



Austro-russian Campaign & Solo Rules



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Austro-russian Campaign & Solo Rules



The Austrian Army

The Austrian army in Napoleon Saga is the same army that from 1809 took part in the fifth coalition (The Austrian campaign), the invasion of Russia in 1812 (fighting alongside the French!), the Saxony campaign (1813) and the invasion of France (1814). Finally in the event of Napoleon's victory at Waterloo this army would have opposed France, just like Russia.

Austria was at war for a total of 108 months, first against the revolutionary government and then against the First Empire. It was therefore the most important opponent of France. In spite of defeat and humiliation, Austria learned its lessons quickly and undertook military reforms in 1809 under the direction of Archduke Charles, brother of the Emperor of Austria.

In 1809, the Austrian army is the third largest military force in the world mainly due to a large population, the formation of a militia (Landwehr) and the collaboration of many of the nations included within the Habsburg Empire. This undoubtedly causes many communications problems because not all the troops speak the same language. Despite some problems, Austria inflicts Napoleon's first defeat on May 22nd, 1809 at the Battle of Aspern-Essling.

Unlike the other armies in Napoleon Saga, the Austrian army has only 15 different units. Indeed only five cavalry are available for the Austrian player. The infantry will therefore be the mainstay of your army and for that it has completely new units that will help you to choose the right strategy.

The Austrian army is naturally oriented towards shooting thanks to its national trait and to the two units of Landwehr, the cost of which is relatively cheap. However the Grenz infantry and the Hungarian Grenadiers backed by cavalry will give you great advantage in melee fighting. In fact as far as cavalry goes the Austrian Hussars give you the best light cavalry in the game. As for the Chevauxlegers, they are extremely versatile and must be used with careful consideration for best effect.

The **Reorganization** Strategy Card will provide you with several important cumulative effects but at the sacrifice of an activation marker.

Fearless will give your light cavalry substantial support against heavy cavalry opponents.

The Russian Army

The Russian army in Napoleon Saga corresponds to the army which fought from 1812 to 1815. It was of course not only widely employed in the defense of Mother Russia during the invasion of 1812 but also during the German campaign of 1813.

Under the leadership of Barclay de Tolly, the Russian army began a major reorganisation and modernisation in 1811. The lessons learned from the defeats of Austerlitz (1805), Eylau (1807) and Friedland (1807) were taken on board and the French army Corps served as a model. These military reforms took a long time to be implemented because Russia was almost permanently at war with France, Sweden and the Ottoman Empire from 1789 to 1812.

As the most populous country in Europe, Russia was able to raise a large conscript army from among the poorest of its people, including serfs. To defend its national territories against Napoleon, Tsar Alexander ordered levies that managed to gather up to 400,000 men under the Russian banner, in less than six months.

In Napoleon Saga, the Russian army, like the other armies, has 16 different units. The Russian infantry however has several particular qualities of its own. The Grenadiers are an elite unit with a melee rating of 3 at a cost of only 48 points and two Grenadier Guard units facing a melee incline the Russian infantry towards close combat rather than shooting.

Like the Prussians, the Russians also possess a relatively weaker additional infantry unit, the "Opolchenies" or Civilian Militia. This new unit, with an adequate melee rating, strong cohesion and the Auxiliary ability will be perfect to fill those empty spaces and block your opponent in melee. Only the Carabinier Elite Light Infantry possesses the Accurate ability to help with your shooting.

As far as cavalry is concerned , the Russian player will find a full range of units to help him choose the right tactics, but one new unit is especially useful , the Cossacks, who will do their utmost to annoy the enemy due to their Harass ability.

The two strategy cards complement the Russian style of play. **General Winter** will help your Cossacks harass the enemy or exhaust a newly arrived unit and the **Wall of Bayonets** card will protect your infantry against the most powerful cavalry charges.

New Ability

Harass : When a unit with the Harass ability succeeds in an outflanking manoeuvre you may, instead of attacking an enemy unit in reserve, harass the opposing army. Like any other action, harassing requires the unit to be activated. A unit engaged in melee cannot perform a harassing action.

When a unit is harassing the opposing army, roll a d6 and check the table below:

Result of d6 Dice roll

1-2-3

4-5-6

Number of cards

1 strategy card

2 strategy cards

This shows the number of strategy cards that your opponent will not be able to draw in the reinforcement phase.

When a unit has been activated to engage in harassment then it can become the target of shooting or can be engaged in melee according to the normal rules.

As long as a unit with the Harass ability is within an outflank slot, it can be activated to continue to Harass on each turn.



National Traits

Each nation of the Napoleonic era had its own characteristics, preferences or doctrines in battle. To represent this, the different armies have the opportunity once per game, to use their national trait.

Austria: In line!

The Austrian player can in Phase III Combat, use his national trait « In line! ». Place a Line formation marker on one of your infantry units. In addition, Austrian infantry who are in Line formation do not suffer the penalty of -1 in melee until the end of the game.

Russia: Icons of Mother Russia

The Russian player can during Phase III Combat, use his national trait « Icons of the Mother Russia ». If one of your units with at least two casualty markers must perform a morale check, then this test will automatically be successful.

In addition, if your unit is not engaged in melee then it can remove a casualty marker. If your unit is engaged in melee, it may remove a casualty marker, on a morale test score of 6+.







Austro-Russian Campaign

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Scenario #1

The Battle of Teugn-Hausen - April 19th 1809

Length: NA • **Initiative:** Normal • **Factions:** France vs. Austria

In 1809, Austria launched a war against France by invading Bavaria, which at the time was allied to Napoleon. Archduke Charles, with an army of 140,000 strong, wants to take the French by surprise, whilst many of Napoleon's troops are still occupied in Spain. Charles's primary objective is to destroy the French 3rd army Corps led by Marshal Davout, the latter being cut off near Ratisbon.

This scenario simulates the assault of the Austrian troops, led by Field Marshal Hohenzollern, on Davout's army Corps. The Field Marshal believes he will receive the reinforcements he has demanded in order to have numerical superiority. But the hesitation of Archduke Charles will leave the Austrian troops facing a French army who have already taken up position in a wooded area close to the city of Teugn.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. For this scenario, three empty spaces in the first line do not indicate a defeat. At the end of the game, each woods and village terrain card gives 1 additional victory point.
- **Terrains:** For this scenario, any slot can hold up to 2 Woods terrain cards (the effects are not cumulative). The rules for capturing a terrain card are the same as those explained in the rules on page 11-12, but you can only capture one terrain card at a time; even if the location contains more than one card.
- **Outflank:** In order to outflank the enemy army on side A, a player must control the 2 woods located on side A. The French player can outflank side B, if and only if, he controls the 2 hills. The Austrian player cannot outflank the side marked B if both hills are controlled by the French player.
- **Artillery:** In this scenario, artillery units are not complete batteries, they represent only a small number of guns. To show this, the units of artillery suffer a penalty of -1 to shoot for the duration of the scenario.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules.



