disrupted until the *end* of the Enemy Combat Phase on the following Game-Turn. A unit disrupted by a Forced March attempt would remain disrupted until the end of the Friendly Movement Phase of the following Game-Turn.

(C) A unit currently disrupted is destroyed when disrupted again.

SUPPLY



COMMENTARY:
Before armies were tied to a complex "line of communication" (roads, railroads airfields, beachheads, etc.) they lived off the land. Men made use of almost anything that could be found, with some material being loaded into horse-drawn wagons and taken with the main body of the army. Troops without land suitable for living from, or well-stocked wagons, were disorganized, demoralized, and starved. Thus in *1812* supply affects the survival of units, not their Movement or Combat. The inability of the countryside to host an army continuously is reflected in the depletion of Areas.

GENERAL RULE:
The map sheet is divided into Supply Areas represented by the different color-tints. Combat units within an Area either *deplete* the Area itself, or use a Depot unit within the Area. Units within an already depleted Area may deplete an adjacent Area having a Supply unit, use a Depot unit, or become unsupplied. Unsupplied units risk elimination on the Unsupplied Chart. Areas are "50%" and "100%" depleted, the latter state making the Area worthless for all future supply. The effect of units depleting an Area is shown on the Area Depletion Chart.

PROCEDURE:
In each Supply Interphase, the supply of units and depletion of Areas is resolved Area by Area. Supply for *all* units (of both sides) is determined simultaneously in each Area. Those Areas already 100% depleted should be resolved first. After the situation in a given Area is determined, the Area Depletion Chart is consulted if any units used the Area as a supply source, and if necessary Depletion markers are placed in the Area. If there are any unsupplied Combat units in the Area, a die is rolled for each and the resulting effect found on the Unsupplied Chart.

CASES:
(A) Combat units may use an Area or Depot unit as a source of supply. A Combat unit may never be deliberately "unsupplied" if a source of supply is available. Combat units without a source of supply are "unsupplied." All Non-Combat units are automatically "supplied" at all times.



Depot Units [French only]
(B) At the end of any French Movement Phase any Supply unit in an un-depleted Area may create a Depot unit. The Depot is stacked with the Supply unit, and a 100% Depleted marker placed in the Area. The Russians may never create Depot units, but their Supply units may voluntarily 100% Deplete the Area they occupy at the end of any Russian Movement Phase.

(C) Depot units are immediately and automatically eliminated whenever alone in a hex adjacent to an Enemy Combat unit. Thus Enemy Combat units moving next to or past only a Depot will destroy it. Depot units in a stack of Friendly units are not affected by adjacent Enemy units.

(D) Depot units can be a source of supply for any Combat units in the same Area. Depot units cannot be a source for units in other Areas. Enemy units in an Area do not affect a Depot's supply source function. If 6 or more Friendly Combat units use a Depot unit as a source of supply, the Depot unit is expended (removed from the map). Expended or automatically eliminated Depot units may be recreated (see case B above). If 5 or less Friendly Combat units use a Depot as a source of supply, the Combat units are supplied and the Depot is *not* expended.

Supply from Areas [French or Russian]
(E) Undepleted and 50% depleted Areas can be sources of supply for all units in the Area. 100% depleted Areas are never a source of supply.

(F) Units in an undepleted Area may use the Area or a Depot unit as a source of supply. Units in a 50% depleted Area must use a Friendly Depot if one is in the Area; if not the Combat units use the Area. Units in a 100% depleted Area cannot use the Area, but must use a Depot unit or an adjacent Area (see case G), or are considered unsupplied. For each unsupplied unit roll once on the Unsupplied Chart to determine the effect.

(G) A Combat unit in a 100% depleted Area may use an adjacent Area as a source of supply if *all* five of the following conditions are met:

1. no Enemy Combat units occupy the adjacent Area.
2. no more than two Friendly Combat units occupy the adjacent Area,
3. the adjacent Area is undepleted or 50% depleted,
4. the adjacent Area contains a Supply unit, and

SUPPLY CHARTS

UNSUPPLIED CHART

Die Roll	*Result:*	
	Game-Turns 1-11	Game-Turns 12-19
1, 2	no effect	no effect
3	no effect	unit eliminated
4, 5, 6	unit eliminated	unit eliminated

HOW TO USE THE UNSUPPLIED CHART:
Roll the die once for each Combat unit unsupplied. Use the left result column on Game-Turns 1 through 11, the right column on Game-Turns 12 through 19. Non-Combat units are always supplied, and never consult this Chart.

AREA DEPLETION CHART

		Quantity of Corps-sized Combat units using Area as supply source:			
Game-Turns 1-11	With Supply unit	0-4	5-6	7-14	15+
	Without Supply unit	0-2	3	4-7	8+
Game-Turns 12-19	With Supply unit	0-2	3	4-7	8+
	Without Supply unit	0-1	2	3-4	5+
Initial State of Area:					
Undepleted		n	n	50d	100d
50% Depleted		50d	100d	100d	100d

HOW TO USE THE AREA DEPLETION CHART:
The Chart cross-indexes the number of Corps-sized Combat units using the Area as a supply source with the Initial State of the Area in question. To use the Chart, first determine the appropriate upper track and sub-track to be used. On Game-Turns 1 through 11 use the upper track; on 12 through 19 the lower track. Always use the "Without Supply unit" sub-track; except when only one Player has combat units in the Area, and that Player has a Supply unit in the Area and wishes to use the "With Supply unit" sub-track. Having determined the proper track and sub-track, add together the number of Corps-sized Combat units of *both* Players in the Area and cross-reference this column with the proper Initial State of Area row.

EXPLANATION OF RESULTS:
The results show the final state of the Area at the end of the Supply Interphase:
n = *Normal.* Area is unaffected, remains undepleted.

50d = *Area 50% depleted.* Area becomes 50% depleted. If already 50% depleted there is no additional effect.

100d = *Area 100% depleted.* Area becomes 100% depleted. (If already 100% depleted the Area Depletion Chart is not necessary, since no Combat unit could use the Area as a supply source.)

EXAMPLE:
The French Player has one Leader unit, two 5-5 Infantry Corps units, one 2-3 Infantry Division unit, and one 3-6 Cavalry Corps unit in an undepleted Area at the end of Game-Turn 8. The Russian Player has two 5-5 Infantry Corps, one of which is within a Fortress. To determine Area Depletion use the "Game-Turns 1-11" track and the "Without Supply unit" subtrack. The French Player has three Corps-sized Combat units in the Area (the Leader and the 2-3 are not Corps-sized Combat units), the Russian one (the other is using the Fortress hex it occupies as a source of supply). Thus the "4-7" column for quantity of Corps-sized Combat units is used. This column, cross-referenced with the "Undepleted" row, yields a result of "50d". The Area becomes 50% depleted at the end of the Supply Interphase, so next time depletion for that Area is determined, the Initial State of the Area will be "50% depleted."

5. the adjacent Area was not used by any Combat units of a third, different Area as a source of supply that Game-Turn.

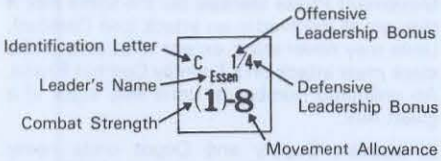
For each Combat unit using a Supply unit in an adjacent Area as a source of supply, denote it by placing one blank counter on the Supply unit.

Depletion of Areas
(H) After the source of supply for all Combat units in an Area has been determined, the Area Depletion Chart is consulted by cross-indexing the initial state of the Area with the Combat units using it as a source of supply. If only one Player has Combat units in the Area, and has a Supply unit in the Area also, the "With Supply unit" track on the Area Depletion chart may be used if that Player desires. Any units from an adjacent Area using the one in question for supply (as in case G) are also added to the total Combat units using the Area as a source of supply. Here also the "With Supply unit" track may be used. If opposing Players both have Combat units in the Area, the "Without Supply unit" tracks must be used, and the combined total of both Player's Combat units is used on the Area Depletion Chart.

(I) The Depletion of Areas takes effect at the completion of the Supply Interphase.

Fortresses
(J) Fortresses may be used as a supply source for any one Combat unit on the Fortress hex. All additional Combat units on the hex must use an Area or Supply unit as a supply source. Russian Combat units may only use as a supply source Fortresses within Russia never occupied or passed through by French units. French Combat units may only use as a supply source Fortresses outside Russia and never occupied or passed through by Russian units.

Leaders



GENERAL RULE:
A Leader unit adds the Offensive Leadership Bonus to the Combat Strength of any attack unit or stack of units it is stacked with. A Leader unit adds the Defensive Leadership Bonus to the Combat Strength of any defending unit(s) it is stacked with. (Exception: see Fortress rules).

CASES:
(A) Leadership Bonuses are added before Terrain effects are determined.

(B) More than one Leader may add its Bonus to a group of attacking units, or a hex of defending units. The total Bonus value added to the Combat Strength may *never* exceed the total Combat Strength. Additional Bonus points available from the Leader unit(s) are not used for the battle. *Example:* A French 5-5 Infanty Corps unit and the Napoleon Leader unit (25/25 bonuses) have a total Combat Strength of ten Points. Napoleon could only conribute five of the 25 Bonus Points. If seven 5-5's were stacked with Napoleon, the total Strength would be 60 (35 Combat Strength Points plus the full 25 Leadership Bonus Points).

(C) Leader units *only* use their Combat Strength when defending alone on a hex. They may not attack alone, and when attacking or defending with other units, they only add their Leadership Bonus values.



Fortresses

GENERAL RULE:
A Fortress hex provides a source of supply for any one Combat unit on it, stops Zones of Control, and affects Combat. Besieging a Fortress is as good as capturing it for Victory Points purposes.

CASES:
(A) A Fortress hex automatically provides a source of supply for any one Combat unit stacked on the hex. Russian Combat units may only use Fortresses within Russia never passed through by French units. French Combat units may only use Fortresses outside Russia never passed through by Russian units. If such a Fortress has been passed through by Enemy units, the Fortress can no longer act as a supply source, but is otherwise normal if re-occupied by the original Player.

(B) Zones of Control never extend onto a Fortress hex, and units on a Fortress hex never exert a Zone of Control onto *any* adjacent hexes.

(C) Units defending on a Fortress hex triple their Combat Strength (see Terrain Effects Chart). "Dr" and "Drs" results do not apply (become no effect) to units defending on a Fortress hex.

(D) All units adjacent to a Fortress may make one combined attack if desired, *even if* the units are not all on the same hex. Provided the Fortress hex is being attacked, the attacker may involve as many Friendly units adjacent to the Fortress as desired. After the Combat Strength of all Combat units involved is totaled, the total Bonuses of all Leader units involved is applied (Combat Strength total permitting). This is the only exception to the rule that all units involved in an attack must be on the same hex.

(E) Attacking units on a Fortress hex *must* attack all adjacent Enemy-occupied hexes in one combined battle. Attacking units on a Fortress hex may not attack individual hexes, but must involve all adjacent Enemy units. If any adjacent hexes are divided from the Fortress by a River hex-side (bridged or unbridged), the Attacker may or may not involve them at his discretion. If Enemy units on hexes separated by River hex-sides are involved, all such units must be attacked.

