INTRODUCTION

The 1812 Area Grid Game represents a different approach to the design of a conflict simulation. Rather than take the existing hexagonal grid system and try to mold the historical situation to fit it, a new grid system was evolved that permits efficient simulation of the uniqueness of this campaign.

The area grid system places an emphasis on strategic play not found in the hexagonal grid games. It also permits the incorporation of several new rules concepts that add a refreshing change to the play of a conflict simulation game.

GAME EQUIPMENT

The Game Map shows the region of European Russia and vicinity where the actual campaign took place in 1812. The “grid” used to determine movement and combat is an area grid. Each area is distinguished by the fact that it has an equal supply capacity to any other area. Movement is basically one area per Movement Phase, with a force march potential of a second area. To help regularize movement, the really large areas are subdivided into “sub-areas” for movement purposes. Important forts and cities shown on the map are the victory objectives in the game.

The units used in the game are as follows:

- Infantry — each infantry unit represents a corps-sized force of infantry, artillery and cavalry — an entire fighting unit, about 25,000 men.
- Cavalry — each cavalry unit represents a cavalry corps — actually a body of cavalry whose functions are pre-battle reconnaissance and after-battle pursuit. They do not represent forces that may take part in the actual battle.
- Supply Units — represent mobile bodies of men whose only function is to gather supplies from the countryside to feed the army.
- Depots — represent accumulated supplies gathered by a supply unit. Depots are used to supply combat units in areas whose supply capacity has been depleted.
- Depletion Counters — are used to indicate the depletion of supply incurred in an area as an army marches through. An area is either undepleted, 50% depleted, or 100% depleted in the game.
- Battle Plan Chits — are used to select battle tactics prior to each battle.

GAME CHARTS AND TABLES

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

THE PLAYING PIECES

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

Corps markers: Each Player has a certain number of Infantry and Cavalry Corps. Each of these combat units is represented by a Corps marker. These Corps markers represent the presence of one or more of those combat units in a given map Area or Sub-area. The Corps markers may be combined and subdivided as the evening Player desires, any time on during, provided the number and position of the Corps represented is not changed. Thus one “five corps” marker could be replaced by five “one corps” markers, or two “two corps” markers replaced by one “four corps”. Provided the number and type of Corps represented in the game, any amount of Corps markers may be used in a given Area or Sub-area to represent them.

Area Depletion marker

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Battle Plan marker

Leader unit

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

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Leaders — separate leader units are brought into play via an optional rule. They then perform in a fashion similar to Leipzig. However, in the basic game of 1812 Area Version, leaders are accounted for by a rule that adjusts the die roll to reflect French superiority of leadership.

Charts and Tables used include the Turn Record/Reinforcement/Victory Point Index, The Attrition Tables, the Combat Results Table, the Unsupplied and Area Depletion Charts, the Forced March Table, and the Battle Plan Chart.

**SEQUENCE OF PLAY**

The game is played in a series of 13 Game-Turns, each representing one half of an actual month, from the last half of June to the first half of December, 1812.

Each Game-Turn is divided into three segments: the Russian Player-Turn, the French Player-Turn and a Supply Segment. During each Player-Turn, each Player adds reinforcements, determines attrition, moves, force marches, and engages in combat, in that order. In the Supply Segment, units unsupplied have
While the French begin with a huge force, the Russian reinforcements appear in forts. The combination of bad weather, unseasoned troops, and attrition has reduced the army to its core. Every player can force march, but losses occur due to these causes. During the attrition phase of each Player-Turn, a die is rolled to determine attrition losses. These losses are usually taken where they have occurred – near the front. French attrition is always greater than Russian attrition.

**MOVEMENT**

Each corps can move one area, or sub-area per Player-Turn. After a Player has moved all of his units, he may force march an additional area. If a player wants to force march, a die is rolled to determine attrition losses. These losses are selected by the opponent, so they are usually taken where they would have occurred – near the front. French attrition is always greater than Russian attrition.

**ATTACK**

The combination of bad weather, unseasoned troops, and attrition leads to a great part of each Player’s forces being eliminated due to these causes. In the attrition phase of each Player-Turn, a die is rolled to determine attrition losses. These losses are selected by the opponent, so they are usually taken where they would have occurred – near the front. French attrition is always greater than Russian attrition.

