

1812

NAPOLEON'S FATEFUL MARCH



PLAYBOOK





Table of contents:

1. List of Scenarios	1
2. Scenarios & Setups	2
3. Dice and Deck Statistics	19
4. Players Notes	19
5. The Human Cost of the Campaign	21
6. Designer's Notes	21
7. Bibliography	22

Scenarios:

1. The Eagles' March on Smolensk (June-5 to August-4)	2
2. The Eagles' March on Moscow (June-5 to September-5)	3
3. The Grand Campaign (June-5 to November-5)	4
4. Hollow Victories: The battles of Vitebsk, Smolensk and Borodino (July-5 to September-5)	7
5. Battle of Smolensk Campaign Start (August-3 to November-5)	11
6. The Retreat of the Grande Armée (October-3 to November-5)	15



SCENARIO 1

THE EAGLES' MARCH ON SMOLENSK

The French had planned to defeat the Russian armies near the border, in a quick campaign that would force the Czar to come to terms. This plan proved flawed as the Russians immediately fell back in the face of the invasion and managed to extricate their dispersed forces and unite them for a stand at the gates to Russia: Smolensk.

- ◆ *This scenario offers players with limited time on their hands a chance to replay the opening of the French invasion. The French will likely be on the offensive throughout the scenario while the Russians are parrying their blows and struggling to avoid destruction, but certainly not without opportunities for counterattacks as the French might leave a flank open here and there due to their tight schedule.*

Time Marker: June 5

Last Turn Marker: August 4

VP Marker: RU 11



Initiative Marker: FR 1

Deck of Cards:

Both players remove the Winter Cards from their decks. These cards are not used in this scenario.

French Starting Hand: 4 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The French player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #1, 9 and/or 13.

Russian Starting Hand: 3 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The Russian player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #1, 2 and/or 4.

Scenario Special Rules

French Logistic Preparations:

In the first turn of the game (June-5) the French receive 1 free 'Place Depot' and 1 free 'March' order. As an exception to the normal rules, this 'Place Depot' order may be placed in Kovno, even though this area is not occupied by French SPs.

Victory Conditions:

In addition to the usual Victory Point shifts, players are awarded VPs for achieving certain objectives:

FRENCH OBJECTIVES:

- 1 shift in favor of France at the end of the scenario if there is a French in-supply infantry SP within 2 areas of Moscow.

RUSSIAN OBJECTIVES:

- 1 shift in favor of Russia at the end of the scenario for each Russian occupied area adjacent to a French Off-Map Area.

Use the June Setup on page 5-6



SCENARIO 2

THE EAGLES' MARCH ON MOSCOW

Throughout the summer and early fall of 1812, the Russians managed to frustrate Napoléon's plans for victory by falling back and refusing him the opportunity of destroying their army. In mid-August the French defeated the Russians at Smolensk, but the Russians once again fell back in good order and in early September the French were closing in on Moscow itself.

At Borodino Napoléon once again defeated the Russians, but as the Russians deserted, and then torched their own capital it became obvious that winning a battle and winning a war were two entirely different things in Russia.

- ◆ This scenario covers the entire period of French advances which historically ended with the French capture of Moscow.

To win the French must march from one end of the map to the other, and the additional turns in this scenario mean that both sides must do more long-term planning. The extra time also makes it more viable to conduct operations in the south-western sector of the map.

Time Marker: June 5

Last Turn Marker: September 5



VP Marker: RU 19

Initiative Marker: FR 1

Deck of Cards:

Both players remove the Winter Cards from their decks. These cards are not used in this scenario.

French Starting Hand: 4 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The French player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #1, 9 and/or 13.

Russian Starting Hand: 3 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The Russian player may choose to start with one or more of the following cards in his hand instead of drawing them all randomly: #1, 2 and/or 4.

Scenario Special Rules

French Logistic Preparations:

In the first turn of the game (June-5) the French receive 1 free 'Place Depot' and 1 free 'March' order. As an exception to the normal rules, this 'Place Depot' order may be placed in Kovno, even though this area is not occupied by French SPs.

Victory Conditions:

In addition to the usual Victory Point shifts, players are awarded VPs for achieving certain objectives:

FRENCH OBJECTIVES:

- 1 shift in favor of France at the end of each turn where the French occupy Moscow with an in-supply SP.

RUSSIAN OBJECTIVES:

- 1 shift in favor of Russia at the end the scenario for each Russian occupied area adjacent to a French Off-Map Area.
- 3 shifts in favor of Russia at the end of the scenario if the French haven't controlled Moscow at any time throughout the game

Use the June Setup on page 5-6



SCENARIO 3

THE GRAND CAMPAIGN

This is it - The grand campaign game covering the entire 1812 campaign!

- ◆ *This scenario will likely see the armies marching to the end of the map and back again: Both players will thus have plenty of opportunities to play both offensively and defensively, and must play with an eye to both the short term and long-term effects of their actions.*

Time Marker: June 5

Last Turn Marker: November 5



VP Marker: RU 14

Initiative Marker: FR 1

Deck of Cards: Both players remove the Winter Cards from their decks. These cards are added to the deck in Winter.

French Starting Hand: 4 cards + Dummy card

(discard any “Must Play Events” during the setup and re-draw the card)

The French player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #1, 9 and/or 13.

Russian Starting Hand: 3 cards + Dummy card

(discard any “Must Play Events” during the setup and re-draw the card)

The Russian player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #1, 2 and/or 4.

Scenario Special Rules

French Logistic Preparations:

In the first turn of the game (June-5) the French receive 1 free ‘Place Depot’ and 1 free ‘March’ order in addition to their usual free orders. As an exception to the normal rules, this ‘Place Depot’ order may be placed in Kovno, even though this area is not occupied by French SPs.

Winter:

At the beginning of October both players remove all the Summer Cards from their deck and add the Winter Cards.

For the rest of the game (October & November) players are affected as follows:

- Shift the Initiative 1 in Russia’s favor during the “Resources Step” of both October and November.
- Use the Winter Weather Die in the Attrition Step.

Victory Conditions:

In addition to the usual Victory Point shifts, players are awarded VPs for achieving certain objectives:

FRENCH OBJECTIVES:

- 5 shifts in favor of France the instant the French gain control of Moscow (can only happen once per game)
- 1 shift in favor of France at the end of each Summer turn, that they occupy Moscow with an in-supply SP.
- 2 shifts in favor of France at the end of each Winter turn, that they occupy Moscow with an in-supply SP.