List of French Army Units (10 cards)

- Line infantry (3) **1**
- Reserve Line infantry (3) **2**
- Voltigeurs (2) **3**
- Marie-Louise (1)
- Artillery (1)

Note: Terrain cards in reserve can be captured as explain in the rule give 1 additional victory point.



- German infantry (3) **1**
- Hungarian infantry (3) **2**
- Artillery (2) **3**
- Jägers (1) **4**
- Grenz infantry (1) **5**

The Battle of Teugn-Hausen - April 19th 1809



French strategy deck

- Ambush (2)
- Hill (2) **H**
- Long range (2)
- Woods (2) **W**
- Accurate shot
- A last effort!
- Artillery carriage
- Beat of the drum
- Confusing orders
- Conscripts
- Defensive fire
- Determination
- Fix bayonets!
- Flag
- Flanking
- Forced march
- Forward!
- Line formation
- Low morale
- Officer
- Press forward!
- Reservists
- Skirmishers
- Spotted!
- Take cover!
- Veteran
- Village **V**
- We can make it!

Austrian strategy deck



- Confusing orders (2)
- Fix bayonets! (2)
- Woods (2) **W**
- Accurate shot
- A last effort!
- Ambush
- Artillery carriage
- Beat of the drum
- Conscripts
- Defensive fire
- Determination
- Flag
- Flanking
- Forced march
- Forward!
- Line formation
- Long range
- Low morale
- Officer
- Reservists
- The fall of an empire
- Press forward!
- Skirmishers
- Spotted!
- Take cover!
- Village **V**
- We can make it!

Scenario #2

The Second Battle of Landshut - April 21st, 1809

Length: NA • **Initiative:** Normal • **Factions:** France vs. Austria

After the invasion of Bavaria by Austria, Napoleon returns from Spain with great urgency to take charge of his armies. By a series of manoeuvres, the Emperor succeeds in isolating the left flank of Archduke Charles' army at Landshut and launches an assault in an attempt to encircle and destroy it. This scenario simulates the assaults on the city of Landshut, particularly the seizing of the first bridge by General Mouton, leading directly to the center of the city.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. For this scenario, three empty spaces in the first line do not indicate a defeat. At the end of the game, each village terrain card gives 1 additional victory point.
- **Terrains:** In this scenario, only the French player can capture enemy terrain cards. As a slot cannot contain two different terrain cards, the French player must discard a river after capturing a village. After capturing the second village, the farm terrain card must be placed on the first line in one of the two space above it.
- **Outflank:** For this scenario only the French player can attempt to outflank the enemy army. To outflank enemy troops on side A, the French player must control the river on the side marked A. To outflank enemy troops on side B, the French player must control the river closest to the side marked B.
- **Artillery:** In this scenario, artillery units are not complete batteries, they represent only a small number of guns. To show this, the units of artillery suffer a penalty of -1 to shoot for the duration of the scenario.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules.



List of French Army Units (15 cards)

- Line infantry (3) 1
- Reserve Line infantry (3) 2
- Grenadiers (2) 3
- Artillery (2) 4
- Chasseurs à cheval (1) 5
- Voltigeurs (1)
- Marie-Louise (2)
- Cheval-légers lanciers (1)



List of Austrian Army Units (14 cards)

- German infantry (3) 1
- Hungarian infantry (3) 2
- Artillery (2) 3
- Landwehr jägers (2) 4
- Grenz infantry (2) 5
- Jägers (1)
- Dragoons (1)

The Second Battle of Landshut - April 21st, 1809



French strategy deck

- River (3) **R**
- A last effort! (2)
- Ambush (2)
- Beat of the drum (2)
- Burn it to the ground! (2)
- Confusing orders (2)
- Fix bayonets! (2)
- Forward! (2)
- Perfect round shot (2)
- Desertion
- Determination
- Fall back
- Flag
- Flanking
- Impetuous
- Line formation
- Long range
- Low morale
- Officer
- Pour l'Empereur !
- Precise orders
- Press forward!
- Reservists
- Skirmishers
- Supply depot
- Veteran
- We can make it!
- Where are they?



Austrian strategy deck

- A last effort! (2)
- Ambush (2)
- Confusing orders (2)
- Defensive fire (2)
- Fix bayonets! (2)
- Long range (2)
- Perfect round shot (2)
- Supply depot (2)
- Take cover! (2)
- Village (2) **V**
- Accurate shot
- Beat of the drum
- Call the reserve
- Conscripts
- Determination
- Fall back
- Farm **F**
- Flag
- Forward!
- Impetuous
- Line formation
- Low morale
- Officer
- Precise orders
- Press forward!
- River **R**
- Skirmishers
- Too many loses!
- We can make it!
- Where are they?

Scenario #3

The Battle of Eggmühl, Day 1, April 21st, 1809

Length: 10 turns • **Initiative:** Normal • **Factions:** France vs. Austria

As Napoleon rushes to Landshut where he expects to find the Austrian main army, he orders Marshal Davout to pursue and engage any enemy formations he may encounter. Davout then took the decision to attack the IVth Austrian corps led by Field Marshal Rosenberg. This scenario simulates, the French attack in the woods to drive back the Austrians, and the capture of the village of Obersandling allowing them to outflank the IVth Austrian army Corps.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. For this scenario, three empty spaces in the first line do not indicate a defeat. At the end of the game, each woods and village terrain card gives 1 additional victory point. If at the end of a turn, the French player controls at least 3 woods and the village terrain card, he wins immediately the game. If at the end of a turn, the Austrian player controls the 4 woods and the village terrain card, he wins immediately the game.
- **Terrains:** For this scenario, any slot can hold up to 2 Woods terrain cards (the effects are not cumulative). The rules for capturing a terrain card are the same as those explained in the rules on page 11-12, but you can only capture one terrain card at a time; even if the location contains more than one card.
- **Artillery:** In this scenario, artillery units are not complete batteries, they represent only a small number of guns. To show this, the units of artillery suffer a penalty of -1 to shoot for the duration of the scenario.
- **Outflank:** To outflank side A, you must be in control of the village for the duration of the manoeuvre. If at the end of a turn, any players unit has not yet performed a manoeuvre and the village is no longer controlled by that player then the unit returns in reserve in accordance with the reinforcement rule.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules.
- **Special rules for the Austrian player: Archduke Charles has arrived!** At the beginning of the game, the Officer Strategy card is not mixed in the strategy deck but set aside. At the end of the fourth round of play, the Austrian player must place the Officer (Charles) on one of his units located in reserve.



