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

GENERAL COURSE OF PLAY

Attention

The Game:
The Campaign of Napoleon in Russia, 1812, is the culmination of the most spectacular adventure in the life of Napoleon Bonaparte. The campaign, which actually lasted over four months, was fought in the great country of Russia. It was a magnificent war, as thrilling and dramatic as any ever known in history. The French Army, numbering more than one million men, crossed the Russian frontier in September of 1812, and within a few weeks had captured Moscow. However, the French did not secure a lasting victory. The Russian troops, numbering about one hundred thousand men, slowly but surely marched on the French from the north, east, and south, and by the end of the year, the French were clubbed back to France and their captives. The war had not only cost the French more than one hundred thousand casualties, but had also proved to the world that Russian troops were invincible.

The Sequence of Play:

The objective of the game is to control the greater amount of territory at the end of the game. Each player starts with a force of at least one army corps and a dozen battalions of infantry, cavalry, and artillery. The game is played for four months, and each month consists of three phases: the March, the Battle, and the Siege.

ATTACK TABLE

The March:
The March phase is the time at which the players can move their forces to the areas of their choice. Forces may move from one area to another in the March phase, but cannot move more than one area in any given March phase.

THE BATTLE TABLE

The Battle phase is the time at which the forces clash in battle. Each player's forces can attack or be attacked in the Battle phase. The player with the greater force in a given area can attack the player with the lesser force in that area. The player with the greater force will also receive a bonus in the Battle phase.

THE SIEGE TABLE

The Siege phase is the time at which the forces attempt to capture the enemy's forces. Each player's forces can attempt to capture the enemy's forces in the Siege phase. The player with the greater force in a given area can attempt to capture the enemy's forces in that area. The player with the greater force will also receive a bonus in the Siege phase.

MOVEMENT

The forces may move from one area to another in the March phase. Each player has a certain number of moves during the March phase. The player with the greater force in a given area can move their forces to any other area in the March phase. The player with the greater force will also receive a bonus in the March phase.

BATTLE PLUS CHART

The Battle Plus chart is used to determine the outcome of battles. Each player has a certain number of battle plus points during the Battle phase. The player with the greater number of battle plus points will win the battle.

COMBAT RESULTS TABLE

The Combat Results table is used to determine the outcome of sieges. Each player has a certain number of combat plus points during the Siege phase. The player with the greater number of combat plus points will win the siege.

The Game is over when the time limit is reached. The player with the greater amount of territory will be declared the winner.
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**Notes:**

- Note 1
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- Note 3

**Diagram:**

[Diagram image]

**Legend:**

- Legend 1
- Legend 2
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