(these represent the political pressure on the Tsar to make peace)



RUSSIAN OBJECTIVES:

- 1 shift in favor of Russia at the end of the scenario for each Russian occupied area adjacent to a French Off-Map Area.
- 1/3 (one-third) shift in favor of Russia (rounded down) at the end of the game for each SP in the French Casualties Box.

Use the June Setup

JUNE 1812 - RUSSIAN SETUP		
LOCATION	FORCE	HISTORICAL NOTE
Riga (B1)	2 Infantry SP	Essen's Riga corps
Dunaburg (C1)	1 Infantry SP Depot Marker	Dunaburg Garrison
Kaltinenai (A2)	Wittgenstein 3 Infantry SP	Peter Wittgenstein - Commander of the Right wing forces (1st Army) Wittgenstein's I corps (1st Army)
Vilkomir (B2)	2 Cavalry SP 2 Infantry SP	Bagavut's II corps and Uvarov's I Cav Corps (1st Army)
Vilna (B3)	Alexander Barclay de Tolly 6 Infantry SP Depot Marker	Czar Alexander 1 of Russia and Michael Andres Barclay de Tolly - Commander of the 1st Army. Tutchkov's III corps, Ostermann-Tolstoy's IV corps, the Vilna garrison and the artillery train (1st Army)
Svencionys (C2)	3 Infantry SP	Konstantin's V (Guard) Corps (1st Army)
Molodechno (C3)	1 Cavalry SP 1 Infantry SP	Korff's II cav corps and Neverovsky Div (1st Army)
Minsk (C3)	Depot Marker	
Lida (B4)	1 Cavalry SP 2 Infantry SP	Pahlen's III Cav corps and Dokhturov's VI corps (1st Army)
Grodno (A3)	Platov 2 Cossack SP	Platov's Cossack (1st Army)
Bialystok (A4)	1 Cavalry SP	Sievers's IV Cav corps (2nd Army)
Volkovysk (B4)	Bagration 4 Infantry SP	Pyotr Bagration - Commander of the 2nd Army. Raevsky's VII corps and Borosdin's VIII corps (2nd Army)
Brest (B5)	1 Infantry SP Depot Marker	Brest garrison (2nd Army)
Kovel (B5)	1 Cavalry SP 1 Exh. Cavalry SP	Lambert's Cavalry Corps (3rd Army)
Lutsk (B6)	Tormasov 1 Infantry SP 1 Exh. Infantry SP Depot Marker	Alexander Tormasov - Commander of the 3rd Reserve Army of Observation Kamenski's Corps (3rd Army)
Rovno (C6)	1 Infantry SP	Markov's Corps (3rd Army)
Dubno (B6)	1 Infantry SP	Osten-Sacken's Corps (3rd Army)



JUNE 1812 - RUSSIAN SETUP (CONT.)

LOCATION	FORCE	HISTORICAL NOTE
THE RESERVE ARMY		
Toropets (E1)	2 Infantry SP	Sakomelsky's I res corps
Polotsk (D2)	1 Infantry SP	Polotsk Garrison
Vitebsk (E2)	1 Infantry SP Depot Marker	Vitebsk Garrison
Smolensk (E2)	1 Infantry SP Depot Marker	Garrison. Later expanded into Wintzingerode's Smolensk Reserve Corps
Borisov (D3)	1 Infantry SP	Borisov Garrison
Mogilev (D4)	1 Infantry SP Depot Marker	Mogilev Garrison
Bobruysk (D4)	1 Infantry SP	Garrison, which was later expanded into Ignatev's Bobruysk Detachment
Mozyr (D5)	1 Infantry SP	Oertel's III res corps and the Mozyr garrison
Kiev (D6)	1 Infantry SP Depot Marker	Kiev Garrison
Zhitomir (D6)	Depot Marker	
INTERIOR FORCES		
Moscow (H2)	1 Infantry SP Depot Marker	Moscow Garrison
Vyazma (F2)	Depot Marker	
Kaluga (G3)	1 Infantry SP Depot Marker	Miloradovich's Kaluga Reserve Corps
Orel (G4)	1 Infantry SP Depot Marker	Orel Garrison
VORONEZH (H4)	1 Cossack SP	Assembling Cossack forces.

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool

JUNE 1812 - FRENCH SETUP

LOCATION	FORCE	HISTORICAL NOTE
Prussia (A2)	3 Pr. SP	The X Corps under Jacques MacDonald. This corps is considered Prussian for simplicity reasons even though not all of its sub-units or its commander were Prussian. 29,100 strong.
Kalvarija (A3)	Napoléon Murat 4 Guard SP 5 Cavalry SP 19 Infantry SP	Napoléon Bonaparte, Emperor of France - commanded the main army (the Grande Armée) The Imperial Guard (47,000), the I Corps under Davout (69,500), The III Corps under Ney (37,800), the II Corps under Oudinot (40,000) & The Cavalry Reserve under Joachim Murat consisting of the I Cavalry Corps under Nansouty (11,700) and II Cavalry Corps under Montbrun (9,100).
Suwalki (A3)	Eugène 1 Cavalry SP 7 Infantry SP	Eugène de Beauharnais - commanded the 2nd echelon behind Napoléon The IV Corps under Eugène (45,000), the VI Corps under St-Cyr (23,600) and the III Cav Corps under Grouchy (6,800).
Szcuczy (A4)	Jérôme 2 Cavalry SP 6 Infantry SP	Jérôme Bonaparte - commanded the right-wing forces in the center. The V Corps under Poniatowski (36,000), the VIII Corps under Vandamme (16,700) and the IV Cavalry corps under Latour-Maubourg (7,300).
GRAND DUCHY OF WARSAW (North) (A4)	2 Infantry SP	The VII Corps under Reynier (18,500)
GRAND DUCHY OF WARSAW (South) (A5)	Schwarzenberg 3 Au. SP	Karl-Phillipp, Prince of Schwarzenberg - commanded the southern wing. The Austrian contingent under Schwarzenberg (34,000).
AUSTRIA (A5)	1 Au. SP	Local Militia

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool

FRENCH CASUALTIES

None

Devastation Markers Area (mapgrid)



Kalvarija (A3), Suwalki (A3),
Szcuczy (A4)



SCENARIO 4 - HOLLOW VICTORIES

After a month of retreating the Russian 1st army under Barclay de Tolly appeared to make a stand outside Vitebsk in late July. While the overjoyed Napoléon prepared his army for the impending battle, the Russians however slipped away again and fell back to Smolensk where they were joined by Bagration's 2nd army. Here, in mid-August of 1812, the French finally got their chance to fight a battle against the Russian army, but the result was disappointing. While the Russians lost the city and were pushed back, they were not defeated, and both sides suffered heavy losses. 3 weeks later this repeated itself on an even grander scale outside Moscow at the battle of Borodino.