(F) *Sieges.* At the end of the game, if Enemy units, or Enemy controlled hexes occupied by Friendly units, surround all hexes adjacent to a Friendly Fortress hex, the Fortress is under siege, and thus no longer controlled by the Friendly Player. Units in a besieged Fortress are destroyed at the end of the game. The besieging Player receives Victory Points for the besieged Fortress, but does not control the Fortress. The besieged Player receives no Victory Points for a Fortress under siege by the Enemy.

(G) *Control.* If a Fortress is not under siege, the last Player to move a unit through or onto the Fortress hex *controls* the Fortress. Use inverted units from the other version of *1812* to denote French Control of a Fortress hex, while Fortress hexes without a Control marker denote those Controlled by the Russian Player.

Victory Points & Conditions

GENERAL RULE:
Victory Points, based on the control of certain cities or Fortresses, affect French Political losses and determine the winner of the game. Unlike many Simulations games, Victory Points are not scored by a specific Player, but impartially tallied each Game-Turn.

PROCEDURE:
Victory Points for cities or Fortresses controlled by the French Player are computed at the end of each Game-Turn, during the Victory Points Interphase. The current total of Victory Points affects French Political losses. The final total after Game-Turn 19 determines the winner.

CASES:
(A) *Scoring Points:* For each Control marker added to the map, raise the level of Victory Points the appropriate amount, for each French Control marker removed, lower the level of Victory Points the appropriate amount.

VICTORY POINTS TABLE

French Control of St. Petersburg	**+5 points**
French Control of Moscow	**+5 points**
French Control of Kiev	**+3 points**
French Control of any other Fortress	**+1 point each**
Elimination of Napoleon Leader unit	**-5 points**

(B) *French Political Losses:* At the end of each Game-Turn, during the Victory Points Interphase, the current total of Victory Points must be at least equal to the italic number to the right of the Game-Turn number in the Game-Turn box (see Time Record and Reinforcement Chart). If the current total is below this number, the French Player must immediately removed from the map one Corps of his/her choice.

(C) *Game Winner:* The following list shows, for a given level of Victory Points, which Player won the game.

POINTS	VICTORY LEVEL
22 or more	French Decisivie Victory
18-21	French Marginal Victory
15-17	Draw (Russian moral victory)
12-14	Russian Substantive Victory
11 or less	Russian Decisive Victory

THE SCENARIOS

1812 has three different Scenarios representing three different portions of the actual campaign. Scenario 1 starts with the French invasion, and allows Players to simulate the whole campaign. Scenario 2 starts in late August 1812, where Napoleon in the actual campaign made the decision to march on Moscow. Scenario 3 starts in early October 1812, where Napoleon in Moscow pondered the problems of salvaging his campaign.

To set-up and start playing a game of *1812*, Players should set the main map on a large table, placing the map extension on the north edge so that it matches into the main map. Distribute the playing pieces as indicated by the Scenario, place a marker on the appropriate Game-Turn of the Time Record Track (All Scenarios end on Game-turn 19), and begin play with the Russian Player-Turn

KEY TO ABBREVIATIONS:
Leader units are referred to by their Identification Letter. All other units are indicated by their Combat Strength and Movement Allowance. If more than one unit is to be used, a number followed by a multiplier symbol preceeds the identification. Thus "5x5-5" means five Infantry Corps unit (each have 5-5 values).

Scenario 1

The game starts on Game-Turn 1, and ends after Game-Turn 19 is completed.

The French only Control those Fortress hexes outside of Russia.

No Areas are depleted.

The current Victory Point level is 6.

FRENCH INITIAL DEPLOYMENT:

directly on the hex of:

Tilsit:	5-5, 3-6, S
Prenn:	3x3-6, D, E
Pilviski:	5x5-5, 3-6, 2x1-3, A, C F, G
Miriampol:	5-5, B
Olecko:	2x5-5, J
Czymochen:	5-5, 3-6, H
Augustow:	3-6
Schtschosin:	5-5, 3-6, L
Novogorod:	5-5, M
Novominsk:	5-5, K
Lublin:	5-5, 3-6, N
Thorn:	5-5
Modlin:	5-5
Koenigsberg:	5-5
Memel:	5-5
Warsaw:	1-3
Danzig:	1-3

RUSSIAN INITIAL DEPLOYMENT

directly on the hex of:

Drissa:	1-3
Bobruisk:	5-5
Riga:	5-5, 1-3, C
Vilkomir:	5-5, 3-6, H, L
Vilna:	5-5, A
Lida:	5-5
Smorgonie:	3-6
Svencionys:	5-5, 3-6, J
Bialoystok:	3-6
Brest:	3-6
Radetshko:	5-5, B

Scenario 2

The game starts on Game-Turn 7, and ends after Game-Turn 19 is completed.

The French Control all Fortress hexes on the map *but* the following: *St. Petersburg, Riga, Smolensk, Tula, Lutsk, Mozyr, Kiev*

The current Victory Point level is 14.

Areas 100% depleted are: *FW9, FW13, R22, R32, R33, R44*

Areas 50% depleted are: *R23, R25, R30, R31, R34, R35.*

The Russian Player deploys his units first, the French Player second.

RUSSIAN INITIAL DEPLOYMENT:

directly on the hex of:

Riga:	5-5, C
Lutsk:	5-5, 1-4, E
Mozyr:	5-5
Kiev:	1-3

within three hexes of:

Vyasama:	3x5-5, 2x3-6, 2x1-4, 1-3, A, J, L

anywhere within the Area of:

Polotsk (R31): 5-5, 1-4, H
[*may not be deployed within two hexes of the Polotsk hex*]

FRENCH INITIAL DEPLOYMENT

directly on the hex of:

Roslavl:	1-4, D
Mogilev:	2-3
Bobruisk:	2-3
Minsk:	2-3
Orsha:	2-3
Vilna:	2-3
Kovno:	2-3
Minsk:	1-3
Konigsberg:	5-5
Warsaw:	5-5
Slonim:	2-3, K

within one hex of:

Riga:	2-3
Dunaberg:	2-3, 1-4, S

within two hexes of:

Polotsk:	5-5, 2-3, 1-4, G, H
Tilsit:	5-5, 2-3, 1-3,

within three hexes of:

Brest:	5-5, 1-4, 1-3, N

within four hexes of:

Smolensk:	3x5-5, 2x3-6, 2x2-3, 3x1-4, 2x1-3, A, B, C, E, F, L, J

Scenario 3

The game starts on Game-Turn 11, and ends after Game-Turn 19 is completed.

The French Control all Fortress hexes on the map *but* the following: *St. Petersburg, Riga, Tula, Lutsk, Bobruisk, Mozyr, Kiev.* The French also Control *Moscow.*

The current Victory Point level is 19.

Areas 100% depleted are: *FW9, FW13, R22, R32, R33, R44, R51, R52, R57*

Areas 50% depleted are: *R23, R24, R25, R27, R30, R31, R34, R35, R36, R43, R50, R53, R58*

The French Player deploys his units first, the Russian Player second.

FRENCH INITIAL DEPLOYMENT

directly on the hex of:

Smolensk:	5-5. 2-3, 1-3, P
Polotsk:	5-5, 1-4, H, G
Dunaberg:	2-3, 1-4, S
Minsk:	2-3, 0-0
Vilna:	1-4, 0-0
Borisov:	5-5
Kovno:	5-5
Danzig:	5-5
Vyasma:	2-3
Orsha:	2-3
Warsaw:	2-3
Vitebsk:	1-4
Mogilev:	1-4

within three hexes of:

Brest:	5-5, 3-6, K, N

within four hexes of:

Moscow:	2x5-5, 4x2-3, 3x1-4, 2x1-3, A, B, C, D, E, F, J, L

RUSSIAN INITIAL DEPLOYMENT

directly on the hex of:

Lutsk:	2x5-5, 3-6, E, F
Bobruisk:	2-3
Mozyr:	2-3
Riga:	2-3
Kiev:	1-3

within four hexes of:

Kaluga:	3x5-5, 3x3-6, 2x2-3, 1-4, 1-3, A, D, J, L [*may not be on or adjacent to French units*]

anywhere in the Area of:

Polotsk (R31)	2x5-5, 3-6, K

1812 DESIGN CREDITS
Strategic and Grand Tactical Games

Game Design: John Young with Phil Orbanes
Physical Systems Design and Graphics: Redmond A. Simonsen with Manfred F. Milkuhn
Game Development: Phil Orbanes and Arnold Hendrick
Rules Composition: Arnold Hendrick
Production: Manfred F. Milkuhn and George Bouse

Example of Play

This is a typical (though somewhat inept) Russian defense of a river line. It is the French Player-Turn.

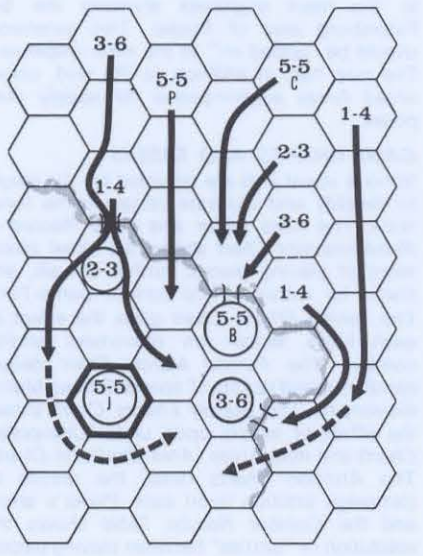
MOVEMENT PHASE

First the French Player moves the 5-5 unit with leader "P" adjacent to the Russian 2-3; it moves three hexes, through a river hexside, expending four Movement Points. This results in an Automatic Elimination against the Russian 2-3; it is a 10-2 (the French 5-5, plus the leader bonus, equals ten), or a simplified 5-1 combat odds situation. The French 1-4 and 3-6 move through this hex, expending an additional Movement Point for moving on the Automatically Eliminated unit's hex. N.B.: the unit in the fortress has no effect, since Zones of Control do not extend into or out of Fortresses. In the center, the French move leader "C", a 5-5, a 2-3 and a 3-6 unit into the hex opposite the Russian 5-5 and leader "B". One French 1-4 moves to block the last bridged hexside, while the other moves up. Now the French Player force marches two units. The 3-6 adjacent to the fortress double force marches successfully (rolling a "1"), while the 1-4 rolls a "5" and, choosing to continue the attempt, rolls a "4", reaching the target hex, but becoming disrupted.

COMBAT PHASE

The French Player has three combat actions: (1) the Automatic Elimination against the 2-3; (2) an attack across the bridged hexside at the Russian 5-5 and leader (four Bonus Points) defending at 18, with the 5-5, 2-3 and 3-6, plus ten of the leader's 13 Bonus Points, for a total of 20, or a 20-18, simplified to a 110% combat action; (3) the French 3-6 attacks the Russian 3-6 at 100% combat odds. None of the Russian units may retreat before combat. The automatically eliminated 2-3 is removed first, and the French units will not advance. Then the 110% combat action has a die result of "5", for a combat result of "Drs;" since the units may not retreat through Enemy occupied hexes or unbridged river hexsides, they are eliminated. Finally the 100% combat action receives a combat result of "Ar1 Drs". The effect of Ar1 is applied first; the attacking 3-6 must retreat one hex and be disrupted. This leaves a free path for the Russian 3-6 to retreat its full Movement Allowance and be disrupted.