**COMBAT**

Combat occurs in each area where both Players have infantry units present during the combat phase of a Player-Turn. Cavalry may not engage in battles with infantry (being forced to retreat if confronted by opposing infantry unless friendly infantry units are also present.) Cavalry may always retreat prior to infantry vs. infantry combat. However, a cavalry pursuit after the main battle has been fought is possible. This after-battle pursuit is based upon the relative strengths of each Player’s cavalry and may result in the loss of infantry and cavalry. Prior to any infantry battle, each Player selects a battle tactic by placing a chit representing the selection face down before him. Both Players simultaneously reveal their choices. The selections are cross-indexed on a matrix; the result indicates retreats, initial losses, and if the battle develops to the point of a major engagement, which is usually a depletion in the supply area. The attacking Player may select either a flank attack, a direct assault, a light reconnaissance attack or may just establish contact. The latter two types of attack usually result in no significant battle. The defender may choose a fighting withdrawal, an entrenchment, a counter-attack, or a cordon defense.

**SUPPLY**

Supply is crucial to the play of the game. At the conclusion of the French Player-Turn, each area containing combat units is inspected. The total number of corps in the area is compared to the Area Depletion Chart, and note is made if a supply unit accompanies the units. The result is usually a depletion in the supply capacity of the area. An area is either undepleted, 50% depleted or 100% depleted. Units existing in a 100% depleted area are unsupplied unless a friendly depot in an adjacent area can “project” supplies to those units. If not, such unsupplied units must be subject to a die roll on the Unsupplied Chart, which may cause their elimination. Depleted areas are marked with Depletion Counters. Once an area is depleted, it remains so for the remainder of the game. As Napoleon marches across Russia, he leaves a trail of these depletion counters behind him, making a retreat through those same areas as impossible as in the actual campaign. The French Player may create a mobile Depot Unit by voluntarily 100% depleting an unoccupied area with a supply unit. Depot Units can be used to supply combat units marching through previously depleted areas.

**WINTER**

Winter has the effect of preventing depots from projecting supplies and of making unsupplied units much more susceptible to elimination.

**VICTORY CONDITIONS**

The French Player needs 22 Victory Points to win the game. He scores one Victory Point for each of the nineteen fort-areas he controls, plus three points for Kiev, five points for St. Petersburg, and five points for Moscow – a total of 32 possible Victory Points. The Russian Player wins if he can prevent the French Player from reaching his required total by game’s end. Intermediate levels of victory are also possible.

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**Battle Plan Chart**

<table>
<thead>
<tr>
<th>Defender's Battle Plan chit:</th>
<th>A OUTFLANK</th>
<th>B CONTACT</th>
<th>C ASSAULT</th>
<th>D PROBE</th>
</tr>
</thead>
<tbody>
<tr>
<td>E WITHDRAW</td>
<td>CwDr(D) &amp; stop or go CRS—PS—RAC</td>
<td>Dr(D) stop</td>
<td>D -1c</td>
<td>Dr(D) stop</td>
</tr>
<tr>
<td>F ENTRENCH</td>
<td>Ax2 go CRS—PS—RAC</td>
<td>no effect go CRS—PS—RAC</td>
<td>A -1c go CRS—PS—RAC</td>
<td>no effect stop</td>
</tr>
<tr>
<td>G COUNTER-ATTACK</td>
<td>A -1c</td>
<td>Dr(D) &amp; stop or go CRS—PS—RAC</td>
<td>A -1c go CRS—PS—RAC</td>
<td>A&amp;B switch go CRS—PS—RAC</td>
</tr>
<tr>
<td>H CORDON</td>
<td>D -1c go CRS—PS—RAC</td>
<td>e mod go CRS—PS—RAC</td>
<td>Dr(D) go PS—RAC</td>
<td>no effect stop</td>
</tr>
</tbody>
</table>

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To the left is the 1812 Battle Plan Chart, a device which permits remarkable tactical sophistication in such a broadly strategic game. When both players have units in the same Area at the beginning of any Combat Phase, both the Phasing Player [the Attacker] and the Non-Phasing Player [the Defender] are called upon to determine which of the available battle plans they will use. The plans that they choose are cross-indexed on the Battle Plan Chart; the results of the encounter are displayed at the intersection of the plan-columns they chose. The players may be called upon to go to the Combat Resolution Step (CRS) wherein losses and retreats on both sides are determined, and the Retreat After Combat (RAC) Step, during which mandatory withdrawals are carried out. The Battle Plan Chart may also refer players to the Pursuit Step (PS) which allows the Attacking Player to attempt to destroy additional Defensive units with his surplus cavalry. Other results on the Battle Plan Chart may call for the Defender to gain the initiative and become the attacker during all further steps [A&B switch], or for the defender to retreat [Dr(D)], or for one player to lose one unit [−1c], or for units to increase their effectiveness in the following combat [cx2].