

La Grande Armée

The Campaigns of Napoleon
in Central Europe 1805-1809

Rules of Play



FORCED MARCH TABLES															
Double Forced March			Triple Forced March (<i>Infantry only</i>)												
1 st Die Roll	2 nd Die Roll		1 st Die Roll	2 nd Die Roll											
	0	1	2-4	5	6,7		0	1	2	3	4	5	6,7		
0-2	-			0	-			0	-						
3	Op	-	-	D	D	e	1	Op	-	-	-	D	D	D	e
4	Op	-	D	D	e	e	2	Op	-	-	D	D	D	e	e
5	D			3	Op	-	D	D	D	e	e	e	e		
6	e		2 nd Die Roll Result				4	D							
				5-7	e										

HOW TO USE THE DOUBLE FORCED MARCH TABLE:

The Double Forced March Table is only used for units attempting a Double Forced March without Forced March Supply. Each unit is moved its normal Movement Allowance, then the Forced March Table is consulted. Units able to complete the Forced March ("- " and "D" results) may move their normal Movement Allowance *again*, thus moving double their regular Allowance overall.

Any unit may attempt a Double Forced March.

HOW TO USE THE TRIPLE FORCED MARCH TABLE:

The Triple Forced March Table is *always* used for Infantry units attempting a Triple Forced March. A unit is moved double its normal Movement Allowance, then the Forced March Table is consulted. Units able to complete the Forced March ("- " or "d" results) may move their normal Movement Allowance *again*, thus moving triple their normal Allowance overall. Only Infantry units may attempt a Triple Forced March.

Notes

The French Player always subtracts one from Forced March die rolls. The Allied Player always adds one to Forced March die rolls for Austrian and Prussian units. The Allied Player neither adds nor subtracts to Forced March die rolls for Russian units.

EXPLANATION OF RESULTS

"-" success: The unit may successfully complete the Forced March with no adverse effect.

Op=option: The unit may halt the Forced March attempt with no adverse effect (it doesn't complete the March, and thereby ends its movement for that Phase), or the die may be rolled again and the results of the proper "2nd Die Roll Results" row applied.

D = disrupted: The unit may successfully complete the Forced March; the unit is disrupted at the end of its movement (see Disruption rules).

e = eliminated: The unit is eliminated



La Grande Armée The Campaigns of Napoleon in Central Europe 1805-1809

La Grande Armée recreates Napoleon's campaigns of 1805, 1806 and 1809 in central Europe. It was here that the continental enemies of France were decisively smashed; creating the greatest European Empire of the 19th Century, and confirming Napoleon's status as one of history's greatest generals. *La Grande Armée* is a two-player game: one directs the Imperial French forces, the other the allied armies of Austria, Prussia and Russia.

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GAME SCALE

Each Game-Turn of *La Grande Armée* represents ten days of real time. Each hexagon of the map sheet represents 15 kilometers (9.4 miles) of land.

Game Equipment

La Grande Armée should include the following:

- one Game Map (23x29")
- one set of Die-cut Counters
- one Rules Folder
- one Combat Results Table
- one Terrain Effects Chart
- one Scenario Chart sheet
- one die

THE GAME MAP

The 23x29" map sheet portrays the section of central Europe in which the actual campaigns took place. A hexagonal grid is superimposed upon the map to regularize movement and positioning of playing pieces.

THE RULES FOLDER

The Rules Folder defines all procedures of play. It describes what Players are permitted to do, with illustrative prohibitions. Reference is made to various charts and tables, which provide specific information about various play-actions.

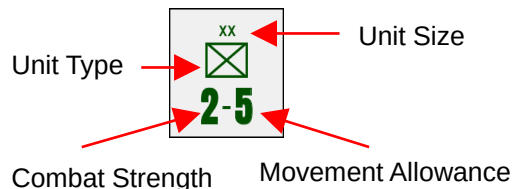
GAME CHARTS AND TABLES

Various visual aids are provided for the player to simplify and illustrate important game functions. The Scenario Charts show the Initial Placement of troops, further arrivals, special arrivals, and victory conditions for each Scenario. The Terrain Effects Chart details the effect of each hex's terrain on movement and/or combat. The Forced March Chart shows the special conditions and results of Forced March movement. The Unit Combine/ Breakdown Chart illustrates how one strong playing piece can be converted into many weak ones, or vice versa, for each nation and Scenario. The Combat Results Table details the resolution of "battles" between playing pieces.