Regular movement =
Double Forced March movement =
Russian units are circled, others are French



1812
The Campaign of Napoleon in Russia
Grand Tactical Game (Hex-Grid Version)

The *1812* Grand Tactical game is a simulation of the French invasion of Russia. The defeat of Napoleon in this campaign eventually led to the collapse of the French Empire, and the demise of that truly great military leader. The Grand Tactical game simulates the mechanics of strategic maneuver and tactical decision in this campaign. The game is divided into three Scenarios: Scenario 1 starts in June with the opposing forces deployed and ready to start the campaign. Scenario 2 starts in August, with Napoleon deep inside Russia and preparing his final drive to Moscow. In October, Napoleon in Moscow is about to begin the epic winter retreat as Russian armies converge from all directions.

GAME SCALE
Each Game-Turn represents ten days of real time. Each hex is 25 kilometers (about 16 miles), and each Corps is about 25,000 soldiers.

GAME COMPONENTS:
The 1812 Grand Tactical game should include:
one Game Map (22x34")
one Map Extension
one set of Die-cut Counters
one Terrain Effects Chart
one Time Record & Reinforcement Chart
one die

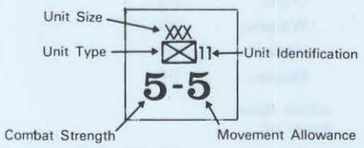
If any of these parts are damaged or missing, write:
Simulations Publications, Inc.
44 East 23rd Street,
New York, N.Y. 10010

THE GAME MAP
The 22x34" map sheet portrays the section of Eastern Europe and Western Russia in which the 1812 campaign took place. A hexagonal grid has been superimposed over the map to regularize movement and the position of the playing pieces. There is also a small extension to the main mapsheet showing the St. Petersburg area of Russia. This extension should be "added on" to the main mapsheet. The map has, in addition to the grid, color-tinted Areas superimposed for supply purposes.

GAME CHARTS AND TABLES
Various visual aids are provided for the player to simplify and illustrate certain game functions. The rules folder and *Time Record & Reinforcement Chart* shows the initial placement of playing pieces, further arrivals, and tracks for recording the current Game-Turn. The *Terrain Effects Chart* gives the effect of each hex's terrain on movement and/or combat. The *Forced March Chart* details conditions and results of special Forced March movement. The *Supply Effects Chart* shows the effect of supply upon units (*Unsupplied Chart*) and map Areas (*Area Depletion Chart*). The *Attrition Charts* detail the results of campaign attrition upon each Player's army; and the *Combat Results Table* shows the resolution of "battles" between playing pieces.

THE PLAYING PIECES
The multi-colored set of die-cut playing pieces (henceforth known as units) represent the opposing forces in the campaign. The Scenario Chart shows which particular units are used for a game. It is recommended that the Players sort their units by type and color immediately after removing them from the sheet, and keep them segregated. This greatly facilitates set-up and play of the game. The Playing Pieces are distinguished by type, strength, nationality and mobility, as represented by the color, numbers and symbols on the units' faces.

SAMPLE UNIT:



Unit Size shows the historical size of the unit.

XXX = Corps
XX = Division

Unit Type shows the classification of the unit. Classification is important for distinguishing the special functions of certain units.

COMBAT UNITS:



Infantry *Cavalry*

NON-COMBAT UNITS:



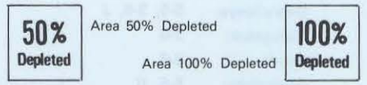
Leader *Supply* *Depot*

Combat Strength is the basic offensive and defensive power of the unit expressed as a number.

Movement Allowance is the basic movement capability of a unit, expressed as a number representing the basic number of hexagons the unit may move in a single Movement Phase.

Unit Identification is to distinguish between otherwise identical pieces. The identification is not historical.

OTHER MARKERS: The *Area Depleted* markers are placed on the map to denote the depletion of an Area's supply ability. Inverted counters from the 1812 Strategic Game should be used as *Control* markers, which indicate French control of various cities and fortresses.



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GENERAL COURSE OF PLAY

1812 is basically a two-player game. Each Player moves his units and executes attacks in turn with the objective being to destroy Enemy units, while minimizing Friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units being attacked. (See the Combat Results Table for greater detail).

GAME LENGTH
Each Scenario starts on a different Game-Turn, as shown on the Scenario Chart. All Scenarios end after the Victory Points Interphase of Game-Turn 19. This final comparison of Victory Points is used to determine the winner of the game.

The Sequence of Play

1812 is played in turns. Each *Game-Turn* is composed of two *Player-Turns*. Each Player-turn is composed of three *Phases*. These Phases are further broken down into *Segments*. After both Player-Turns are completed, there is a Supply Interphase in which both Players evaluate the supply status of their units and the map Areas. Following that is a Victory Points Interphase where the current level of Victory Points is determined, and French Political losses (if any) determined and removed. A typical Game-Turn would proceed as follows:

A. *RUSSIAN [FIRST] PLAYER-TURN*
(The Russian Player always plays first each Game-Turn.)

1. ATTRITION PHASE: The phasing Player places newly arrived units on the map, and then determines Attrition for his units (see Attrition rules).

2. MOVEMENT PHASE: The phasing Player may move as many of his units as he wishes, each in any direction, up to the full Movement Allowance of each. Restrictions are outlined in the Movement and Zone of Control rules, and on the Terrain Effects Chart.

3. COMBAT PHASE:
(composed of the following segments)
a. Retreat Before Combat Segment: the non-phasing Player may voluntarily retreat units under attack.
b. Combat Resolution Segment: each battle is resolved and the results applied. One battle must be fully resolved and all results applied before going on to resolution of the next.
c. Advance After Combat: the phasing Player may advance attacking units across rivers or into Fortresses, or into hexes vacated by a Retreat Before Combat.

B. *FRENCH [SECOND] PLAYER-TURN*
The French Player executes Phases 1 through 3, becoming the phasing Player.

C. *SUPPLY INTERPHASE*
The source of supply for Combat units and depletion of Areas is determined, Area by Area. Each unsupplied Combat unit requires consulting the Unsupplied Table to determine the effect.

D. *VICTORY POINTS INTERPHASE*
Control markers are adjusted and the current Victory Point level determined. If this level is below the Victory Points Index value for that Game-Turn, the French Player must calculate the French Political losses.

Attrition

COMMENTARY:
One of the more interesting aspects of the 1812 campaign was the enormous number of deserters. Half the overall French Army was actually allied foreign contingents. However, the attrition rule also covers "losses" due to disorganization, starvation, other hazards plaguing 19th Century armies, and the political situation in other parts of Europe.

PROCEDURE:
Before each Movement Phase, the phasing Player determines his losses due to Attrition. The phasing Player rolls the die once on his Attrition Table, and then removes the unit types and sizes specified from the map.

FRENCH ATTRITION TABLE

die roll	*result*
1	no effect
2,3	one cavalry corps eliminated
4,5	one infantry corps eliminated
6	one infantry and one cavalry corps eliminated

RUSSIAN ATTRITION TABLE

die roll	*result*
1,2,3,4	no effect
5	one cavalry corps eliminated
6	one infantry corps eliminated

MOVEMENT

GENERAL RULE:
During the Movement Phase, the phasing Player may move as many or as few of his units as he wishes. Units move hex by hex through the grid. Entering a hex requires a unit to expend one or more Movement Points. A unit may move into a hex only if it has remaining the requisite number of Movement Points.

PROCEDURE:
Move each unit individually, tracing the path of movement through the hexagonal grid.

CASES:
(A) Movement is never required, it is always voluntary.

(B) No Enemy Movement is permitted during the phasing Player's Movement Phase. No combat may take place during a Movement Phase (exception: see Automatic Elimination, Combat cases K-O).

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the phasing Player wishes, as long as the Movement Allowance is not exceeded. Unused Movement Points are not accumulated from Phase to Phase, or Turn to Turn. Movement Points may not be transfered between units, either.

(D) Units may never enter, or pass through, a hex containing Enemy units (exception: see Automatic Elimination, Combat rules).

(E) Each hex contains ("represents") a certain type of terrain. The number of Movement Points a unit must expend to enter a hex varies with the terrain. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs." Units may be moved through different types of terrain in the same Phase, provided they have enough Movement Points to expend for each hex entered.

Forced March
(F) During the Movement Phase a Player may attempt to double the Movement Allowance of any unit or units by a Double Forced March. A Player may attempt to triple the Movement Allowance of any Infantry unit by a Triple Forced March.

(G) A unit attempting a Double Forced March is moved its normal Allowance, then the Double Forced March Table is consulted, and the result applied. Units able to complete the Forced March are then moved their Movement Allowance again, giving them in effect a "double" move.

(H) A unit attempting a Triple Forced March is moved double its normal Allowance, then the Triple Forced March Table is consulted and the result applied. Units able to complete the Forced March are then moved their Movement Allowance again, giving them in grand total a "triple" move.

Stacking
(I) A Combat unit leaving a hex containing other Friendly Combat units must expend one additional Movement Point. With this restriction, units may move through hexes occupied by other Friendly units freely.

(J) Combat units may *only* finish a Friendly Movement Phase stacked on the same hex if they are all involved in an attack (see Combat). Units may never stack except to attack, and a stack *must* attack on a Friendly Combat Phase. An unlimited number of units may stack in a given hex.

(K) Leader, Supply and Depot units never count in stacking. These units are *not* Combat units, and neither cause nor suffer the stacking penalites given in cases I and J above. Leader, Supply and Depot units may stack with other units at any time, and with no movement penalty. They may remain stacked and need not attack.

Depot Movement
(L) French Depot units may *only* move *with* a Supply unit. Unless a Depot unit starts the Movement Phase in the same hex as the Supply unit, and is moved with the Supply unit, the Depot cannot move.

Winter
(M) During Game-Turns 12 through 19 (winter) all units have their Movement Allowance reduced by one Movement Point. Thus a unit with a normal Allowance of five would have an Allowance of four during the winter.

FORCED MARCH TABLES

DOUBLE FORCED MARCH TABLE

1st Die Roll	*1st Die Roll Results:*	*2nd Die Roll* 1,2	3	4	5	6
1,2	•					
3	Op	•	•	•	d	e
4	Op	•	•	d	d	e
5	Op	•	d	d	e	e
6	e	*2nd Die Roll Results*				

TRIPLED FORCED MARCH TABLE

1st Die Roll	*1st Die Roll Results*	*2nd Die Roll* 1,2	3	4	5,6
1,2	•				
3	Op	•	•	d	e
4	Op	•	d	d	e
5,6	e	*2nd Die Roll Results*			

HOW TO USE THE FORCED MARCH TABLES:
Consult the appropriate Table once for each unit attempting a Forced March.

Any unit may attempt a Double Forced March. The unit is moved its normal Movement Allowance, the Double Forced March Table is consulted, and if the unit completes the March it may be moved its normal Movement Allowance *again*.

Only Infantry units may attempt a Triple Forced March. The Infantry unit is moved *twice* its normal Movement Allowance, the Triple Forced March Table is consulted, and if the unit completes the March it may be moved its normal Movement Allowance *again* (for a total of triple its normal Allowance).

For each unit attempting a Forced March, roll one die and on the appropriate Table find the "1st Die Roll Result." If the result is "Op" the Force Marching Player has the option to halt the Forced March attempt at that point, or continue and use the appropriate "2nd Die Roll" track to determine the final result.

EXPLANATION OF RESULTS:
• = *Success.* The unit successfully completes the Forced March with no adverse effect.

