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.

**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
- if any of these parts are missing or damaged, write:
  Simulations Publications, Inc.
  44 East 23rd Street,
  New York, N.Y. 10010

**The Game Map**
The 23x29" mapsheet 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

Unit Identification is simply to distinguish between otherwise identical pieces. The identification is not historical.

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: XX 5-4
- Cavalry: XX 1-8

**NON-COMBAT UNITS**

- Leader: (1)-8
- Supply: 0-4
- Depot: 1-2

**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. **Advence 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.

(II) 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.

### FORCED MARCH TABLES

#### DOUBLED FORCED MARCH TABLE

<table>
<thead>
<tr>
<th>1st Die Roll</th>
<th>1st Die Roll Result</th>
<th>2nd Die Roll Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2</td>
<td>1</td>
<td>1, 2, 3, 4, 5, 6, 7</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>d</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>d</td>
</tr>
<tr>
<td>5, 6, 7</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

**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 ("s" 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.

#### TRIPLE FORCED MARCH TABLE (Infantry Only)

<table>
<thead>
<tr>
<th>1st Die Roll</th>
<th>1st Die Roll Result</th>
<th>2nd Die Roll Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0, 1, 2, 3, 4, 5, 6, 7</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>e</td>
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<tr>
<td>2</td>
<td>0</td>
<td>d</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>d</td>
</tr>
<tr>
<td>4, 5, 6, 7</td>
<td>d</td>
<td>e</td>
</tr>
</tbody>
</table>

**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 ("s" 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.

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**

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

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.
(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)

<table>
<thead>
<tr>
<th>COMBINE/BREAKDOWN CHART</th>
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<tbody>
<tr>
<td>18-2</td>
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<tr>
<td>5-4</td>
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<td>4-3</td>
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<tr>
<td>10-2</td>
</tr>
<tr>
<td>4-4</td>
</tr>
<tr>
<td>4-4</td>
</tr>
</tbody>
</table>

French (All Scenarios)
Austrian (1809 Scenario Only)

Austrian (1806 Scenario Only)

Prussian

Russian
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. Cavairy 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 the defender 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 units 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 on all units on the defending hex. The Attacker may never advance if a combat result of "Ae", "Ars", or "Ahr" 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, but only 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 "O", 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.
(O) 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. 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.
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 compare 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 2 is 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.

½ex = 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 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 Retreat 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.
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 phased 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. “½ ex” results are calculated
normally, but only attacking units are lost; units defending on a Fortress hex are never eliminated in a “\( \frac{1}{2} \) x” 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 calculated, 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 a friendly controlled hexes unoccupied by Friendly units, surround all hexes adjacent to a Friendly Fortress, 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 may assign 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 Armeé 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 Armeé’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 rules (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 French 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. Basic Movement rules. Should be willing to direct 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 bottleneckers 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 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 several objectives, plus the Points for capturing the rest, usually give the game to the French. On the other hand, the Allied Player is warned about the French Player, unless the Allies collect their forces and hold on. If the Allies missed the opportunity to neutralize 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 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 means of opportunity know the importance of distance, 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 mar-
Designer's Notes

The game *La Grande Armée* depicts Napoleonic'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 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, the Austrians had no confidence in 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 fourcontending armies in *La Grande Armée* operated under different systems. The basic differences revolved around supply, mobility, and leadership, both high and low levels.

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 supposed 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 there 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 untrained men, the Germans were overmatched. 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 variated.

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 theirs a national 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 destroyed Napoleon, at Austerlitz, at Wagram.

The Prussian army was practically the only body 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. Seeking to "Napoleonize" their army, they held out waiting for a defeat before taking any chances. This was why Austerlitz was fought at all. They tried a traveesty of reorganization in 1806. Before this, their organization in game terms would have been an 18-2 army breaking down into three 6-2 armies, each with 1-3 brigades. They managed to create a great deal of organizational disarray and 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 effort to preserve manpower.

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

The Russian army appeared in a subsidiary role in both the 1806 and 1808 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 fairly equal 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 (1798-1815). 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.

