

GAME PROFILE:

1812

By Philip Orbanes

INTRODUCTION

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

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

GAME EQUIPMENT

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

The units used in the game are as follows:

Infantry — each infantry unit represents a corps sized force of infantry, artillery and cavalry — an entire fighting unit, about 25,000 men.

Cavalry — each cavalry unit represents a cavalry corps — actually a body of cavalry whose functions are pre-battle reconnaissance and after-battle pursuit. They do not represent forces that may take part in the actual battle. These Combat units are represented by counters that depict from one to six corps; each corps is valued at one strength point.

Supply Units — represent mobile bodies of men whose only function is to gather supplies from the countryside to feed the army.

Depots — represents accumulated supplies gathered by a supply unit. Depots are used to supply combat units in areas whose supply capacity has been depleted.

Depletion Counters — are used to indicate the depletion of supply incurred in an area as an army marches through. An area is either undepleted, 50% depleted, or 100% depleted in the game.

Battle Plan Chits — are used to select battle tactics prior to each battle.

1812

The Campaign of Napoleon in Russia

Strategic Game (Area Version)

ET 4 (B)

The 1812 Area Version is a simulation of Napoleon's invasion of Russia between June and December 1812. This version is based upon systems different from the usual "hexagonal" pattern. The map is divided into geographical Areas and Sub-areas; while the Areas have equal supply capacity, the Sub-areas encompass roughly the same distance for movement and combat purposes. A totally new system of combat simulates the major factors important in Napoleonic battles without excessive quantification and simplification. In addition, because supply was so crucial to movement and combat decisions in this campaign, unique supply rules compliment the innovative movement and combat systems.

GAME SCALE

Each Game-Turn represents half a month of real time, each inch on the map 48 kilometers (about 30 miles), and each Corps about 25,000 men.

GAME COMPONENTS

The complete 1812 Strategic Game should include the following:

one Game Map
one Rules Folder
one set of Die-cut Counters
one die

If any of these parts are damaged or missing, write:

Simulations Publications, Inc.,
44 East 23rd Street,
New York, N.Y. 10010

Game Equipment

THE GAME MAP

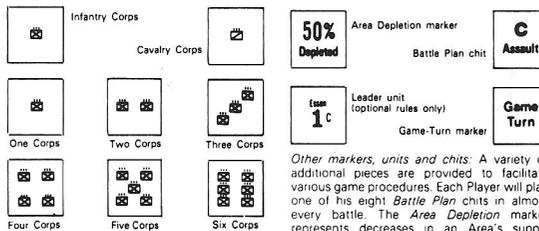
The 22x28" map sheet portrays the area of European Russia and vicinity in which Napoleon's actual 1812 campaign took place. The map is divided into "Areas" by solid lines and color tints, and some Areas are subdivided into "Sub-areas" by dashed lines. The Areas and Sub-areas regulate movement and combat, and accommodate supply rules. Areas are also numbered and named for ease of location and historical interest.

GAME CHARTS AND TABLES

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

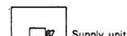
THE PLAYING PIECES

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



Corps markers: each Player has a certain number of Infantry and Cavalry Corps. Each of these Corps is a single combat unit, indivisible. The Corps markers represent the presence of one or more of these combat units in a given map Area or Sub-area. The Corps markers are

combined and subdivided as the owning Player desires, any time he desires, provided the number and position of the Corps represented is not changed. Thus one "five corps" marker could be replaced by five "one corps" markers, or two "two corps" markers replaced by one "four corps". Provided the number and type of Corps represented is the same, any amount of Corps markers may be used in a given Area or Sub-area to represent them.

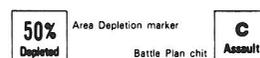


Supply unit



Depot unit (French only)

Depot and Supply units represent the supply services of each army. These units have no effect on combat, and unlike Corps markers, each unit represents one unit, no more.



Area Depletion marker



Battle Plan chit



Leader unit (optional rules only)



Game-Turn marker

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

Copyright © 1972, Simulations Publications, New York, Printed in U.S.A.

The first page of the eight page rules folder gives a general description of the area version game [above]. On the area version counters, combat strength is indicated by the number of unit symbols rather than by a digit [above right]. The area map has four distinct colors. Charts and tables on the perimeter of the map allow for easier reference during play [lower right].

their fate determined and areas occupied by combat units have their supply capacity altered. Finally, the French Player totals his Victory Points and suffers the loss of one corps (of his choice) in the event he has less Victory Points than the required total for that Game-Turn. This effect simulates Napoleon's need to make rapid progress to convince his "allies" to continue their somewhat reluctant allegiance to him. If progress is slow, dissent mounts and troops are either taken from the campaign to better secure the rear areas (which in effect removes them from the campaign) or else foreign elements of the *Grande Armee* (which was about 50% non-French) begin to desert. These effects are represented by the removal of a corps due to inadequate Victory Points each Game-Turn.