Op = *Option.* The Force Marching Player may halt the unit in its current position with no adverse effect (it doesn't complete the March, and thereby ends its movement for that Phase), or the die may be rolled again and the results of the corresponding "2nd Die Roll" track applied.

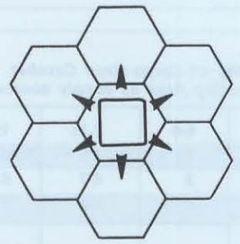
d = *Disrupted.* The unit completes the Forced March, but is then disrupted. (A disrupted unit remains so until the end of the same Phase of the following Game-Turn. While disrupted it may not move, retreat before combat, or attack; if disrupted again it is eliminated. See the Disruption rules.) If a Leader unit, the unit completes the Forced March with no adverse effect (Leader units are never disrupted).

e = *Eliminated.* If the unit is a "5-5" Infantry Corps, it completes the Forced March and is then replaced by a "2-3" Infantry Division. If the unit is a "3-6" Cavalry Corps, it completes the Forced March and is then replaced by a "1-4" Cavalry Division. If the unit is of any other type it is eliminated (i.e., this result eliminates a Leader, Supply, Depot, 2-3 or 1-4 unit).

EXAMPLE:
A French 5-5 Infantry Corps attempts a Triple Forced March during the French Movement Phase. The French Player moves the 5-5 ten Movement Points, then consults the Triple Forced March Table. He rolls a "3" (Op). The French Player could elect to halt the March attempt at this point (being content with the movement already made), but decides to risk continuing instead. The Player then rolls the die again, getting a "5" (e). This result dictates that the 5-5 may move another five Movement Points, and then is replaced by a 2-3 Infantry Division unit.

Movement & Zones of Control

GENERAL RULE
A unit or stack of units will extend a Zone of Control into the six immediately surrounding hexagons. Hexes upon which a unit is exerting its Zone of Control are termed *controlled hexes.* Only Combat units exert a Zone of Control: Cavalry units exert a *total* Zone of Control, Infantry units a *partial* Zone of Control.



CASES:
(A) If both total and partial Zones of Control extend onto the same hex, the hex is considered totally controlled. Friendly units occupying a hex will *only* negate an Enemy Zone of Control during the Combat Phase.

(B) Infantry and Non-Combat units entering any Enemy controlled hex, or Cavalry units entering a *totally* controlled hex, must stop; they may move no further that Movement Phase. If starting a Movement Phase on such a hex, they may *only* move to an uncontrolled hex (Cavalry units may also move to a partially controlled hex). Thus Cavalry units must stop when entering and never move through a *totally* controlled hex. Infantry and Non-Combat units must stop and never move through any type of Enemy controlled hex.

(C) Cavalry units may move into, through and/or out of *partial* Zones of Control. Cavalry units suffer no movement penalty to enter a partially controlled hex, but must expend two additional Movement Points to leave a partially controlled hex. Cavalry units starting the phase on a controlled hex never need expend additional Movement Points to leave that hex.

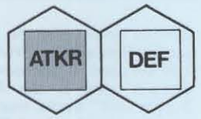
(D) Zones of Control do *not* extend across unbridged River hex-sides, but do extend across bridged River hex-sides.

(E) Zones of Control never extend into or out of a Fortress hex.

(F) Leader, Supply and Depot units never extend a Zone of Control.

(G) Zones of Control have no effect on Combat, only Movement.

COMBAT



GENERAL RULE:
When opposing units or stacks of units are adjacent, Combat *may* occur at the phasing Player's discretion. The phasing Player is the Attacker, the non-phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:
The Attacker states all attacks he wishes to make, and the Defender may then retreat units under attack in the *Retreat Before Combat Segment.* If the defending units did not or could not retreat, Combat Strengths of attacking and defending units are compared in the *Combat Resolution Segment,* and the resulting odds percentage is cross-referenced with a die roll on the Combat Results Table to determine the result of each battle. The Attacker chooses the order in which battles are resolved. In the *Advance After Combat Segment* the Attacker may occupy the Defender's hex if the defending units Retreated Before Combat, or if a successful attack was made across a river or against units in a Fortress.

CASES:
(A) During the Combat Phase the phasing Player may attack Enemy units adjacent to Friendly units. When opposing units are adjacent, attack is voluntary. However, if the Attacker has stacked Combat units, he *must* attack (see Movement case J).

(B) The phasing Player may not use units on different hexes in the same attack. All attacking units in a particular attack must be on the same hex. (Exception: see Fortress rules.) All units stacked on a hex must participate in the same attack. No unit may ever attack more than once per Combat Phase.

(C) Each Defender-occupied hex must be attacked separately; no unit or stack of units may simultaneously attack more than one hex. All units in the hex attacked must either Retreat Before Combat or defend (at the Defender's discretion; of course, those units unable or unwilling to Retreat Before Combat must defend). Units defending on a hex always defend together; they can never be attacked individually. Units may defend an unlimited number of times each Combat Phase (exception: see Fortress rules).

Retreat Before Combat
(D) The non-phasing Player (Defender) *may* Retreat Before Combat any unit attacked. A unit may not be retreated, and thus must defend, if any of the following apply:

1. The unit is surrounded by Enemy units or *totally* controlled hexes. Friendly units on a hex negate Enemy Zones of Control during the Combat Phase.
2. The unit is Infantry, Supply or Depot, and is attacked at 500% or greater odds. Cavalry and/or Leader units may retreat regardless of the odds percentage.
3. The unit is disrupted.

(E) Each unit Retreating Before Combat is moved by the Defender its full Movement Allowance. It may not move through unbridged River hex-sides, onto Enemy units, Enemy *totally* controlled hexes unoccupied by Friendly units, or hexes already moved through during the retreat. If a retreat is impossible, the unit may not Retreat Before Combat, and must defend. After a Retreat Before Combat is executed, the retreating unit becomes disrupted.

Combat Resolution
(F) All units involved in an attack have their Combat Strengths totaled (Leader Bonuses may be added). All units on the defending hex are also totaled (and Leader Bonuses added, and this new total may be doubled or tripled if the units are defending on certain types of terrain — see the Terrain Effects Chart).

(G) Units with a Combat Strength in parenthesis (Leader and Supply units) only use that Combat Strength if they are defending alone on a hex. Otherwise, such units have a Combat Strength of zero when defending, and may *never* have their Combat Strength involved in an attack.

(H) The total Combat Strength of the attacking unit(s) is compared to that of the defending unit(s). The comparison is expressed as a percentage: the Attacker's Strength as a percentage of the Defender's. This percentage is then cross-referenced with the result of one die roll, and the result indicated on the Table is applied to the attacking and/or defending units. See the Combat Results Table for details.

(I) Attacks made through an unbridged river hex-side must be at least 160%. Attacks at less than 160% odds are always an "Ae" result (all attacking units are eliminated).

Advance After Combat
(J) If the Attacker attacked across a River hex-side or a Fortress hex, he may occupy the hex in the Advance After Combat. The Attacker may always advance if the Defender Retreated Before Combat all units on the defending hex. The Attacker may never advance if a combat result of "Ae", "Ars", or "Ar1" occurred. The Attacker may advance into the attacked hex any attacking units involved in the battle, including all of them. This is the only hex he may advance into.

Automatic Elimination
(K) If, during the Movement Phase, 500% or greater odds are achieved against a defending Infantry, Supply and/or Depot unit(s), the defending unit(s) are Automatically Eliminated. There is no Retreat Before Combat, since this action is during the Movement Phase.

(L) Any Infantry or Cavalry unit automatically has 500% Automatic Elimination odds against

Die Roll	Odds Percentage: less than 80%	80% thru 99%	100% thru 109%	110% thru 119%	120% thru 139%	140% thru 159%	160% thru 179%	180% thru 199%	200% thru 299%	300% thru 399%	400% or more	Die Roll
COMBAT RESULTS TABLE												
1	Ars	Ars	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	½ex	De	1
2	Ars	Ars	Ar1 Drs	Ar1 Drs	Dr2	Drs	Drs	Drs	½ex	De	De	2
3	Ars	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	De	De	De	3
4	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	½ex	De	De	De	4
5	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	De	De	De	De	5
6	Ae	Ar1 Drs	Dr2	Drs	Drs	Drs	½ex	De	De	De	De	6

HOW TO USE THE COMBAT RESULTS TABLE:
Compare the total Combat Strength of all involved Attacking units to the total Combat Strength of all units on the Defender's hex. Express the Attacker's total as a *percentage* of the Defender's (6 attacking 4 would be 150%, 4 attacking 4 100%, etc.). (Mathematically, to compute a percentage divide the Attacker's value into 100 times the Defender's value. Thus 8 attacking 4 is computed as 4 divided into 800, yielding a result of 200, or 200%.) Now roll the die. Cross-reference the die result *row* with the Odds Percentage *column* to determine the result(s). Apply those shown to the attacking and/or defending units involved in the battle.

EXPLANATION OF RESULTS
Each code of letters and numbers is a result. If more than one result occurs (such as "Ar1 Drs" when a 2 is rolled with 100% odds), apply the results in the order given.

The first, capital letter of the code refers to the Player affected:
A = Attacker's units affected
D = Defender's units affected
Only the units of the Player specified, and only those units involved in the battle, are affected.

The small letters and numbers following the capital letter refer to the specific result applied:

e = *Eliminated.* All the Player's involved units are eliminated.

½ex = *Half Exchange.* All involved Defending units are eliminated. The Attacker must lose units whose total Combat Strength is at least half the total *basic* Strength of the Defending units lost.. The Attacker chooses which of his units are eliminated.

rs = *Retreat Scattered.* Each unit is separately retreated its full Movement Allowance, and must finish the retreat on an unoccupied hex or Friendly controlled Fortress hex. If unable to finish the retreat on an unoccupied hex or Friendly controlled Fortress hex. If unable to finish the retreat on an unoccupied of Friendly Fortress hex, the unit is eliminated.

r2 = *Retreat.* All of the Player's involved units retreat two hexes, or onto an adjacent Fortress hex. The units are then *disrupted.*

r1 = *Retreat.* All of the Player's involved units retreat to an adjacent hex(es) and are then *disrupted.*

Note: In "Ars" or "Ar1" results the Attacker may retreat any *uninvolved* unit with any *involved* unit if desired. The uninvolved unit must be on the same attacking hex as the involved units to also participate in the retreat.

RETREAT PROCEDURE:
The Player affected always retreats his own units. Units which have not moved onto a Friendly Fortress hex must retreat the full amount specified by the result. If a retreating unit does move onto a Friendly Controlled Fortress hex, it must stop its retreat on that hex.

A unit may not retreat through unbridged river hex-sides, onto hexes occupied by Enemy units, or hexes already passed through by that unit during the retreat. A unit unable to complete a retreat due to one or more of these restrictions is eliminated. Units *may* retreat through Enemy Zones of Control.

Sometimes a retreating unit will have available a variety of retreat routes. The Player retreating the unit may choose the route, provided the priorities below are followed:

1. The unit is retreated through the minimum number of Enemy controlled hexes (preferably none at all).
2. The unit is retreated toward (onto if possible) the nearest Friendly Controlled Fortress hex. Units that retreat onto a Friendly Fortress hex never continue their retreat.