THE PLAYING PIECES

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

SAMPLE UNIT



Unit Size shows the historical, organizational size of the unit. Larger units are stronger, but have reduced movement.

- X = Brigade
- XX = Division
- XXX = Corps
- XXXX = Army

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

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

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

COMBAT UNITS:



Infantry



Cavalry

NON-COMBAT UNITS:



Leader



Supply



Depot

OTHER MARKERS:

The Game-Turn and arrow markers are used on the various tracks to show the current Game-Turn being played, and the current level of Victory Points.

General Course of Play

La Grande Armée is basically a two-player game. Each Player moves his units and executes his attacks in turn, with the objective being the capture of certain territory, and at times the destruction of Enemy units. After a Player moves his units, Combat is resolved by comparing Combat Strengths of adjacent opposing units, and expressing this comparison as a simplified probability ratio (with the attacker being a certain percentage of the defender's strength). A die is rolled, and the outcome indicated by cross-referencing the die-roll result with the odds percentage on the Combat Results Table. This outcome is applied to the attacking and/or defending units involved in the battle.

GAME LENGTH

La Grande Armée is actually three totally different games. Each game, or "Scenario", lasts a certain number of Game-Turns as shown on the Scenario Chart. After play of the last Game-Turn is completed, the game is over and the winner determined.



Sequence of Play

La Grande Armée is played in turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of two Phases. The Player executing the Phase of his/her Player-Turn is termed "the phasing Player." A typical Game-Turn would proceed as follows:

A. ALLIED PLAYER-TURN: (The Allied Player always plays first each Game-Turn)

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

2. COMBAT PHASE: (composed of the following consecutive segments)

a. Attacker Supply-Allocation Segment: The phasing Player specifies which Enemy units adjacent to his own he intends to attack, and allocates supply to the attacking units if he desires.

b. Retreat Before Combat Segment: The non-phasing Player may voluntarily retreat any units under attack.

c. Defender Supply-Allocation Segment: The non-phasing Player may allocate supply to any defending units if he desires.

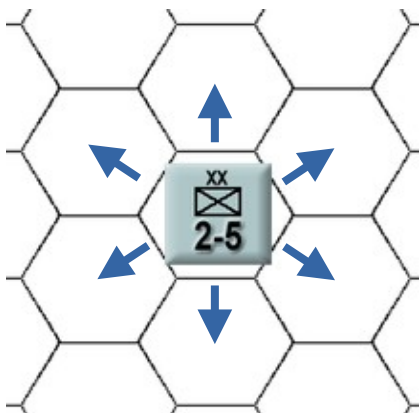
d. Combat Resolution Segment: Each battle is resolved and the results applied, one by one.

e. **Advance After Combat Segment:** The phasing Player may advance successful attacking units across rivers or into Fortress if the non-phasing Player's units vacated the hex.

3. **SUPPLY CREATION PHASE:** The phasing Player may place a supply unit on each of his Depots (see Supply case C).

B. **FRENCH PLAYER-TURN** The French Player executes Phase 1, 2 and 3, becoming the phasing Player.

C. Players indicate the completion of one Game-Turn on the Game-Turn track.



MOVEMENT

GENERAL RULE:

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

PROCEDURE:

Move each unit individually, tracing the path of movement through the hexagonal grid. A Player must finish moving one unit before starting to move another.

CASES:

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

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

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

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

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

(F) Cavalry units may never enter Mountain hexes. They may, however, enter Mountain Pass hexes.

Forced March:

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

(H) Units attempting a Double Forced March may use Forced March Supply or consult the Double Forced March table. Units starting the Movement Phase stacked with or adjacent to a Supply unit may use that Supply unit for Forced March Supply. Double Force Marching units with Forced March Supply have their Movement Allowance doubled, without penalty, during that Movement Phase. The Supply unit is expended at the end of the Phase.

(I) A unit without Forced March Supply may attempt a Double Forced March. Each unit making the attempt is moved its normal Movement Allowance, then the Double Forced March Table is consulted, and the results applied. Units able to complete the Forced March are then moved their Movement Allowance again, giving them in effect a "double" move.

(J) A Player may attempt to triple the Movement Allowance of any Infantry unit by a Triple Forced March. Forced March Supply may not be used for a Triple Forced March, nor may a unit make a Triple and Double Forced March in the same Movement Phase. A unit attempting a Triple Forced March is moved double its normal Movement Allowance, then the Triple Force March Table is consulted, and the results applied. Units able to complete the Forced March are then moved their normal Movement Allowance again, giving them in effect a "triple" move.