**LA GRANDE ARMÉE DESIGN CREDITS:**

Game Design: John Young

Graphics: Redmond A. Simonsen and Manfred F. Milkuhn

Production: Manfred F. Milkuhn and Richard Harbert

Game Development: Arnold J. Hendrick and Philip Orbanes
La Grande Armee Addenda

After La Grande Armee was printed, but before it was shipped, the SPI staff sat down and playtested a rough version of it using the printed components. It quickly became apparent that there were a number of flaws in the rules, and especially in the play-balance of the scenarios. Thus we have decided to issue a sheet of Addenda modifying the rules, functions and set-up in the game. We think that this improves La Grande Armee enormously, and makes it much more realistic.

Modifications and Additions to Standard rules

COMBINE/BREAKDOWN CHART.
Contrary to what is stated, the 1809 Austrian Army is not identical to the French Army in types of units and organizations. Only the infantry units are the same as the French organization. The Austrian army continues to use the "1-6" cavalry and "0-3" supply units of its 1806 organization.

MOVEMENT, Case S.
This necessary additional Movement Point to combine is after any additional Movement Points for stacking. Each of the combining units must possess the additional Movement Point; it has nothing to do with the resultant unit's Movement Allowance.

COMBAT
Case C. Friendly units on different hexes may not total their Strengths and attack the same Enemy-occupied hex; however each Enemy hex-group of units may, in succession, attack the same Enemy-occupied hex, with each hex-group making a separate combat action. Theoretically a given hex could be attacked six times in a given Combat Phase.

Case D. Combat Supply may also be drawn from Fortresses; see the Fortress rules for this exception.

Case El2 and L. The full printed value of the units is only used in Automatic Elimination or 500% combat odds calculations if it was possible for the defending unit to be in supply, i.e., it was stacked with or adjacent to a supply unit. If there is no possibility of the defending unit being in supply, Automatic Elimination or 500% combat odds calculations may be computed on the basis of the defending unit's unoccupied Strength (see Combat Case D). The mere threat of the use of a supply unit is sufficient; it need not be used.

Case P. Case P is not omitted; there simply is no Case P.

SUPPLY.
General. See Combat, Case D for effects of supply on Combat Strength. A Unit's Movement Allowance is never affected by supply considerations.
Case C, third sentence. A depot unit is "surrounded" if all six hexes adjacent to it are Enemy-occupied or -controlled hexes. The presence of Friendly units in their Zones of Control does not affect this. Depots in Fortresses may be surrounded in this fashion.

Terrain Effects Chart

General. The effects on combat are not cumulative. The defending Player uses the most advantageous multiple of Combat Strength. Thus if an attack is occurring across a river hex-side against units in a Fortress, the defending units are only tripled, not sextupled.

MOUNTAINS AND MOUNTAIN PASSES.
In order to enter, travel through, and exit a Mountain Pass at the Mountain Pass movement cost (I Movement Point per hex) the unit must enter the pass from a Pass Entry hex, travel through the Pass hexes and exit the Pass into a Pass Entry hex. If a unit enters or leaves a Mountain Pass by a non-Pass Entry hex (i.e., by either an ordinary clear terrain hex or a simple Mountain hex) it must pay the full cost for moving a single Mountain hex (3 Movement Points). Note that Cavalry units may never enter or exit a Mountain Pass by any hex other than a Pass Entry hex.

Leader and Supply units may enter Mountain hexes, paying the same costs as Infantry units.

Scenario Sheet

1805. In the Allied Initial Placement, the code letter for the leader "Mack" is incorrectly given as "M". It is actually "Z" as shown on the counter.

1806. In the Allied Reinforcements for Game-Turn 6, the Russian leader Bennigsen is erroneously shown as an Offensive/Defensive Combat Bonus of 1/3; the correct figures of 3/3 are shown on the counter.

1809. All the French Initial placement units may be set up within one hex of the towns and Fortresses designated for Initial Placement.

Special Rules for Prussian Army in 1805 and 1806 Scenarios.

Fortresses and Stacking.
At the end of a given Friendly Movement Phase, there may be only one Prussian combat unit of a corps or division size in each Prussian Fortress. This is not affected by supply considerations; the number of allowable units (one) is never increased or decreased. If there is more than one Prussian unit in a Prussian Fortress hex at the end of an Allied Movement Phase, the excess units are eliminated, at the choice of the Allied Player. These units are permanently destroyed and are never returned to the map. Non-Prussian, Allied units do not suffer the preceding restrictions.