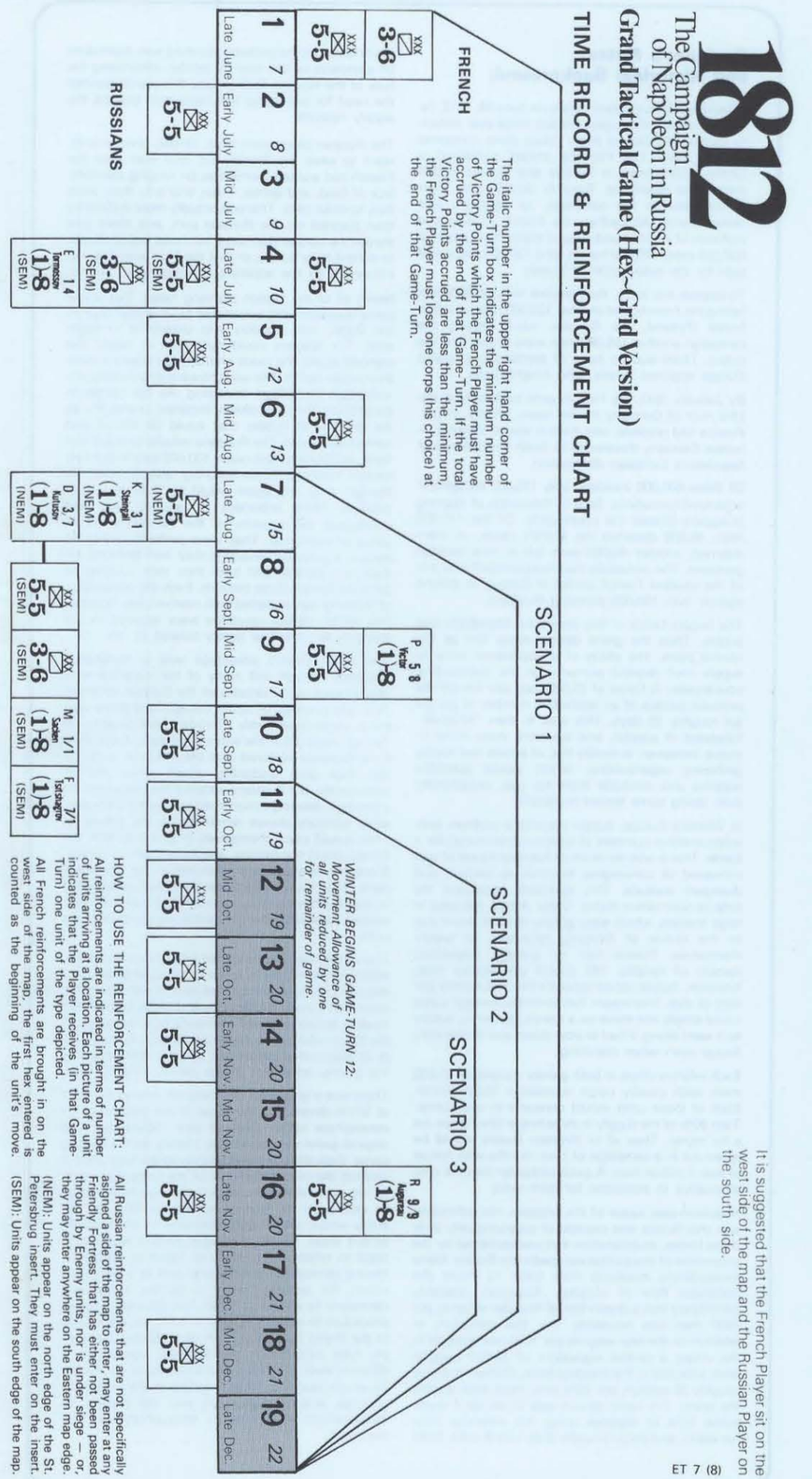
DISRUPTION
Disrupted units remain so until the end of the same Phase of the following Game-Turn. Disrupted units may not move, Retreat Before Combat, or attack. If disrupted again they are eliminated. Leader units are never disrupted (see Disruption rules).

ADVANCE AFTER COMBAT:
If the defending units Retreated Before Combat, or if the attack was made across a River hex-side or against a Fortress hex, the Attacker may Advance After Combat into the Defender's hex. See Combat case J.

AUTOMATIC ELIMINATION:
If 500% or greater odds are achieved, the defending unit(s) are Automatically Eliminated. See Combat cases K through O for details.

1812
The Campaign of Napoleon in Russia
Grand Tactical Game (Hex-Grid Version)

TIME RECORD & REINFORCEMENT CHART



Designer's Notes and Historical Background:

When Napoleon invaded Russia on June 24, 1812, he had assembled the largest military force ever known to Europe. His Central Army Group alone contained 351,000 men. The Flanking armies contained a further 62,000 men; in Prussia and Poland 61,000 more were mobilizing. Roughly 80,000 more men arrived later in the campaign, as garrisons and replacements. Altogether, the French Empire and eighteen of its allies and subject states had gathered 600,000 men, 175,000 horses, and 100,000 cattle and pigs for the subjugation of Russia.

To oppose this force, the Russians had 175,000 men facing the French, and another 123,000 men on other fronts (Finland, the Danube, etc.). During the campaign another 185,000 men were drawn into the colors. There was no hope of assistance; a cowed Europe opposed Russia, who fought alone.

By January 1813, the French were back behind the Elbe river of Germany (to the west, off the maps). Prussia had revolted, and Austria was mobilizing. A restive Germany threatened to finish the collapse of Napoleon's European domination.

Of those 600,000 invaders, only 115,000 escaped in organized formations. Tens of thousands of starving stragglers littered the countryside. Of the 115,000 men, 48,000 deserted the French cause, or were interned; another 40,000 were left in now isolated garrisons. The remainder had re-assembled into one of the smallest French armies in Europe, to defend against over 100,000 pursuing Russians.

The largest factor in this enormous bloodbath was supply. Thus the game design treats this as the central point. The ability of a Napoleonic army to supply itself depend primarily on the surrounding countryside. A Corps of 25,000 men can live off the produce surplus of an equivalent number of people for roughly 15 days. This area is then "stripped" (depleted of supply), and the army must move or starve. However, to mollify this, all armies had supply gathering organizations, which would assemble supplies and stockpile them for use, occasionally even doing some limited transport.

In Western Europe, supply became a problem only when massive numbers of troops concentrated for a battle. This is why so much of Napoleon's art of war consisted of converging marches to battles, and divergent pursuits. This approach minimized the time/concentration factor. Other armies travelled in large masses, which were greatly slowed down due to the radius of foraging necessary to supply themselves. France had an average population density of roughly 140 people per square mile; however, Russia varied between five and twenty per cent of that. This meant that even the average corps could simply not move on a march, gathering supply as it went along. It had to slow down and deliberately forage even when marching.

Each infantry corps in both games represents 25,000 men; each cavalry corps represents 10,000 horse. Each of these units would consume in one Game-Turn 90% of the supply in three hexes (the horses eat a lot more). Thus all of Western Russia would be eaten out in a campaign of nine months with forces of over 1 million men. A quick campaign was the only alternative to starvation for both sides.

Napoleon was aware of the problem. His estimation was that Russia was capable of supplying only 20% of his forces, an estimation that was borne out by the proportion of troops that escaped from Russia. Many extraordinary measures were taken to insure the necessary flow of supplies. Napoleon ordinarily considered that a proportion of fourteen wagons per 1000 men was necessary. For this operation, in addition to the four wagons per 1000 men integral in the corps, a further equivalent of 15,610 wagons were attached to the invading force. Overall, this was roughly 30 wagons per 1000 men, more than double the norm. The naval service was to set up a water borne flow of supplies using the extensive river networks, and project supply deep into Russia. Most importantly, all the strategic planning was dependent on a decisive victory near the border, eliminating the bulk of the Russian field armies; this would prevent the need for projecting too many men beyond the supply network.

The Russian plans were quite simple; give ground, react to what the French did, and wait until the French had wasted themselves on lunging marches, lack of food, and winter. Then, and only then, were they to strike back. This was actually more instinctive than planned on the Russian part, and there was always the danger that some hot head would decide to defend Holy Russia, or that the Tsar would be too influenced by the apparent catastrophe of events.

Nearly all of the French planning failed. The water borne supplies were interdicted by a British fleet in the Baltic, and probably was unfeasible to begin with. The wagons could not move at nearly the planned speed; the roads on the maps were no more than sandy tracks. The wagons were also excessively vulnerable to damage to raiding. As the campaign progressed, the units slowly lessened in mobility as the amount of supply that could be stored and carried decreased. The Russians refused to stand and fight, so Napoleon lost nearly 100,000 men in the first month fruitlessly force-marching around what he thought time and again would be their new final position. Most important of all, no one had anticipated the capacity of the Russian mind in terms of resistance. They were perfectly willing to destroy a province, devastate their own territory, kill their own people, and burn their own supplies to deny the French those benefits. Even the occupation of Moscow was accepted with relative calm. Roughly two million civilian casualties were incurred in the invasion, but the Tsar barely blinked an eye.

The major French advantage was in leadership. Napoleon himself and many of his marshals were grossly superior to virtually all the Russian generals. This only counted in battle though, and there was but a single great battle (Borodino; see *Strategy & Tactics*, issue 32) in the entire campaign. It was only if the Russians ventured onto the offensive tactically that their poor leadership would show. Almost instinctively, the Russians adopted the proper mix of a strategic delaying action, followed by the offensive, while tactically always remaining on the defensive. They would place themselves in positions that the French could not bypass, and force them to attack. Since the Russians could operate in the peripheral parts of the French march areas, relatively unaffected by supply, they easily cut up the French units without leaders, especially the invaluable supply-generating units.

The Victory Conditions are not what they seem to be. Although expressed in terms of occupying territory, this can only be accomplished by first destroying the opponent's army. If either Player spreads himself thin holding territory, he will ultimately lose the game to the Player who concentrates and defeats in detail. As in all Napoleonic campaigns, it is the destruction of the enemy army that brings victory, not territory.

There was a great deal of synergism among the staff at SPI in developing the game. It is a product of an atmosphere rather than of any individuals. The original game was based very closely on the Leipzig game. Basically the game was unsatisfactory since it omitted the crucial elements of the campaign, such as the political/morale impact of progressive defeat or victory on the non-French troops (50% of the entire army), and supply problems in the sparsely settled areas. So the Strategic version was developed to reflect the primacy of logistical problems. Having eliminated the hexagonal grid as a vehicle to reflect the tactical finesse in battles, it became necessary to evolve a rather complicated combat procedure to reflect this loss. In turn, we went back to the Grand Tactical version and adopted many of the rules included in the Strategic version on a different level. The difference is unique, to our minds. So we decided to offer both games in this combined package, and leave it up to you, the Players, to decide which is the superior representation of the campaign.

any hex containing only Depot units. This is because Depot units have a Combat Strength of "0", thus units of the phasing Player may move right through or over them as if they didn't exist.

(M) Automatically Eliminated Combat units immediately lose their Zone of Control for the remainder of the Movement Phase. The hex they occupied may be moved into or through at the cost of one additional Movement Point when entering the hex. Automatically Eliminated Combat units are eliminated at the start of the Combat Phase following the Movement Phase.

(N) Automatically Eliminated Supply and Depot units are immediately removed from the game (eliminated). They have no Zone of Control to lose, and the hex they occupied does not inhibit movement of the phasing Player's units.

