

NAPOLEON

1806

Rulebook

SHAKOS

NAPOLEON 1806

Napoléon 1806 is a game intended to simulate the famous campaign of 1806 where the French troops were victorious over the Prussian forces during the battles of Jena and Auerstaedt. Each player takes over one of the clashing armies.

Will you be able to lead your men to victory?

The rules of Napoleon 1806 are divided into three parts. The first one, called «Rules of the conscript», covers basic game rules. The second, «Rules of the grognard», brings more finesse including the «fog of war». The last, «Rules of the marshal», allows the play of Napoleon 1806 in competition. It is advised to read the «Rules of the conscript» and play several games before approaching the next level. The «Rules of the marshal» do not complicate the game but are intended for players who would like to organize a tournament of Napoleon 1806.
Note: The framed sections are game examples.

Credits

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A special thanks to **Philippe JARANTON** for his videos.







Glossary



In order to properly understand key game concepts, you need to remember the following definitions.

Commander



He is the commander in chief of the army, for the French Napoléon, for the Prussians Frederick III. These blocks are placed flat on the map, face up.

A commander never moves alone. He must always accompany one or more corps. A commander who finds himself alone in an area due to the elimination of the corps he accompanies is also eliminated. If the block is face up, it means that he is still available to perform an operation. Its status is «to be Activated». If it is placed flag up, it means that it has been Activated and can no longer perform any operation.

You differentiate a commander block from a corps block with the following symbol: ★

Connection

Connections represent the roads connecting areas on the game board. Corps are never placed on the connections but on the areas. A connection is approximately 20 kilometers.

Corps

Corps are represented by large blocks laid flat on the game board. The blue blocks are those of the French army, the black ones are those of the Prussian army. If the block is face up, it means that it is still available to perform an operation. Its status is «to be Activated». If it is placed flag up, it means that it has been Activated and can no longer perform any operation.

Playing cards

Cards are one of the central mechanisms of the game. Each player has his own stack of color coded cards, gray for the Prussians or blue for the French. A card has different effects depending on when it is drawn or played:

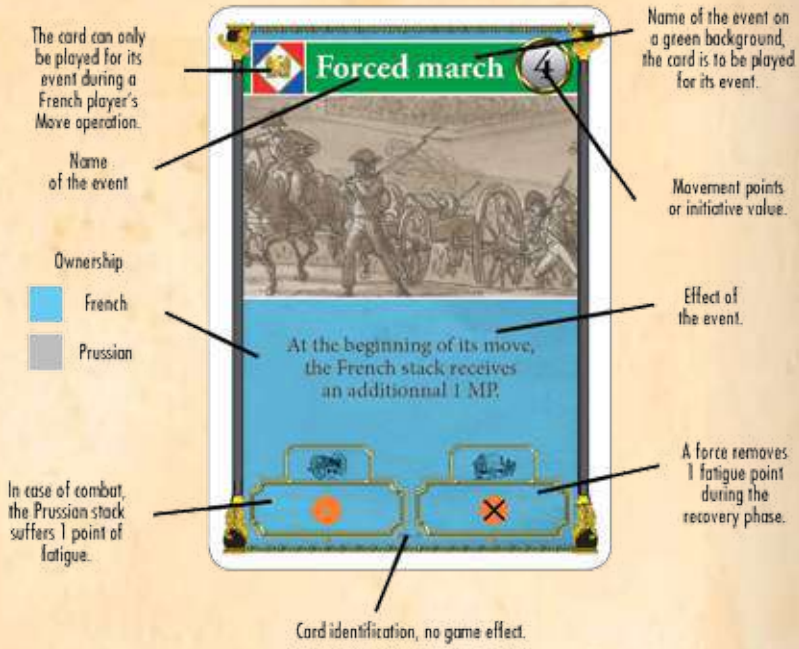
- It can be drawn and kept in hand during the draw phase.
- It can be drawn during the initiative phase to indicate the initiative value of the side.
- It can be drawn during an operation to indicate the number of movement points of a stack.
- It can be played from the player's hand as an event during the phase indicated by the card.
- It can be drawn during combat to determine the outcome of a combat.
- It can be played from the player's hand during the recovery phase to remove 1 or more fatigue from a corps.

The background colors of the card event name give information about its use:

RAIN Red background; card **must** be played immediately for its event during the draw phase of the game turn.

INTUITION Blue background; the card **can** be played for its event during the initiative phase of the game turn.

FORAGE Green background; the card **can** be played for its event during the phase of operations of the game turn.



The number of cards that can be played from the hand is limited:

- During the **initiative phase**, each player can only play one card to apply his event.
- During **each operation**, each player can only play one card to apply his event.
- During the **recovery phase**, each player may only play one card per corps to remove fatigue.

For cards with a green background, an additional symbol indicates during which type of operation the card can be played for its event :



The card can only be played during a **Prussian player's *Move* operation.**



The card can only be played during a **French player's *Move* operation.**



The card can be played at the beginning of a combat during the ***Combat* or *Moving Attack* operation of any player.**



The card can be played at the beginning of the retreat after a combat during the ***Combat* or *Moving Attack* operation of any player.**

There is no order of priority between players except for the following two situations :

- In the initiative phase, the French player announces first if they play a card for their event and show it to the opponent, then it is up to the Prussian player to possibly play a card.
- During an operations phase with a combat, the attacking player first announces if they play a card for their event and show it to the opponent, then it is up to the defending player to possibly play a card.

There is no limit to the number of cards you can keep in your hand.

Used cards are placed in the discard pile of the player. Players are not allowed to look at the discard piles.

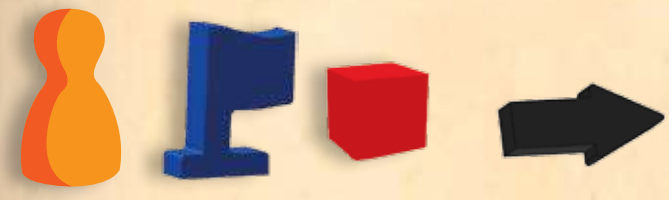
If the player's deck is empty, shuffle the cards from the discard pile and reform a new deck.

Fatigue

Fatigue is represented by small orange cylinders. Each cylinder represents 1 point of fatigue. If the rule says to suffer 3 fatigue, the player must assign 3 orange cylinders to their corps. These cylinders represent the disorganization of the troops. If a corps has too many of these cylinders, it will lose strength points, be less efficient in combat, and risk total disintegration.

Markers

The game features various pieces that are placed directly on the board.



Turn or Victory points marker

Control marker Blue : French Black : Prussian

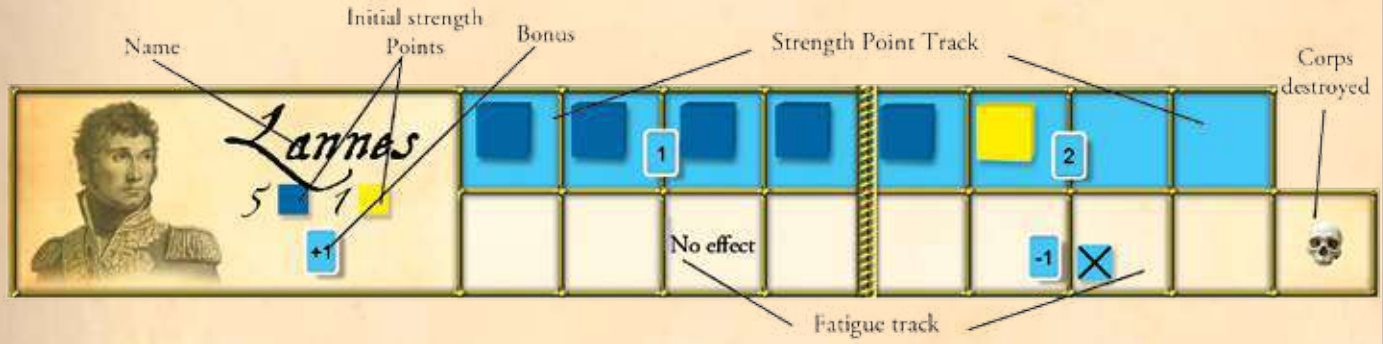
Destroyed bridge marker

Axis of retreat marker Blue : French Black : Prussian

- The «Turn» marker, placed on the turn track in the first round of play at the start of the game.
- The «Victory points» marker, placed on box 10 of the victory point track at the start of the game.
- The «Destroyed bridge» markers are used to lay on the connections with a bridge symbol if the Prussian player plays the event «Bridge destroyed».
- The «Control» markers are placed at the beginning of the game in the areas of Halle (Prussian flag), Erfurt (Prussian flag), Leipzig (Prussian flag), and Bamberg (French flag).
- «Axis of retreat» markers that indicate the connection by which a stack must retreat after a lost combat. To indicate this axis, you place a wooden arrow in the direction of retreat: blue for the French, black for the Prussians.