Stacking [more than one unit per hex]:

(K) A Combat unit entering a hex containing other Friendly Combat units must expend one additional Movement Point (this penalty is in addition to terrain, zone of control, and/or combination/breakdown costs). Only one extra Movement Point is expended, regardless of the number of Friendly Combat units in the hex.

(L) A Combat unit *leaving* a hex containing other Friendly Combat units must expend one additional Movement Point to leave.

(M) A Combat unit may only remain stacked with other Combat units at the end of a Friendly Movement Phase if either the units will be combined (see below), or a supply unit is available for Stacking Supply. (Otherwise, stacking is *illegal*, and the illegal units are *eliminated* by the non-phasing Player.) (Exception: see Fortress rules.) Thus, after unit combination, to *finish* the Movement Phase stacked Combat units must have Stacking Supply. Stacking Supply is determined and expended during the Combat Phase, however, and units destroyed for lack of Stacking Supply are eliminated at that time.

(N) An UNLIMITED number of units may be stacked on any hex, provided they have Stacking Supply.

(O) Leader, Supply and Depot units never count in stacking. These units are not Combat units, and neither cause nor suffer stacking penalties of any kind.

(P) Units stacked together defend together. All units in a stack must defend if attacked. Not all units in a stack must attack, and those that do need not attack the same Enemy-occupied hex (see Combat).

Unit Combination and Breakdown:

(Q) At the start of the Movement Phase, the phasing Player may Combine or Breakdown Combat units. At the end of the Movement Phase, the phasing Player may Combine Combat units. During the Combat Phase either Player may be forced to Breakdown as a result of Combat (see Combat Results Table). Only Combat units depicted on the Combine/Breakdown Chart may do so. To Combine or Breakdown, the Player simply replaces the original unit(s) with the appropriate Combination unit or Breakdown units, as the Chart indicates.

(R) In a Combination or Breakdown at the start of a Movement Phase, the resulting unit(s) each already have one Movement Point expended for the action of Combination or Breakdown. In addition, stacking penalties apply, and thus after Breakdown the resulting units may have to expend an additional Movement Point to move out of the resulting stack.

(S) Units Combining at the end of a Movement Phase must each have at least one additional unexpended Movement Point. This point is expended for the action of Combination.

(T) Disrupted units may never Combine with any other units, nor may a disrupted unit Breakdown.

(U) *Example: If one French 5-4 unit alone on a hex broke down into two 2-5's, the first 2-5 would have only three Movement Points remaining, since one was expended in the Breakdown, and another to get out of the resulting stack. The other 2-5 would have four Movement Points remaining, since as the sole unit on the hex (presuming the other left), stacking penalties would no longer apply. Note that if both of the 2-5's remained on the same hex after Breakdown, Stacking Supply is necessary.*

Movement and Zones of Control

GENERAL RULE:

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

CASES:

(A) If both total and partial Zones of Control

extend onto the same hex, the hex is considered totally controlled. Friendly units occupying a hex will only negate an enemy Zone of Control during the combat phase.

(B) Infantry and Non-Combat units entering any Enemy controlled hex, or Cavalry units entering a totally controlled hex, must stop; they may move no further that Movement Phase. If starting a Movement Phase on such a hex, they may only move to an uncontrolled hex (Cavalry units may also move to a partially controlled hex). Of course, they may enter another controlled hex later in their movement.

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

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

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

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



COMBAT

GENERAL RULE:

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

PROCEDURE:

The Attacker states all the attacks he wishes to make, and allocates Combat Supply during the Attacker Supply-Allocation Segment. The Defender may then retreat units under attack in the Retreat

Before Combat Segment, and then may allocate Combat Supply as desired to units that didn't retreat in the Defender Supply-Allocation Segment. In the Combat Resolution Segment Combat Strengths of attacking and defending units are compared, and the resulting odds percentage cross referenced with a die roll on the Combat Results Table to determine the result of each battle. The Attacker chooses the order in which battles are resolved. The Attacker may then, in certain cases, occupy the Defender's hex with any of the attacking units during the Advance After Combat Segment.

CASES:

(A) During the Combat Phase, the phasing Player may attack Enemy units adjacent to Friendly units. When opposing units are adjacent, attacking is always voluntary. If opposing units are not adjacent, attacking is impossible.