(O) Cavalry and Leader units may *never* be Automatically Eliminated.

Disruption

GENERAL RULE:
A unit is disrupted after a Retreat Before Combat, as a result of a Forced March attempt, or of a battle. Leader units are never disrupted.

CASES:
(A) A disrupted unit may not move, Retreat Before Combat, or attack, but does defend normally. Disrupted Supply and Depot units may not be used for any Supply functions. Leaders are never disrupted.

(B) A unit disrupted during a certain Phase will remain disrupted until the *end* of the same Phase on the following Game-Turn. Thus a unit will remain disrupted for the six Phases and two Interphases following the Phase of disruption (each Game-Turn has six Phases, three for each Player-Turn, and two Interphases). *Example:* a unit disrupted by an Enemy attack would remain disrupted until the *end* of the Enemy Combat Phase on the following Game-Turn. A unit disrupted by a Forced March attempt would remain disrupted until the end of the Friendly Movement Phase of the following Game-Turn.

(C) A unit currently disrupted is destroyed when disrupted again.

SUPPLY



COMMENTARY:
Before armies were tied to a complex "line of communication" (roads, railroads airfields, beachheads, etc.) they lived off the land. Men made use of almost anything that could be found, with some material being loaded into horse-drawn wagons and taken with the main body of the army. Troops without land suitable for living from, or well-stocked wagons, were disorganized, demoralized, and starved. Thus in *1812* supply affects the survival of units, not their Movement or Combat. The inability of the countryside to host an army continuously is reflected in the depletion of Areas.

GENERAL RULE:
The map sheet is divided into Supply Areas represented by the different color-tints. Combat units within an Area either *deplete* the Area itself, or use a Depot unit within the Area. Units within an already depleted Area may deplete an adjacent Area having a Supply unit, use a Depot unit, or become unsupplied. Unsupplied units risk elimination on the Unsupplied Chart. Areas are "50%" and "100%" depleted, the latter state making the Area worthless for all future supply. The effect of units depleting an Area is shown on the Area Depletion Chart.

PROCEDURE:
In each Supply Interphase, the supply of units and depletion of Areas is resolved Area by Area. Supply for *all* units (of both sides) is determined simultaneously in each Area. Those Areas already 100% depleted should be resolved first. After the situation in a given Area is determined, the Area Depletion Chart is consulted if any units used the Area as a supply source, and if necessary Depletion markers are placed in the Area. If there are any unsupplied Combat units in the Area, a die is rolled for each and the resulting effect found on the Unsupplied Chart.

CASES:
(A) Combat units may use an Area or Depot unit as a source of supply. A Combat unit may never be deliberately "unsupplied" if a source of supply is available. Combat units without a source of supply are "unsupplied." All Non-Combat units are automatically "supplied" at all times.



Depot Units [French only]
(B) At the end of any French Movement Phase any Supply unit in an un-depleted Area may create a Depot unit. The Depot is stacked with the Supply unit, and a 100% Depleted marker placed in the Area. The Russians may never create Depot units, but their Supply units may voluntarily 100% Deplete the Area they occupy at the end of any Russian Movement Phase.

(C) Depot units are immediately and automatically eliminated whenever alone in a hex adjacent to an Enemy Combat unit. Thus Enemy Combat units moving next to or past only a Depot will destroy it. Depot units in a stack of Friendly units are not affected by adjacent Enemy units.

(D) Depot units can be a source of supply for any Combat units in the same Area. Depot units cannot be a source for units in other Areas. Enemy units in an Area do not affect a Depot's supply source function. If 6 or more Friendly Combat units use a Depot unit as a source of supply, the Depot unit is expended (removed from the map). Expended or automatically eliminated Depot units may be recreated (see case B above). If 5 or less Friendly Combat units use a Depot as a source of supply, the Combat units are supplied and the Depot is *not* expended.

Supply from Areas [French or Russian]
(E) Undepleted and 50% depleted Areas can be sources of supply for all units in the Area. 100% depleted Areas are never a source of supply.

(F) Units in an undepleted Area may use the Area or a Depot unit as a source of supply. Units in a 50% depleted Area must use a Friendly Depot if one is in the Area; if not the Combat units use the Area. Units in a 100% depleted Area cannot use the Area, but must use a Depot unit or an adjacent Area (see case G), or are considered unsupplied. For each unsupplied unit roll once on the Unsupplied Chart to determine the effect.

(G) A Combat unit in a 100% depleted Area may use an adjacent Area as a source of supply if *all* five of the following conditions are met:

1. no Enemy Combat units occupy the adjacent Area.
2. no more than two Friendly Combat units occupy the adjacent Area,
3. the adjacent Area is undepleted or 50% depleted,
4. the adjacent Area contains a Supply unit, and
5. the adjacent Area was not used by any Combat units of a third, different Area as a source of supply that Game-Turn.

For each Combat unit using a Supply unit in an adjacent Area as a source of supply, denote it by placing one blank counter on the Supply unit.

Depletion of Areas
(H) After the source of supply for all Combat units in an Area has been determined, the Area Depletion Chart is consulted by cross-indexing the initial state of the Area with the Combat units using it as a source of supply. If only one Player has Combat units in the Area, and has a Supply unit in the Area also, the "With Supply unit" track on the Area Depletion chart may be used if that Player desires. Any units from an adjacent Area using the one in question for supply (as in case G) are also added to the total Combat units using the Area as a source of supply. Here also the "With Supply unit" track may be used. If opposing Players both have Combat units in the Area, the "Without Supply unit" tracks must be used, and the combined total of both Player's Combat units is used on the Area Depletion Chart.

(I) The Depletion of Areas takes effect at the completion of the Supply Interphase.

Fortresses
(J) Fortresses may be used as a supply source for any one Combat unit on the Fortress hex. All additional Combat units on the hex must use an Area or Supply unit as a supply source. Russian Combat units may only use as a supply source Fortresses within Russia never occupied or passed through by French units. French Combat units may only use as a supply source Fortresses outside Russia and never occupied or passed through by Russian units.

SUPPLY CHARTS

UNSUPPLIED CHART

Die Roll	*Result:* Game-Turns 1-11	Game-Turns 12-19
1, 2	no effect	no effect
3	no effect	unit eliminated
4, 5, 6	unit eliminated	unit eliminated

HOW TO USE THE UNSUPPLIED CHART:
Roll the die once for each Combat unit unsupplied. Use the left result column on Game-Turns 1 through 11, the right column on Game-Turns 12 through 19. Non-Combat units are always supplied, and never consult this Chart.

AREA DEPLETION CHART

		Quantity of Corps-sized Combat units using Area as supply source: 0-4	5-6	7-14	15+
Game-Turns 1-11	With Supply unit	0-4	5-6	7-14	15+
	Without Supply unit	0-2	3	4-7	8+
Game-Turns 12-19	With Supply unit	0-2	3	4-7	8+
	Without Supply unit	0-1	2	3-4	5+
Initial State of Area:					
Undepleted		n	n	50d	100d
50% Depleted		50d	100d	100d	100d

HOW TO USE THE AREA DEPLETION CHART:
The Chart cross-indexes the number of Corps-sized Combat units using the Area as a supply source with the Initial State of the Area in question. To use the Chart, first determine the appropriate upper track and sub-track to be used. On Game-Turns 1 through 11 use the upper track; on 12 through 19 the lower track. Always use the "Without Supply unit" sub-track; except when only one Player has combat units in the Area, and that Player has a Supply unit in the Area and wishes to use the "With Supply unit" sub-track. Having determined the proper track and sub-track, add together the number of Corps-sized Combat units of *both* Players in the Area and cross-reference this column with the proper Initial State of Area row.

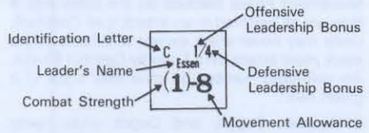
EXPLANATION OF RESULTS:
The results show the final state of the Area at the end of the Supply Interphase:
n = *Normal.* Area is unaffected, remains undepleted.

50d = *Area 50% depleted.* Area becomes 50% depleted. If already 50% depleted there is no additional effect.

100d = *Area 100% depleted.* Area becomes 100% depleted. (If already 100% depleted the Area Depletion Chart is not necessary, since no Combat unit could use the Area as a supply source.)

EXAMPLE:
The French Player has one Leader unit, two 5-5 Infantry Corps units, one 2-3 Infantry Division unit, and one 3-6 Cavalry Corps unit in an undepleted Area at the end of Game-Turn 8. The Russian Player has two 5-5 Infantry Corps, one of which is within a Fortress. To determine Area Depletion use the "Game-Turns 1-11" track and the "Without Supply unit" subtrack. The French Player has three Corps-sized Combat units in the Area (the Leader and the 2-3 are not Corps-sized Combat units), the Russian one (the other is using the Fortress hex it occupies as a source of supply). Thus the "4-7" column for quantity of Corps-sized Combat units is used. This column, cross-referenced with the "Undepleted" row, yields a result of "50d". The Area becomes 50% depleted at the end of the Supply Interphase, so next time depletion for that Area is determined, the Initial State of the Area will be "50% depleted."

Leaders



GENERAL RULE:
A Leader unit adds the Offensive Leadership Bonus to the Combat Strength of any attack unit or stack of units it is stacked with. A Leader unit adds the Defensive Leadership Bonus to the Combat Strength of any defending unit(s) it is stacked with. (Exception: see Fortress rules).

CASES:
(A) Leadership Bonuses are added before Terrain effects are determined.

(B) More than one Leader may add its Bonus to a group of attacking units, or a hex of defending units. The total Bonus value added to the Combat Strength may *never* exceed the total Combat Strength. Additional Bonus points available from the Leader unit(s) are not used for the battle. *Example:* A French 5-5 Infanty Corps unit and the Napoleon Leader unit (25/25 bonuses) have a total Combat Strength of ten Points. Napoleon could only conribute five of the 25 Bonus Points. If seven 5-5's were stacked with Napoleon, the total Strength would be 60 (35 Combat Strength Points plus the full 25 Leadership Bonus Points).

(C) Leader units *only* use their Combat Strength when defending alone on a hex. They may not attack alone, and when attacking or defending with other units, they only add their Leadership Bonus values.

Fortresses

GENERAL RULE:
A Fortress hex provides a source of supply for any one Combat unit on it, stops Zones of Control, and affects Combat. Besieging a Fortress is as good as capturing it for Victory Points purposes.

CASES:
(A) A Fortress hex automatically provides a source of supply for any one Combat unit stacked on the hex. Russian Combat units may only use Fortresses within Russia never passed through by French units. French Combat units may only use Fortresses outside Russia never passed through by Russian units. If such a Fortress has been passed through by Enemy units, the Fortress can no longer act as a supply source, but is otherwise normal if re-occupied by the original Player.

(B) Zones of Control never extend onto a Fortress hex, and units on a Fortress hex never exert a Zone of Control onto *any* adjacent hexes.

(C) Units defending on a Fortress hex triple their Combat Strength (see Terrain Effects Chart). "Dr" and "Drs" results do not apply (become no effect) to units defending on a Fortress hex.