Retreat Before Combat.
Prussian infantry units may never retreat before combat, regardless of the Combat odds or the presence of Enemy-controlled hexes. Prussian cavalry units may only retreat before combat if attacked by solely non-cavalry units, and if they fulfill the normal requirements for retreat before combat (see Combat, Cases E and F). Prussian Leader units may retreat before combat just as other Leader units.

Retreat After Combat.
Normally units may retreat into Friendly Fortresses and end their retreat there. However, in the case of Prussian Fortresses, Prussian units may retreat only to a hex adjacent to the Fortress and end their retreat there. As usual, the retreated units may not stack on the hex retreated to. Also, as is usual, any unit may be retreated its full Movement Allowance.
<table>
<thead>
<tr>
<th>Hex Type</th>
<th>Movement Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear hex</td>
<td>1 MP to enter</td>
<td>no effect</td>
</tr>
<tr>
<td>City hex</td>
<td>1 MP to enter</td>
<td>no effect</td>
</tr>
<tr>
<td>Fortress hex</td>
<td>1 MP to enter</td>
<td>Defender's Combat Strength is TRIPLED. Only &quot;Do&quot; results affect defending units.</td>
</tr>
<tr>
<td>Unbridged River hex-side</td>
<td>2 additional MP</td>
<td>Zones of Control do not extend across unbridged River hex-sides. Defender's Combat Strength is DOUBLED when an attack is across a River hex-side. Attacks at less than 160% automatically &quot;Ae&quot;.</td>
</tr>
<tr>
<td>Bridged River hex-side</td>
<td>no additional MP</td>
<td>Defender's Combat Strength is DOUBLED when an attack is across a River hex-side. Attacks at less than 160% are automatically &quot;Ae&quot;.</td>
</tr>
<tr>
<td>Mountain hex</td>
<td>3 MP to enter. Cavalry prohibited.</td>
<td>Defender's Combat Strength is DOUBLED</td>
</tr>
<tr>
<td>Mountain Pass hex from Pass-entry hex</td>
<td>1 MP if entered from a Pass-entry hex or adjacent Pass hex.</td>
<td>Defender's Combat Strength is DOUBLED on the Mountain Pass hex.</td>
</tr>
<tr>
<td>Mountain Pass hex from Mountain hex</td>
<td>3 MP if not entered from Pass-entry or Pass hex.</td>
<td>Defender's Combat Strength is DOUBLED</td>
</tr>
<tr>
<td>Lake hex-side</td>
<td>Movement prohibited.</td>
<td>Attacks prohibited.</td>
</tr>
<tr>
<td>Partially controlled hex (by Infantry)</td>
<td>2 additional MP for Cavalry to leave. Infantry and Non-Combat units may not leave in same Movement Phase.</td>
<td>no effect</td>
</tr>
<tr>
<td>Totally controlled hex (by Cavalry)</td>
<td>No units may leave in same Movement Phase</td>
<td>no effect</td>
</tr>
<tr>
<td>Hex containing Automatically Eliminated Combat units</td>
<td>1 additional MP to enter</td>
<td>see Combat cases L through Q</td>
</tr>
</tbody>
</table>

**OTHER MOVEMENT PENALTIES:**
- to **Stack**: one additional MP
- to **Unstack**: one additional MP
- to **Combine**: one additional MP
- to **Breakdown**: one additional MP

**NOTES:**
If more than one Movement effect is applicable, all are combined. Thus crossing an unbridged River hex-side into a Mountain hex already containing a Friendly unit costs six Movement Points (two for the River hex-side, three for the Mountain hex, and one to stack).