- ◆ This relatively short scenario covers the tense period of the late summer. Due to the limited time available and the deployment of the armies in this scenario, both players will focus their attention on the Smolensk-Moscow axis which will likely see several large battles.

Time Marker: July 5

Last Turn Marker: September 5



VP Marker: RU 15

Initiative Marker: FR 2

Deck of Cards:

Both players remove the Winter Cards from their decks. These cards are not used in this scenario.

French Starting Hand: 2 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The French player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #5 and/or 7.

French Cards Removed from Play:

In addition to the Winter cards the following are removed from the decks prior to the game, and are not used: #1, 9, 17 and 24 (They are considered to have been played for their event prior to the start of this scenario)

Russian Starting Hand: 2 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The Russian player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #3 or 8

Russian Cards Removed from Play:

The following cards are removed from the decks prior to the game, and are not used in this scenario: #2, 6, 19 and 43.

(They are considered to have been played for their event prior to the start of this scenario)



Victory Conditions:

In addition to the usual Victory Point shifts, players are awarded VPs for achieving certain objectives:

FRENCH OBJECTIVES:

- 1 shift in favor of France at the end of each turn they occupy Moscow with an in-supply SP.

RUSSIAN OBJECTIVES:

- 1 shift in favor of Russia at the end of the scenario for each Russian occupied area adjacent to a French Off-Map Area.
- 3 shifts in favor of Russia at the end of the scenario if the French haven't controlled Moscow at any time throughout the game.

Use the July Setup on page 9-10



JULY 1812 - RUSSIAN SETUP

LOCATION	FORCE	HISTORICAL NOTE
Riga (B1)	2 Infantry SP	Essen's Riga corps
Dunaburg (C1)	1 Infantry SP Depot Marker	Dunaburg Garrison
Sevezh (D1)	Wittgenstein 2 Infantry SP 1 Exh. Infantry SP	Peter Wittgenstein - Commander of the Northern Forces. Wittgenstein's I Corps
Vitebsk (E2)	Barclay de Tolly 7 Infantry SP 2 Cavalry SP 5 Exh. Infantry SP 1 Exh. Cavalry SP Depot Marker	Michael Andres Barclay de Tolly de Tolly - Commander of the 1st Army, Konstantin's V (Guard) Corps, Dokhturov's Corps, Ostermann-Tolstoy's IV corps, Tutchkov's III Corps, Bagavut's II Corps, Uvarov's I Cavalry Corps, Korff's II Cavalry corps, Pahlen's III Cavalry corps and the Vitebsk Garrison
Babinovichi (E3)	Platov 1 Cossack SP	Platov's Cossack
Smolensk (E2)	2 Infantry SP Depot Marker	Garrison, which was later expanded into Wintsingerode's Smolensk Reserve Corps
Dukhovshchina (F2)	2 Infantry SP	Sakomelsky's I res corps
Ragostov (E4)	1 Infantry SP 1 Exh. Infantry SP	Raevsky's VII corps (2nd Army)
Nameless area between Mogilev and Klimovich (E4)	Bagration 2 Infantry SP 1 Cavalry SP 1 Exh. Infantry SP	Pyotr Bagration - Commander of the 2nd Army, Borosdin's VIII corps and Sievers's IV Cavalry corps
Mstislavl (E3)	1 Cossack SP	Cossack Forces with the 2nd Army

SOUTHERN FORCES

Brest (B5)	Tormasov 1 Infantry SP 1 Exh. Infantry SP	Alexander Tormasov - Commander of the 3rd Reserve Army of Observation, Kamenski's Corps
Vladimir (B6)	1 Infantry SP	Osten-Sacken's Corps
Kobryn (B5)	1 Cavalry SP 1 Exh. Cavalry SP	Lambert's Cavalry Corps
Lutsk (B6)	Depot Marker	
Pinsk (C5)	1 Infantry SP	Markov's Corps
Mozyr (D5)	1 Infantry SP Depot Marker	Oertel's III res corps and the Mozyr garrison
Zhitomir (D6)	Depot Marker	
Kiev (D6)	2 Infantry SP Depot Marker	Kiev Garrison

INTERIOR FORCES

Moscow (H2)	2 Infantry SP Depot Marker	Moscow Garrison
Vyazma (F2)	Depot Marker	
Kaluga (G3)	2 Infantry SP Depot Marker	Miloradovich's Kaluga Reserve Corps
Orel (G4)	1 Infantry SP Depot Marker	Orel Garrison
VORONEZH (H4)	2 Cossack SP	Assembling Cossack forces

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool



JULY 1812 - FRENCH SETUP

LOCATION	FORCE	HISTORICAL NOTE
Mitau (B1)	1 Pr. SP	
Nameless area south-west of Jakobstadt (B2)	2 Pr. SP	The X Corps under MacDonald. This corps is considered Prussian for simplicity reasons even though not all of its sub-units or its commander were Prussian
Vidzy (C2)	1 Infantry SP	
Disna (D2)	1 Infantry SP	The VI Corps under St-Cyr
Polotsk (D2)	2 Infantry SP 1 Exh. Infantry SP	The II Corps under Oudinot
Kamen (D2)	Napoléon Murat Eugène 4 Guard SP 3 Cavalry SP 5 Infantry SP 4 Exh. Infantry SP 2 Exh. Cavalry SP	Napoléon Bonaparte, Emperor of France - commanded the main army (the Grande Armée) The Imperial Guard, the Cavalry Reserve under Murat consisting of the I Cavalry Corps under Nansouty and the II Cavalry Corps under Montbrun, the III Corps under Ney, and the IV Corps under Eugène de Beauharnais.
Kovno (B2)	1 Infantry SP, Depot Marker	
Vilna (B3)	1 Infantry SP, Depot Marker	
Minsk (C3)	1 Infantry SP, Depot Marker	
Borisov (D3)	3 Infantry SP 1 Exh. Infantry SP	The V Corps under Poniatowski and the VIII Corps under Vandamme (later Junot)
Mogilev (D4)	Davout 2 Infantry SP 1 Exh. Infantry SP	Elements of the I Corps under Louis-Nicolas Davout
Kokhanovo (D3)	3 Infantry SP 1 Exh. Infantry SP	The other half of Davout's Corps
Orsha (E3)	1 Cavalry SP	The III Cav Corps under Grouchy
Nesvich (C4)	Schwarzenberg 2 Au. SP 1 Exh. Au. SP	Karl-Phillipp, Prince of Schwartzenberg - commanded the southern wing. The Austrian contingent under Schwarzenberg
Slutsk (C4)	1 Cavalry SP	The IV Cavalry corps under Latour-Maubourg
Pruzhanj (B4)	2 Infantry SP	The VII Corps under Reynier
Zamosc (A6)	1 Au. SP	Local Austrian rear area defense forces