Order of Battle

Each player has a cardboard card to help tracking strength points of its various corps.
The top track shows the strength of the corps. This value will change during the game depending on the losses sustained and possible reinforcements (event). In combat, a corps with 1 to 4 strength points will draw 1 combat card, a corps with 5 to 8 strength points will draw 2 combat cards.
The bottom track shows the fatigue points accumulated by the corps. From 1 to 4 fatigue points, there is no effect, from 5 to 8 the player will draw 1 less combat card for this corps and this corps will lose 1 strength point per turn at the end of the recovery phase. As soon as the corps has more than 8 fatigue points, it is destroyed and removed from the game.
If the corps loses strength points, remove the strength cubes freely and shift the remaining cubes to the left.
If the corps suffers fatigue, add the fatigue cylinders from left to right.



Marshal Lannes' corps has 6 strength points at the beginning of the game: 5 blue infantry cubes and one yellow cavalry cube are placed. Lannes's corps can fight with 2 combat cards and starts without any cylinder of fatigue.

Screen

This screen allows you to hide your order of battle at the sight of your opponent when you play with the «Rules of the grognard». Moreover, on the screen are displayed reminders of the main rules of the game.

Stack

One or more friendly corps located in the same area, acting together with a commander.

Strength Points

Strength points are represented by small colored cubes. Each cube equals 1 strength point.

- Each blue cube represents about 3,500 French soldiers and the artillery that accompanies them.
- Each yellow cube represents about 2,500 French horsemen and the artillery that accompanies them.
- Each gray cube represents about 3,500 Prussian soldiers and the artillery that accompanies them.
- Each purple cube represents about 2,500 Prussian horsemen and the artillery that accompanies them.

Area

The game board is organized into areas linked by connections. A corps is always placed on an area, not on a connection. Wooded areas, and citadels are areas that allow the defender to draw an extra card during combat. An area is said to be free for one of the players if it is not occupied by the corps of the opposing camp. An area is said to be contested if it is occupied by corps from both sides.

Symbols

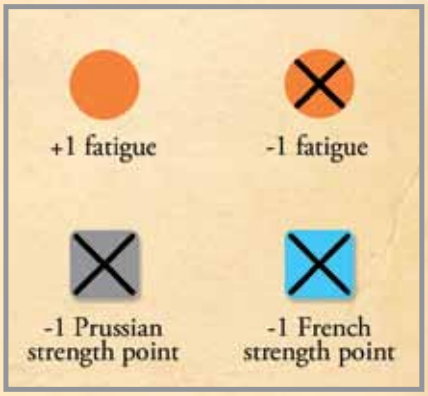
On the various supports of the game: rules, cards, order of battle, markers ... there are various symbols that simplify the grasp of system mechanics :











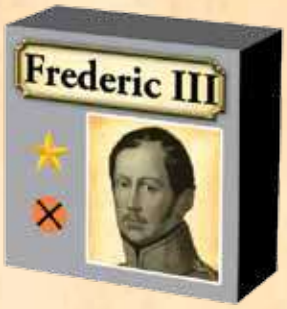


Game Preparation

Before your first game, carefully peel off the stickers and place them on the large blocks as shown in the illustration.
Ensure that the stickers are aligned in the same direction: the top of the «A» on the flag must match that of the portrait or illustration on the back.

The «Vedettes» blocks are not used in the «Rules of the conscript» but in the «Rules of the grognard».





Game Setup

Players place between them the game board which represents the theater of military operations for this campaign. Each player sets their order of battle, carefully shuffles their cards, and takes half the fatigue cylinders.



Corps are placed on the areas of the game board. Only the Württemberg corps is not on an area at the beginning of game. It will be placed at the very beginning of turn 5, before the draw phase, on the Leipzig or Halle area at the choice of the Prussian player provided that the selected area is free of French corps. If the 2 areas are occupied at the beginning of the turn by French corps, the Württemberg corps will not participate at all in the game.

Finally, complete the order of battle with the indicated strength points. Each cube symbol represents 1 strength point to be added.
One of the players takes the role of Napoleon and sits at the South end of the game board, the opponent selects Frederick III and sits at the North end of the game board.



Game Sequence

Each game turn goes according to the following sequence:

- Draw.
- Initiative.
- Operations.
- Recovery.

You must have completed one phase before proceeding to the next one.

Draw

For younger or beginner players, in order to ease game discovery, use the «Rules of the conscript» while playing the short scenario. Ignore the draw phase and start at the initiative phase. Cards are used only to determine initiative and movement points. Players do not have cards in their hands. During the recovery phase, corps that are on their «to be Activated» side remove all of their fatigue points normally. In addition to this, each player draws a card and removes the number of fatigue points indicated in the lower right corner, freely between their corps.

Each player draws 3 cards from their deck and **places them** in their hand. Cards with the name of the event on a red background must be played immediately during the draw phase and the effects of the event applied. The player does not draw a replacement card and the card is placed in the player's discard pile once the event is resolved. A location on the game board allows you to place a mandatory card whose effects last the entire round, like the Rain card for example.
In the case where several mandatory cards are drawn, by the same player or not, the cards are discarded with no effects.



The Prussian player just drew their 3 cards. They must immediately play the Inactivity card for its event because the name of the event is on a red background.

Initiative

Each player can play a single card from their hand with the name of the event on a blue background. Playing these cards is not mandatory. The card is placed in the player's discard pile once the effect is resolved. The French player must declare first if they play a card then the Prussian player may.



In the previous case, the Prussian player has only 2 cards left. They decide to play the Reinforcement card for its event because the background of the event name is blue. They can not play the forced march card because the background of the event name is green.

Then, each player draws 1 card from their deck. The player with the highest value will play first during the operations phase. In the event of a tie, the French player will play first. Picked cards are then discarded.



Both players drew a number 4 card. It is a tie and in this case it is the French player who will begin the operations phase. Both cards are immediately discarded.

Operations

In turn, each player performs one of the following operations starting with the player who won the initiative:

- Pass
- Move
- Combat
- Moving Attack

Pass If a player passes, they can no longer perform operations but can still play 1 card, with a name on a green background, to apply their event to each operation of the opponent. The player's opponent continues operations until passing. If both players have passed, the operations phase is over. A player who has activated all their corps and vedettes (for the «Rules of the grognard») is forced to pass.

Move The player can move their corps on the game board by following this procedure:

- Choose an area on the board and select a stack where each of the corps within is «to be Activated», so face up. The player is not required to move with all the corps present in the area. they can leave some in the starting area so they may move them during a later operation.
- Pick 1 card. The value of the card corresponds to the movement points of the stack. The card is then discarded. This initial number of movement points can be changed:

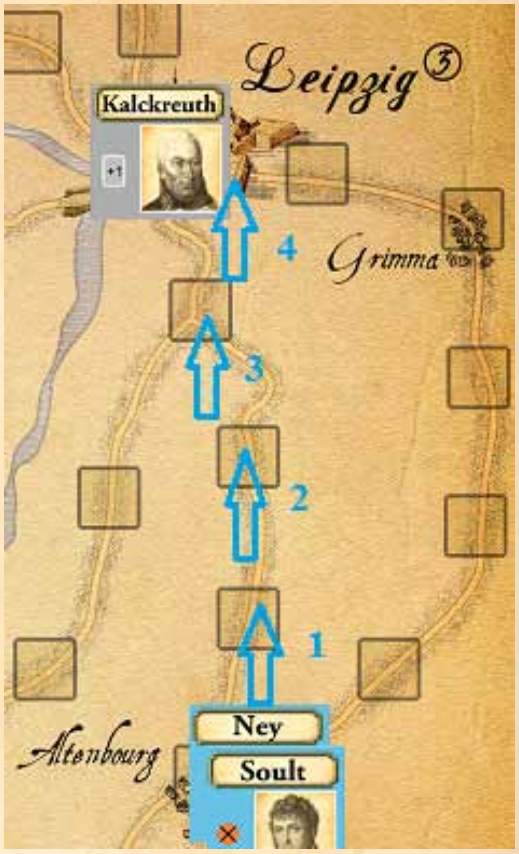
A. remove 1 movement point if the stack is composed of 2 corps.
B. remove 2 points of movement if the stack is composed of 3 corps.
C. remove 3 movement points if the stack is composed of 4 corps, etc...
D. add or remove movement points per the card played by each player, with the event name on a green background with the symbol  or  .

E. add 1 movement point if Napoleon accompanies the stack.
F. add 1 movement point if the corps of Murat, Davout, or Blücher are alone in the stack. If the stack contains several corps, the movement bonus of these corps never applies.

The cases A, B and C are not cumulative with each other but are cumulative with the cases D, E and F.
If the stack has 0 movement points or less it does not move and is returned immediately to its «has been Activated» side.

• Move the stack along a continuous path of connections within the limits of its movement points. Each connection crossed counts for 1 movement point. Exception, a connection with a «Bridge destroyed» marker costs 3 movement points. It is possible not to spend all its movement points, but these lost points are not retained for a later operation. Once the stack has expended all its movement points or as soon as it enters an area occupied by a friendly or enemy stack, it must stop in that area.