(B) The phasing Player may not use units on different hexes in the same attack; all attacking units in a particular attack must be on the same hex (Exception: see Fortress rules). All units stacked on a hex need not participate in the same, attack, or in any attack at all. Thus part of a stack may attack one Enemy-occupied hex, and part of a stack another, while a third part makes no attack at all. No unit may ever attack more than once per Combat Phase.

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

Combat Supply

(D) A unit attacking or defending with Combat Supply has its Combat Strength unaffected. A unit without Combat Supply has its Combat Strength halved (fractions are dropped, but strengths are never reduced below one). Units must be stacked with or adjacent to a Supply unit to be in Combat Supply. See the Supply rules.

Retreat Before Combat

(E) The non-phasing Player (Defender) may

Retreat Before Combat any unit attacked. A unit may not be retreated, and thus must defend, if any of the following apply:

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

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

Combat Resolution

(G) All units involved in an attack have their Combat Strengths totaled (half Strength values are used if the attacking units are without Combat Supply, and Leader Bonuses may be added). All units on the defending hex are also totaled, this Strength may be modified by lack of Combat Supply, Leader Bonuses must be added, and this new total may be doubled or tripled if the unit(s) are defending on certain types of terrain (see Terrain Effects Chart).

(H) Units with a Combat Strength in parenthesis (Leader and Depot units) only use that Combat Strength if they are defending on a hex that contains no Friendly Combat units. Otherwise, the parenthesized unit(s) always have a Combat Strength of zero.

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

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

Advance After Combat:

(K) If the Attacker attacked across a River hex-side, or against a Fortress hex, he may occupy the hex in the Advance After Combat. The Attacker may always advance if the Defender Retreated Before Combat all units on the defending hex. The Attacker may never advance if a combat result of "Ae", "Ars", or "Ari" occurred. The Attacker may advance into the attacked hex any attacking units involved in the battle, including none or all of them.

Automatic Elimination:

(L) If, during the Movement Phase, 500% or greater odds are achieved against a defending Infantry, Supply and/or Depot unit(s), the defending units are Automatically Eliminated. There is no Retreat Before Combat, since this action is during the Movement Phase. Defending units liable to Automatic Elimination are automatically considered in Combat Supply for odds percentage calculations, but attacking units must have Combat Supply (and expend it) or are considered to be half their basic Combat Strength.

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

(N) Any Infantry or Cavalry unit automatically has 500% Automatic Elimination odds against any hex containing only Supply units. This is because Supply units have a Combat Strength of '0', thus units of the phasing Player may move right through or over them as if they didn't exist. No Movement penalty is incurred if attacking units move over an Automatically Eliminated Supply unit.

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

(Q) Cavalry and Leader units may never be

Automatically Eliminated.

Disruption

GENERAL RULE:

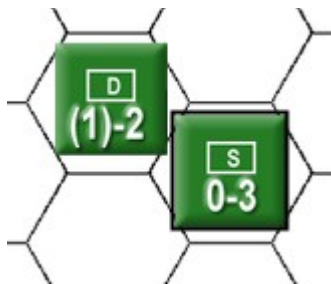
Any unit may be disrupted as a result of a Forced March attempt, after a Retreat Before Combat, or due to a Combat Result.

CASES:

(A) A disrupted unit may not move, Retreat Before Combat, or attack, but defends normally. Disrupted Supply units may not be used for supply, disrupted Depot units may not create Supply units. Disrupted Leader units may not give Leadership Bonuses.

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

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



SUPPLY

GENERAL RULE:

Units attempting to Force March may use Forced March Supply in certain cases. Units must have Stacking Supply to finish a Movement Phase stacked, and without Combat Supply have reduced Combat Strength. Supply comes from Supply units, and Supply units are created by Depots during the Supply Creation Phase.

PROCEDURE:

Forced March Supply is used during the Movement

Phase. Stacking and Combat Supply for units of the phasing Player are used during the Attacker Supply-Allocation Segment of the Combat Phase. Combat Supply for units of the non-phasing Player is used during the Defender Supply-Allocation Segment. Units of the non-phasing Player never need Stacking Supply. Units are "in supply" (and expend a Supply unit) if they are stacked with or adjacent to a Supply unit.

CASES:

(A) Whenever one or more units use a Supply unit, the Supply unit is expended. A Supply unit may supply an unlimited number of units. A Supply unit used for Forced March Supply may not be used for Stacking or Combat Supply. However, a Supply unit may be used for both Stacking and Combat Supply of the same units (because both are required during the Combat Phase).