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool

FRENCH CASUALTIES

6 infantry SP
1 cavalry SP

Devastation Markers Area (mapgrid)



Kalvarija (A3)
Suwalki (A3)
Grodno (A3)
Bialystok (A4)
Szcuczy (A4)
Mitau (B1)
Siauliai (B2)
Lida (B4)
Volkovysk (B4)
Bielsk (B4)
Slonim (B4)
Brest (B5)
Salakas (C2)

Dokshitsy (C3)
Pleschenitsy (C3)
Novogrudok (C4)
Sevezh (D1)
Kamen (D2)
Borisov (D3)
Kokhanovo (D3)
Bobruysk (D4)
nameless area between Mstislavl and Mogilev (E4)



Vilkomir (B2)
Vilna (B3)
Vidzy (C2)
Drissa (C2)
Molodechno (C3)
Nesvich (C4)
Polotsk (D2)
Mogilev (D4)



Svencionys (C2)



SCENARIO 5 - BATTLE OF SMOLENSK CAMPAIGN START

In mid-August 1812, at Smolensk the newly combined Russian army, plagued by bitter internal intrigue and accusations of treason and cowardice, appeared to make a stand and offer battle. Napoléon felt he finally had his chance of a decisive battlefield victory that could decide the campaign and force the Czar to come to terms. The result however fell short of that, and the Russians fell back in good order. The increasingly bewildered Napoléon now had no choice but to march on, in search of an honorable way out of his predicament. The road east would lead to disaster for his Grande Armée.

- ◆ *This campaign starts with the battle of Smolensk and is thus ideal for those who wish to dispense with the opening maneuvers and those with limited time on their hands. Holding Moscow for as long as possible, without losing the army, is key for both sides. Always be ready for exploiting good opportunities, but don't neglect long term planning - this is often especially true for both sides on the north and south flank.*

Time Marker: August 3

Last Turn Marker: November 5



VP Marker: RU 8

Initiative Marker: FR 3

Deck of Cards:

Both players remove the Winter Cards from their decks. These cards are added to the deck in Winter.

French Starting Hand: 3 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The French player may choose to start with one or more of the following cards in his hand instead of drawing them all randomly: #2, 4, 11, 14

French Cards Removed from Play:

The following are removed from the decks prior to the game, and are not used: #1, 5, 9, 17 and 24 *(They are considered to have been played for their event prior to the start of this scenario)*

Russian Starting Hand: 3 cards + Dummy card.

After drawing the starting hand card #11 is placed at the top of the draw pile so it will automatically be the Russian draw in the starting turn.

(discard any "Must Play Events" during the setup and re-draw the card)

The Russian player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #3, 9, 16, 17, 22, 40

Russian Cards Removed from Play:

The following cards are removed from the decks prior to the game, and are not used in this scenario: #2, 6, 19 and 43 *(They are considered to have been played for their event prior to the start of this scenario)*



Scenario Special Rules:

Winter:

At the beginning of October both players remove all the Summer Cards from their deck and add the Winter Cards. For the rest of the game (October & November) players are affected as follows:

- Shift the Initiative 1 in Russia's favor during the "Resources Step" of both October and November.
- Use the Winter Weather Die in the Attrition Step.

Victory Conditions:

In addition to the usual Victory Point shifts, players are awarded VPs for achieving certain objectives:

FRENCH OBJECTIVES:

- 5 shifts in favor of France the instant the FR gain control of Moscow (can only happen once per game)
- 1 shift in favor of France at the end of each Summer turn, that they occupy Moscow with an in-supply SP.
- 2 shifts in favor of France at the end of each Winter turn, that they occupy Moscow with an in-supply SP. *(these represent the political pressure on the Tsar to make peace)*

RUSSIAN OBJECTIVES

- 1 shift in favor of Russia at the end of the scenario for each Russian occupied area adjacent to a French Off-Map Area.
- 1/3 (one-third) shift in favor of Russia (rounded down) at the end of the game for each SP in the French Casualties Box.

Use the August Setup on page 13-14



AUGUST 1812 - RUSSIAN SETUP

LOCATION	FORCE	HISTORICAL NOTE
Riga (B1)	1 Infantry SP	Essen's Riga Corps
Mitau (B1)	1 Infantry SP	
Sevezh (D1)	Wittgenstein 2 Infantry SP 1 Exh. Infantry SP	Wittgenstein's Northern Force consisting of Wittgenstein's I Corps and Sakomelsky's I Res Corps
Ostrov (C1)	1 Infantry SP	

CENTRAL FORCES

Smolensk (E2)	Barclay de Tolly 8 Infantry SP 2 Cavalry SP 5 Exh. Infantry SP 1 Exh. Cavalry SP Depot Marker	Barclay de Tolly's 1st Army consisting of Konstantin's V (Guard) Corps, Dukturov's Corps, Shuvalov's IV Corps, Tutchkov's III Corps, Bagavut's II Corps, Korff's II Cavalry Corps, Uvarov's I Cavalry Corps and Pahlen's III Cavalry Corps
Sverskovo (F3)	Bagration 3 Infantry SP 1 Cavalry SP 2 Exh. Infantry SP	Bagration's 2nd Army consisting of Raevsky's VII Corps, Borosdin's VIII Corps and Siever's IV Cavalry Corps
Roslavl (F3)	1 Cossack SP	
Dokhuvshchina (F2)	Platov 2 Cossack SP	Platov's Cossacks

