STANDARD RULES:

[1.0] How to Start

GENERAL RULE:
Napoleon's Art of War consists of two distinct and separate games: The Battle of Dresden and the Battle of Eylau. Each of these games has a body of rules in common (called the Standard Rules) and rules which apply only to the one game in particular (called Exclusive Rules). Each game also has a separate group of cardboard playing pieces. The playing area (map) of each game is printed on the same piece of paper. Both games use a common set of tables.

PROCEDURE:
The components should be spread out on a large table with the two Players sitting on either side. The die-cut counters should be carefully punched out and kept segregated as to game and national group. The Players should skim through the rules by reading only the bold sentence-headlines in the various rules sections. Then the pieces to one of the games should be placed in their starting positions (as indicated by the four-digit numbers on the backs of the playing pieces). At this point, the Players should review the Sequence of Play and begin a trial game, referring to the details of the rules when they have a question. Note that it is possible to play an enjoyable solitaire game against oneself simply by assuming the role of either Player in proper sequence.

COMMENT:
Dresden is a simulation of the battle between the French under Napoleon and the allied forces of Russia, Prussia, and Austria in August of 1813. Eylau is a game depicting the struggle between the French and the Russo-Prussian force under Baron Levin Bennigsen that occurred in 1807 on February 7th and 8th in a remote area of Poland.

[2.0] Equipment

GENERAL RULE:
The game equipment consists of the rules, charts, maps, and playing pieces.

REMMOVING THE RULES FROM THIS ISSUE:
Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.
THE SECOND PLAYER-TURN:

**Step 3. Second Player's Movement Phase.**

The Second Player may move his units and bring in reinforcements.

He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

**Step 4. Second Player's Combat Phase.**

The Second Player must attack adjacent Enemy units.

He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

A hex containing more than one type of traversable terrain is entered at the higher of the two costs. When a hexside has a 'plus' cost attached to it, that cost is in addition to the Movement Point cost for entering the hex.

When a unit enters a hex through a road (or trail) hexside, it pays only the cost for moving one hex along the road (or trail) regardless of the type of terrain entered. Conversely, a road or trail has absolutely no effect on movement if it is entered through a non-road (or non-trail) hexside.

**[4.0] Movement of Units**

**GENERAL RULE:**

Each unit has a Movement Allowance number printed on it which represents the basic number of hexes it may move in a single Movement Phase. Each Player moves only his own units during the Movement Phase of his Player-Turn (as outlined in the Sequence of Play).

**PROCEDURE:**

Units move one at a time, hex-by-hex, in any direction or combination of directions that the Player desires. The Movement Phase ends when the Player announces that he has moved all of his units that he chooses to (or as of the time that he begins to make attacks).

**CASES:**

- **[4.1] A unit may never exceed its Movement Allowance.**

  During its Movement Phase, each unit may move as far as its Movement Allowance permits. Basically, each unit spends one Movement Point of its total Allowance for each hex that it enters. Individual units may move less than their Movement Allowance. Units are never forced to move during their Movement Phase. Units may not, however, lend or accumulate unused Movement Points.

- **[4.2] Units must spend more (or less) than one Movement Point to traverse some terrain types.**

  The basic cost to enter a clear terrain hex is one Movement Point. The basic entry costs to enter some terrain hexes, however, are higher. These costs are specified in the Terrain Effects Chart. If a unit does not have sufficient Movement Points to expend to enter a given hex, it may not do so.

**[5.0] Combat Preconditions**

**Eligibility Requirements for Attacking Units**

**GENERAL RULE:**

Each unit has a Combat Strength number printed on it which represents its basic power to attack during its Combat Phase and to defend during the Enemy Combat Phase. Whether or not a unit can attack is strictly a matter of how it is positioned with respect to Enemy Units. All units that are in Enemy Zones of Control must attack during their Combat Phase; artillery units not in Enemy Zones of Control but that have Enemy units...
within the range of their guns may execute a special form of attack called bombardment.

PROCEDURE:

The Player examines the positions of his units, determining which are in Enemy Zones of Control and which artillery units have Enemy units within their range. Attacks are conducted using the Combat Results Table, the die, and the procedures detailed in the section on Combat Resolution.