List of French Army Units (12 cards)

- Line infantry (3) **1**
- Reserve Line infantry (3) **2**
- Voltigeurs (2) **3**
- Artillery (1)
- Marie-Louise (2)
- Grenadiers (1)



List of Austrian Army Units (12 cards)

- German infantry (3) 1
- Hungarian infantry (3) 2
- Grenz infantry (2) 3
- Landwehr Jägers (2) 4
- Jägers (1)
- Artillery (1)

The Battle of Eggmühl, Day 1, April 21st, 1809



French strategy deck

- Woods (2) **W**
- Accurate shot
- A last effort!
- Ambush
- Beat of the drum
- Burn it to the ground!
- Confusing orders
- Defensive fire
- Determination
- Fall back
- Fix bayonets!
- Flag
- Flanking
- Forced march
- Forward!
- Impetuous
- Line formation
- Long range
- Low morale
- Officer
- Pour l'Empereur !
- Precise orders
- Press forward!
- Skirmishers
- Strategic pullback
- Supply depot
- Take cover!
- Veteran
- We can make it!



Austrian strategy deck

- Woods (2) **W**
- Accurate shot
- A last effort!
- Ambush
- Beat of the drum
- Confusing orders
- Defensive fire
- Determination
- Fall back
- Fix bayonets!
- Flag
- Flanking
- Forward!
- Impetuous
- Line formation
- Long range
- Low morale
- Officer
- Precise orders
- Press forward!
- Reorganization
- Skirmishers
- Strategic pullback
- Supply depot
- Take cover!
- Village **V**
- We can make it!

Scenario #4

The Battle of Eggmühl, Day 2, April 22nd, 1809

Length: 10 turns • **Initiative:** Normal • **Factions:** France vs. Austria

On the evening of April 21st, Napoleon receives reports from his scouts and Marshal Davout who inform him about the battle that has just taken place. Napoleon immediately changes his plans and prepares for the next day's battle. On the opposing side the Austrians and Archduke Charles make a bad guess as to the position of the French troops and focus their attacks in the wrong direction. Napoleon rejoins Davout and attacks Rosenberg's completely isolated IVth army Corps. This scenario simulates the assault of the Friant and St-Hilaire divisions (Davout's Corps) on the centre-left of the Austrian army.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. At the end of the game, each woods and fortified farm terrain card gives 1 additional victory point. If at the end the game, the Austrian player controls at least 2 woods and the farm terrain card, he wins the game. If at the end of a turn, the French player controls at least 2 woods and the fortified farm terrain card, he wins immediately the game.
- **Terrains:** For this scenario, any slot can hold up to 2 Woods terrain cards (the effects are not cumulative). The rules for capturing a terrain card are the same as those explained in the rules on page 11-12, but you can only capture one terrain card at a time; even if the location contains more than one card.
- **Artillery:** In this scenario, artillery units are not complete batteries, they represent only a small number of guns. To show this, the units of artillery suffer a penalty of -1 to shoot for the duration of the scenario.
- **Outflank:** For this scenario it is not possible to outflank the enemy army.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules.
- **Special Rules - Threat of French Heavy Cavalry:** In this scenario two units are placed on the same flank in the positions intended for an outflanking manoeuvre against side B. If the French player controls the fortified farm on side B, then French cuirassiers may attack the Austrian Hussars. If the hussars retreat then they are removed from the game, without yielding a victory point. If the hussars are eliminated or retired then the Austrian army suffers a morale penalty of -1 for all its tests until the end of the game. In this case, the French cuirassiers stay in the outflanking slot and cannot be activated or targeted.



List of French Army Units (13 cards)

- Line infantry (3) 1
- Reserve Line infantry (2) 2
- Voltigeurs (2) 3
- Artillery (2) 4
- Chasseurs à cheval (2) 5
- Grenadiers (1) 6
- Cuirassiers (1) 7



List of Austrian Army Units (12 cards)

- German infantry (3) **1**
- Hungarian infantry (1) **2**
- Grenz infantry (2) **3**
- Artillery (2) **4**
- Chevauxlegers (1) **5**
- German Grenadiers (1) **6**
- Jägers (1) **7**
- Hussars (1) **8**

The Battle of Eggmühl, Day 2, April 22nd, 1809



French strategy deck

- Ambush (2)
- Confusing orders (2)
- Fix bayonets! (2)
- Forward! (2)
- Line formation (2)
- Skirmishers (2)
- Woods (2) **W**
- Accurate shot
- Additional squadron
- A last effort!
- Beat of the drum
- Burn it to the ground!
- Desertion
- Determination
- Echelon formation
- Fall back
- Flag
- Impetuous
- Long range
- Low morale
- Moving fire
- Officer
- Perfect round shot
- Pour l'Empereur !
- Precise orders
- Press forward!
- Pursue them!
- Supply depot
- Too many loses!
- Veteran
- We can make it!

Austrian strategy deck



- A last effort! (2)
- Ambush (2)
- Beat of the drum (2)
- Confusing orders (2)
- Defensive fire (2)
- Fix bayonets! (2)
- Perfect round shot (2)
- Take cover! (2)
- We can make it! (2)
- Woods (2) **W**
- Accurate shot
- Conscripts
- Determination
- Echelon formation
- Fall back
- Farm **F**
- Fearless
- Flag
- Fortified farm **FF**
- Hill **H**
- Line formation
- Long range
- Low morale
- Officer
- Precise orders
- Reorganization
- Skirmishers
- Strategic pullback
- Supply depot
- Too many loses!

Scenario #5

The Battle of Saltanovka (Mogilev) July 23th, 1812

Length: NA • **Initiative:** Russian • **Factions:** France vs. Russia

Less than a month after crossing the Niemen and beginning the invasion of Russia, Napoleon sets up a manoeuvre to encircle the enemy forces. He then orders Marshal Davout to cross the Dnieper River in order to outflank them. The Russian general Bagration will do everything to prevent Davout's first army corps from achieving this. The main objective is for the French to march on Smolensk and for the Russians to slow them down.

This scenario simulates the initial onslaught of Russian forces against the French positions. Davout's army corps cannot take the risk of being attacked while crossing the Dnieper and has formed up around Saltanovka.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. At the end of the game, each captured terrain card gives 1 additional victory point.
- **Outflank:** Only the Russian player may attempt to outflank the enemy units on side 'A' of the board, and only with an infantry unit.
- **Artillery:** In this scenario, artillery units are not complete batteries, they represent only a small number of guns. To show this, the units of artillery suffer a penalty of -1 to shoot for the duration of the scenario.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules.