(B) A Supply unit must be on the same hex, or on an adjacent hex, to put unit(s) "in supply." Otherwise, no supply is possible. A Supply unit used for Forced March, Stacking and/or Combat Supply is removed at the end of the Phase. A Supply unit used for Combat Supply against defending units that all Retreated Before Combat need not be expended, since there was no Combat.

(C) Each Depot may create, on the hex it occupies, one Supply unit. A Depot may only create a Supply unit on Friendly Player-Turns, and only if it did not move. A Depot may not create a Supply unit if the Depot is surrounded by Enemy units and/or controlled hexes (Friendly units only negate Zones of Control during the Combat Phase, so they will have no effect here, remember?). The created Supply unit is placed on the Depot unit at the end of the Friendly Player-Turn, during the Supply Creation Phase. Thus neither Depot nor created Supply unit may move on the turn of creation, and the Supply unit is not available until the end of the Player-Turn (after the Movement and Combat Phases).

(D) Units in Fortresses have special Stacking and Combat Supply (see Fortress rules).

Leaders



GENERAL RULE:

When stacked with Combat units, a Leader unit adds the Offensive Leadership Bonus to the total Combat Strength when the stack is attacking. The Leader unit adds the Defensive Leadership Bonus when the stack is defending. (Exception: see Fortress rules.)

CASES:

(A) Leadership Bonuses are added after Supply effects on Combat Strength are determined, but before Terrain effects.

(B) More than one Leader may add its Bonus to a group of attacking units, or a hex of defending units. The total Bonus value added to the Combat Strength may never exceed the total Combat Strength. Additional Bonus points available from the Leader unit(s) are not used for the battle. Example: The Napoleon Leader unit is stacked with an 18-2 unit on a Mountain pass hex. The 18-2 does not have Combat Supply. Because the 18-2 is halved for lack of Combat Supply, Napoleon may only add 9 of his 25 Defensive Leadership Bonus. The total of 9 Combat Strength points plus the 9 Leadership Bonus points is then doubled because both units occupy a Mountain Pass hex (see Terrain Effects chart). The final, total Strength is thus 36.

(C) Leader units only use their parenthesized Combat Strength when defending on a hex without a Combat unit. They may not attack alone, and when attacking or defending with Combat units, they only add their Leadership Bonus values.

Fortresses



GENERAL RULE:

Fortress hexes provide Stacking and Combat Supply for units on them, stop Zones of Control, and affect Combat. Besieging a Fortress is half as good as capturing it for Victory Point purposes, and units within a besieged Fortress are eliminated at the end of the game (Scenario).

CASES:

(A) A Fortress hex automatically provides Stacking Supply for units stacked on the hex, provided the total Combat Strength of the Combat units is '18' or less. If more than 18 Combat Strength points are stacked on a Fortress hex, Stacking Supply from a Supply unit is necessary. If the phasing Player fails to provide such Stacking Supply, the minimum number of Combat units required to bring the total back to 18 are destroyed by the non-phasing Enemy Player (as in Movement case M).

(B) When on a Fortress hex, any units totaling 18 Combat Strength Points or less are automatically in Combat Supply. Additional units are without Combat Supply unless a Supply unit is used.

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

(D) Units defending on a Fortress hex triple their Combat Strength (see Terrain Effects Chart). "Dr" and "Drs" results do not apply (become "no effect") to units defending on a Fortress hex. "1/2 ex" results are calculated normally, but only attacking units are lost; units defending on a Fortress hex are never eliminated in a "1/2 ex" result.

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

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

(G) *Sieges*. If Enemy units, or Enemy controlled hexes unoccupied by Friendly units, surround all

hexes adjacent to a Friendly Fortress hex, the Fortress is under siege. Units in a Fortress under siege are destroyed at the end of the game. The besieging Player receives Victory Points for the besieged Fortress, but does not control the Fortress. The besieged Player receives no Victory Points for a Fortress under siege by the Enemy.

(H) *Control*. If a Fortress is not under siege, the last Player to move a unit through or onto the Fortress hex *controls* the Fortress.



Victory Points and Conditions

GENERAL RULE:

Victory Points are based on French siege or control of certain Fortresses, and in the 1805 Scenario, various additional actions by the French Player. Unlike some Simulations games, Victory Points are not scored by a specific Player, but impartially tallied each Game-Turn. It is the goal of the French Player to increase the number of Victory Points; while the Allied Player seeks to decrease the number.

PROCEDURE:

Every time the French Player fulfills an objective that produces Victory Points in that Scenario, advance the markers on the Victory Point Track the appropriate amount. Every time the Allied Player denies an objective the French already fulfilled, lower the total shown on the track the appropriate amount.