INTERIOR FORCES

Moscow (H2)	3 Infantry SP Depot Marker	Moscow Garrison
Vyazma (F2)	Depot Marker	
Kaluga (G3)	3 Infantry SP Depot Marker	Miloradovich's Kaluga Reserve Corps
Orel (G4)	1 Infantry SP Depot Marker	Orel Garrison
VORONEZH (H4)	2 Cossack SP	Assembling Cossack Forces

SOUTHERN FORCES

Kobryn (B5)	Tormassov 2 Infantry SP 2 Cav SP 1 Exh. Infantry SP	Tormassov's 3rd Army consisting of Kamenski's and Markov infantry Corps and Lambert's Cavalry Corps
Pinsk (C5)	1 Infantry SP	Tschaplitz's Corps
Lutsk (B6)	1 Infantry SP Depot Marker	Osten-Sacken's Corps
Mozyr (D5)	1 Infantry SP Depot Marker	Oertel's III Res. Corps and the Mozyr Garrison
Zhitomir (D6)	Depot Marker	
Kiev (D6)	3 Infantry SP Depot Marker	Kiev Garrison

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool



AUGUST 1812 - FRENCH SETUP

LOCATION	FORCE	HISTORICAL NOTE
Eckau (B1)	1 PR.Infantry SP	
Jakobstadt (C1)	1 PR.Infantry SP 1 Exh.PR.Infantry SP	The X Corps under MacDonald. This corps is considered Prussian for simplicity reasons even though not all of its sub-units or its commander were Prussian.
Dünaburg (C1)	1 Infantry SP	
Drissa (C2)	1 Infantry SP	
Polotsk (D2)	1 Infantry SP 1 Exh.Infantry SP Depot Marker	Oudinot's II Corps
Vitebsk (E2)	Napoléon 3 Guard.SP 3 Infantry SP 1 Cavalry SP 2 Exh.Infantry SP 1 Exh.Guard SP	Napoléon Bonaparte, Emperor of France - commanded the main army (the Grande Armée). Consisted of the Imperial Guard, elements of Davout's I Corps and St-Cyr's VI Corps.
Poreczie (E2)	Eugène 3 Infantry SP	The IV Corps under Eugène de Beauharnais
Babinovichi (E3)	Murat Davout 7 Infantry SP 2 Cavalry SP 3 Exh.Infantry SP 2 Exh.Cavalry SP	Davout's force consisting of Ney's III Corps, Vandamme's (later Junot's) VIII Corps as well as the other half of Davout's Corps. Also present were the Cavalry Reserve under Joachim Murat which consisted of the I Cavalry Corps under Nansouty and the II Cavalry Corps under Montbrun.
Kokhanovo (D3)	1 Cavalry SP	Grouchy's III Cavalry Corps
Mogilev (D4)	2 Infantry SP	Poniatowski's V Corps
Ragostov (E4)	1 Cavalry SP	Latour-Maubourg's IV Cavalry Corps
Bobruysk (D4)	1 Infantry SP	

REAR AREA FORCES

Minsk (C3)	1 Infantry SP, Depot Marker
Vilna (B3)	1 Infantry SP, Depot Marker
Kovno (B2)	2 Infantry SP, Depot Marker
Molodechno (C3)	1 Infantry SP

SOUTHERN FORCES

Pruzhaný (B4)	Schwartzenberg 2 AU.Infantry SP 2 Infantry SP 1 Exh. AU.Infantry SP	Karl-Phillipp, Prince of Schwartzenberg - commanded the southern wing consisting of his Austrian contingent and Reynier's VII Corps.
Zamosc (A6)	1 AU.Infantry SP	Local Austrian rear area defense forces

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool

FRENCH CASUALTIES

7 infantry SP
1 cavalry SP

Devastation Markers Area (mapgrid)



Suwalki (A3) Kobryn (B5)
Kalvarija (A3) Salakas (C2)
Grodno (A3) Dokshitsy (C3)
Szcuczy (A4) Pleschenitsy (C3)
Bialystok (A4) Novogrudok (C4)
Mitau (B1) Kamen (D2)
Siauliai (B2) Borisov (D3)
Lida (B4) Kokhanovo (D3)
Volkovysk (B4) Bobruysk (D4)
Bielsk (B4) Orsha (E3)
Pruzhaný (B4) Ragostov (E4)



Vilkomir (B2) Sevezh (D1)
Vilna (B3) Polotsk (D2)
Slonim (B4) Mogilev (D4)
Brest (B5) Poreczie (E2)
Vidzy (C2) Vitebsk (E2)
Drissa (C2) Babinovichi (E3)
Molodechno (C3) nameless area between
Nesvich (C4) Mstislavl and Mogilev (E4)



Svencionys (C2)

SCENARIO 6 - THE RETREAT OF THE GRANDE ARMÉE

In mid-October 1812, with the Russian winter fast approaching, Napoléon finally abandoned hopes of victory and ordered his army to retreat from its exposed position in Moscow. The poorly clothed soldiers leaving the burnt-out city, heavily loaded with all kinds of loot, looked more like something out of the dark ages than the enlightenment. Over the coming weeks French morale plummeted as it seemed to the soldiers that the Russian weather and geography conspired with the Russian army and the marauding Cossacks to deny them any rest or safety. Even though Napoléon saved his army at the Berezina and later made his way out of Russia he had lost more than 80 % of the men who had accompanied him into Russia.

- ◆ *This short scenario covers the retreat of the French army from Moscow - arguably one of the most decisive and famous moments of European military history. It will see the Russian player on the offensive throughout, with lots of interesting options across the board. The French on the other hand are struggling to recover their balance and avoid outright destruction, while trying to retain as many Key Cities as possible.*

Time Marker: October 3

Last Turn Marker: November 5



VP Marker: FR 16

Initiative Marker: RU 1

Deck of Cards:

Both players remove the Summer Cards from their decks. These cards are not used in this scenario.

French Starting Hand: 3 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The French player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #27, 28, 36 and/or 37.

French Cards Removed from Play:

In addition to the Summer cards the following cards are removed from the decks prior to the game, and are not used:

#15, 17, 19, 20, 24, and 34 *(They are considered to have been played for their event prior to the start of this scenario)*

Russian Starting Hand: 3 cards + Dummy card

(discard any "Must Play Events" during the setup and re-draw the card)

The Russian player may choose to start with one or more of following cards in his hand instead of drawing them all randomly: #20, 25, 37, 48, and/or 50.