List of French Army Units (15 cards)

- Line infantry (3) **1**
- Marie-Louise (3) **2**
- Reserve Line infantry (3) **3**
- Voltigeurs (1) **4**
- Foot Artillery (2) **5**
- Chasseurs à cheval (2) **6**
- Cuirassiers (1) **8**

(Mogilev) July 23th, 1812



List of Russian Army Units (17 cards)

- Musketeers (3) **1**
- Grenadiers (2) **2**
- Line infantry (3) **3**
- Jägers (2) **4**
- Foot artillery (2) **5**
- Dragons (3) **6**
- Carabiniers (1)
- Opolchenie (1)

The Battle of Saltanovka (Mogilev) July 23th, 1812



French strategy deck

- Ambush (2)
- Confusing orders (2)
- Defensive fire (2)
- Fix bayonets! (2)
- Line formation (2)
- Officer (2)
- Perfect round shoot (2)
- Take cover! (2)
- Village (2) **V**
- Accurate shot
- Additional squadron
- A last effort!
- Beat of the drum
- Burn it to the ground!
- Determination
- Echelon formation
- Fall back
- Flag
- Forward!
- Long range
- Low morale
- Precise orders
- Press forward!
- Reservists
- Skirmishers
- Strategic pullback
- Supply depot
- Too far away
- Too many loses!
- We can make it!
- Woods **W**



Russian strategy deck

- A last effort! (2)
- Ambush (2)
- Fix bayonets! (2)
- Perfect round shoot (2)
- River (2) **R**
- Skirmishers (2)
- We can make it! (2)
- Woods (2) **W**
- Beat of the drum
- Burn it to the ground!
- Confusing orders
- Conscripts
- Determination
- Echelon formation
- Fall back
- Flag
- Forced march
- Forward!
- Impetuous
- Line formation
- Low morale
- Officer
- Precise orders
- Press forward!
- Reservists
- Supply depot
- Take cover!
- Too many loses!
- Veteran
- Where are they?

Scenario #6

The Battle of Valutina Gora (Loubino) August 19th, 1812

Length: NA • **Initiative:** French • **Factions:** France vs. Russia

Two days after the Battle of Smolensk and the siege of the city, the two Russian armies in the field, led by Bagration and Barclay de Tolly, find themselves separated from each other. The two generals then try to regroup on the main road to Moscow. Napoleon sensing an opportunity to tear into and destroy the army of Tolly, launches Marshal Ney's III Corps and Murat's cavalry on the Russian rearguard.

This scenario simulates Ney's onslaught on the Russian rearguard which is starting to form up in a defensive position. The French are obliged to take the initiative and attack the Russian positions head-on to prevent the withdrawal of enemy troops to their capital in good order. Despite having numerical superiority, the French are threatened on their right flank by the Cossacks.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. At the end of the game, each captured terrain card gives 1 additional victory point to the French player.
- **Outflank:** Only the Russian player may attempt to outflank the enemy units, and only on side 'B' of the board.
- **Artillery:** In this scenario, artillery units are not complete batteries, they represent only a small number of guns. To show this, the units of artillery suffer a penalty of -1 to shoot for the duration of the scenario.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules.



List of French Army Units (15 cards)

- Line infantry (3) **1**
- Marie-Louise (3) **2**
- Reserve Line infantry (3) **3**
- Voltigeurs (1)
- Grenadiers (1)
- Foot Artillery (2) **4**
- Chasseurs à cheval (1)
- Cheval-légers lanciers (1)



List of Russian Army Units (14 cards)

- Musketeers (3) **1**
- Grenadiers (2) **2**
- Line infantry (3) **3**
- Jägers (2) **4**
- Foot artillery (2) **5**
- Hussars (1)
- Cossacks (1) **6**

The Battle of Valutina Gora (Loubino) August 19th, 1812



French strategy deck

- Ambush (2)
- Beat of the drum (2)
- Burn it to the ground! (2)
- Confusing orders (2)
- Fix bayonets! (2)
- Line formation (2)
- Officer (2)
- Veteran (2)
- Woods (2) **W**
- Additional squadron
- A last effort!
- Artillery carriage
- Determination
- Echelon formation
- Fall back
- Farm **F**
- Flag
- Forward!
- Hill **H**
- Impetuous
- Long range
- Low morale
- Pour l'Empereur !
- Precise orders
- Press forward!
- Recall
- Reservists
- Skirmishers
- Spotted!
- Too many loses!
- We can make it!

Russian strategy deck



- A last effort! (2)
- Confusing orders (2)
- Fix bayonets! (2)
- Take cover! (2)
- Woods (2) **W**
- Accurate shot
- Ambush
- Beat of the drum
- Call the reserve
- Conscripts
- Defensive fire
- Determination
- Echelon formation
- Fall back
- Farm **F**
- Flag
- Flanking
- Hill **H**
- Line formation
- Long range
- Low morale
- Officer
- Precise orders
- Press forward!
- Reservists
- Sacrifice
- Skirmishers
- Strategic pullback
- Supply depot
- Too many loses!
- Village **V**
- We can make it!
- Where are they?

Scenario #7

The Battle of Borodino (The Battle of the Moscowa) September 7th, 1812

Length: NA • **Initiative:** French • **Factions:** France vs. Russia

After more than two months of waiting, Napoleon manages to obtain the great battle he desires against the Russian army led by Kutuzov. He hopes for a decisive victory that will force the Tsar to capitulate and sign a peace treaty. The battlefield, chosen by the Russian general, is 125 km from Moscow. Fortifications have been hastily set up by the Russians, but these are well defended and are the lynchpin of Kutuzov's plan.

This scenario simulates the major French assault on the Great Redoubt, a major fortification defended by General Raievski.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The usual conditions explained in the rules apply to both sides. In addition, the French player automatically wins the game if at the end of any turn; he controls all the redoubt and village terrain cards. At the end of the game, if the Russian player controls the two redoubt terrain cards, he wins two additional victory points.
- **Outflank:** For this scenario it is not possible to outflank the enemy army.
- **Reinforcements:** In addition to the units deployed at the start, each player has an army deck, from which he can draw reinforcements, as indicated in the rules. For this scenario, a unit of Prussian cuirassiers is present on the French side, representing Saxon cavalry.
- **Special rules for the Russian player:** Russian infantry units located in redoubts at deployment cannot voluntarily leave their position, unless they are in retreat.