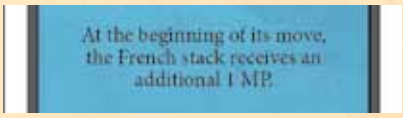
• At the end of the movement, add up fatigue points:
A. 1 fatigue point per corps if the stack has spent 4 movement points.
B. 2 fatigue points per corps if the stack has spent 5 movement points.
C. 3 fatigue points per corps if the stack has spent 6 movement points.
D. 4 fatigue points per corps if the stack has spent 7 movement points.
E. 5 fatigue points per corps if the stack has spent 8 movement points.
F. the stack receives 1 fatigue point if it begins its move in a contested area.
G. the stack receives 1 fatigue point if it ends its move in a contested area.
H. the stack receives or removes fatigue points depending on the card each player plays, with the name of the event on a green background and with the symbol  or  .
I. remove fatigue according to the bonus(es) of the corps and the commander if the latter accompanies the stack. Unlike moving, this bonus can apply even if the corps involved is not alone in the stack.
Cases A, B, C, D and E are not cumulative with each other but are cumulative with the other cases.



It is the French player's turn to conduct an operation. They decide to activate the stack at Altenburg composed of the Ney and Soult corps.
They draw a card and get :



So they have 4 movement points and they need to remove 1 movement point because the stack is made of two corps.
As the player wished to reach Leipzig, they are short 1 movement point to reach this area. The French player plays from their hand 1 Forced March for its event because it is a card with its name on a green background with the symbol  *- Move operation of the French player:*



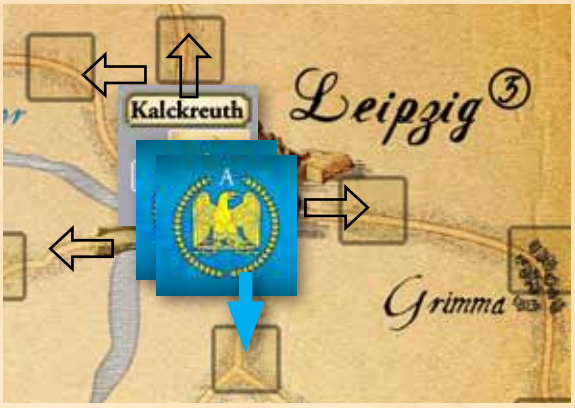
With this additional movement point, the stack now has 4 movement points (4 from its card, -1 as a stack of 2 corps and +1 from forced march).
The stack begins its movement, goes to Leipzig where it is forced to stop because it has no more movement points but also because it arrives in a contested area.

• Distribute equally the fatigue points received between the corps of the stack. The balance is allocated freely by the player controlling the stack.
Flip the corps to be flag up to show each corps «has been Activated», even if the corps did not move.

In the previous example, the French player must now collect the fatigue points due to their move :

• 1 fatigue per corps since the stack has spent 4 movement points, so 2 fatigue points.
• 1 additional fatigue point as the stack ends its move in a contested area.
• 1 less fatigue point thanks to the bonus of the Soult corps.
In total 2 fatigue points which are distributed equally between the two corps so 1 for Soult and 1 for Ney. Both corps are flipped flag sides up to indicate each corp, «has been Activated».

It is the Prussian player's turn to run an operation.



At the end of the previous operation, a French «Axis of retreat» marker is placed on the last connection used by the French stack. The corps of Soult and Ney are returned to their «has been Activated» side.
It is the turn of the Prussian player to conduct an operation. If they decide to move with Kalckreuth, the only authorized moves are those indicated by a black arrow. So the Prussian corps can not move via the connection with the French «Axis of retreat» marker.

When a stack enters an area occupied by an opposing stack, the area becomes contested. The stack is forced to stop its move. The player places one of their «Axis of retreat» markers on the connection they have just crossed.
If a new friendly stack enters the area, regardless of the connection used, its retreat axis will necessarily be the one of the friendly stack already present.
If a new enemy stack enters the area through the retreat axis connection, the friendly stack already present in the area suffers 2 fatigue points to be evenly distributed and the «Axis of retreat» marker is removed.
The «Axis of retreat» marker is also removed as soon as the zone is no longer contested.
At the beginning of an operation if a stack decides to move from a contested area, the following restrictions apply to that move:

> A stack must follow a connection with an «Axis of retreat» marker from its side - if there is one.

> A stack can not use a connection with an opponent's «Axis of retreat» marker.

Combat A player may initiate combat with any of his corps on the board which are in contested areas and have not been activated.
The player who initiates the combat is called the attacker, their opponent the defender.
The attacker needs not attack with all of their corps in the area. Unused corps will be able to move or combat in a later operation.
The defender must defend with all corps from their stack, whether on their «to be Activated» or «has been Activated» side.
A combat ensues using the following procedure:
• The attacker choose an area on the board where the player wishes to initiate a combat.
• The attacking player first and then the defender may play a card from their hand with the name of the event on green background and with the symbol ⚔ .
• Determine the number of combat cards each player must draw according to their order of battle :
A. Add 1 or 2 cards based on the number of strength points of each corps: 1 card if it has between 1 and 4 strength points, 2 cards if it has between 5 and 8 strength points.
B. Remove 1 card per corps that has more than 4 fatigue points.
C. Add 1 card to the defender if the defender is in a wooded area.

D. Add 1 card to the defender if they are in an area with a citadel and the area has one of their «Control» markers.
E. Add the bonus(es) to the corps and the commander, if it is part of the stack. Unlike moving, this bonus can apply even if the corps involved is not alone in the stack.
F. Add or remove cards according to the events eventually played by the players.
All of the cases are cumulative.

• Determine the effects of combat. Each player draws the number of cards counted and consults the box at the bottom left. Each symbol ☒ or ☒ corresponds to 1 loss inflicted on their opponent and each symbol ● to 1 fatigue point inflicted on their opponent.

• Distribute the results of the combat, **fatigue first and losses after,** equally between the corps in the stack. The balance is allocated freely by the player controlling the stack. If a stack suffers more than one loss, at least one of them must be attributed to a cavalry strength point.

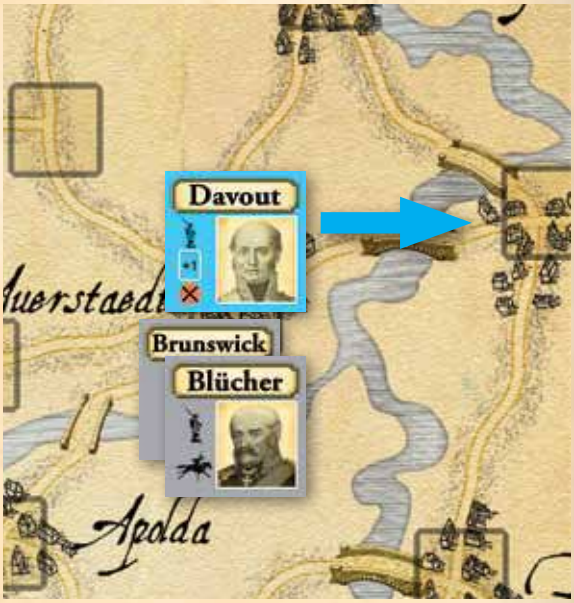
• Determine the winner of the combat. The player who inflicted the highest number of losses is declared the winner. In the event of a tie, there is no winner or loser.

• Retreat. The stack that lost the combat must retreat a number of connections equal to the difference of losses inflicted between the two sides. If the losing stack has an «Axis of retreat» marker of its color, the first retreat connection must be the one where its marker is located. The retreat is free then but a stack can not use the same connection twice when retreating. If the losing stack does not have an «Axis of retreat» marker on its side, it is free to retreat at the player's option. If on retreat it enters an area occupied by an enemy stack or contested area, it must stop and undergo 2 additional fatigue points per opposing corps present to be distributed equally by its owner. If it enters an area occupied by a friendly corps it also stops without suffering additional fatigue. If there is no winner, the two stacks remain in the combat area.

• Pursuit. If the winner has more cavalry strength points than his opponent and the combat area is not a disallowed pursuit area there is pursuit. The winner draws a card and looks at the box at the bottom left. The retreating stack suffers fatigue but not the losses, which are ignored, to be distributed equally among the corps of the stack.