CASES:

[5.1] A unit that is in an Enemy Zone of Control must attack—and every Enemy unit that has a phasing unit in its Zone of Control must be attacked.

If there are several possible combinations, the Player may choose which of his units will attack which Enemy unit—so long as every Enemy unit that is required to be attacked is attacked.

[5.2] No unit may be involved in more than one attack per Combat Phase.

No unit may participate in more than one attack, nor may a given Enemy unit be the object of more than one attack, in a single Combat Phase.

[5.3] More than one unit may participate in a given attack.

As many units as can be brought to bear can participate in the same attack.

[5.4] More than one Enemy unit can be the object of the same attack.

So long as each participating attacking unit could have attacked every one of the defending units separately, then all may attack all the defending units in a single combined attack. [See Case 5.8]

[5.5] A unit's Combat Strength is indivisible.

Units may not use part of their strength in one attack and part in another, neither may they reserve or withhold part of their strength in an attack or defense.

[5.6] An artillery unit not in an Enemy Zone of Control may make a bombardment attack against an Enemy unit two hexes distant.

The important distinction between bombardment and regular attacking is that bombardment attacks can be made only by artillery units that are not in the Zone of Control of any Enemy unit. This bombardment attack can be used to satisfy the requirement that a given Enemy unit be attacked (because some other Friendly unit happens to be in its Zone of Control) so long as the other Friendly unit can attack another Enemy unit.

[5.7] Except when making a combined attack [see 5.8] bombingarding artillery units may attack only a single Enemy-occupied hex.

Even though it may have several Enemy occupied hexes in range, a given artillery unit may bombard only one of them in a single Combat Phase. Note that all artillery units may direct their bombardment at the same hex, in which case their strengths are totalled into one aggregate bombardment attack.

[5.8] An attack may be made which combines the strength of adjacent units with that of bombarding artillery.

The strength of the artillery unit is simply added to that of the adjacent attacking units. Note that if the Enemy is in more than one hex, the contributing bombarding artillery need have only one of the Enemy occupied hexes in range in order to add its strength to the attack. This is the exception to Case 5.4.

[6.0] Combat Resolution

How Attacks are Evaluated and Resolved

GENERAL RULE:

An ‘attack’ is defined as the comparison of the strength of a specific attacking force with that of a specific defending force resolved by the throw of a die in connection with a Combat Results Table. The results may affect either or both the attacker and the defender.

PROCEDURE:

The attacking Player totals the Combat Strength of all of his units that are involved in a given attack and compares the total with the total Combat Strength of the Enemy unit or units being attacked. The resulting comparison is called the Combat Ratio. The Player locates the column heading on the Combat Results Table that corresponds to the Combat Ratio. He rolls the die and cross indexes the die number with the Combat Ratio column and reads the result. The indicated result is applied immediately, before going on to any other attacks. When he has made all of his attacks, the Player announces the end of his Combat Phase.

CASES:

[6.1] The attacking Player must announce which of his units are involved in a given attack against a specific defending unit or group of units.

He must calculate and announce the Combat Ratio, specifying which of his units are participating in the attack, before it is resolved. He may resolve attacks in any order he chooses. Once the die is thrown, he may not change his mind.

[6.2] The calculated Combat Ratio is always determined to represent a specific column of results on the Combat Results Table.

If the Combat Ratio in an attack is higher (or lower) than the highest (or lowest) shown on the table, it is simply treated as the highest (or lowest) column available. Note that the Combat Ratio is always a simplified version of the literal ratio. For example, if eleven Combat Strength Points attack four Combat Strength Points, the Combat Ratio is simplified to ‘2 to 1’. Ratios are always rounded off in favor of the defender.

The attacker may deliberately lower the Combat Ratio, if he so desires, simply by announcing the fact before throwing the die. This is sometimes advantageous (see the Combat Results Table).

[6.3] The abbreviations on the Combat Results Table will indicate that units are either retreated or destroyed.

AE = Attacker eliminated; all units involved in the attack are destroyed (except bombarding artillery). Defending unit has the option to advance after combat.

AR = Attacker retreats; all units involved in the attack (except bombarding artillery) are forced to move one hex away from the defender. Defending unit has the option to advance after combat.