If more than one Combat effect is applicable, all but Combat Strength multiplication are combined. Combat Strength effects never combine — the effect most advantageous to the Defender is used. For example, a unit on a Fortress hex behind a river is tripled, but Fortress effects on Combat, as well as the River effects on Zone of Control and Odds Percentage, all apply.
The results in the order:

- "4.98%" as the ODDS for Agreeing or Disagreeing.
- "3.75%" as the ODDS for Agreeing or Disagreeing.
- "2.13%" as the ODDS for Agreeing or Disagreeing.
- "1.22%" as the ODDS for Agreeing or Disagreeing.
- "0.65%" as the ODDS for Agreeing or Disagreeing.
- "0.38%" as the ODDS for Agreeing or Disagreeing.
- "0.22%" as the ODDS for Agreeing or Disagreeing.
- "0.12%" as the ODDS for Agreeing or Disagreeing.
- "0.07%" as the ODDS for Agreeing or Disagreeing.
- "0.04%" as the ODDS for Agreeing or Disagreeing.
- "0.02%" as the ODDS for Agreeing or Disagreeing.

- "3.24%" as the ODDS for Agreeing or Disagreeing.
- "1.97%" as the ODDS for Agreeing or Disagreeing.
- "1.19%" as the ODDS for Agreeing or Disagreeing.
- "0.73%" as the ODDS for Agreeing or Disagreeing.
- "0.44%" as the ODDS for Agreeing or Disagreeing.
- "0.26%" as the ODDS for Agreeing or Disagreeing.
- "0.15%" as the ODDS for Agreeing or Disagreeing.
- "0.09%" as the ODDS for Agreeing or Disagreeing.
- "0.05%" as the ODDS for Agreeing or Disagreeing.
- "0.03%" as the ODDS for Agreeing or Disagreeing.

- "1.85%" as the ODDS for Agreeing or Disagreeing.
- "1.15%" as the ODDS for Agreeing or Disagreeing.
- "0.72%" as the ODDS for Agreeing or Disagreeing.
- "0.43%" as the ODDS for Agreeing or Disagreeing.
- "0.26%" as the ODDS for Agreeing or Disagreeing.
- "0.15%" as the ODDS for Agreeing or Disagreeing.
- "0.09%" as the ODDS for Agreeing or Disagreeing.
- "0.05%" as the ODDS for Agreeing or Disagreeing.
- "0.03%" as the ODDS for Agreeing or Disagreeing.
- "0.02%" as the ODDS for Agreeing or Disagreeing.

- "1.00%" as the ODDS for Agreeing or Disagreeing.
- "0.64%" as the ODDS for Agreeing or Disagreeing.
- "0.38%" as the ODDS for Agreeing or Disagreeing.
- "0.22%" as the ODDS for Agreeing or Disagreeing.
- "0.13%" as the ODDS for Agreeing or Disagreeing.
- "0.08%" as the ODDS for Agreeing or Disagreeing.
- "0.05%" as the ODDS for Agreeing or Disagreeing.
- "0.03%" as the ODDS for Agreeing or Disagreeing.
- "0.02%" as the ODDS for Agreeing or Disagreeing.
- "0.01%" as the ODDS for Agreeing or Disagreeing.
HOW TO USE THE SCENARIO CHARTS

La Grande Armee is really three totally different games. One portrays the war in 1805, another the campaign of 1806, and the third for 1809. Each year has its own Scenario Chart. Depicted at the top of the Chart is the initial placement of each Player's units on the map. Lined up against the appropriate box on the Game-Turn track are Reinforcement units that arrive during the play of the Scenario (game). Allied Reinforcements are shown above the track, French Reinforcements below. Special Reinforcements, which arrive due to Victory Point levels or special events during the game, are depicted in separate boxes. On the bottom of each chart are French actions that produce Victory Points, and a Victory Levels table that translates these points into a final victor at the end of the game.

Setting Up

To set up a game, select a Scenario and fold the booklet to that page, then place it on a flat surface near the game map. On each box picturing a playing piece (unit), place the number of units indicated. Inside the box, below the picture, a multiplier sign shows how many playing pieces should be placed on that box. Leader units, being individually unique, have no multiplier sign. For example, if a box pictured an Infantry Division marked "2-5", had a "x2" sign below the picture, and was part of a group labelled "French", the French Player would place two 2-5 Infantry Division units on that box. All those units not used on the chart should be placed in segregated piles near the game map; they may be necessary for combine or breakdown actions during the game.