List of French Army Units (20 cards)

- Line infantry (3) 1
- Marie-Louise (3) 2
- Reserve Line infantry (3) 3
- Voltigeurs (1) 4

- Grenadiers (1) 5
- Foot Artillery (2) 6
- Cuirassiers (2) 7
- Carabiniers (2) 8

- Jeune Garde (1)
- Chasseurs à cheval (1)
- Kürassiers (1)



List of Russian Army Units (20 cards)

- Musketeers (3) **1**
- Grenadiers (2) **2**
- Line infantry (3) **3**
- Jägers (2) **4**
- Foot artillery (2) **5**
- Dragoons (2) **6**
- Lifeguard (1) **7**
- Hussars (1)
- Carabiniers (1)
- Horse artillery (1)
- Uhlans (1)
- Cuirassiers (1)



French strategy deck

- A final effort! (2)
- Confusing orders (2)
- Determination (2)
- Fix bayonets! (2)
- Forward! (2)
- Long range (2)
- Officer (2)
- Perfect round shot (2)
- Press Forward! (2)
- Village (2) **V**
- We can make it! (2)
- Ambush
- Beat of the drum
- Breach through
- Desertion
- Fall back
- Flag
- Impetuous
- Line formation
- Low morale
- Pour l'Empereur !
- Precise orders
- Sacrifice
- Skirmishers
- Take cover!
- Too many loses!
- The Emperor's eye is on us!
- Veteran
- Woods **W**



Russian strategy deck

- A final effort! (2)
- Ambush (2)
- Defensive fire (2)
- Fix bayonets! (2)
- Officer (2)
- Perfect round shot (2)
- Redoubt (2) **R**
- Sacrifice (2)
- Take cover! (2)
- We can make it! (2)
- Accurate shot
- Bayonets wall
- Beat of the drum
- Confusing orders
- Desertion
- Determination
- Echelon formation
- Fall back
- Farm **F**
- Flag
- Forward!
- Hill **H**
- Impetuous
- Line formation
- Long range
- Low morale
- Precise orders
- Too many loses!
- Veteran
- Where are they?

Scenario #8

The Battle of Studyanka (The Crossing of the Berezina) November 28th, 1812

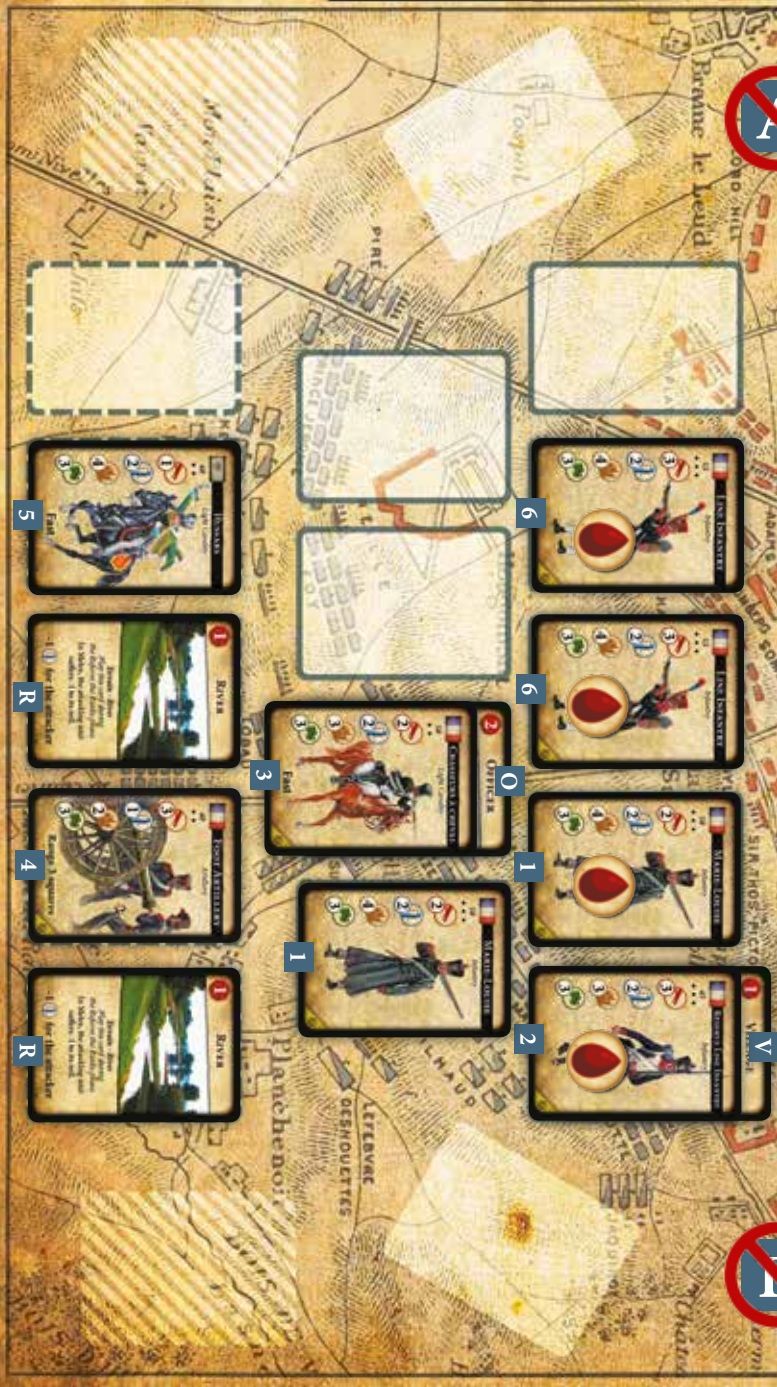
Length: 10 turns • **Initiative:** Russian • **Factions:** France vs. Russia

The Battle of Berezina took place from November 21 to 29, 1812, the highlight of which was the crossing by the routing French troops, of the River Berezina; a name which is still synonymous with military debacle to this day. As a result of several diversionary manoeuvres, Napoleon succeeds in crossing part of his army, or at least what remains of it, onto the other side of the river. However after several days of fighting, skirmishes and all kinds of diversionary tactics, Marshal Victor is left alone on the east bank of the Berezina with the remnants of IXth army Corps.

This scenario simulates the battle that took place near the village of Studyanka between the French troops of Marshal Victor and the Russian troops under Wittgenstein. The French Marshal is trying to prevent Russian troops from blocking the passage of the two bridges over the Berezina, thus allowing the wounded and those troops unable to fight, to cross the river and join the remnants of La Grande Armée.