CASES:

(A) The specific objectives that produce Victory Points are listed on the Scenario Chart, since these objectives vary from Scenario to Scenario. After the last Game-Turn the current Victory Points total is used to determine the game's winner, as also shown on the appropriate Scenario Chart.

Player's Notes

La Grande Armée is one of Simulations Publications' series portraying "grand tactical" aspects of Napoleonic campaigns. Others include Leipzig and 1812. Aside from the rules reorganization, La Grande Armée's most noticeable difference is orders of battle; five distinct army organizations are portrayed in the game (the French, two Austrian, the Prussian and the Russian). More astute and experienced players will also find that movement costs (see the Terrain Effects Chart) for various terrain and actions are somewhat less. Basic Movement, Zone of Control, Combat and Leader rules are essentially the same as the original Leipzig, not the extraordinary system found in 1812. The Fortress rules, on the other hand, are similar to those in 1812, more sophisticated than those of Leipzig.

The game systems used here to portray Napoleonic campaign movement and combat are not simple, and failure to take advantage of the rules subtly can lead to ridiculous results. Basically, Players should be willing to move their armies fast and purposefully. Breaking down for speed (especially in Forced Marches where slight Movement Allowance increases are multiplied two or three times), and then combining and stacking for battle, is what the game is about. The French with their superior organization have a tremendous advantage, while vastly superior leadership gives them a similar advantage in battle. Mitigating this are the victory conditions and time limits: the French must accomplish a great deal in a small number of Game-Turns. Therefore the Allied Player must position his ponderous forces in ways that cause the French the maximum trouble for the maximum length of time. Blocking strategic passes and bottlenecks with cavalry screens or infantry armies, and leaving significant fortress garrisons, are favorite operational tactics. In such a situation, troops will be all over the map sheet on various missions. If either player misjudges the strength necessary to accomplish a mission, the other can descend upon a weak-point via Forced March. On the other hand, a weak thrust or defense can be used to bait a trap.

The Allied Player is warned about letting too many troops become bottled up in Fortresses. The Victory Points for besieging these few objectives, plus the Points for capturing the rest, usually give the game to the French. On the other hand, Fortress garrisons and armies in the field can give the French problems, letting the Allies collect their

forces and hold on. It is suggested that the French Player keep his army reasonably concentrated: if one portion cannot reach another in a single Movement Phase by Forced March, the basic French advantage of superior strength is probably being wasted.

In planning a campaign and executing it through the game's turns, Players will find themselves constantly calculating and recalculating marching distances. Knowing where friendly and enemy forces can threaten each other, and with how much, comes from understanding how much distance these forces can cover in a Movement Phase. Always know what you can get where, and the same for your opponent. Now the importance and problems of supply become obvious; significant marching and battle invariably require it. Although the French can often get by without Forced March Supply, everybody needs supply to stack and fight against a sizable enemy.

Within these general principals and problems, the same ones Napoleonic generals and marshals struggled with, there is a great deal of room for strategic, operational and tactical finesse. With rules as complex as those in *La Grande Armée*, tactical options and tricks are almost endless. But the victory conditions, the map, and the troops available always remain the same.

Designer's Notes

The game *La Grande Armée* depicts Napoleon's three campaigns in Central Germany and Poland that witnessed the development of his new military system, and its expansion across Europe. The decisive victories that he achieved against the older-style armies of the other three great continental powers established his reputation.

Up to the time of Austerlitz (Dec. 2, 1805), Napoleon had never commanded in battle more than 30,000 men. Aware that Napoleon was a superb strategist from his campaigns in Italy, they had no conception of his tactical prowess. No man before Napoleon had been able to command more than 50,000 men effectively in a single battle; he could use up to 125,000 men.

These three campaigns conquered Europe for Napoleon, and proved him the greatest general in history.

Each of the four contending armies in *La Grande Armée* operated under different systems. The basic differences revolved around supply, mobility, and leadership, both high and low level.

The Austrians had learned more from their wars with the French than any of the other powers. This was mostly due to the fact that they had taken the severest knocking about from the French up to this point. However, by the time of the Wars of the Third Coalition (1805), those who wished to change had not brought about sufficient reformation to successfully face the French. Although the corps structure had been reorganized, it was still poorly led on a low level, slow, and overly supply dependent. Moreover, the preponderance of the army was sent to Italy where it was expected that Napoleon would repeat his earlier appearances. When the Austrians invaded Southern Germany, they were capable only of setting up a cordon defense stringing out ineffective brigade formations to cover all possible French approaches.