EE = Equal elimination; the defending force is eliminated and the attacking force must lose a number of Combat Strength Points at least equal to the printed value of the defending force. If any attacking units survive, one of them may advance after combat. Bombarding artillery can never suffer from this result.

Dr = Defender retreats; the defending unit is forced to move one hex away from the attacking unit(s). One of the attacking units may advance after combat.

De = Defender eliminated; the defending unit is destroyed. One of the attacking units may advance after combat.

[6.4] Units may be retreated (by their owners) only in 'safe' hexes.

A 'safe' hex is defined as a traverseable hex, not in an Enemy Zone of Control. If there is no safe hex available, the unit is destroyed instead. A 'traverseable' hex is one that the unit could legitimately enter during a Movement Phase.

[6.5] When the only 'safe' hex is occupied by a Friendly unit, that unit may be displaced.

The displaced unit must itself have a hex to retreat to (if not, the original unit is
[6.6] When a hex is vacated as a result of combat, a single victorious participating unit may advance into that hex.

Such an advance as a result of combat is an option which may be exercised immediately before going on to resolve any further combat in that Phase. A unit is never forced to advance after combat. A unit may advance into an Enemy controlled hex (even when advancing directly from an Enemy controlled hex).


Retreats and advances are, technically, not considered to be movement.

[6.8] An artillery unit that is not adjacent to the unit that it is attacking is not affected by adverse combat results.

When an artillery unit is bombing or making a combination attack (as described in Case 5.8), it is totally unaffected by combat results. Even in the case of an ‘Ee’ result, the defender is destroyed but the artillery unit is unaffected. Bombarding artillery units may voluntarily retreat after combat when they obtain an ‘Ae,’ ‘Ar,’ or ‘Ee’ result.

[7.0] Reinforcement
How Additional Units Enter the Game

GENERAL RULE:

In addition to the force with which they start the game, both Players receive units during the Movement Phases of specified Game-Turns. The entry hex code and earliest Game-Turn of arrival are printed on the backs of the playing pieces. (See also the Orders of Battle on page R7.)

PROCEDURE:

At any time during the specified Movement Phase, newly arriving units may enter the map in the hexes indicated.

CASES:

[7.1] When reinforcements arrive on the map, they behave identically to units already on the map.

When reinforcements are placed in an entry hex the arriving unit must pay the normal movement cost for entering that type of terrain. If the entry hex has a road which connects to the map edge, the arriving unit may be assumed to be entering through a road hexside. When more than one unit enters in the same place, they enter singly without regard to which one entered first (i.e., it doesn’t cost subsequent units more to enter the map because they are entering “behind” the first unit). The units move (and may participate in combat) in the Player-Turn of arrival.

[7.2] If there is an Enemy unit within two hexes of the entry hex, the arriving units may choose any map-edge hex(es) within eight hexes of the original entry hex as their new entry hex.

Units may never be placed in an entry hex that is occupied or which is in Enemy Zones of Control. They may never be placed in an entry hex under conditions which will force a violation of the movement rules (i.e., too many units in the hex at the end of the Movement Phase).

[7.3] The entry of reinforcements may be delayed for as long as the Player wishes.

Should the Player so desire, he may hold back all or part of the reinforcements due him in any given Game-Turn. He should keep a record of any such delayed reinforcements. He need not re-schedule their appearance; they may be brought in at will in any of the subsequent Movement Phases. They must still enter by means of the proper entry hex.

[8.0] Night Game-Turns
and Their Effect on Movement and Combat

GENERAL RULE:

The indicated Game-Turns on the Turn-Record Track are night Game-Turns. During night Game-Turns, there are no Combat Phases and units may not move into Enemy Zones of Control. In all other respects, night Game-Turns are identical to Game-Turns.

CASES:

[8.1] During night Game-Turns, units may not enter Enemy Zones of Control.

[8.2] During night Game-Turns, there are no Combat Phases (and, of course, no combat of any type may take place).

[9.0] Terrain Effects Chart
(see page R8)

[10.0] Stacking
More than one unit in a hex.

GENERAL RULE:

As many as two Friendly units may end the Movement Phase in the same hex.

CASES:

[10.1] Units are still moved individually even though they may begin and end their Movement Phase stacked with some other Friendly unit.