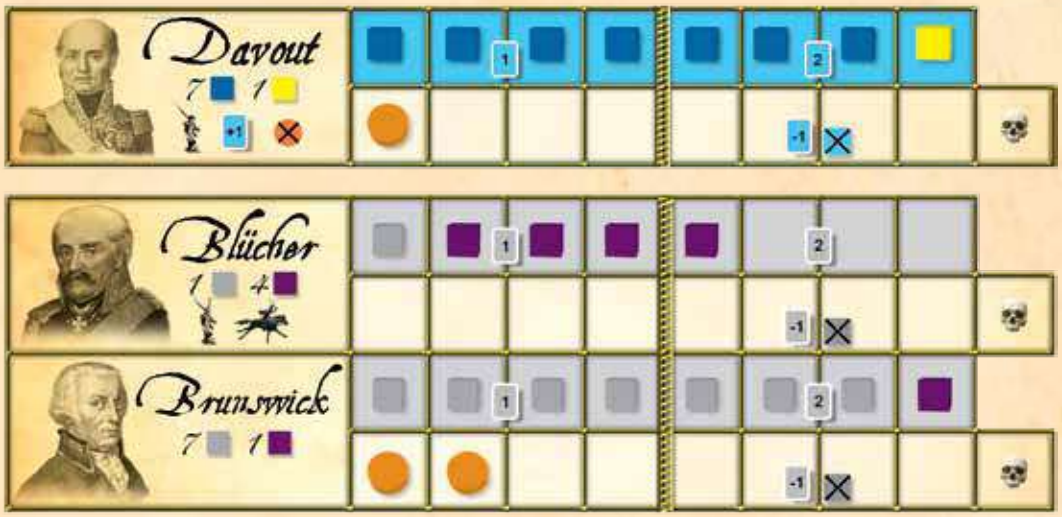
• During retreat and pursuit each player can play a card from their hand with the name of the event on a green background and with the symbol .

• Return all corps that have participated in the combat, attacking or defending to their «has been Activated» side.



This is the beginning of a new turn. In the preceding turn, Davout's corps arrived from Naumbourg to Auerstaedt. An «Axis of retreat» marker was placed on the last connection crossed because the area was occupied by the corps of Blücher and Brunswick.

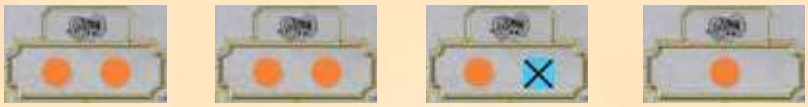
The Prussian player got the initiative and decided to fight at Auerstaedt to clear the way to Leipzig.
On the respective orders of battle the situation is as follows :



The three corps have their starting strength but have suffered fatigue: 1 for Davout and 2 for Brunswick.
The Prussian player, being the attacker, decides first to play 1 card for its event for this combat. This card must have its name on a green background with the symbol ⚔.



The Prussian player plays «Ambush», which implies that the French stack undergoes 1 fatigue before the combat, which is attributed to the corps of Davout which now reaches to 2 fatigue points. The French player who is the defender may play a card for its event with the symbol ⚔ but does not wish to.
The French player counts how many combat cards to draw: 8 strength points of Davout (2 cards), bonus of Davout (1 card) for a total of 3 cards.
The Prussian player counts how many combat cards to draw: 8 strength points of Brunswick (2 cards), 5 strength points of Blücher (2 cards) for a total of 4 cards.
Both players draw the cards simultaneously.

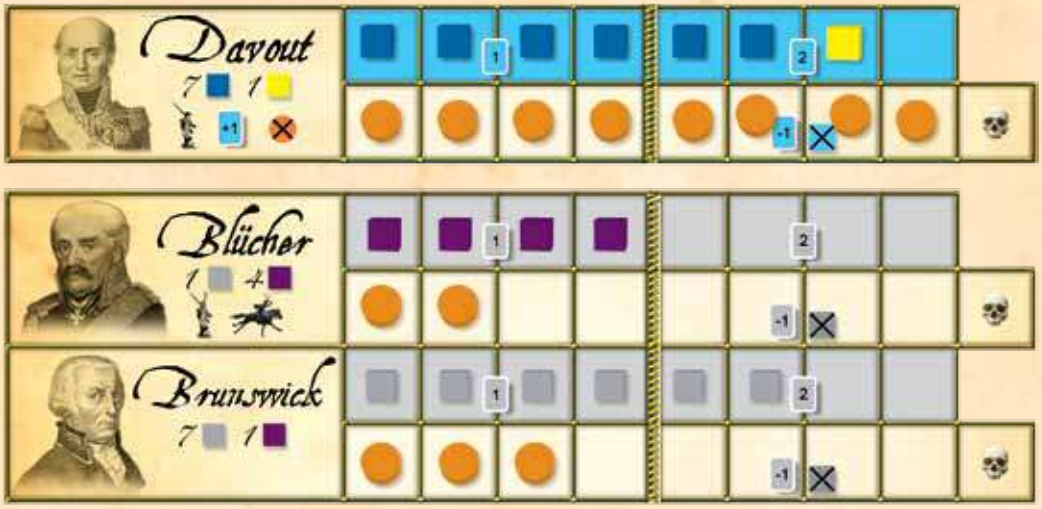
Prussians : 

The French stack suffered 1 loss and 6 fatigue points. The fatigue points are attributed to Davout who reaches 8 fatigue points. The loss is taken on the infantry of the corps of Davout also. 1 infantry strength point is removed and victory points are increased by 1.

French : 

The Prussian stack undergoes 3 losses and 3 fatigue points which are distributed between the two corps. The fatigue points are equally distributed: 1 for each corps and the last one to Blücher.
Since there is more than one loss, the Prussian player must remove at least 1 cavalry strength point from the stack. 1 infantry strength point and 1 cavalry strength point are removed from Brunswick, 1 infantry strength point is removed from Blücher. Victory points are reduced by 3.
The pieces are placed back in the combat area. The Prussian stack loses the battle since it has suffered more losses than the French stack. It must therefore retreat two connections (3 losses suffered for 1 loss inflicted) while moving away from Auerstaedt.
The Prussian stack having more cavalry strength points than Davout means there is no pursuit.
The 3 Corps are returned to their «has been Activated» side.
It is now the French player's turn to perform an operation.

On the orders of battle, the situation is now as follows:

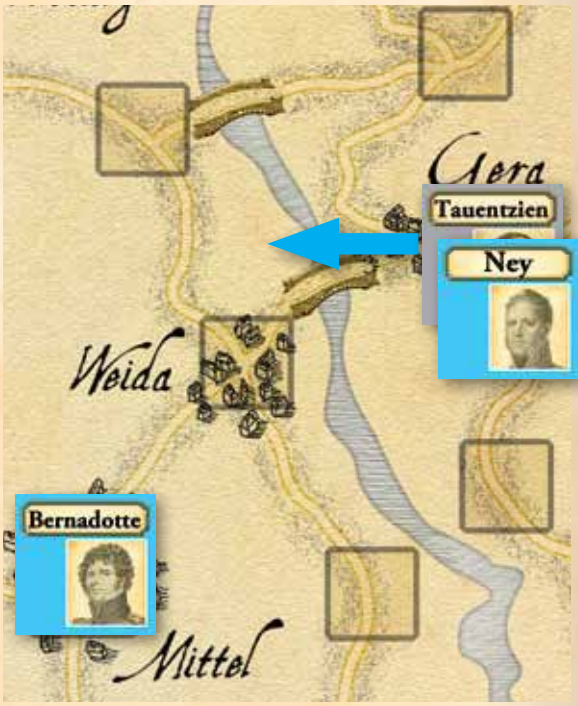


Moving attack

A moving attack combines movement and combat in a single operation. The procedures of movement and combat are identical but after moving and entering a contested area, a stack must attack immediately. It will have 1 less card for this battle.

The moving attack is declared at the start of the operation. If the stack does not have enough movement points to reach an opposing corps, the operation is considered a simple move.

Only the corps of the stack that has just been activated attacks. If friendly corps were already present in the contested area, they will not be able to join the battle.



The corps of Tauentzien and Ney are in a contested area. It is up to the French player to declare an operation. They declare a moving attack with the corps of Bernadotte and obtain 3 movement points after having drawn their card.

Bernadotte enters the zone contested by Tauentzien and thus suffers 1 fatigue point. Its axis of retreat is that of Ney. The combat is then resolved. Bernadotte will attack with 1 card less as it is performing a moving attack. Ney's corps will not participate in the battle.

At the end of the battle, whatever the result, the corps of Bernadotte and Tauentzien will be returned to their «has been Activated» side while the corps of Ney will remain available for activation.

But when do you roll the dice ?

There is no mention of the use of dice in the rules. It is not a mistake, but a game option. It is possible for all combat to replace card drawing with the dice roll, if the player has to draw 3 cards, they will instead roll 3 dice. The probabilities are identical. This does not affect the results of the combat, however, the player's card deck will cycle less quickly, so a discarded event will reappear less often ... The players get to choose between cards or dice, but after choosing they must stick by their choice for the duration of the game.