Initial Placement

After the Scenario Chart is set up, the Allied Player makes his initial placement of units on the game map. When he has finished, the French Player then makes his initial placement. The Player setting up his units removes each group of units from the chart and places them on the map. Directions and rules regarding placement are printed directly below the group of units. Often units must be placed directly on a City or Fortress hex; in such cases the name of the City or Fortress is given. Also see the unit placement rules printed in the upper right corner of each Scenario Chart.

Game-Turns & Reinforcements

When play is started, the Game-Turn marker should be placed in the "1" Game-Turn box. As each subsequent Game-Turn is started, the marker is advanced a box along the Game-Turn track. Above each Game-Turn box Allied Reinforcement units are depicted, below are French. Next to the boxes picturing reinforcing units is a description of where the units arrive. Allied units often have a note concerning their nationality as well. Reinforcing units are placed on the map anytime during the Friendly Movement Phase of that Game-Turn. During the Movement Phase of arrival, the unit(s) may also move. In addition, see the unit placement rules in the upper right corner of the Scenario Chart.

Special Reinforcements

In the 1805 Scenario there are three Special Reinforcement Groups, one French, one Austrian, and one Prussian. The arrival of the Austrian Special is triggered by the Victory Points total of the current Game-Turn. If the current total is not at least the "A" number shown in the Game-Turn box, the Special Austrian Reinforcements arrive. Thus if the French Player failed to raise the Victory Points to the necessary level, the Austrian Special would arrive during the Movement Phase of the following Allied Player-Turn. The Special French Reinforcements are triggered by the arrival of the Special Austrians. If the Special Austrians arrive on an Allied Player-Turn, then on the following French Player-Turn the Special French Reinforcements arrive. The Special Prussian Reinforcements may be triggered if the current Victory Points total is not at least the "P" number shown for that Game-Turn; or they may be triggered if any French unit moves onto or through any hex of Saxon or Prussian. Again, if the French Player triggers them by his movement, or fails to achieve the necessary Victory Points level, then on the following Allied Player-Turn the Special Prussian Reinforcements arrive.

In the 1809 Scenario Special Austrian Reinforcements are triggered if any French unit moves onto or through any hex that is 12 or less hexes from Vienna. These Special Reinforcements arrive during the French Movement Phase, immediately after the French unit enters the triggering hex.

In all cases, Special Reinforcements may arrive only once. If the triggering event is repeated, no further Special Reinforcements arrive.

Victory Points & Levels

At the bottom of each Scenario Chart, the specific objectives that add or subtract Victory Points are given. The Victory Points Track shows the current total. If the French score points on one turn for besieging a certain hex, but the Austrian Player subsequently lifts the siege, the Victory Points total must be adjusted downward to reflect this. Similarly, if the French at first besiege a hex, and then finally control ("capture") it, the total must be adjusted upwards to reflect French control instead of siege. Note that city hexes may only be controlled, never besieged. Also see Fortress rules, cases G and H.

The final Victory Points total is compared to the values listed on the Victory Level Table, and the game winner determined.
### USSR

**Special Austrian Reinforcements**

<table>
<thead>
<tr>
<th>Time</th>
<th>Moscow</th>
<th>Leningrad</th>
<th>Kiev</th>
<th>Warsaw</th>
<th>Vienna</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>x2</td>
<td>x2</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
</tr>
<tr>
<td>2</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
</tr>
<tr>
<td>3</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
</tr>
</tbody>
</table>

**Victory Points**

- The Special Russian Reinforcements are spread on the map unless any French units enter any box of theirs.
- The Special French Reinforcements are placed on the map unless any French units enter any box of theirs.

### Unit Placement

- Any box of French units in Austria
- Any box of French units in Austria

### Scenario

1805
SPECIAL REINFORCEMENT TRIGGERS

In the upper right hand corner each Game-Turn box has an "A" and a "P" number. If the French fail to raise the Victory Point Index to the "A" value on the Game-Turn given, the Special Austrian Reinforcements will arrive on the next Austrian Player-Turn. If the French fail to meet the "P" value for the Game-Turn listed, The Special Prussian Reinforcements arrive.