[10.2] French garrison units (those with a ‘O’ Movement Allowance) do not count against the stacking limit. As many as two moveable French units may legally be placed in the same hex as a garrison unit.

[10.3] Stacked units must attack together when engaging in combat. Stacked units may not each engage in separate attacks. This is true in all cases including two artillery units stacked together and conducting a bombardment attack.

[10.4] When stacked units are attacked, they are treated as one combined strength.

Their Combat Strengths are added together; they may not be attacked separately. If forced to retreat, they must retreat into the same hex if such a retreat would not result in the elimination of a Friendly unit. They must also attempt to avoid displace-

(continued on page R3)
[11.0] Reserve Units

GENERAL RULE:

Both Players have units that are held in reserve, i.e., on the map but not actively in play. Reserve status for the Allied units is involuntary. The Allied reserve can be activated (freed of reserve restrictions) only if certain conditions are met. The French reserve can be activated any time the French Player decides to do so (however, he suffers a Morale Level reduction for doing so).

PROCEDURE:

Those Allied and French units with an ‘R’ printed on their backs are set up face down and remain that way until activated.

CASES:

[11.1] Reserve units may be moved no closer to Enemy units than the stipulated limit (French reserve, 3 hexes; Allied reserve, 4 hexes).

If an Enemy unit moves inside the limit of a reserve unit, the only move the reserve unit may make is one that maintains or increases the current distance.

[11.2] A reserve unit is automatically activated if the army to which it belongs is demoralized or if an Enemy unit places that unit in its Zone of Control.

[11.3] An Allied unit may be activated if some other unit in the same Allied Army is eliminated or disrupted.

This option must be exercised immediately as the elimination occurs.

[11.4] If at the beginning of his Movement Phase, the Allied Morale Level is higher than the starting level, the Allied Player may activate one reserve unit for each excess Morale Point spent to do so.

Once the Morale Level is back at the starting level, no more units may be voluntarily activated. For example, if the Prussian Level were '12' the Allied Player could activate one or two Prussian reserved units. Activating two would bring the Prussian Morale Level down to '10.'

[11.5] The French Player may activate one or both Old Guard infantry reserves at any time he chooses by reducing his current Morale Level by '4.'

Note that he does not suffer this reduction if the presence of an Allied units activates one or both of the Imperial Guard units.

[12.0] Klenau’s Corps

Conditional Allied Reinforcements

<table>
<thead>
<tr>
<th>Klenau</th>
<th>Hohenlohe</th>
<th>Meyer</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3</td>
<td>8-4</td>
<td>7-4</td>
</tr>
</tbody>
</table>

GENERAL RULE:

The three units of Klenau’s Corps (Hohenlohe, Meyer, and Klenau) can possibly enter the game on Game-Turn 10, 11, 12, or 13, depending upon a special die roll.

PROCEDURE:

At the beginning of each Allied Movement Phase in the aforementioned Game-Turns, the Allied Player rolls the die once. A roll of '1' makes Klenau’s Corps available as reinforcements on entry 'B.' If entry directly on 'B' is impossible (or no '1' is rolled) the Corps enters automatically at hex 'C' on Game-Turn 17 as normal reinforcements.

[13.0] Rain Effects and Additional Night Effect

GENERAL RULE:

During Rain Game-Turns, the Combat Strengths of each infantry unit is cut in half (round down any fraction). Stream hexides become equivalent to River hexides and Landgraben hexides become equivalent to Stream hexides.

During night Game-Turns, in addition to the standard rules, units may exit from Enemy Zones of Control (but they still may not enter them).

[14.0] French Garrison Units

GENERAL RULE:

The six French garrison units (those having a Movement Allowance of '0') may never be moved or advanced; if forced to retreat by 'Dr' result they are eliminated instead. The Westphalian units is eliminated by an 'Ar' result as well. The other five garrison units (Lunettes) are unaffected by 'Ar' results. Garrison units do not count as units for stacking purposes. Units stacked with garrison units suffer combat results normally.

[15.0] Allied Attack Co-ordination

GENERAL RULE:

Whenever Allied units of differing nationality participate in the same attack, their Combat Ratio shifts one column to the left on the Combat Results Table. So, for example, an attack at '3 to 1' would shift down to '2 to 1'.