SPECIAL RULES FOR THIS SCENARIO

- **Victory & Defeat:** The French player wins the game if at the end of Turn 10, he controls the village and at least 7 French markers are placed on the bridges (rivers). The Russian player wins the game if the French player does not fulfil his victory condition. For this scenario, three empty spaces in the first line do not indicate a defeat for the French player.
- **Outflank:** For this scenario it is not possible to outflank the enemy army.
- **Deployment:** All French units in the 1st line of battle start with a casualty marker. For this scenario, a unit of Prussian hussars is present on the French side, representing Hessian and Baden cavalry.
- **Reinforcements:** In addition to the units deployed at the start, the Russian player has an army deck, from which he draws reinforcements, as stated in the rules.
- **Special rules for the French player: Save who you can!** At the end of a turn, the French player places a casualty marker on one of the river terrain card (bridges) if he has at least 3 units in the 1st line.



List of French Army Units (8 cards)

- Marie-Louise (2) **1**
- Reserve Line infantry (1) **2**
- Chasseurs à cheval (1) **3**
- Foot Artillery (1) **4**
- Prussian Hussars (1) **5**
- Line infantry (2) **6**



List of Russian Army Units (16 cards)

- Musketeers (3) **1**
- Line infantry (3) **2**
- Jägers (2) **3**
- Carabiniers (1) **4**
- Dragoons (2) **5**
- Cossacks (1) **6**
- Foot artillery (2) **7**
- Grenadiers (1)
- Opolchenie (1)



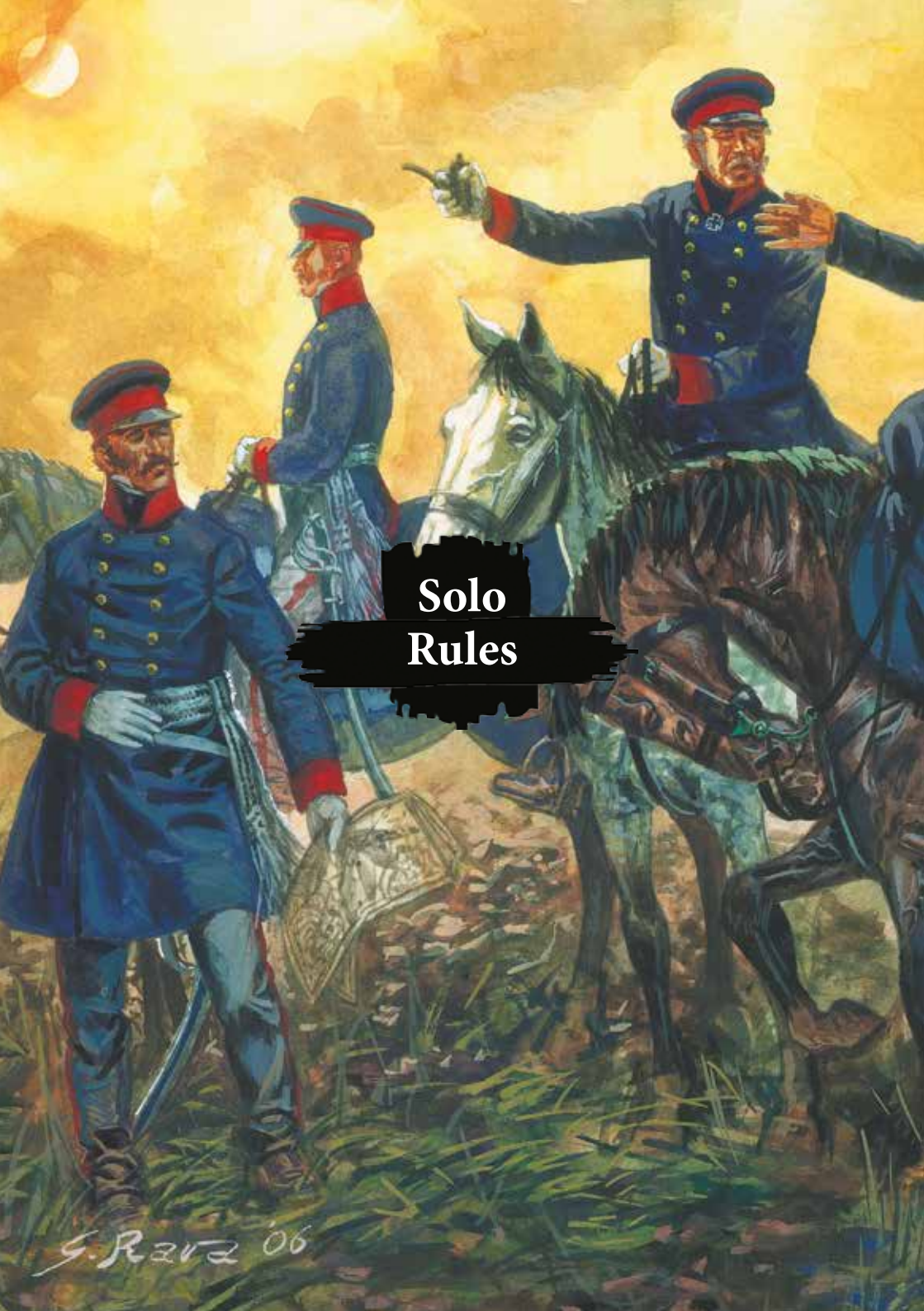
French strategy deck

- A final effort! (2)
- Beat of the drum (2)
- Confusing order (2)
- Fix bayonets! (2)
- Officer (2) **O**
- River (2) **R**
- Take cover ! (2)
- We can make it! (2)
- Ambush
- Defensive fire
- Determination
- Echelon formation
- Flag
- Line formation
- Low morale
- Moving fire
- Perfect round shot
- Pour l'Empereur !
- Pursue them!
- Precise orders
- Skirmishers
- Strategic pullback
- Too many losses!
- Village **V**



Russian strategy deck

- Ambush (2)
- Confusing order (2)
- Flanking (2)
- Line formation (2)
- Perfect round shot (2)
- Accurate shot
- A last effort!
- Beat of the drum
- Burn it to the ground!
- Defensive fire
- Desertion
- Determination
- Fall back
- Fix bayonets!
- Flag
- Forward!
- Impetuous
- Long range
- Low morale
- Officer
- Precise orders
- Press forward!
- Sacrifice
- Skirmishers
- Square formation
- Supply depot
- Too many loses!
- We can make it!



Solo Rules

S. RAVZ '06

Rules for Solo Play

During a Solo game, neither the Bluff cards nor the objective cards of both armies are used. Take the 10 cards marked “Actions” for the solo version of the game. All the regular rules of the game are used except as specified below.