| Player-Turn | Austrian | Russian 1 | Russian 2 | Austrian 1 | Austrian 2 | Russian
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A-0</td>
<td>P-0</td>
<td>2</td>
<td>A-0</td>
<td>P-0</td>
<td>3</td>
</tr>
<tr>
<td>Early September</td>
<td>1-8</td>
<td>x2</td>
<td>1-8</td>
<td>x2</td>
<td>1-8</td>
<td>x2</td>
</tr>
<tr>
<td>Mid September</td>
<td>4-3</td>
<td>x1</td>
<td>4-3</td>
<td>x1</td>
<td>4-3</td>
<td>x1</td>
</tr>
<tr>
<td>Late September</td>
<td>4-4</td>
<td>x1</td>
<td>4-4</td>
<td>x1</td>
<td>4-4</td>
<td>x1</td>
</tr>
<tr>
<td>Early October</td>
<td>4-4</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
</tr>
<tr>
<td>Mid October</td>
<td>4-3</td>
<td>x1</td>
<td>4-3</td>
<td>x1</td>
<td>4-3</td>
<td>x1</td>
</tr>
<tr>
<td>Late October</td>
<td>4-4</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
</tr>
<tr>
<td>Early November</td>
<td>4-4</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
</tr>
<tr>
<td>Mid November</td>
<td>4-4</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
</tr>
<tr>
<td>Late November</td>
<td>4-4</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
<td>1-8</td>
<td>x1</td>
</tr>
</tbody>
</table>

FRENCH

FRENCH INITIAL PLACEMENT
(French Player sets up second)

Anywhere within three hexes of Nuremburg and/or Bamberg

2-5 x3

FRENCH INITIAL PLACEMENT

All Player-Turn 3 Reinforcements are in Forced March Supply on Game-Turn 3. Infantry and Supply units may force March free. They need not consult the Triple Forced March Table.

SPECIAL FRENCH REINFORCEMENTS

The Special French Reinforcements are placed on the map on the French Player-Turn following the appearance of Special Austrian Reinforcements.

VICTORY POINTS

<table>
<thead>
<tr>
<th>Action</th>
<th>Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vienna</td>
<td>+30</td>
</tr>
<tr>
<td>French Control of Vienna</td>
<td>+15</td>
</tr>
<tr>
<td>French Siege of Vienna</td>
<td>+15</td>
</tr>
<tr>
<td>Ulm;</td>
<td>+15</td>
</tr>
<tr>
<td>French Control of Ulm;</td>
<td>+7</td>
</tr>
<tr>
<td>French Siege of Ulm;</td>
<td>+7</td>
</tr>
<tr>
<td>Prague</td>
<td>+15</td>
</tr>
<tr>
<td>French Control of Prague</td>
<td>+7</td>
</tr>
<tr>
<td>French Siege of Prague</td>
<td>+7</td>
</tr>
<tr>
<td>Braunau;</td>
<td>+10</td>
</tr>
<tr>
<td>French Control of Braunau</td>
<td>+5</td>
</tr>
<tr>
<td>French Siege of Braunau</td>
<td>+5</td>
</tr>
</tbody>
</table>

If French unit(s) are on or east of Line A (see map), and can trace a path of hexes unoccupied by Allied units or Zones of Control to west edge of map.

Line B instead: +20 points
Line C instead: +25 points
If any French unit moves into or through any hex of the Ansbach Region: -20 points

Dresden; French Control of Dresden +15 points
Leipzig; French Control of Leipzig +10 points
French Siege of Leipzig +5 points

At the end of the game only:
Each Allied Combat Strength -1 point
Point on the map each

VICTORY LEVELS

<table>
<thead>
<tr>
<th>Points:</th>
<th>Level:</th>
</tr>
</thead>
<tbody>
<tr>
<td>80 or more</td>
<td>French Decisive Victory</td>
</tr>
<tr>
<td>60-79</td>
<td>French Substantive Victory</td>
</tr>
<tr>
<td>50-59</td>
<td>French Marginal Victory</td>
</tr>
<tr>
<td>10-49</td>
<td>Draw</td>
</tr>
<tr>
<td>0-9</td>
<td>Allied Marginal Victory</td>
</tr>
<tr>
<td>less than 0</td>
<td>Allied Decisive Victory</td>
</tr>
</tbody>
</table>
### Allies