[16.0] Army Morale and Demoralization

GENERAL RULE:

Each of the four national armies in the game has a starting Morale Level representing their spirit and determination to fight. Adverse combat results lower an army’s Morale Level until, at Level '0,' the army is considered to be demoralized. Demoralization has an effect upon the combat performance and reserve status of an army.

PROCEDURE:

Players keep track of each army’s Morale Level on the track provided on the map. The French start the game at 30; Austrian at 20; Russian at 12; and Prussian at 10.

CASES:

[16.1] For each time a single unit is retreated or displaced, its army’s Morale Level is reduced by one.

For example, if two units were forced to retreat in one attack and displaced another unit of the same army, that army’s Morale Level would drop by three.

[16.2] Each unit eliminated lowers the army’s Morale Level by two.

[16.3] For each unit that advances as a result of combat, that army’s Morale Level is raised by one.

[16.4] When an army is demoralized all of its reserve units are automatically activated.

[16.5] When an army is demoralized its units may no longer advance after combat and its effective attacking Combat Ratio is shifted one column to the left on the Combat Results Table.
Note that if any of the Allied units participating in a coordinated attack are from demoralized armies, then the effective Combat Ratio is shifted two columns to the left. When demoralized units are destroyed in combat they are permanently eliminated and may not be reorganized as described in Section 17.0.

[16.6] At the end of the 6th and 16th Game-Turns, Allied Morale Levels are reset to game-start levels, minus one for each permanently eliminated unit of the army.

[16.7] At the end of the 6th and 16th Game-Turns, the French Morale Level is reset to '50' minus one for each permanently eliminated unit.

[17.0] Disruption & Reorganization

Returning Eliminated Units to Play

GENERAL RULE:
A cavalry or infantry unit (of an undemoralized army) that is not surrounded by Enemy units or Enemy Zones of Control at the time of its elimination is considered to be only disrupted. It becomes eligible for return to the map at the end of Game-Turn 6 or Game-Turn 16. This return to the map is called reorganization.

PROCEDURE:
Disrupted units are placed in the appropriate holding area on the map sheet. At the end of the appropriate Game-Turns, each Player takes the opponent's disrupted units and places them on the map according to the restrictions detailed in the cases.

CASES:

[17.1] If a cavalry or infantry unit is surrounded or if its army is demoralized at the time it is eliminated, it is permanently eliminated and is never returned to play.

Eliminated artillery units are always considered permanently destroyed regardless of circumstances. 'Surrounded' is defined as having had no safe retreat hex available (regardless of the type of result that actually destroyed the unit).

[17.2] At the end of each day, the opposing Player places disrupted Enemy units on the map, adjacent to units of the same nationality.

Disrupted units must be no closer than two nor further than six hexes away from Enemy units. If no proper nationality unit is available for adjacent placement, any Friendly units may serve the purpose if they meet the distance criteria.

[17.3] If possible, both French Old Guard infantry units must be placed in reserve.
During the ensuing night Game-Turns they must move at least three hexes away from the Enemy or to any Elbe hex not in Enemy Zones of Control.

[18.0] How to Win Dresden

GENERAL RULE:
Victory in Dresden is calculated in terms of Victory Points. The Player with the most Victory Points at the end of the game wins. There are four 'levels' of victory that are possible — Draw, Marginal, Substantive, and Decisive — the level depending on the size of the difference in victory points attained. The game may end with either Game-Turn 6, Game-Turn 16, or Game-Turn 32, at the option of the Allied Player.

PROCEDURE:
After the game has ended, total the Victory Points earned by each Player and subtract the smaller number from the larger. Compare the difference to the schedule listed in Case 18.4 to determine the level of victory.

CASES:

[18.1] Victory Points are scored for each Enemy Combat Strength Point that is permanently destroyed (not merely disrupted).

One Victory Point for each infantry Strength Point.
Two Victory Points for each cavalry or artillery Strength Point. Note that no Allied Victory Points are scored for destroying French garrison units.

[18.2] The Allies score 25 Victory Points per hex if they occupy hex 1608, 1609, or 1709 at the end of any French Combat Phase.
These Points are scored only once for each hex (maximum possible total of 75 points). The hexes need not be occupied simultaneously in order to secure points.