Recovery

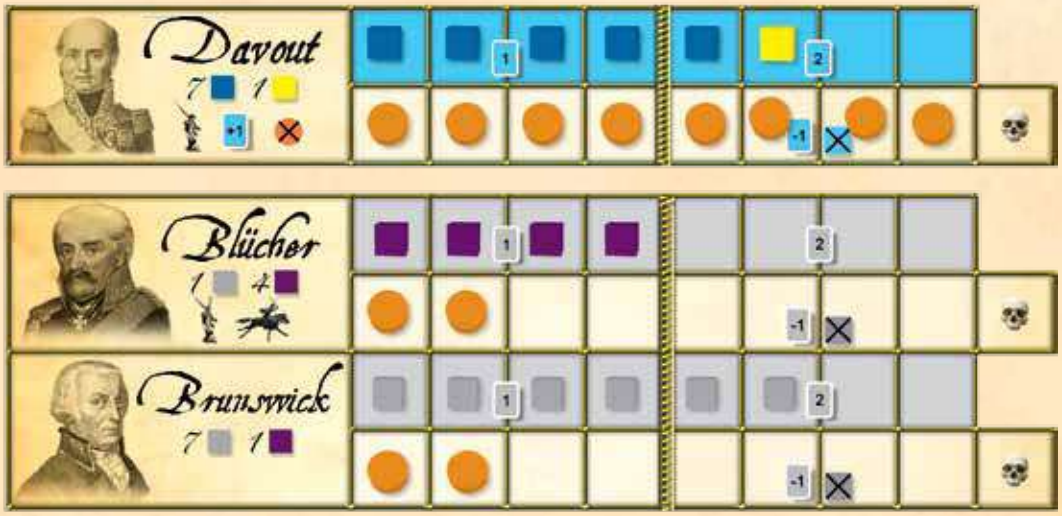
During the recovery phase, players perform the following actions in the following order:
1. Each corps which is on its «to be Activated» side removes all its fatigue points.
2. For each of their corps, the player can play 1 card from their hand and only one and remove the number of fatigue points indicated in the recovery box at the bottom right.
3. All corps that have between 5 and 8 fatigue points lose 1 strength point simultaneously.
4. Flip all corps face up to indicate that they are «to be Activated» for the next turn.
5. Add 1 victory point if the Prussian player controls 3 of the 4 victory areas.
6. Advance the turn marker and repeat the game sequence.

Very important: at any point in the game where a corps has no strength points or more than 8 fatigue points, it is immediately removed from the game permanently.

After the combat at Auerstaedt and after other operations, both players have passed, so the recovery phase begins. The French player has no more cards, so they can not do anything. The Prussian player has only one card left which they play for the corps of Brunswick :



The corps of Brunswick will, as a result, have only two fatigue points.
The corps of Davout has more than 4 fatigue points and must therefore suffer the loss of 1 strength point which they attribute to infantry. Victory points are increased by 1. The situation is now as follows on orders of battle:



The corps markers are returned on their «to be Activated» side, the turn marker is advanced, and a new turn can begin.

Determining Victory

Victory is awarded by increasing or decreasing the number of victory points on the track of the game board:

- + 1 per French strength point eliminated.
- - 1 per Prussian strength point eliminated.
- + the value of the victory area (Bamberg +5, Erfurt +4, Halle +3, Leipzig +3) if it is controlled by the Prussian player.
- +1 at the end of each turn where the Prussian player controls 3 of the 4 victory areas (Bamberg, Erfurt, Leipzig and Halle).

A player controls one of the victory areas if they have one of their «Control» markers on the area. To change the «Control» marker of a victory area, you must cross or occupy the area with one of your stacks and the area must not be contested.
At the start of the game, the areas of Erfurt, Leipzig and Halle are under Prussian control, Bamberg under French control, the victory points marker is therefore placed in box 10 (+4 for control of Erfurt, +3 for the control of Leipzig and +3 for the control of Halle). If the French player captures a Victory Point area, you reduce the VP total accordingly on the VP track.

If the number of victory points is equal to 20, the game ends immediately with a Prussian victory.
If the number of victory points is equal to 0, the game ends immediately with a French victory.
At the end of the 7th round if the number of victory points is still greater than 0, the Prussian player wins the game.

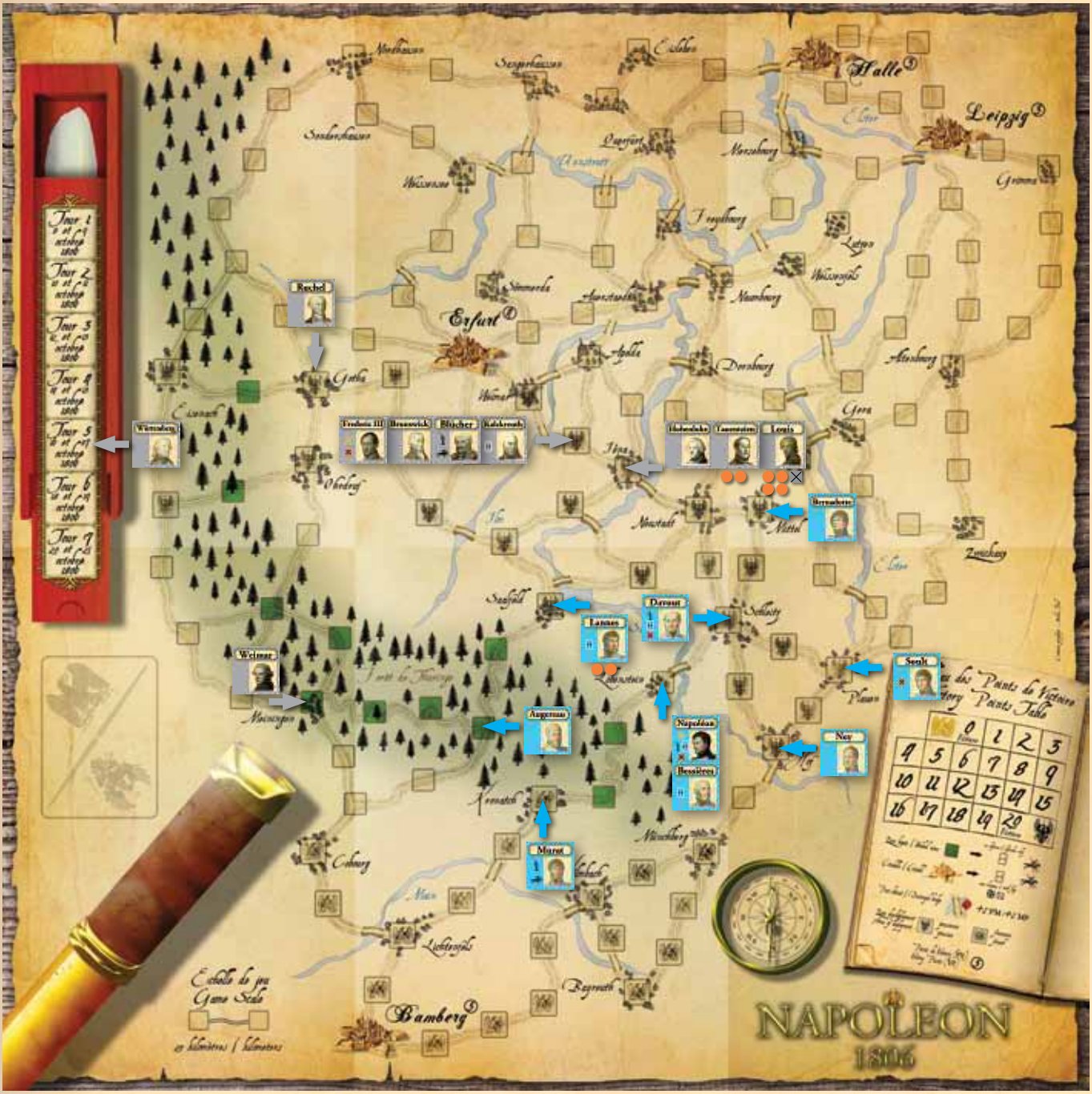
Special case: if the commander Napoleon is eliminated, the Prussian player immediately wins the game. The elimination of Commander Frederick III has no effect.



Short scenario

This scenario is intended for players who have limited playing time and it can be completed in about 30 to 45 minutes. It simulates the great French victories at Jena and Auerstaedt.
The scenario begins on turn 3 and ends on turn 5, so it lasts 3 full turns.
Unless otherwise stated, the corps have their maximum strength points and no fatigue.
Victory points are counted normally, as per scenario for the «Rules of the conscript». The Prussian player, however, starts with 11 victory points. Moreover, if at the end of the 3 turns no camp has won, the Prussian player wins the game if the number of victory points is 4 or more, otherwise the French player wins.

Team play.
Napoleon 1806 was designed for two players but it is easily conceivable to play with teams of two players. One of the players takes over the order of battle, the other the cards. They talk about the strategies to be put in place and move the corps together. A real headquarters from the period!



THE RULES OF THE GROGNARD

TO INTEGRATE THE FOG OF WAR



Hidden Setup

The «Rules of the grognard» introduce new options for the players while slightly complicating the game. They imply that both players trust each other.