Russian Cards Removed from Play:

In addition to all the Summer cards the following cards are removed from the decks prior to the game, and are not used: #15, 16, 17, 18, 19, 40, 43, and 52 *(They are considered to have been played for their event prior to the start of this scenario)*



Scenario Special Rules

Winter:

Throughout the game both players are affected as follows:

- Shift the Initiative 1 in Russia's favor during the "Resources Step".
- Use the Winter Weather Die in the Attrition Step.

Victory Conditions:

In addition to the usual Victory Point shifts, players are awarded VPs for achieving certain objectives:

FRENCH OBJECTIVES:

- 2 shifts in favor of France at the end of each turn they occupy Moscow with an in-supply SP.
(these represent the political pressure on the Tsar to make peace)

RUSSIAN OBJECTIVES:

- 1 shift in favor of Russia at the end of the scenario for each Russian occupied area adjacent to a French Off-Map Box.
- 1/3 (one-third) shift in favor of Russia (rounded down) at the end of the game for each SP in the French Casualties Box.

Use the October Setup on page 17-18



OCTOBER 1812 - RUSSIAN SETUP

FORCE	HISTORICAL NOTE
NORTHERN FORCES	
<i>Riga (B1)</i>	<i>2 Infantry SP</i> Essen's Riga Corps
<i>Drissa (C2)</i>	<i>1 Infantry SP</i> Steinhell's Finland Corps
<i>Sevezh (D1)</i>	<i>Wittgenstein</i> <i>3 Infantry SP</i> <i>1 Exh. Infantry SP</i> Peter Wittgenstein - Commander of the Northern Forces consisting of his own I Corps, the Berg Division and the Petersburg and Novgorod militias
<i>Ostrov (C1)</i>	<i>1 Infantry SP</i> <i>Depot Marker</i>
CENTRAL / EASTERN FORCES	
<i>Bryansk (F4)</i>	<i>1 Cossack SP</i>
<i>Koselysk (G3)</i>	<i>Platov</i> <i>2 Cossack SP</i> Platov's Cossack
<i>Orel (G4)</i>	<i>1 Infantry SP</i> <i>Depot Marker</i> Orel Garrison
<i>Maloyaroslavets (G2)</i>	<i>1 Infantry SP</i> <i>2 Cavalry SP</i> <i>1 Cossack SP</i> <i>1 Exh. Infantry SP</i> Korff's II Cavalry Corps, Siever's Cavalry Corps, the 1st Cuirassiers and Shuvalov's Corps
<i>Kaluga (G3)</i>	<i>Kutuzov</i> <i>Tormassov</i> <i>7 Infantry SP</i> <i>1 Cavalry SP</i> <i>1 Cossack SP</i> <i>3 Exh. Infantry SP</i> <i>1 Exh. Cavalry SP</i> <i>Depot Marker</i> The main army under Mikhail Kutuzov - Commander in Chief of the Russian Army. Consisted of Konstantin's V (Guard) Corps, Tutchkov's III Corps, Borosdin's VIII Corps, Pahlen's III Cavalry corps, Raevsky's VII, Bagavut's II Corps, Miloradovich's Reserve Corps, V Cavalry Corps and Dokhturov's Corps
<i>VLADIMIR (H1)</i>	<i>1 Cossack SP</i>
<i>VORONEZH (H4)</i>	<i>1 Cossack SP</i>
SOUTHERN FORCES	
<i>Brest (B5)</i>	<i>2 Infantry SP</i> <i>Depot Marker</i> Osten-Sacken's Corps and Kamenski's Corps
<i>Pruzhaný (B4)</i>	<i>Chichagov</i> <i>3 Infantry SP</i> <i>1 Cavalry SP</i> <i>2 Exh. Infantry SP</i> <i>1 Exh. Cavalry SP</i> Pavel Chichagov - Commander of the Army of the Danube (Aka Army of Moldova) consisting of Lambert's Cavalry Corps, and the infantry corps of Markov, Langeron and Tschaplitz
<i>Kovel (B5)</i>	<i>1 Infantry SP</i>
<i>Lutsk (B6)</i>	<i>1 Infantry SP</i> <i>Depot Marker</i>
<i>Zhitomir (D6)</i>	<i>Depot Marker</i>
<i>Mozyr (D5)</i>	<i>1 Infantry SP</i> <i>Depot Marker</i> Oertel's III Res corps and the Mozyr garrison
<i>Kiev (D6)</i>	<i>1 Infantry SP</i> <i>Depot Marker</i> Kiev garrison

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool

The Alexander, Barclay de Tolly and Bagration leaders have been removed before this scenario



OCTOBER 1812 - FRENCH SETUP

LOCATION	FORCE	HISTORICAL NOTE
PRUSSIA (A3)	1 Infantry SP	
Mitau (B1)	1 PR.Infantry SP	York's Division
Kovno (B2)	1 Infantry SP, Depot Marker	
Bialystok (A4)	Schwartzenberg 1 AU.Infantry SP 1 Infantry SP 2 Exh. AU.Infantry SP	The southern forces under Karl-Phillipp, Prince of Schwartzenberg consisting of his own Austrian forces and Reynier's VII Corps
Zamosc (A6)	1 AU.Infantry SP	Local Austrian rear area defense forces
Vilna (B3)	5 Infantry SP, Depot Marker	The XI Corps under Augereau
Svencionys (C2)	1 Infantry SP	
Dünaburg (C1)	1 PR.Infantry SP 1 Exh. PR.Infantry SP	The X Corps under MacDonald. This corps is considered Prussian for simplicity reasons even though not all of its sub-units or its commander were Prussian.
Dokshitsy (C3)	1 Infantry SP	
Minsk (C3)	1 Infantry SP	
Polotsk (D2)	2 Infantry SP 1 Exh. Infantry SP, Depot Marker	The VI Corps under St-Cyr and the II Corps under Oudinot
Kamen (D2)	1 Infantry SP	
Vitebsk (E2)	1 Exh. Infantry SP	
Orsha (E3)	1 Infantry SP	
Mogilev (D4)	1 Exh. Infantry SP	
Ragostov (E4)	1 Infantry SP	
Smolensk (E2)	4 Infantry SP, Depot Marker	The IX Corps under Victor
Dorogobuzh (F3)	Depot Marker	
Vyazma (F2)	1 Infantry SP	
Mozhaysk (G2)	1 Infantry SP	The VIII Corps under Junot
Tarutino (G2)	Murat 2 Infantry SP 1 Cavalry SP 1 Exh. Infantry SP 1 Exh. Cavalry SP	Murat's Cavalry Reserve which at this point consisted of the remnants of the I Cavalry Corps under Nansouty, the II Cavalry Corps under Montbrun, the III Cavalry Corps under Grouchy and the IV Cavalry Corps under Latour-Maubourg. Also present were the V Corps under Poniatowski and elements of Davout's I Corps, under command of Lobau.
Moscow (H2)	Napoléon Davout Eugène 3 Guard SP 4 Infantry SP 1 Exh. Guard SP 2 Exh. Infantry SP, Depot Marker	The main army under Napoléon: The Imperial Guard, the I Corps under Davout, the IV Corps under Eugène and The III Corps under Ney.