The Imperial Rule for playing solo

When playing solo, you will have to take decisions for the opposing army. These decisions must always be beneficial to the enemy army in order to deliver the best possible tactics and combat actions. If it is difficult to make a decision, then do it at random. This can represent the chaos of battle and the difficulty of the enemy commander to give orders.

Initial Deployment

For your first games using the Solo rules, we recommend using cards with a gold colored border, as shown on page 6 of the rulebook. You always deploy first so you cannot adapt to the enemy's deployment. For the deployment of enemy units, you will form several decks of cards as shown below:

- Form a first deck, referred to as “P1”, including all the enemy infantry cards and add 2 units of random enemy cavalry. Any Units belonging to the Guard cannot be used in the “P1” deck.
- Now shuffle the “P1” deck and draw the first 5 cards. Place these cards at random to form the first line of the enemy.

Below, the Coalition Army is considered as an enemy of the player and the P1 deck is formed.





The 5 cards drawn at random from the P1 deck form the 1st line of the Coalition.

- Shuffle the remaining infantry units from the “P1” deck and draw the first three cards at random. Add all the remaining cavalry units, except those belonging to the Guard, as well as one artillery unit. Shuffle this new deck which we will call “P2” and draw the first four cards from the “P2” deck and place them at random to form the second line.



Formation of the P2 Coalition deck before shuffling.

The 4 cards, drawn randomly from the P2 pack form the 2nd line of the Coalition forces.



- Shuffle the remaining ten cards to form the last deck “P3” and draw the first three cards that will form the reserve. Place these cards face up on the table. The cards that subsequently remain in the “P3” pack are the enemy army deck from which you may draw new units and bring them into play.



In this example 1 cavalry unit and 2 infantry units form the reserve.

Strategy cards

Shuffle and draw the first three cards from the enemy strategy deck. Place them face up to form a row of cards representing your enemy's strategy hand.

There are always 3 strategy cards in the row. Each time an enemy card is played, shift the cards in the row to the left then draw a new one and put it face up at the end (right) of the line.

If one or more terrain cards are in the first row, then you must place them under enemy units according to the instructions on page 8 of the rulebook.

If, during deployment, any new card drawn for this row is another terrain card, then it must be placed once more upon the battlefield. The order of the cards in the row is important and should only be changed when a card is played.



In the example above, a terrain strategy card is present in the row and must be set down during the initial deployment, thus creating the best possible positioning for the enemy. Here, the terrain card shown is a “Farm” (building). Placing it under the British infantry in the 1st line is a good choice since it gives a bonus.

However take care that you do not block artillery lines of sight when placing enemy terrain cards, nor block any cavalry in the 2nd line, as they cannot enter a building. It would therefore mean they could not easily join up with the 1st Line.

The game can now begin.

Initiative

To determine your initiative, you must discard a strategy card, as normal from your hand, to which you must add the result of a D6.

To determine his initiative, your enemy will therefore play the first card in the row to which you must add the result of a D6. This card will be discarded afterwards. When your opponent (and only your opponent) wins the initiative by a difference of at least 2 then he also gains an additional «activation» marker for this turn, which can be used as normal.

You must always discard one of your strategy cards and roll the D6 for your initiative before you roll the D6 for the enemy!

Let's take the example of the strategy card row, in which the «Farm» terrain card was placed during deployment.



The initiative value of your opponent will be $4 + D6$.

Let us suppose that during the Initiative Phase, you decide to discard a card with a value of 3. You roll the D6 for your army and score 2 giving your final value of $3 + 2 = 5$. Your opponent gets a die 5 result giving a final value of $4 + 5 = 9$! Since the difference between initiative values is more than the required minimum of 2, your opponent gains an additional Activation marker for that turn.

Main Phase

Action cards

These “Action” cards represent the different orders that enemy units will attempt to follow. The action cards are read from top to bottom and every turn, your opponent will try to achieve them in that order.

To complete an order, place an Activation marker on the enemy unit that will perform it. As in the 2 player rules, a unit cannot perform an action without receiving an «activation» marker.

If an order cannot be successfully followed then proceed to the next one, ie; the one directly below. If the last order of an «action» card is successfully completed or impossible to achieve then discard this card and draw another card that will be used in the same manner. If you are unable to draw any action card, as the deck is empty, then shuffle all the discarded action cards to form a new deck.

It is a good idea to place one of the «charge» markers on an «action» card to see exactly where the enemy is, as shown in the adjacent example.

At the end of the rules for Solo play you will find the priorities for combat actions. This will help you in making decisions for the enemy.



What are the different types of action?

Artillery Fire: An enemy artillery unit targets and fires upon one of your units.

Infantry Fire: An enemy infantry unit targets and fires upon one of your units.

Charge: An enemy cavalry unit performs a charge (from its 1st or 2nd line) and engages one of your units in melee.

Move & Fire: A light cavalry unit makes a flanking manoeuvre then fires, or a horse artillery unit moves and then fires.

Melee: An enemy infantry unit engages in a new melee

OR an enemy infantry or cavalry unit continues with an ongoing melee.

Move: An enemy unit moves.

Outflank: An enemy unit performs an outflanking manoeuvre or an enemy unit that has already completed a manoeuvre is activated to fire, engage in a melee, or continue a melee.

Warning: Remember that like you, your opponent has the right to perform «Reactions», which do not require an «Activation» marker. Here are the 3 main examples:

- A light cavalry unit will always try to avoid melee with an Evade test except against an infantry with an inferior melee value.
- A heavy cavalry always does a counter-charge test in reaction to the charge of one of your cavalry units.
- An artillery in Reserve will always fire in response to the attack of one of your outflanking units, as described page 16 of the rulebook.

How to use strategic cards

- When an enemy unit is going to be activated (after being assigned an activation marker), check the strategy cards in the row to see if one of them is applicable. Your opponent will always use immediately any card that can help him perform an action.
- Whenever you activate one of your units, check the row for a card that can hinder you, or force you to take a morale test. If there is, play the card on your unit and apply its effects.
- After the initiative phase, any card from the row can be played. The order of the row only affects the initiative resolution.



During the deployment phase, the terrain card of your adversary has been placed on the board and a new strategy card is added to the row.



After the Initiative Phase, the first card in the row having been discarded, a new card is added to the row.

Empty slots in the battle lines

If during the game, your opponent has 2 empty slots in his 1st line of battle or 3 empty slots in his 2nd line then his next combat action must be a move (Move Forward order) to fill one of these locations.

Of course, this move requires the use of an activation marker. Once again, the choice of the unit that will be activated must be done to get the best possible result for the enemy. Ignore therefore the possible order on the action card.