At the beginning of the game the players no longer place their corps as indicated in the «Rules of the conscript» but in their areas of deployment indicated on the game board. They add to this placement the cavalry vedettes. The players have the freedom to place their corps and their vedettes as they wish with the following restrictions:

- Prussian player: Frederick III and at least 1 Prussian corps at Erfurt, 2 Prussian corps between the Ilm and Saale rivers and 1 Prussian corps between the Saale and the Elster.
- French player: Napoleon, Murat, Bessières and 2 vedettes in Bamberg, for the other corps, one corps per area.

After placing the screens between the two deployment areas, the two players secretly place the corps and the vedettes.

The blocks are placed standing, flag facing the opposing player with the «A» at the top. Thus each player can not know if it is a vedette or a corps that they have in front of them.

When both players are ready, the screens are removed and placed in front of the order of battle to conceal it.

Fog of War

During the moves, the two players keep hidden the identity of their corps or their vedettes. These always move with the flag face presented to the opponent.

Corps identities are only revealed when one of the two players initiates a combat in an area, before possibly playing a card for its event during that combat. The friendly and enemy corps in the area are then placed flat, face up. At the end of the combat, after the pursuit, all participating corps are put back standing, hidden.



«to be Activated»

To indicate whether the corps status is «to be Activated» or «has been Activated», the following procedure is used: if the A of the flag is at the top the status is «to be Activated», if it is upside down, at the bottom, the corps or the vedette « has been Activated». They will no longer be a face up or face down status like in the «Rules of the conscript».



«has been Activated»

Cavalry Vedettes

The French player has 5 cavalry vedettes, the Prussian player has 3. These vedettes are large blocks of the color of their camp with a vedette sticker on one side and a usual flag sticker on the other.



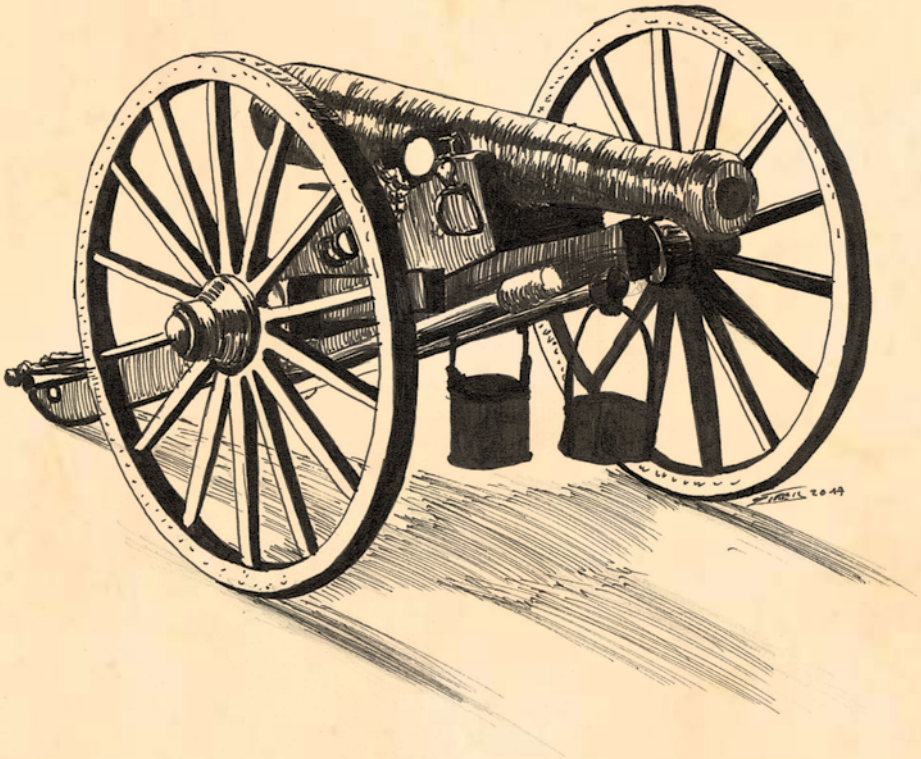
The vedettes serve to create uncertainty in the game. They represent the patrols of «light» cavalry like the hussars that the armies sent in reconnaissance to discover the opposing army and hide its own.



During a move operation, the player can select one or more vedettes in the area to move. The basic rules are applied as if the vedettes were corps, but the fatigue points have no effect. To fool the opponent, each player must hide part of the reserve of fatigue

cylinders behind their screen and pretend to place them on one of their corps at the end of the move.
The vedettes can not combine with corps for a move operation. They have to move alone.
Any vedette in an area with an enemy stack is eliminated instantly regardless of the situation :
• A vedette that enters an area occupied by an enemy stack is eliminated even in a contested area.
• A stack that enters an area with an enemy vedette, alone or not, eliminates it. If the vedette is alone, the stack doesn't receive fatigue points to enter the area and can continue to move.
• A retreating stack that enters an area with an enemy vedette, alone or not, eliminates it. If the vedette is alone, the retreating stack can continue its retreat if necessary.
• Two opposing vedettes that end up in the same area eliminate each other.

As a result, a vedette entering an area occupied by an opposing stack cannot determine the exact composition of that stack, but it reveals whether the area contains one or more corps and/or opposing vedettes. Any vedettes from either side are eliminated by this reconnaissance.
Special cases:
• Vedettes may occupy areas with an opposing «Control» marker and place them under control of their side.
• A friendly vedette doesn't stop the move or retreat of a friendly stack.
• A vedette that enters a contested area from a connection with an enemy «Axis of retreat» marker has no effect. Do not remove the marker and the enemy stack doesn't receive fatigue points.





The «Rules of the marshal» are intended for people who wish to organize a tournament of Napoleon 1806.
The games must be held within 2 hours, including bid and setup.
The rules used are the «Rules of the conscript» with only the hidden placement of the «Rules of the grognard».
Before the start of the game, each player must secretly bid for the side they want to play. For this, they write on a paper the desired side and a bid in victory points.
The player who has offered the highest bid will play the chosen side, adjust the starting value of the victory points accordingly:
If the player has bet for the French camp, the victory points are increased by the value of their bid.
If the player has bet for the Prussian side, the victory points are reduced by the value of their bid.
If players bet for different sides, each player gets the side for which they wagered and only the points of the one that has made the highest bid are counted.
If the two players bet the same bid and side, choose randomly the side without changing the victory points.

- *Player A bets 2 points to play the French side and the player B, 4 points also for the French side. Player B will play the French side and player A will play the Prussian side. The victory point marker is placed on box 14 (starting square at 10 + 4 of the bid).*
- *Player A bets 3 points to play the French side and player B, 1 point for the Prussian side. Player A will play the French side and Player B will play the Prussian side. The victory point marker is placed on box 13 (starting square at 10 + 3 of the bid).*

For the ranking, each player receives 3 points of «ranking» per win and 1 point of «ranking» per loss. To break ties, refer to the following table :

Tie Break	Prussian winner	French winner	Loser
Victory at turn 1	+14	+7	-7
Victory at turn 2	+12	+6	-6
Victory at turn 3	+10	+5	-5
Victory at turn 4	+8	+4	-4
Victory at turn 5	+6	+3	-3
Victory at turn 6	+4	+2	-2
Victory at turn 7	+2	+1	-1
Victory at the end of turn 7	+1	X	0

A Prussian victory by elimination of Napoleon corresponds to a Prussian victory with +14 of «tie break» and -7 for the opponent. If the game is not completed, the two players do not receive ranking points and lose 7 «tie break» points.

A player won the first game on turn 5 with the French, then lost the second in the last round with the Prussians and finally unfortunately failed to finish the 3rd.
The player has 4 «ranking» points (3 for the first game, 1 for the second and 0 for the last game) and -5 «tie break» points (+3 to the first game, -1 to the second game and -7 to the last).



Cards are alphabetically sorted.

Reminder

Each player may play only one card to apply its event during an operation. This means, for example, that a player making a moving attack and using a card while moving their stack will not be able to use cards during the following combat. Another example is that the defending player using a card during an opposing stack move will not be able to play a card during combat. To avoid forgetting, it is advisable to keep the card played to apply their event during an operation in front of you and to discard it only at the end of the operation.