FORCE POOL

Any leftover SPs, depot markers and leaders go into the force pool
The Jérôme leader have been removed before this scenario

FRENCH CASUALTIES

16 infantry SP
6 cavalry SP

Devastation Markers Area (mapgrid)



Suwalki (A3)
Kalvarija (A3)
Grodno (A3)
Szcuczy (A4)
Bialystok (A4)
Mitau (B1)
Siauliai (B2)
Lida (B4)
Bielsk (B4)
Jacobstadt/Jakapils (C1)
Salakas (C2)
Dokshitsy (C3)
Pleschenitsy (C3)
Kamen (D2)
Borisov (D3)
Kokhanovo (D3)
Bobruysk (D4)
Orsha (E3)
Ragostov (E4)
Vyazma (F2)
Maloyaroslavets (G2)



Vilkomir (B2)
Vilna (B3)
Slonim (B4)
Ratno (B5)
Kovel (B5)
Dünaburg (C1)
Drissa (C2)
Vidzy (C2)
Molodechno (C3)
Nesvich (C4)
Nameless area between Mstislavl and Mogilev (D4)
Vitebsk (E2)
Poreczie (E2)
Babinovichi (E3)
Mogilev (E4)
Dorogobuzh (F3)
Gzhatsk (G2)
Kaluga (G3)



Pruzhany (B4)
Brest (B5)
Kobryn (B5)
Svencionys (C2)
Sevezh (D1)
Polotsk (D2)
Smolensk (E2)
Mozhaysk (G2)
Tarutino (G2)
Moscow (H2)

DICE AND DECK STATISTICS

FRENCH DECK	during summer months	during winter months	deck in total
Number of cards in deck	40	40	54
Average OPS value	2,8	2,1	2,4
Number of Battle Events	20	19	24
Must-play Events	3	8	8
Permant Discard Events	18	12	20
Proportion of Must-play Events in the deck	7,5%	20,0%	14,8%

RUSSIAN DECK	during summer months	during winter months	deck in total
Number of cards in deck	46	44	54
Average OPS value	2,4	2,4	2,4
Number of Battle Events	16	17	20
Must-play Events	4	5	6
Permant Discard Events	12	9	13
Proportion of Must-play Events in the deck	8,7%	11,4%	11,1%

BATTLE DICE STATISTICS

DIE FACE	1	2	3	4	5	6	AVERAGE
FRENCH DIE	-1	-1 <i>if winter</i>	2	2	3	4 <i>if summer</i>	1,7 <i>(1,0 in winter)</i>
RUSSIAN DIE	-2	+1 <i>if defending</i>	1	1	2	3	0,8 <i>(1,0 if defending)</i>

PLAYER'S NOTES

Both players

The following notes are primarily written with the full campaign in mind, but obviously sections of them should also be useful to players of shorter scenarios.

- VPs are lost by being defeated in large battles, so it is often better to avoid a fight you aren't sure you can win. This is especially true if your army includes Napoléon or Alexander as any defeat they suffer cost you an additional VP, and the VP loss should they become eliminated could easily cost you the game.
- The player holding the initiative has an advantage on both the offensive and defensive – always seek to maximize this in any way you can, as this forces your opponent to play much more carefully because he has to prepare for the unexpected to a much higher degree than you.
- Try to keep at least 1 card in your hand so a Must-Play Event draw won't leave you without the ability to play a card for OPS at a critical time.
- Your logistical planning, or lack thereof, can easily cause you more losses than the enemy. Large forces moving around a devastated countryside far away from their depots is a sure way to wreck

your army. Plan ahead and try to place depots where you need them. Smaller forces suffer less attrition, so it is sometimes better to disperse your SPs to multiple areas; A disadvantage to doing this though is that it vastly increases the strain on your command system by requiring far more orders to coordinate. The use of 'Forage' orders on large forces is an effective way of keeping losses down but since orders cannot be placed on empty/enemy areas this is harder to do when on the offensive. One way of getting around this is to advance with a smaller force in front of your main army, so it can move forward while still ending its move in an area with a 'Forage' order. However, the close proximity of strong enemy armies, and the prospect of fighting a battle, will likely require you to concentrate your forces. Striking the right balance between the conflicting demands of dispersion and concentration was the key to successful Napoleonic operational warfare. This was true in history and its true in this game as well.



Russia

The situation at the start of the campaign is problematic, as your armies are scattered and vulnerable. Time and space are however on your side and using these traditional Russian strengths to your advantage is the key to success. Your objective during the early game should therefore simply be survival. Get your scattered forces to safety and combine them in an army the French are forced to take seriously (but be careful about actually fighting with it).

Your retreat should ideally be conducted in a way that is not too fast, as that would just enable the French to force march their way to Moscow without obstruction, but also not so slowly that the French overtake you and corner your army in a trap. As long as it can be done with little risk you should never miss an opportunity to strike at exposed French units. Winning small battles is crucial as it will, in addition to reducing French numbers, rob the French of the Initiative.

Whenever possible you should try and save cards for the next month so you can exchange them for extra SP in the "Resource Phase". This, together with your higher number of reinforcement SP locations on the map, will over time enable you to at least match the strength of the French army.

The choice of where to send these reinforcements is interesting, and your main way of influencing the overall flow of the game. The main army on the Moscow axis will likely be in need of all of them but increasing the strength of your forces on the northern and/or southern flanks is an investment that can reap huge rewards, if the French player has neglected locating forces there. A well-timed offensive on the flanks can divert the French player's attention from the Moscow axis at critical times and might even win the game outright for you by cutting the French lines of communication.

If the French take Moscow, you will need to launch a counteroffensive at some point. This needs to be done as soon as possible to minimize the number of French Moscow VPs, but not before you are ready for it. Otherwise, the French will just defeat you and then safely camp in Moscow. Striking the right balance between these conflicting demands will decide how well you do in the late game.