Behind the main Austrian field armies were virtually no reserves. Austria had a "professional" army composed of long service soldiers not easily replaced. There were no real replacements training or available. If an army was defeated, it fell back on a friendly fortress and waited until new recruits could be trained for the following year's campaign.

Comparable unit for unit, the Austrians were over matched. The French infantry corps in the game is superior in movement and supplied combat. It may force march more efficiently, and generally has better leadership available. The Austrian cavalry, good on an individual basis, was wasted in small attachments, and poorly indoctrinated.

In general, the Austrians expected the French to act as they did; when they met the resilient French, they were slaughtered. By 1809 the Austrians had learned much more of a lesson. They had taken steps to make their army similar to the French. The organizations were radically changed after the 1805 debacle, and became virtually identical to the French, although it was still somewhat misused. Only the dependence on supply was unchanged, especially for forced marching. They nearly defeated Napoleon, and mauled his best marshal, Davout, at Ratisbon. When this initial army of 200,000 was defeated, and Napoleon pursued them to Vienna, the Austrians were falling back on 140,000 trained reserves, with a potential 280,000 Landwehr to be raised. The final battle, Wagram, was a near thing. In game terms the result was an "ar1 Drs." It was enough, but just barely. Austria was virtually dismembered, and was effectively out of European warfare for four more years.

The Prussian army was practically a parody of

the worst aspects of the Austrian army; it was the quintessence of the Eighteenth Century European army.

Prussia had almost entered the war against Napoleon in November—December, 1805. Scared by Napoleon's rapid advance, they held out waiting for a defeat before taking any chances. This was why Austerlitz was fought at all. They tried a travesty of reorganization in 1806. Before this, their organization in game terms would have been an 18-2 army breaking down into twelve 1-3 brigades. They managed to create a great deal of confusion, and got a slightly better organization. The lack of intermediate command steps between division and army was their greatest problem; there were simply no capable middle level commanders to be trusted. Their supply bases were absolutely fixed, and their divisions useless if unsupplied. There was no provision for their bases being overrun; it was considered unthinkable. The Prussian leadership was virtually laughable. The army was large and could have been effective, but it was scattered across the land in small groups. There was of course no effective reserve manpower.

Once the army marched, it was almost impossible to re-assemble for battle. Basically, the doctrine of Frederick the Great was followed too rigidly, and innovation was impossible.

The Russian army appeared in a subsidiary role in both the 1805 and 1806 campaigns. It was undoubtedly the best of the three armies facing Napoleon, but there was never enough of it. The major flaw of the Russian army was its tendency to operate in small armies of 40—50,000 men, instead of the more usual 75—100,000 men. Because of the distances involved, the Russians generally arrived in a piecemeal fashion. The leadership was as bad as usual in one of the aristocratic armies. However the Russians were able to march and force march as well as the French (again those distances), the supply organization was very experienced, and the cavalry easily the equal of the French. Only at Austerlitz were the Russians badly defeated. Unlike the other powers, Napoleon was never able to cut off the depots and armories producing the troops; the Russians just kept coming.

The French army was superb; that statement needs little elaboration. The 1805 and 1806 Grande Armées were the best French armies ever fielded in the Napoleonic period (1789—1815). The three years of peace had been spent training the troops, and implementing reorganization onto a full Napoleonic system. The marshals were

assembled, indoctrinated, and were more than sufficient for the troops available in terms of leadership, most of them being at their peak. The supply system needed re-organization, but was sufficient. The soldiers were great, almost at a crusade peak of enthusiasm. Over all this Napoleon operated like a conductor. It was this instrument that made him great.



DESIGN CREDITS:

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COMBINE/BREAKDOWN CHART

$$\begin{array}{c} \text{XXXX} \\ \boxtimes \\ 18-2 \end{array} = \begin{array}{c} \text{XXX} \\ \boxtimes \\ 5-4 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 5-4 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 5-4 \end{array}$$

$$\begin{array}{c} \text{XXX} \\ \boxtimes \\ 5-4 \end{array} = \begin{array}{c} \text{XX} \\ \boxtimes \\ 2-5 \end{array} + \begin{array}{c} \text{XX} \\ \boxtimes \\ 2-5 \end{array}$$