[18.3] If the Allied player prolongs the game into the third day and fail to achieve a Decisive Victory, the French get a 55 Victory Point bonus.

Note that at the end of each day, the Allied Player must decide whether or not to fight on.

[18.4] The quality of the victory is measured in terms of Victory Points superiority.

<table>
<thead>
<tr>
<th>Victory Points</th>
<th>Level of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 to 9 Points</td>
<td>Draw</td>
</tr>
<tr>
<td>10 to 25 Points</td>
<td>Marginal Victory</td>
</tr>
<tr>
<td>26 to 50 Points</td>
<td>Substantive Victory</td>
</tr>
<tr>
<td>51 or more Points</td>
<td>Decisive Victory</td>
</tr>
</tbody>
</table>

[19.0] Movement Restrictions

Limitations During the First Two Game-Turns

GENERAL RULE:
During the first two Game-Turns, both armies are restricted with regard to the number of units they may move during the Movement Phases.

CASES:

[19.1] During the first two Game-Turns, no French Guard (Gd) unit may be moved.
Such units may participate in combat and advance and retreat as a result thereof.

[19.2] On Game-Turn One, only Russian units belonging to the Ostermann (Ost) Division may be moved.

[19.3] On Game-Turn Two, only Russian Ostermann Division units and the units of one other Russian division may be moved.

The second division declared moveable is at the choice of the Allied Player. In both the Combat Phases of the first and second Game-Turns, all Russian units may participate in combat and advance and retreat as a result thereof.

[20.0] Divisional Integrity in the Attack

GENERAL RULE:
When units of the same parent organization (division) participate in the same attack, they benefit from a Combat Strength bonus. This bonus never applies to the defense.

CASES:

[20.1] When two units of the same division attack together, their combined basic Combat Strength is raised by two.

[20.2] When three or more units of the same division attack together either their total Combat Strength is raised by two or their final Combat Ratio is shifted one column to the right (Player's choice).
[22.0] Weather and Combat

An Optional Rule

GENERAL RULE:

To reflect the confusion and uncertainty stemming from the severe snowstorms in which the battle was fought, each time a combat is resolved there is a chance that the result may be changed. This rule is included for variety’s sake and need not be used.

PROCEDURE:

After each combat, roll the die a second time and change the result as detailed in the Cases.

CASES:

[22.1] A weather die-roll of ‘5’ changes an elimination result into an elimination result.

For example, ‘Ar’ becomes ‘Ac’.

[22.2] A weather die-roll of ‘6’ changes the Player affected by the result.

For example, an ‘Ar’ becomes a ‘Dr’.

[22.3] A weather die-roll of ‘1’ through ‘4’ leaves the result unmodified.

[22.4] There is no weather die-roll after an ‘Ee’ result.

[23.0] How to Win Eylau

GENERAL RULE:

Victory in Eylau is calculated in terms of Victory Points. The Player with the most Victory Points at the end of the game is declared the winner. There are four levels of victory possible: Draw, Marginal, Substantive, and Decisive. The level attained depends upon the Victory Point superiority the winner attains over the loser.

PROCEDURE:

At the end of the game, total each Player’s Victory Points. Subtract the loser’s score from the winner’s to determine the winner’s Victory Point superiority.

CASES:

[23.1] Each Player is awarded one Victory Point for each Enemy Combat Strength Point eliminated.

Note that bonus points (Fresh Strength and divisional integrity) are not considered in this calculation.

[23.2] If the French Player has eliminated at least 75 Allied Strength Points, he gets an award of 15 extra Victory Points.

[23.3] If the Allied Player has eliminated at least 75 French Strength Points and at least one French Guard Infantry unit has participated in an attack, the Allies get an award of 15 extra Victory Points.

If the French Guard Infantry units never participate in an attack, the Allies can never get the extra 15 Victory Points regardless of how many Combat Strength Points they eliminate. Players should note the commitment of the Guard on a piece of paper.
EYLAU

Units are listed according to their divisional abbreviation, Combat Strength and Movement Allowance, and Start Hex or Entry Hex. Unit types are infantry (I), cavalry (C), and artillery (A).