Morale test

If a morale test is needed for an enemy unit, then that unit will automatically decide to retreat, if it has only one cohesion point left before it is eliminated and the retreat slot is free. In all other cases, the unit will attempt to stay in its location by performing a morale test.

There is, however, one particular case: If an enemy unit has only one cohesion point left before it is eliminated, is located in the 1st line, and by retreating would create a third empty slot in the 1st line (and therefore result in your victory) then that unit will always try to stay in its position by taking a morale test.

Formation Marker

An enemy infantry unit in the 1st line with a formation marker will always try to remove it by making a test during Phase IV: Reinforcements if:

- The infantry unit is in Square and is not facing a Cavalry unit.
- The infantry unit is in Line and is facing a Cavalry unit.

Strategy deck

In your first few games, as shown in the Rules for Deployment in the Solo version, it is best to play using a strategy deck consisting of the cards with a gold colored border. However, you will quickly come to find that this deck is not the most suitable. You can of course make your own changes to the cards which will result in better and more unpredictable gameplay.

It is not always easy to choose the unit that must follow the orders on the “action cards” or to choose a specific target when several are actually eligible. Please find below some guidelines which will help you prioritize and make the right decisions.



Priority of combat actions

Artillery Fire

Which unit should I choose to be targeted by enemy Artillery fire?

- An enemy artillery unit will always target the unit with the most casualty markers. If several of your units have the same number of wounds then the enemy artillery will target the unit with the least amount of cohesion left.
- If none of your units (which can be targeted by enemy artillery) have taken any damage, then the enemy artillery will target units in the following order of priority:
 - Heavy Cavalry unit
 - Any unit in a slot containing a terrain card, except a Wood.
 - Any unit belonging to the Guard.
 - An Artillery unit

Infantry Fire

Which unit should be targeted when being fired upon by enemy infantries and which enemy infantry unit should be activated?

- An enemy infantry will always target the unit with the most casualty markers. If several of your units have the same number of wounds, then the enemy infantry will target the unit with the least amount of cohesion left.
- If none of your units (which can be targeted by enemy infantry) have any wounds, then the enemy infantry with the highest Fire value and the best Accuracy bonus will be activated and will select a target in the following order of priority:
 - Heavy cavalry unit
 - Any unit in a slot containing a terrain card, except a Wood.
 - Any unit belonging to the Guard or an Elite unit.

Charge

Which units should be targeted by a cavalry charge and which enemy unit should be activated?

It is best to respect the following order of priority:

- Perform a charge with enemy heavy cavalry and if possible possessing the keyword Impact.
- An enemy cavalry unit will always target the infantry unit with the most casualty markers. If several of your infantry units have the same number of wounds then, the enemy cavalry will target the unit with the least amount of cohesion left.
- If none of your units (that can be the target of an enemy cavalry charge) have any wounds, then the cavalry unit will charge your infantry unit which has the lowest melee value.
- When initiating a charge, an enemy cavalry will always swap its place in the 2nd line with a friendly unit with casualty markers in the 1st line, if possible.

Move and Fire

Where should I move and which unit is targeted?

Any firing by light cavalry or horse artillery depends on its movement.

- An enemy light cavalry unit will always make a lateral movement to position itself in front of your unit that has the most casualty markers. If several of your units have the same number of wounds, then the light cavalry will move in front of the unit with the lowest cohesion value left.
- If none of your units are able to be targeted by enemy light cavalry fire following a lateral movement, nor do any of your units have any casualty markers, then the enemy cavalry will move to fire at the following units in order of priority:
 - A heavy cavalry unit
 - Any cavalry unit
 - Infantry with the lowest Fire value.
- An enemy horse artillery unit will always move to get closer to your units, changing line of battle. An enemy horse artillery unit will always move at the first opportunity into an empty slot unless the following conditions applies:
- If the enemy horse artillery is in Reserve then it will move to the 2nd line by swapping its position with the unit in front of it that has the most casualty markers.

If there are no units in front of it or they don't have any casualty marker then the artillery will swap places with other units in the following order of priority:

- Any infantry unit that does not belong to the Guard.
 - Light cavalry
 - Foot artillery
 - Heavy cavalry
- If the enemy horse artillery is in the 2nd Line then it will move into the 1st line by swapping its place with the unit in front of it that has the most casualty markers. If there are no units in front of it or they don't have any casualty marker then the artillery will swap places with other units in the following order of priority:
- Heavy cavalry
 - Any cavalry
 - Any infantry unit that does not belong to the Guard.

Melee

Which target should be engaged in melee or which ongoing melee should I continue with?

The enemy will always seek to continue with a melee they are already engaged in and where they have the upper hand. (ie: most likely to win). Try to respect the following order of priority:

- If the enemy unit that is already engaged in melee has a higher melee value than your unit, then it will continue fighting.
- If the enemy unit that is already engaged in melee has the same melee value as your unit then it will continue fighting if your unit has more casualty markers.
- The enemy will engage in a new melee under the following conditions in order of priority:
 - The enemy unit has a higher melee value than yours.
 - Both units have the same melee value but your unit has a lower cohesion value.

Movement

Which enemy unit should I move and where should I move it to?

When moving, an enemy unit will always aim to fill an empty slot on the battlefield, in the following order of priority.

- If there is an empty slot in the 1st line, move units from the 2nd line in the following order of priority:
 - Any infantry unit belonging to the Guard.
 - Infantry with the fewest casualty markers.
 - Light cavalry.
- If there is an empty slot in the 2nd line move units from the Reserve in the following order of priority:
 - Heavy cavalry.
 - Any unit belonging to the Guard.
 - A unit with a cohesion value of 4.

Outflanking manoeuvre

Which unit should undertake an outflanking manoeuvre?

If an enemy unit is in a position where it can perform an outflanking manoeuvre on your game board then it must be activated. Otherwise it is best to respect the following order of priority:

- Light cavalry that has successfully performed an outflanking manoeuvre will charge if possible and target the following units in order of priority:
 - One of your artillery.
 - The unit with the most casualty markers.
 - The infantry unit with the lowest cohesion value that does not belong to the Guard.
- Any infantry unit that has successfully performed an outflanking manoeuvre will fire at the following targets in order of priority:
 - The unit with the most casualty markers.
 - One of your artillery.
 - One of your heavy cavalry
 - Any unit belonging to the Guard.
 - The unit with the highest cohesion value.





Translation: Chris Bone & Benjamin Bedrossian • **Acknowledgment:** Anastase Charantonis - Alexandra Balme - Benjamin Bedrossian - Sébastien Jacquet - Frédéric « Rules-breaker » Léonardi - Nicolas Perez - Mathieu Saintout - Anne Bourdouleix