- **1 October**
  - Early October
  - Mid October
  - Late October

### French

- **3/4 October**
  - Early October
  - Mid October
  - Late October

### Victories Points

<table>
<thead>
<tr>
<th>Fortress Hex</th>
<th>French Control</th>
<th>French Siege</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berlin</td>
<td>+25</td>
<td>+12</td>
</tr>
<tr>
<td>Magdeburg</td>
<td>+20</td>
<td>+10</td>
</tr>
<tr>
<td>Posen</td>
<td>+15</td>
<td>+7</td>
</tr>
<tr>
<td>Dresden</td>
<td>+10</td>
<td>+5</td>
</tr>
<tr>
<td>Leipzig</td>
<td>+10</td>
<td>+5</td>
</tr>
<tr>
<td>Stettin</td>
<td>+10</td>
<td>+5</td>
</tr>
<tr>
<td>Breslau</td>
<td>+10</td>
<td>+5</td>
</tr>
<tr>
<td>Thorn</td>
<td>+5</td>
<td></td>
</tr>
</tbody>
</table>

**Victory Levels**

- 80 or more: French Decisive Victory
- 65 to 79: French Substantive Victory
- 50 to 64: Draw
- 30 to 49: Allied Marginal Victory
- 29 or less: Allied Decisive Victory
### Allies

<table>
<thead>
<tr>
<th>Prague or Vienna</th>
<th>Prague or Vienna</th>
<th>Prague or Vienna</th>
<th>Prague or Vienna</th>
<th>Prague or Vienna</th>
<th>Prague or Vienna</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Hexagon" /></td>
<td><img src="image" alt="Hexagon" /></td>
<td><img src="image" alt="Hexagon" /></td>
<td><img src="image" alt="Hexagon" /></td>
<td><img src="image" alt="Hexagon" /></td>
<td><img src="image" alt="Hexagon" /></td>
</tr>
<tr>
<td>0-3 x1</td>
<td>0-3 x1</td>
<td>0-3 x1</td>
<td>0-3 x1</td>
<td>0-3 x1</td>
<td>0-3 x1</td>
</tr>
<tr>
<td>2-5 x1</td>
<td>2-5 x1</td>
<td>2-5 x1</td>
<td>2-5 x1</td>
<td>2-5 x1</td>
<td>2-5 x1</td>
</tr>
</tbody>
</table>

**French**

- **Strasbourg**: 1-8 x1
- **Donauworth**: 1-8 x1
- **Thorn**: 2-5 x1
- **Mainz**: 2-5 x2
- **Napels**: 2-5 x2

**VICTORY POINTS**

<table>
<thead>
<tr>
<th>Hex:</th>
<th>French Control:</th>
<th>French Siege:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vienna</td>
<td>+35</td>
<td>+17</td>
</tr>
<tr>
<td>Strasburg</td>
<td>+15</td>
<td></td>
</tr>
<tr>
<td>Prague</td>
<td>+15</td>
<td>+7</td>
</tr>
<tr>
<td>Ulm</td>
<td>+10</td>
<td>+5</td>
</tr>
<tr>
<td>Ratisbon</td>
<td>+10</td>
<td></td>
</tr>
<tr>
<td>Bamberg</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>Munich</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>Salzburg</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>Linz</td>
<td>+5</td>
<td></td>
</tr>
</tbody>
</table>

**VICTORY LEVELS**

<table>
<thead>
<tr>
<th>Points:</th>
<th>Level:</th>
</tr>
</thead>
<tbody>
<tr>
<td>75 or more</td>
<td>French Substantive Victory</td>
</tr>
<tr>
<td>50-74</td>
<td>French Marginal Victory</td>
</tr>
<tr>
<td>35-49</td>
<td>Allied Marginal Victory</td>
</tr>
<tr>
<td>34 or less</td>
<td>Allied Decisive Victory</td>
</tr>
</tbody>
</table>

---

**SPECIAL REINFORCEMENTS**

If, during any French Movement Phase, any French unit passes or finishes within 12 hexes of Vienna, these Austrian units are immediately placed on the map. This occurs during the French Movement Phase.

Any hex or hexes on map's south edge in Austria

Any hex or hexes on map's north edge

Any hex or hexes on map's south edge not in Austria