ALLIED ARMY (RUSSIANS)

Tuchows (Tut) Division: 5-4(0) 7014/3-4(0) 0813/4-4(0) 0713/3-5(0) 0715/3-5(0) 0615/5-3(0) 0913 (Essen (Eas) Division: 5-4(0) 0812/4-4(0) 0912/4-4(0) 1010/2-5(0) 0811/2-3(0) 0911/2-3(0) 1111. Samoff (Sam) Division: 5-4(0) 0810/2-4(0) 0704/4-4(0) 0716/3-5(0) 0610. Dokurov (Duc) Division: 6-4(0) 0910/2-4(0) 0804/4-4(0) 0809/1-5(0) 0709/5-3(0) 0909. Sacken (Sac) Division: 8-4(0) 1110/7-4(0) 1200/4-5(0) 1109/8-3(0) 1210. Kamenski (Kam) Division: 7-3(0) 1409/7-4(0) 1309/4-3(0) 1309. Osterman (Ost) Division: 7-4(0) 1211/5-4(0) 1212/1-4(0) 1411/2-5(0) 1112/2-5(0) 1510/4-3(0) 1311.

ALLIED REINFORCEMENTS:

Leicester's (Les) Division (Prussian): 5-4(0) A7/3-4(0) A7/3-5(0) A7/2-4(0) A7. Note: Prussian units are controlled by the Allied (Russian) Player.

FRENCH ARMY:

Laval (Lev) Division: 5-4(0) 1217/3-4(0) 1216/1-4(0) 1118/7-3(0) 1317. Largend (Leg) Division: 6-4(0) 1316/3-4(0) 1315/3-4(0) 1215/3-5(0) 1416. Desjardins (Des) Division: 8-4(0) 1614/4-4(0) 1713/4-4(0) 1613/5-3(0) 1513. Heudelet (Heu) Division: 4-4(0) 1714/4-4(0) 1713/4-3(0) 1616. St. Hilaire (Sth) Division: 4-4(0) 1812/4-4(0) 1811/4-4(0) 1912/5-3(0) 1815. Guard (Gd) Division: 9-4(0) 1813/4-9(0) 1914/3-5(0) 1915. Murat's (Mur) Cavalry: 3-5(0) 1414/3-5(0) 1415/4-5(0) 1514/4-5(0) 1516/4-5(0) 1615/1-5(0) 1019/1-5(0) 0820.

FRENCH REINFORCEMENTS:

Morand (Mor) Division: 5-4(0) 0814/4-4(0) 0815/1-5(0) B4. Frant (Fri) Division: 4-4(0) B5/4-4(0) B5. Gudin (Gud) Division: 7-4(0) B8/2-4(0) B8. Marchand (Mar) Division: 8-4(0) A9/4-4(0) A9/2-3(0) A9. Gardanne (Gar) Division: 5-4(0) A9/4-4(0) A9/1-5 A9.

DRESDEN GAME CREDITS

Game Design: Bob Jervis
Physical Systems, Graphics, and Rules: Redmond A. Simonsen
Game Development: Brad Hessel
Production: Mike W. Barr, Rosalind Fruchtmann, Ted Koller, Manfred F. Milkuhn, Bob Ryster

EYLAU GAME CREDITS

Game Design: Dean DeWitt
Physical Systems, Graphics, and Rules: Redmond A. Simonsen
Game Development: Joseph Balkoski
Playtesting: Michael George, Richard DiNardo, John Ducman, Brent Nosworthy
Production: Mike W. Barr, Rosalind Fruchtmann, Ted Koller, Manfred F. Milkuhn, Bob Ryster

[6.0] Combat Results Table

<table>
<thead>
<tr>
<th>DIE</th>
<th>Attacker’s Strength</th>
<th>Defender’s Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>5-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>1-3</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>3-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>1-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>1-2</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>2-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>4-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>5-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
<tr>
<td>6-1</td>
<td>Ar Ar Ar Ar Ar</td>
<td>Dr Dr Dr Dr Dr</td>
</tr>
</tbody>
</table>

Attacks executed at more than 6-1 are treated as 6-1; attacks executed at less than 1-5 are treated as 1-5.