France

At the beginning of the game, you have a truly frightening force assembled. It is large enough to win a battle against anything the Russians have and with enough cavalry to launch a crippling pursuit afterwards. As long as the Russians play along this should enable you to win the game in the first few turns, just like Napoléon historically expected. However, the Russian player may act like his historical counterpart and fall back in the face of your juggernaut, and this will give you all sorts of dilemmas to solve.

In the absence of VPs won by winning battles and killing leaders you will have to earn them by occupying cities. If this is not enough (which it likely is not) then your goal becomes Moscow. But every step east will however likely diminish your strength as you suffer losses from attrition and have to leave behind forces to guard your ever-lengthening supply line. Finding the right balance here is the key to victory. If you play too conservatively you won't have the strength to go all the way to Moscow, and if you play too rashly, your army will find its supply line cut and will likely succumb to starvation in Moscow.

Of course these decisions depend greatly on the Russian players dispositions. If he increases his forces on the flanks you will need more rearguard forces at the sacrifice of the main army, but this might not be a problem if this means the Russian army on the Moscow axis is starved of replacements. The French have 2 events that allow them to place a strong force anywhere in control during the game (the "IX Corps" and "XI Corps") - it might be prudent to keep one of these cards in your hand as long as possible, to retain the ability to quickly send it to unexpected hotspots.

Once in Moscow you will (barring a Russian collapse) face the dilemma of when to abandon it and retreat west. Every turn there gives you VP (especially during winter), but if you leave too late you might lose the army altogether, which will more than off-set any VP gains earned in Moscow.



THE HUMAN COST OF THE CAMPAIGN

The story of the 1812 campaign in Russia is one of misery and hardship on a magnitude surpassing anything else seen in the Napoleonic Wars. Of the approximate 600.000 French and allied soldiers who accompanied Napoléon into Russia in June only around 120.000 made it back, and around half of them were part of the Prussian and Austrian contingents whose loyalty to Napoléon was dubious at best, while most of the rest were Poles. Less than 35.000 Frenchmen survived and few of them would be capable of fighting again. The Italian contingent of the Grande Armée was even harder hit as only 3% of them survived the campaign. Of those killed, less than a quarter fell in battle as disease, stress, hypothermia and malnutrition were the main causes of death. No precise numbers exist for the casualties among the French and allied civilians who accompanied the army into Russia, but they numbered in the tens of thousands. The number of horses in Napoléon's army who perished from malnutrition, bad weather or from being overworked were at least 160.000. Despite scouring central Europe for horses Napoléon would never again field cavalry units of the same strength and proficiency level.

Numbers such as these are staggering, and this, combined with the many eyewitness accounts of the horrific retreat from Moscow, means that the French experience of 1812 is what pops up in most people's minds when they think about the 1812 campaign. However, this is only part of the story of misery. The Russian army, even though victorious, suffered losses on the same scale as the French with around 400.000 killed. As with the French, only around a quarter of these fatalities were battle related.

On top of this was the effect of the war on the unfortunate local civilians whose existence and lives were disrupted or destroyed by the armies. Beyond the usual requisitions and looting undertaken by individual soldiers, both sides, but

especially the Russians, practiced a scorched earth policy which left vast swathes of the countryside, and even two of the major cities of Russia, in ashes. The effect of this on the local population was immense.

To make matters worse, poor French policies towards locals combined with growing Russian patriotism and Orthodox religious fervor resulted in a vicious guerrilla war against the occupiers. French soldiers travelling alone or in small groups could never feel safe from the guerrillas while villagers could never feel safe from brutal reprisal attacks from frustrated French rear area forces. The chaos of war, and the Tsar's regime's general indifference to the civilian population, meant that civilian deaths are not known but they are estimated at no less than 200.000. Combined with the losses above, the total death toll of the 1812 campaign rises above a staggering 1 million people.

DESIGNER'S NOTES

This game originally started as a game in another series but gradually evolved into something completely different than what I originally set out to design and is now the first game in a brand new series. The wargaming scene needs more simple games that show the vital importance of logistics and the limitations of command & controls, as most of the ones that exist now are often huge, complicated and time-consuming affairs.

As a player I have always loved card driven games (CDGs) and their ability to create a narrative and include a lot of historical chrome in an easy manner. A few things have bugged me with most games in this genre however, and I thus tried to fix these issues in this game (I guess this motive is what drives most designers). Many CDGs give players too many cards to manage at the start of a turn. This creates a game experience where players feel overwhelmed with options at the start of a turn and resource-deprived at the end of the turn and give players a much too high degree of control of the timing of when to play these events.



This game aims for a more even distribution of cards throughout a turn which makes it both more manageable and gives players less ability to micromanage the timing of event play.

And speaking of events: Another thing that have always bugged me in many CDGs is how event cards can give players control over the timing of bad things happening to the enemy, such as bad weather or infighting within the enemy's leadership, even though many of these factors were completely out of the hands of their historical counterparts, and this ruins the narrative and roleplay element of a wargame for me.

The instantly happening "Must play" events are my attempt to get around this and have these historically random occurrences be just that in the game. The operational art of war has always centered on denying the enemy access to logistics while maintaining good logistics yourself as even the best army will collapse over time in the absence of food and munitions. This was especially true in the 1812 campaign in Russia, so the attrition phase in the game is a bit more involved than one might expect given the simplicity of the rest of the design. During testing I was happy to see how the attrition rules really reinforce the narrative of the game and made some testers despair at the sight of their army crumbling away before their eyes, even in the absence of major Battles. Future games in the series set in richer and more densely populated theaters of war will have a less punishing attrition table, but attrition and logistics will remain key elements.

Another key aspect to the operational art of war that I wanted to include was how experienced army commanders were better able to respond to the needs of a changing situation than inexperienced or lower-level commanders were. This is represented in the game by the ability of Leaders to change orders, and their options here represent that commander's preferred "style", skill and flexibility. The ability to operate in a changing situation with lots of unknown factors at play also extend to the players themselves as

the mechanisms for selecting and placing orders without knowing the exact plans and intentions of the enemy reward the player who is flexible, daring and able to outwit his opponent. The Initiative mechanism reinforces this and allow the player holding it to better control the unfolding chaos on the map and impose his will on the enemy.

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1812
NAPOLEON'S FATEFUL MARCH