AMBUSH – the French stack suffers 1 fatigue point immediately assigned by the French player.
ANTICIPATION – choose a card in the deck and place it in your hand without revealing it to your opponent. A card with the name of the event on a red background cannot be selected. Mix the remaining cards and replenish the deck.
AUDACITY – event can only be played in combat when a French stack is attacking. The Prussian stack does not earn an extra combat card by defending in a wooded area or an area with a citadel.
BERNADOTTE – event can only be played at the beginning of a move of the Bernadotte corps alone. The stack loses 3 movement points. For the «Rules of the grognard», the card must be played without knowing the exact composition of the opposing stack. If this stack is the Bernadotte corps alone, the stack loses 3 movement points. If this stack is a corps alone, other than the Bernadotte corps, the stack loses 1 movement point.
CANNON SOUNDS – a single corps, activated or not, in an uncontested area adjacent to a declared combat - separated by a single connection from the area where the combat takes place, even with a «Destroyed bridge» marker, is moved to the combat area and takes part in it, in attack or defense. Napoleon or Frederick III can accompany that corps.
CARE – place a fatigue cylinder on a French corps that has lost 1 or more infantry strength points. During the recovery phase of this turn, if the corps is still on its «to be Activated» side, that corps will recover 1 infantry strength point and remove all its fatigue points. Subtract 1 victory point.
CHARGE – event can only be played in a combat where Blücher's corps is part of the engaged Prussian stack. The Prussian stack receives 1 additional combat card and Blücher's corps receives 2 fatigue points immediately, before resolving the combat.
CONFUSION – event can only be played when an opposing stack enters a free area with at least 3 connections. The stack must stop moving regardless of the number of movement points it has left and is flipped to its «has been Activated» side.
COORDINATION – event can only be played at the end of a French operation. The French player immediately performs a new operation with a stack other than the one they have just activated.
COUNTER ORDER – event can only be played after the opposing player has played a card for its event. This event is canceled.
COURAGE – event can only be played during a combat if the current victory points are 5 or less.

The Prussian stack receives an additional combat card and removes 2 fatigue points immediately, before resolving the combat.

DESTROYED BRIDGE – at any time during its move, if a Prussian stack (except vedettes) is in a free area adjacent to a connection with a bridge, it can place a «Destroyed bridge» marker on that connection. The Prussian stack spends 1 movement point after destroying the bridge and can continue its move. If the Prussian stack does not have a movement point at the beginning of its move, the stack can still destroy an adjacent bridge. In any case, the stack is then returned to its «has been Activated» side. It will be necessary to spend 2 additional movement points to cross a connection with a «Destroyed bridge» marker, thus 3 in total.

ELAN – event can only be played during a combat where a French stack attacks. The French stack receives 1 additional combat card.

FATIGUE – event can only be played at the end of the move of an opposing stack. The opposing stack suffers 1 or 2 additional fatigue points. If the stack is composed only of vedettes, the event has no effect.

FORCED MARCH – card can only be played at the beginning of a friendly stack move. The stack receives 1 additional movement point. A stack that has a total negative or zero movement points can always move 1 connection with this card.

FORAGE – event can only be played at the beginning of a stack move if it has at least 2 movement points. Remove 2 fatigue points from the stack, but the stack loses 2 movement points.

GREAT CHARGE – event can only be played at the end of a combat where the French stack carries out a pursuit. The French stack draws 1 additional pursuit card.

HUSSARS – randomly draw a card from your opponent's hand and discard it.

INACTIVITY – event must be played as soon as it is drawn. The player selects an area where one of their stacks is located. All corps and vedettes of the stack occupying the area are flipped to their «has been Activated» side. A stack containing only vedettes cannot be selected, a friendly corps must be present in the chosen stack.

INTUITION – event must be played before the initiative is determined. The player who plays the event wins the initiative automatically without drawing a card. If the opposing player also plays this event, both cards are discarded without effect and the initiative is determined normally.

LONG LIVE THE QUEEN – the Prussian player selects a Prussian stack and removes 1 fatigue point from each corps of the stack.

LOST BULLET – event can only be played during combat. The Prussian corps suffers 2 additional fatigue points in the combat results.

ORDERLY RETREAT – Event can only be played if the retreating stack still has at least 1 cavalry strength point. In this case, it cannot be pursued.

ORGANIZATION – event can only be played when a French stack enters an uncontested area with another French stack. The moving stack is not required to stop.

PANIC – event can only be played following a combat lost by a Prussian stack, after its retreat. The Prussian stack must retreat through an additional connection and suffer 2 fatigue points, to be distributed freely.

PONTONNIERS – at any point during a move, if a French stack (except vedettes) is in free area adjacent to a connection with a «Destroyed bridge» marker, remove the «Destroyed bridge» marker from that connection. The French stack spends 1 movement point after repairing the bridge and can continue its move. If the French stack does not have a movement point at the beginning of its move, the stack can still repair an adjacent bridge. In any case, the stack is then returned to its «has been Activated» side.

RAIN – event must be played as it is drawn and is valid for the whole turn. Whenever a player activates one of their stacks, it suffers 1 fatigue point immediately, to be distributed freely. Exception: A stack that is turned to its «has been Activated» side because it was attacked does not experience this fatigue. If the stack moves, it loses 1 movement point. Place the card in the space reserved for that purpose on the board to remember, and discard it at the end of the turn.

REACTION – event can only be played at the beginning of an opposing operation. Activated or

not, a friendly stack can move from a free area to another adjacent free area. It is thus possible to cross a connection with a «Destroyed bridge» marker.

REINFORCED POSITION – event can only be played in a combat where a Prussian stack is defending. The Prussian stack draws an additional combat card.

REINFORCEMENT – the Prussian player adds 1 infantry strength point to any corps on the board. They cannot recreate a corps previously eliminated with this additional strength.

RESERVE – the player draws 2 cards and adds them to their hand. Cards drawn with the name of the event on a red background are discarded without taking into account their event. Do not draw a replacement card in this case.

SACRIFICE – the Prussian stack engaged in this combat receives 1 additional combat card and suffers 2 fatigue points immediately, to be distributed to any corps in the stack by the Prussian player.

SAXON DEFECTION – if Tauentzien's corps is in a contested area, it loses 1 strength point. Remove 1 victory point. For the «Rules of the grognard» the card must be played without knowing the exact composition of the opposing stack. If this stack does not contain the corps of Tauentzien, the card is discarded without effect.

SECOND BREATH – event must be played as soon as it is drawn. If the event is played during turns 1 to 4, it has no effect and the card is discarded immediately. If the event is played during turns 5 to 7, all moving French stacks have 1 less movement point. Place the card in the space reserved for that purpose on the board to remember and discard it at the end of the turn.

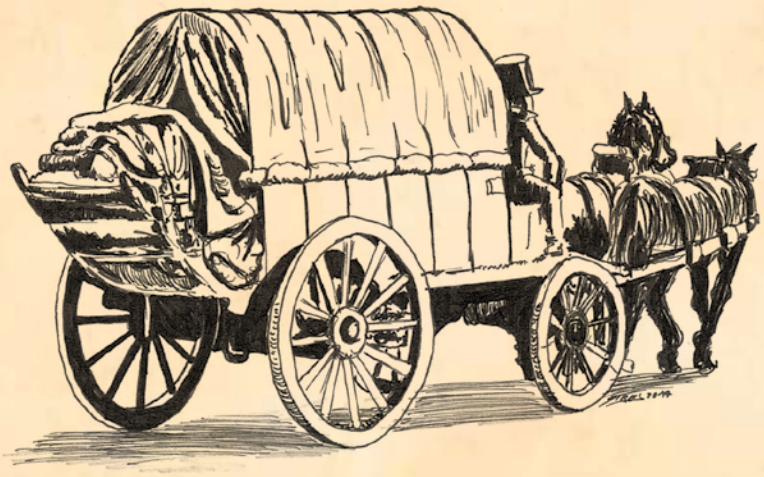
SKIRMISHERS – the Prussian stack suffers 1 fatigue point immediately assigned by the Prussian player.

SQUARE – the French stack receives 2 less fatigue points in the combat results if the Prussian stack that it fights has at least 1 cavalry strength point at the beginning of the combat.

STRATEGIC RETREAT – Event is valid for the entire turn. Each time a Prussian stack moves, it receives 1 additional movement point but must move closer to Halle or Leipzig. Moving closer means having fewer connections separating it from the Halle or Leipzig area at the end of its move than at the beginning. If the stack cannot move closer to Halle or Leipzig, the move is prohibited. Place the card in the space reserved for that purpose on the board to remember, and discard it at the end of the turn.

SUPPLY – The Prussian player chooses a Prussian stack and removes 2 fatigue points in total from any corps of the player's choice.

THE GUARD – event can only be played in a combat where the corps of Bessières is part of the French stack engaged. The French stack receives 1 additional combat card. If the French player loses the combat, each corps of their stack suffers 1 extra fatigue point in the combat results.



CAMPAIGN HISTORY AND DESIGN NOTES



Following the resounding victory at Austerlitz, the enemies of Napoleon are shocked but do not disarm. Despite the forced withdrawal of Austria from the coalition, England and Russia remain fiercely opposed to French expansion. Prussia has not yet openly entered the war against France, but no one is duped by her alleged neutrality. Frederick William III, pushed by his wife and many warlike generals, is on the verge of joining the coalition.
Napoleon, well aware of these threats, orders the Grande Armée still in Austria to make its way toward France in small steps, while being ready to fork to the north to meet the Prussian threat. As early as October 7, 1806, Frederick William sends an ultimatum of insane arrogance: he demands the withdrawal of the French troops beyond the Rhine and the return to the borders of 1794. This intrepidity can only lead to a *casus belli*. Napoleon has already anticipated the moves of this new adversary. He expects to surprise and crush him quickly before the arrival of the Russian forces. This strategy is a major component of the emperor's military philosophy: to place himself between the enemy forces and destroy them one after the other in order to enjoy a temporary numeric superiority.