[9.0] Terrain Effects Chart

(See Terrain Key on map)

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Points (MP) to Enter or Cross</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear hex</td>
<td>1 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Woods hex</td>
<td>2 MP</td>
<td>Blocks bombardment*</td>
</tr>
<tr>
<td>Grove hex</td>
<td>1 MP</td>
<td>Blocks bombardment*</td>
</tr>
<tr>
<td>Town hex</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>Foil hex</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>Road hex</td>
<td>½ MP in Dresden</td>
<td>No effect</td>
</tr>
<tr>
<td>Slope hex</td>
<td>+ 1 MP crossing from Slope hex</td>
<td>Defender doubled if attacked exclusively through slope hexides</td>
</tr>
<tr>
<td>Gully hex</td>
<td>+ 2 MP to cross (artillery cross at bridges only)</td>
<td>Defender doubled if attacked exclusively through such hexides</td>
</tr>
<tr>
<td>Landgraben</td>
<td>+ 1 MP (artillery cross at bridges only)</td>
<td>No effect</td>
</tr>
<tr>
<td>River hex</td>
<td>Cross only at bridges</td>
<td>Zone of Control extends only across bridge, ZOC, or combat.</td>
</tr>
</tbody>
</table>

| Bridge hexide | Eliminates crossing cost | No effect |

Terrain Notes: Terrain effects are cumulative for movement purposes, but not for combat purposes. Thus, to enter a woods hex through a stream hexide costs four Movement Points. A unit in a town hex that is attacked through a stream hexide is merely doubled, not quadrupled. River hexides: Zones of Control don’t extend across unbridged river hexides. Artillery units may make bombardment attacks through river hexides (even if directly adjacent to the Enemy unit across the river) and the Enemy unit is not doubled against the bombardment attack.

*Blocking terrain: The indicated terrain blocks artillery bombardment through it but doesn’t block fire into it. Plotting a line of fire from center of hex to center of hex, the bombardment is not blocked if this imaginary line falls exactly along the hexide of blocking terrain unless the two hexes which share that hexide are both blocking terrain.
### Eylau Counter Section Nr. 1 (100 pieces): Back

<table>
<thead>
<tr>
<th>0912</th>
<th>1211</th>
<th>1308</th>
<th>1408</th>
<th>1209</th>
<th>1110</th>
<th>0710</th>
<th>0810</th>
<th>0812</th>
<th>0714</th>
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<tbody>
<tr>
<td>1109</td>
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<td>1411</td>
<td>0809</td>
<td>1010</td>
<td>0713</td>
<td>1212</td>
<td>0813</td>
<td>0808</td>
<td>0910</td>
</tr>
<tr>
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<td>1011</td>
<td>1210</td>
<td>0709</td>
<td>0615</td>
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<td>1113</td>
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<td>1309</td>
<td>0909</td>
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<td></td>
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</table>

### Dresden Counter Section Nr. 1 (100 pieces): Back

<table>
<thead>
<tr>
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<th>C6</th>
<th>C6</th>
<th>R 2017</th>
<th>2509</th>
<th>2709</th>
<th>C6</th>
</tr>
</thead>
<tbody>
<tr>
<td>R 0919</td>
<td>R 1317</td>
<td>C6</td>
<td>2607</td>
<td>2407</td>
<td>C6</td>
<td>2808</td>
<td>R 1918</td>
</tr>
<tr>
<td>R 0918</td>
<td>B or C</td>
<td>B or C</td>
<td>R 1216</td>
<td>R 1718</td>
<td>R 1817</td>
<td>R 1117</td>
<td>0408</td>
</tr>
<tr>
<td>R 1617</td>
<td>0507</td>
<td>1413</td>
<td>1211</td>
<td>R 1417</td>
<td>1614</td>
<td>0808</td>
<td>1009</td>
</tr>
</tbody>
</table>

#### B4

| B4 | 1614 | 1914 | 1813 | 1316 | B8 | A9 | A7 | A7 | A7 |

#### B4

| B4 | B5 | B5 | A9 | A9 | A9 | 1217 | A7 | A7 |

#### 1315

| 1315 | 1216 | 1912 | 1811 | 1812 | 1814 | 1715 | 1714 | 1613 | 1713 |

#### 1019

| 1019 | 1915 | 1415 | 1414 | 1615 | 1516 | 1514 | 1118 | B8 | 1215 |

#### A9

| A9 | 1515 | 1815 | 1416 | 1616 | 1317 | A9 | B4 | 0820 |