REINFORCEMENTS

While the French begin with a huge force relative to the Russian Initial forces, French reinforcements are minimal while Russian reinforcements are continuous. The French must start their reinforcements along the map's western edge, far from the campaign. The Russian reinforcements appear in forts controlled by the Russians, considerably closer to the front.

ATTRITION

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

MOVEMENT

Each corps can move one area, or sub-area per Player-Turn. After a Player has moved all of his units, he may force march an additional area, rolling the die on the Forced March table for each unit desiring to force march. The result is either a successful forced march, elimination of the unit, or the forced march is not permitted — the unit stays where it is. No

dispersal or scattering occurs in the game, because of its scale in terms of time and space.

Supply units may move one area per Player-Turn and may not force march. French depot units can only move if accompanied by a supply unit.

STACKING/UNIT SUBSTITUTION

All of the counters of a Player in an area must be stacked. The opposing Player may not learn the composition of the stack unless he is willing to do battle. Thus, intelligence is as poor as it was in the actual campaign and suspense mounts as opposing stacks come into a battle situation. In addition, a Player may substitute counters representing each type of combat corps in an area. Thus, 6 infantry corps could be 6 one Combat Strength units or just one counter with a strength of "6", or two 3's, etc. The height of a stack is usually not a clue to the strength of the force in the stack.

COMBAT

Combat occurs in each area where both Players have infantry units present during the combat phase of a Player-Turn.

Cavalry may not engage in battles with infantry (being forced to retreat if confronted by opposing infantry unless friendly infantry units are also present.) Cavalry may always retreat prior to infantry vs. infantry combat. However, a cavalry pursuit after the main battle has been fought is possible. This after-battle pursuit is based upon the relative strengths of each Player's cavalry and may result in the loss of infantry and cavalry. Prior to any infantry battle, each Player selects a battle tactic by placing a chit representing the selection face down before him. Both Players simultaneously reveal their choices. The selections are cross-indexed on a matrix; the result indicates retreats, initial losses, and if the battle develops to the point of a major engagement, (in which case a die is rolled on the Combat Results Table).

The attacking Player may select either a flank attack, a direct assault, a light reconnaissance attack or may just establish contact. The latter

two types of attack usually result in no significant battle. The defender may choose a fighting withdrawal, an entrenchment, a counter-attack, or a cordon defense.

SUPPLY

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

WINTER

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

VICTORY CONDITIONS

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

Battle Plan Chart				
Defender's Battle Plan chit:	Attacker's Battle Plan chit:			
	A OUTFLANK	B CONTACT	C ASSAULT	D PROBE
E WITHDRAW	Cav Dr(D) & stop or go CRS-PS-RAC D choice	Dr(D) stop	D-1c Dr(D) & stop or go CRS-PS-RAC D choice	Dr(D) stop
F ENTRENCH	A cx2 go CRS-PS-RAC	no effect go CRS-PS-RAC	A-1c go CRS-PS-RAC	no effect stop
G COUNTER- ATTACK	A-1c D cx2 go CRS-PS-RAC	A&D switch Dr(D) go PS-RAC	A-1c D-1c go CRS-PS-RAC	A&D switch go CRS-PS-RAC
H CORDON	D-1c go CRS-PS-RAC	e mod go CRS-PS-RAC	Dr(D) go PS-RAC	no effect stop

To the left is the 1812 Battle Plan Chart, a device which permits remarkable tactical sophistication in such a broadly strategic game.

When both players have units in the same Area at the beginning of any Combat Phase, both the Phasing Player (the Attacker) and the Non-Phasing Player (the Defender) are called upon to determine which of the available battle plans they will use.

The plans that they choose are cross-indexed on the Battle Plan Chart; the results of the encounter are displayed at the intersection of the plan-columns they chose.

The players may be called upon to go to the Combat Resolution Step [CRS] wherein losses and retreats on both sides are determined, and the Retreat After Combat [RAC] Step, during which mandatory withdrawals are carried out. The Battle Plan Chart may also refer players to the Pursuit Step [PS], which allows the Attacking Player to attempt to destroy additional Defending units with his surplus cavalry.

Other results on the Battle Plan Chart may call for the Defender to gain the initiative and become the attacker during all further steps [A&D switch], or for the defender to retreat [Dr(D)], or for one player to lose one unit [-1c], or for units to increase their effectiveness in the following combat [cx2].