(D) All units adjacent to a Fortress may make one combined attack if desired, *even if* the units are not all on the same hex. Provided the Fortress hex is being attacked, the attacker may involve as many Friendly units adjacent to the Fortress as desired. After the Combat Strength of all Combat units involved is totaled, the total Bonuses of all Leader units involved is applied (Combat Strength total permitting). This is the only exception to the rule that all units involved in an attack must be on the same hex.

(E) Attacking units on a Fortress hex *must* attack all adjacent Enemy-occupied hexes in one combined battle. Attacking units on a Fortress hex may not attack individual hexes, but must involve all adjacent Enemy units. If any adjacent hexes are divided from the Fortress by a River hex-side (bridged or unbridged), the Attacker may or may not involve them at his discretion. If Enemy units on hexes separated by River hex-sides are involved, all such units must be attacked.

(F) *Sieges.* At the end of the game, if Enemy units, or Enemy controlled hexes occupied by Friendly units, surround all hexes adjacent to a Friendly Fortress hex, the Fortress is under siege, and thus no longer controlled by the Friendly Player. Units in a besieged Fortress are destroyed at the end of the game. The besieging Player receives Victory Points for the besieged Fortress, but does not control the Fortress. The besieged Player receives no Victory Points for a Fortress under siege by the Enemy.

(G) *Control.* If a Fortress is not under siege, the last Player to move a unit through or onto the Fortress hex *controls* the Fortress. Use inverted units from the other version of *1812* to denote French Control of a Fortress hex, while Fortress hexes without a Control marker denote those Controlled by the Russian Player.

Victory Points & Conditions

GENERAL RULE:
Victory Points, based on the control of certain cities or Fortresses, affect French Political losses and determine the winner of the game. Unlike many Simulations games, Victory Points are not scored by a specific Player, but impartially tallied each Game-Turn.

PROCEDURE:
Victory Points for cities or Fortresses controlled by the French Player are computed at the end of each Game-Turn, during the Victory Points Interphase. The current total of Victory Points affects French Political losses. The final total after Game-Turn 19 determines the winner.

CASES:
(A) *Scoring Points:* For each Control marker added to the map, raise the level of Victory Points the appropriate amount, for each French Control marker removed, lower the level of Victory Points the appropriate amount.

VICTORY POINTS TABLE

French Control of St. Petersburg	**+5 points**
French Control of Moscow	**+5 points**
French Control of Kiev	**+3 points**
French Control of any other Fortress	**+1 point each**
Elimination of Napoleon Leader unit	**-5 points**

(B) *French Political Losses:* At the end of each Game-Turn, during the Victory Points Interphase, the current total of Victory Points must be at least equal to the italic number to the right of the Game-Turn number in the Game-Turn box (see Time Record and Reinforcement Chart). If the current total is below this number, the French Player must immediately removed from the map one Corps of his/her choice.

(C) *Game Winner:* The following list shows, for a given level of Victory Points, which Player won the game.

POINTS	VICTORY LEVEL
22 or more	**French Decisivie Victory**
18-21	**French Marginal Victory**
15-17	**Draw (Russian moral victory)**
12-14	**Russian Substantive Victory**
11 or less	**Russian Decisive Victory**

THE SCENARIOS

1812 has three different Scenarios representing three different portions of the actual campaign. Scenario 1 starts with the French invasion, and allows Players to simulate the whole campaign. Scenario 2 starts in late August 1812, where Napoleon in the actual campaign made the decision to march on Moscow. Scenario 3 starts in early October 1812, where Napoleon in Moscow pondered the problems of salvaging his campaign.

To set-up and start playing a game of *1812*, Players should set the main map on a large table, placing the map extension on the north edge so that it matches into the main map. Distribute the playing pieces as indicated by the Scenario, place a marker on the appropriate Game-Turn of the Time Record Track (All Scenarios end on Game-turn 19), and begin play with the Russian Player-Turn

KEY TO ABBREVIATIONS:
Leader units are referred to by their Identification Letter. All other units are indicated by their Combat Strength and Movement Allowance. If more than one unit is to be used, a number followed by a multiplier symbol preceeds the identification. Thus "5x5-5" means five Infantry Corps unit (each have 5-5 values).

Scenario 1

The game starts on Game-Turn 1, and ends after Game-Turn 19 is completed.

The French only Control those Fortress hexes outside of Russia.

No Areas are depleted.

The current Victory Point level is 6.

FRENCH INITIAL DEPLOYMENT:

directly on the hex of:

Tilsit:	5-5, 3-6, S
Prenn:	3x3-6, D, E
Pilviski:	5x5-5, 3-6, 2x1-3, A, C F, G
Miriampol:	5-5, B
Olecko:	2x5-5, J
Czymochen:	5-5, 3-6, H
Augustow:	3-6
Schtschosin:	5-5, 3-6, L
Novogorod:	5-5, M
Novominsk:	5-5, K
Lublin:	5-5, 3-6, N
Thorn:	5-5
Modlin:	5-5
Koenigsberg:	5-5
Memel:	5-5
Warsaw:	1-3
Danzig:	1-3

RUSSIAN INITIAL DEPLOYMENT

directly on the hex of:

Drissa:	1-3
Bobruisk:	5-5
Riga:	5-5, 1-3, C
Vilkomir:	5-5, 3-6, H, L
Vilna:	5-5, A
Lida:	5-5
Smorgonie:	3-6
Svencionys:	5-5, 3-6, J
Bialoystok:	3-6
Brest:	3-6
Radetshko:	5-5, B

Scenario 2

The game starts on Game-Turn 7, and ends after Game-Turn 19 is completed.

The French Control all Fortress hexes on the map *but* the following: *St. Petersburg, Riga, Smolensk, Tula, Lutsk, Mozyr, Kiev*

The current Victory Point level is 14.

Areas 100% depleted are: *FW9, FW13, R22, R32, R33, R44*

Areas 50% depleted are: *R23, R25, R30, R31, R34, R35.*

The Russian Player deploys his units first, the French Player second.

RUSSIAN INITIAL DEPLOYMENT:

directly on the hex of:

Riga:	5-5, C
Lutsk:	5-5, 1-4, E
Mozyr:	5-5
Kiev:	1-3

within three hexes of:

Vyasama:	3x5-5, 2x3-6, 2x1-4, 1-3, A, J, L

anywhere within the Area of:

Polotsk (R31):	5-5, 1-4, H *[may not be deployed within two hexes of the Polotsk hex]*

FRENCH INITIAL DEPLOYMENT

directly on the hex of:

Roslavl:	1-4, D
Mogilev:	2-3
Bobruisk:	2-3
Minsk:	2-3
Orsha:	2-3
Vilna:	2-3
Kovno:	2-3
Minsk:	1-3
Konigsberg:	5-5
Warsaw:	5-5
Slonim:	2-3, K

within one hex of:

Riga:	2-3
Dunaberg:	2-3, 1-4, S

within two hexes of:

Polotsk:	5-5, 2-3, 1-4, G, H
Tilsit:	5-5, 2-3, 1-3,

within three hexes of:

Brest:	5-5, 1-4, 1-3, N

within four hexes of:

Smolensk:	3x5-5, 2x3-6, 2x2-3, 3x1-4, 2x1-3, A, B, C, E, F, L, J

Scenario 3

The game starts on Game-Turn 11, and ends after Game-Turn 19 is completed.

The French Control all Fortress hexes on the map *but* the following: *St. Petersburg, Riga, Tula, Lutsk, Bobruisk, Mozyr, Kiev.* The French also Control *Moscow.*

The current Victory Point level is 19.

Areas 100% depleted are: *FW9, FW13, R22, R32, R33, R44, R51, R52, R57*

Areas 50% depleted are: *R23, R24, R25, R27, R30, R31, R34, R35, R36, R43, R50, R53, R58*

The French Player deploys his units first, the Russian Player second.

FRENCH INITIAL DEPLOYMENT

directly on the hex of:

Smolensk:	5-5. 2-3, 1-3, P
Polotsk:	5-5, 1-4, H, G
Dunaberg:	2-3, 1-4, S
Minsk:	2-3, 0-0
Vilna:	1-4, 0-0
Borisov:	5-5
Kovno:	5-5
Danzig:	5-5
Vyasma:	2-3
Orsha:	2-3
Warsaw:	2-3
Vitebsk:	1-4
Mogilev:	1-4

within three hexes of:

Brest:	5-5, 3-6, K, N

within four hexes of:

Moscow:	2x5-5, 4x2-3, 3x1-4, 2x1-3, A, B, C, D, E, F, J, L

RUSSIAN INITIAL DEPLOYMENT

directly on the hex of:

Lutsk:	2x5-5, 3-6, E, F
Bobruisk:	2-3
Mozyr:	2-3
Riga:	2-3
Kiev:	1-3

within four hexes of:

Kaluga:	3x5-5, 3x3-6, 2x2-3, 1-4, 1-3, A, D, J, L *[may not be on or adjacent to French units]*

anywhere in the Area of:

Polotsk (R31)	2x5-5, 3-6, K

1812 DESIGN CREDITS
Strategic and Grand Tactical Games

Game Design: John Young with Phil Orbanes
Physical Systems Design and Graphics: Redmond A. Simonsen with Manfred F. Milkuhn
Game Development: Phil Orbanes and Arnold Hendrick
Rules Composition: Arnold Hendrick
Production: Manfred F. Milkuhn and George Bouse

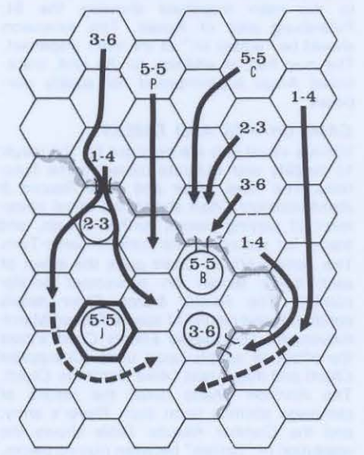
Example of Play

This is a typical (though somewhat inept) Russian defense of a river line. It is the French Player-Turn.

MOVEMENT PHASE
First the French Player moves the 5-5 unit with leader "P" adjacent to the Russian 2-3; it moves three hexes, through a river hexside, expending four Movement Points. This results in an Automatic Elimination against the Russian 2-3; it is a 10-2 (the French 5-5, plus the leader bonus, equals ten), or a simplified 5-1 combat odds situation. The French 1-4 and 3-6 move through this hex, expending an additional Movement Point for moving on the Automatically Eliminated unit's hex. N.B.: the unit in the fortress has no effect, since Zones of Control do not extend into or out of Fortresses. In the center, the French move leader "C", a 5-5, a 2-3 and a 3-6 unit into the hex opposite the Russian 5-5 and leader "B". One French 1-4 moves to block the last bridged hexside, while the other moves up. Now the French Player force marches two units. The 3-6 adjacent to the fortress double force marches successfully (rolling a "1"), while the 1-4 rolls a "5" and, choosing to continue the attempt, rolls a "4", reaching the target hex, but becoming disrupted.

COMBAT PHASE
The French Player has three combat actions: (1) the Automatic Elimination against the 2-3; (2) an attack across the bridged hexside at the Russian 5-5 and leader (four Bonus Points) defending at 18, with the 5-5, 2-3 and 3-6, plus ten of the leader's 13 Bonus Points, for a total of 20, or a 20-18, simplified to a 110% combat action; (3) the French 3-6 attacks the Russian 3-6 at 100% combat odds. None of the Russian units may retreat before combat. The automatically eliminated 2-3 is removed first, and the French units will not advance. Then the 110% combat action has a die result of "5", for a combat result of "Drs;" since the units may not retreat through Enemy occupied hexes or unbridged river hexsides, they are eliminated. Finally the 100% combat action receives a combat result of "Ar1 Drs". The effect of Ar1 is applied first; the attacking 3-6 must retreat one hex and be disrupted. This leaves a free path for the Russian 3-6 to retreat its full Movement Allowance and be disrupted.