French (All Scenarios)

$$\begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-7 \end{array} = \begin{array}{c} \text{XX} \\ \boxtimes \\ 1-8 \end{array} + \begin{array}{c} \text{XX} \\ \boxtimes \\ 1-8 \end{array}$$

Austrian
(1809 Scenario Only)

$$\begin{array}{c} \text{XXXX} \\ \boxtimes \\ 18-2 \end{array} = \begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-3 \end{array}$$

$$\begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-3 \end{array} = \begin{array}{c} \text{XX} \\ \boxtimes \\ 1-5 \end{array} + \begin{array}{c} \text{XX} \\ \boxtimes \\ 1-5 \end{array} + \begin{array}{c} \text{XX} \\ \boxtimes \\ 1-5 \end{array}$$

Austrian
(1805 Scenario Only)

$$\begin{array}{c} \text{XXXX} \\ \boxtimes \\ 18-2 \end{array} = \begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-3 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 3-3 \end{array}$$

Prussian

$$\begin{array}{c} \text{XXXX} \\ \boxtimes \\ 10-2 \end{array} = \begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-4 \end{array} + \begin{array}{c} \text{XXX} \\ \boxtimes \\ 4-4 \end{array}$$

Russian

Combat Results Table

die roll	less than 80%	80% to 100%	100% to 110%	110% to 120%	120% to 140%	140% to 160%	160% to 180%	180% to 200%	200% to 300%	300% to 400%	400% or more	die roll
1	Ars	Ars	Ars	Ar1Drs	Dr1	Drs	Drs	Drs	Drs	1/2ex	De	1
2	Ars	Ars	Ar1Drs	Ar1Drs	Dr2	Drs	Drs	Drs	1/2ex	De	De	2
3	Ars	Ars	Ar1Drs	Dr1	Dr2	Drs	Drs	Drs	De	De	De	3
4	Ars	Ar1Drs	Dr1	Dr2	Drs	Drs	Drs	1/2ex	De	De	De	4
5	Ars	Ar1Drs	Dr1	Drs	Drs	Drs	Drs	De	De	De	De	5
6	Ae	Ar1Drs	Dr2	Drs	Drs	Drs	1/2ex	De	De	De	De	6

HOW TO USE THE COMBAT RESULTS TABLE:

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

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

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

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

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

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

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

1/2ex = half exchange: All involved defending units are eliminated. The Attacker must lose units whose total Combat Strength is at least half the total Strength of the defending units eliminated. Use the face-value Strength on the counters, ignoring the modifications due to supply, leadership and terrain. The Attacker chooses which units are eliminated.

rs = retreat scattered: All of the Player's involved units are immediately broken down to units of the smallest possible Combat Strength. Each unit is then separately retreated its full Movement Allowance, and must finish the retreat on a Friendly controlled Fortress hex or an unoccupied hex. If unable to finish the retreat on an unoccupied or Friendly Fortress hex, the unit is eliminated. All Movement penalties apply when retreating. After the retreat is completed, the unit(s) are disrupted.

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

r1 = retreat one hex: All of the Player's involved units retreat to an adjacent hex, and are then disrupted.

Retreat Procedure:

The Player affected always retreats his own units. Normally units must retreat the full amount specified by the result, or the unit is eliminated. However, if the retreating unit at any time enters a Fortress hex controlled by the retreating Player, the unit must stop its retreat on that hex. An unlimited number of units may be retreated onto a Fortress, but naturally become subject to stacking rules on the next Friendly Player-Turn.

A unit may never retreat through unbridged River hex-sides, Lake hex-sides, onto Mountain hexes, hexes occupied by Enemy units, or hexes already passed through by the retreating unit during the retreat. A unit unable to complete a retreat due to one or more of these restrictions is eliminated.

Units may retreat through Enemy Zones of Control, or onto controlled hexes, without penalty in retreats due to Combat. Retreats Before Combat are different, see Combat case E.

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

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

Disruption:

After retreats, units become disrupted. Disrupted units remain so until the end of the same Phase on the following Game-Turn. Disrupted units may not move or attack, lose special abilities (supply capabilities, leadership bonuses, etc.) and if disrupted again before "recovering", are destroyed. See disruption rules for details.

Advance After Combat:

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

Automatic Elimination:

If 500% or greater odds are achieved, the defending unit(s) are Automatically Eliminated. See Combat cases L through Q for effects during the Movement Phase. Automatically Eliminated units are eliminated at the start of the Combat Phase, before any other battles are resolved.



1807, Friedland - Jean-Louis-Ernest Meissonier