Regular movement =
Double Forced March movement =
Russian units are circled, others are French



Odds Percentage / Die Roll	less than 80%	80% thru 99%	100% thru 109%	110% thru 119%	120% thru 139%	140% thru 159%	160% thru 179%	180% thru 199%	200% thru 299%	300% thru 399%	400% or more	Die Roll
1	Ars	Ars	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	½ ex	De	1
2	Ars	Ars	Ar1 Drs	Ar1 Drs	Dr2	Drs	Drs	Drs	½ ex	De	De	2
3	Ars	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	De	De	De	3
4	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	½ ex	De	De	De	4
5	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	De	De	De	De	5
6	Ae	Ar1 Drs	Dr2	Drs	Drs	Drs	½ ex	De	De	De	De	6

FORCED MARCH TABLES

DOUBLE FORCED MARCH TABLE

1st Die Roll 1,2	1st Die Roll Results: •	2nd Die Roll 1,2	3	4	5	6
3	Op →	•	•	•	d	e
4	Op →	•	•	d	d	e
5	Op →	•	d	d	e	e
6	e	2nd Die Roll Results				

TRIPLED FORCED MARCH TABLE

1st Die Roll 1,2	1st Die Roll Results •	2nd Die Roll 1,2	3	4	5,6
3	Op →	•	•	d	e
4	Op →	•	d	d	e
5,6	e	2nd Die Roll Results			

1812

The Campaign of Napoleon in Russia

Grand Tactical Game (Hex-Grid Version)

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Odds Percentage / Die Roll	less than 80%	80% thru 99%	100% thru 109%	110% thru 119%	120% thru 139%	140% thru 159%	160% thru 179%	180% thru 199%	200% thru 299%	300% thru 399%	400% or more	Die Roll
1	Ars	Ars	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	½ ex	De	1
2	Ars	Ars	Ar1 Drs	Ar1 Drs	Dr2	Drs	Drs	Drs	½ ex	De	De	2
3	Ars	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	De	De	De	3
4	Ars	Ar1 Drs	Dr1	Dr2	Drs	Drs	Drs	½ ex	De	De	De	4
5	Ars	Ar1 Drs	Dr1	Drs	Drs	Drs	Drs	De	De	De	De	5
6	Ae	Ar1 Drs	Dr2	Drs	Drs	Drs	½ ex	De	De	De	De	6

RUSSIAN ATTRITION TABLE

die roll	result
1,2,3,4	no effect
5	one cavalry corps eliminated
6	one infantry corps eliminated

FRENCH ATTRITION TABLE

die roll	result
1	no effect
2,3	one cavalry corps eliminated
4,5	one infantry corps eliminated
6	one infantry and one cavalry corps eliminated

UNSUPPLIED CHART

Die Roll	Result: Game-Turns 1-11	Game-Turns 12-19
1, 2	no effect	no effect
3	no effect	unit eliminated
4, 5, 6	unit eliminated	unit eliminated

AREA DEPLETION CHART

		Quantity of Corps-sized Combat units using Area as supply source: 0-4	5-6	7-14	15+
Game-Turns 1-11	With Supply unit	0-4	5-6	7-14	15+
	Without Supply unit	0-2	3	4-7	8+
Game-Turns 12-19	With Supply unit	0-2	3	4-7	8+
	Without Supply unit	0-1	2	3-4	5+

Initial State of Area:				
Undepleted	n	n	50d	100d
50% Depleted	50d	100d	100d	100d

OFF LIMITS

Russia

Prussia

Duchy of Warsaw

Austria

COURLAND R19 Undepleted
LIVONIA R29 Undepleted
RIGA R30 Undepleted
PSKOV R42 Undepleted
NORTH TVER R48 Undepleted
WEST KOVNO R20 Undepleted
EAST KOVNO R21 Undepleted
POLOTSK R31 Undepleted
SOUTH TVER R49 Undepleted
DMITROV R51 Undepleted
BYZLOI R43 Undepleted
VITEBSK R34 Undepleted
MOSCOW 6 pts
VYAZMA R50 Undepleted
VILNA R22 Undepleted
SVIR R32 Undepleted
DRISSA R33 Undepleted
SMOLENSK R44 Undepleted
POPOLSK R52 Undepleted
ORSHA R35 Undepleted
GRODNO R23 Undepleted
MOGILEV R37 Undepleted
KALUGA R53 Undepleted
TULA R58 Undepleted
MINSK R36 Undepleted
LIDA R26 Undepleted
MSTISLAVL R45 Undepleted
SOUTH KALUGA R54 Undepleted
BIALYSTOK R24 Undepleted
OREL R55 Undepleted
SOUTH TULA R59 Undepleted
BOBRUISK R38 Undepleted
BREST R25 Undepleted
CHERNIGOV R46 Undepleted
KURSK R56 Undepleted
MOZYR R39 Undepleted
VOLHYNIA R27 Undepleted
KIEV R40 Undepleted
UKRAINE R47 Undepleted
FP1 Undepleted
FP2 Undepleted
FP3 Undepleted
FP4 Undepleted
FP5 Undepleted
FW6 Undepleted
FW7 Undepleted
FW8 Undepleted
FW9 Undepleted
FW10 Undepleted
FW11 Undepleted
FW12 Undepleted
FW13 Undepleted
FA14 Undepleted
FA15 Undepleted
FA16 Undepleted
FA17 Undepleted

Riga 1 pt
Mitau Undepleted
Memel 1 pt
Rossiyeny
Pillau
Konigsberg 1 pt
Tilsit
Vilkomir
Kovno
Dunaburg 1 pt
Drissa 1 pt
Polotsk 1 pt
Velilue Luki
Danzig 1 pt
Marienburg
Elbing
Gumbinnen
Pilviski
Prenn
Svencionys
Vitebsk 1 pt
Smolensk 1 pt
Mozhaisk
Borodino
Gzhatsk
Vyazma
Elnya
Thorn 1 pt
Augustow
Czymochen
Olecko
Miriampol
Vilna
Smorgonie
Borisov 1 pt
Orsha
Roslavl
Schtschotsin
Novogrod
Grodno
Lida
Minsk
Mogilev 1 pt
Kaluga
Tula 1 pt
Plock
Bialystok
Slonim
Modlin 1 pt
Warsaw
Radetshko
Novominsk
Bobruisk 1 pt
Orel
Brest 1 pt
Kobrin
Mozyr 1 pt
Lublin
Kamosc 1 pt
Lutsk 1 pt
Lemberg 1 pt
Ostrog
Kiev 3 pts


1812 Grand Tactical Game / Map Extension
ET 5 (8)
5 pts
St. Petersburg
ESTHONIA
R28
Undepleted
ST. PETERSBURG
R41
Undepleted
N
W
E
S
LIVONIA
Overlap this map extension onto the main map, matching up the hex coded "E" on the main map with the hex coded "E" on this extension

1812, Grand Tactical Game (Hex Grid Version)

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P 5/8 Victor (1)-8	R 9/9 Augureau (1)-8	S 1/3 MacDonald (1)-8	E 7/3 Murat (1)-8	D 5/5 Grouchy (1)-8	G 1/3 Oudinot (1)-8	F 4/5 Mortier (1)-8	C 13/16 Davout (1)-8	A 25/25 Napoleon (1)-8	B 6/9 Ney (1)-8
J 6/9 Eugène (1)-8	H 7/9 St.Cyr (1)-8	L 9/13 Poniatowski (1)-8	M 5/5 Vandamme (1)-8	K 4/4 Reynier (1)-8	N 1/6 Schwarzenburg (1)-8	XXX 1 5-5	XXX 2 5-5	XXX 3 5-5	XXX 4 5-5

FRENCH

XXX 5 5-5	XXX 6 5-5	XXX 7 5-5	XXX 8 5-5	XXX 9 5-5	XXX 10 5-5	XXX 11 5-5	XXX 12 5-5	XXX 13 5-5	XXX 14 5-5
XXX 15 5-5	XXX 16 5-5	XXX 17 5-5	XXX 18 5-5	XXX 19 5-5	XXX 20 5-5	XXX 21 5-5	XXX 22 5-5	XXX 23 5-5	XXX 24 5-5
XX 25 2-3	XX 26 2-3	XX 27 2-3	XX 28 2-3	XX 29 2-3	XX 30 2-3	XX 31 2-3	XX 32 2-3	XX 33 2-3	XX 34 2-3
XX 35 2-3	XX 36 2-3	XX 37 2-3	XX 38 2-3	XX 39 2-3	XX 40 2-3	XX 41 2-3	XX 42 2-3	XXX 43 3-6	XXX 44 3-6
XXX 45 3-6	XXX 46 3-6	XXX 47 3-6	XXX 48 3-6	XXX 49 3-6	XXX 50 3-6	XXX 51 3-6	XXX 52 3-6	XXX 53 3-6	XXX 54 3-6
XX 55 1-4	XX 56 1-4	XX 57 1-4	XX 58 1-4	XX 59 1-4	XX 60 1-4	XX 61 1-4	XX 62 1-4	63 (1)-3	64 (1)-3
65 (1)-3	66 (1)-3	67 (1)-3	68 (1)-3	69 0-0	70 0-0	71 0-0	72 0-0	73 0-0	74 0-0
75 0-0	76 0-0	77 0-0	78 0-0						

C 1/4 Essen (1)-8	L 3/1 Milordovitch (1)-8	H 4/4 Wittgenstein (1)-8	A 3/4 Barclay (1)-8	J 3/1 Constantine (1)-8	B 1/4 Bagration (1)-8	E 1/4 Tormossov (1)-8	D 3/7 Kutusov (1)-8	F 7/1 Tsitshagrov (1)-8	M 1/1 Sacken (1)-8
K 3/1 Steingall (1)-8	XXX 1 5-5	XXX 2 5-5	XXX 3 5-5	XXX 4 5-5	XXX 5 5-5	XXX 6 5-5	XXX 7 5-5	XXX 8 5-5	XXX 9 5-5

RUSSIAN

XXX 10 5-5	XXX 11 5-5	XXX 12 5-5	XXX 13 5-5	XXX 14 5-5	XXX 15 5-5	XXX 16 5-5	XXX 17 5-5	XXX 18 5-5	XXX 19 5-5
XXX 20 5-5	XX 21 2-3	XX 22 2-3	XX 23 2-3	XX 24 2-3	XX 25 2-3	XX 26 2-3	XX 27 2-3	XX 28 2-3	XX 29 2-3
XX 30 2-3	XX 31 2-3	XX 32 2-3	XX 33 2-3	XX 34 2-3	XX 35 2-3	XXX 36 3-6	XXX 37 3-6	XXX 38 3-6	XXX 39 3-6
XXX 40 3-6	XXX 41 3-6	XXX 42 3-6	XX 43 1-4	XX 44 1-4	XX 45 1-4	XX 46 1-4	47 (1)-3	48 (1)-3	

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DEPLETION MARKERS (Both Versions)

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