Victory Conditions in 1806 Napoleon are based on this strategic approach by Napoleon. Quickly defeat the Prussians while cutting them off from Russians. So Halle and Leipzig are targets to reach, being at the same time on the Prussian communications lines to Berlin but also on the direct arrival path of the army of the Tsar. The duration of the game, very brief, and the bonus given to the Prussian player at the end of each round pushes the French player to prevail quickly and to take risks.

While the Prussians are still mired in their initial plans of campaign, the Grande Armée crosses the borders of Saxony, allied to Prussia, and strikes through the Thuringian forest. The difficult terrain forces the emperor to divide his army on several approach roads while maintaining mutual support. Each army corps is within a day of one of its peers. Within a few days Lannes and Bernadotte, to the frantic pace of 35 to 40 kilometers a day, enter the plains of Saxony and surprise enemy outposts at Saalfeld on October 10 and at Schleitz on October 9. Prince Louis is killed and his troops broken while the Saxon corps of Tauentzien are dispersed. The Prussians who have just started are already on the defensive and retreat back toward Jena.

The strategy of the period was to achieve aggregation at the right time for the battle. The road infrastructure of the time did not allow the excessive concentration of troops. For this reason, the movement with stacks of several corps is restricted in Napoleon 1806 and it is virtually impossible to pass a corps placed upstream on the route chosen. The French superiority was also based on the ability of their soldiers to cover distances greatly superior than their opponents. In game terms, the French move capability goes from 1 to 6 movement points for an average of 3.5 points while the Prussians are limited from 1 to 5 points for an average of 3.

Now controlling the exit points from the Thuringian forest, Napoleon can now launch his maneuver of envelopment of the Prussian army, on October 11. He force marches the corps of Davout and Bernadotte toward Halle while he himself coordinates the concentration of the rest of the army towards Jena. On his side, the Duke of Brunswick, who is in charge of the Prussian operations, finally decided to react. Aware of the threat now facing his rear, he orders his troops to fall back to Leipzig while Hohenlohe is charged with gathering beaten regiments from the first days and protect Erfurt from any threat. These repeated marches interspersed with skirmishes with enemy detachments exhaust the soldiers. With the burden that each carries on his shoulders, weapons and baggage, coupled with extensive distances to cover, it is not uncommon to see men literally collapse from fatigue. Statistics of the time show that one soldier in five was lost in combat, the other four perish from the incredible efforts that the soldiers must perform or resulting from illnesses. Marauders, deserters and stragglers are multiplying as the campaigns grow.

The notion of fatigue is at the heart of the Napoleon 1806 game system. Marches and combat result in cumulative fatigue that will require the corps to stop or to take the risk of losing their troop's combat effectiveness. Seeing an army corps eliminated from fatigue does not indicate that all its soldiers are killed or injured, but that its combat value has become zero.

During the following days, the two armies will move blindly without really knowing enemy intentions. The French light cavalry, however, is superior in its reconnaissance and even if Napoleon does not exactly know the location of different enemy troops, he has no doubt about the fact that, on October 12, Brunswick is concentrated between Weimar and Erfurt. Cutting him off from Leipzig and Halle implies controlling Naumburg. It is the role given to his moving wing, the 1st and 3rd corps. Thus, he hopes to surround his opponent whom he believes is without recourse. But while he goes to confront on the 14th, the secondary army under the command of Hohenlohe, Davout will meanwhile sign one of the most brilliant feats of arms of the Imperial epic at Auerstaedt.

The fog of war addressed in the «rules of the grognard» of Napoleon 1806 is the second priority of the game system. By hiding orders of battle and exact composition of the Corps on the map, bluffs and traps are enabled for both sides. The Cavalry reconnaissance is simulated by the vedette blocks which can be sacrificed to discover the enemy setup or preserved as a decoy of one's own intentions. The French superiority in this area translates into a greater number of these vedette blocks the 5 versus 3 for the Prussian player.

Indeed, Brunswick began with nearly 60,000 men including the reserve of the Prussian Guard at Leipzig. He moves like Davout towards Naumburg. On 14 October, 1806 the sun struggles to pierce the fog that covers the plains of Saxony thus reinforcing the overall uncertainty. Whether at Jena or Auerstaedt, both sides will commit to a doubly decisive battle without actually knowing the balance of power in presence.
At Jena Marshal Lannes with his 5th corps starts hostilities with his 19,000 men to allow other corps on the move, those of Augereau, Soult and Ney to get the space and the time required for their deployment. The fiery Marshal only has in front of him the troops beaten a few days earlier at Saalfeld and Schleitz. Despite the density of fog, the attack builds up and the battle gains in intensity when Augereau and then Soult come out. The latter's role is to roll up the left of Hohenlohe. The first Prussian line is pushed but Hohenlohe has excellent reserve troops he throws in front of the French. This offensive return matches the entry of Ney's 6th corps, who, as usual, without taking into account the general situation of operations, commits fully while the French regiments prepare to receive the shock of the Prussian reserve. It is the culmination of the fighting and, despite the opposing courage,

the outcome is in no doubt as the ratio of the forces numbers and tactical superiority are in favor of the dominant French. Prussians and Saxons are repressed and the army of Hohenlohe crumbles. It is Murat and his horsemen's turn to do the rest and take advantage of the opposing disarray. The great charge pulverizes everything in its path, retreating soldiers but also reinforcements under Ruchel coming from Erfurt to support Hohenlohe. Napoleon's victory is complete. He completely defeats the Prussian army. What a surprise when on the evening of the battle he is informed of the exploits of Davout. French superiority in combat is not a display of a lack of courage of the Saxon and Prussian soldiers. It is based on the modernity of the tactics, the experience of many years of war, and the youth and energy of the generals, while marshals and other officers who advanced through merit and bravery in combat. There was nothing of the sort for the Prussian army, which rests on the laurels of Frederick the Great and an obsolete structure of command stuck in privileges. Momentum and liveliness are on the French side, carried by a Napoleon at his zenith.

Combat in Napoleon 1806 had to be simple to resolve to maintain game pace. The rules are the same for both players. The French superiority translates into the bonus granted to some leaders as well as the odds of causing losses during the card draw: one out of two for the French, one out of three for the Prussian. The cavalry is not differentiated during combat but is crucial in a possible pursuit.

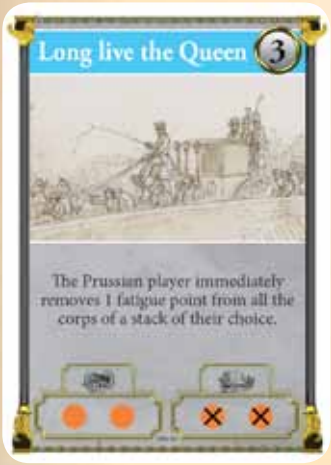
At Auerstaedt, the confrontation begins with a cavalry shock between vanguards coming out of the fog. Both sides are surprised. A battle of encounter will take place and it is the side able to put forth their troops fastest that will ultimately prevail. Despite repeated calls to his counterpart of the 1st corps, Marshal Bernadotte, Davout knows that he will have to rely on himself. He guesses his obvious numerical inferiority, where the 27,000 men of his powerful corps will face the 60,000 under Brunswick, but does not hesitate a second. He resolutely goes on the offensive, launching his three divisions into the fray. Nothing resists the French momentum which takes over the Prussian lead division. Yet, the Duke of Brunswick reacts promptly and orders the counterattack. Unfortunately, he commits his army in steps, as one after another of his divisions arrive to the battlefield, allowing the French to beat them individually. To add to the confusion, Brunswick is killed by a stray bullet. Disorder takes hold of the Prussian ranks and everyone is trying to fight on their own without coordinating units between themselves. The large charges under Blücher are repelled by the squares quickly formed by the regiments of the 3rd French corp. Unstoppable, the French columns advance until the panic seizes the enemy forces which collapse and flow back to Erfurt. Davout and his soldiers cannot pursue as they are exhausted. His success remains indisputable. On the evening of October 14, the whole Prussian army collapses. Retreaters from Auerstaedt blend with those from Jena and converge in a large crowd northbound. Only 14,000 men from Württemberg coming under Halle are able to resist the French advance.

It is now time for the looming pursuit and Murat will run it brilliantly. It will make his fame by capturing thousands of scattered Prussian soldiers. Württemberg will be beaten himself under Halle by a vengeful Bernadotte. In ten days the Prussian army is annihilated by a flamboyant French army led by determined leaders. Yet a second campaign comes against a more experienced opponent; the army of the tsar is still intact. It will take three hard battles at Pultusk, Eylau and Friedland to overcome the Tsar's army. The golden age of the Grande Armée has happened.

A few cards and events :



The lack of reactivity of Marshal Bernadotte on October 14, 1806 almost cost Davout's victory at Auerstaedt. This card reflects the inertia of the Marshal who will remain unpredictable throughout the campaigns of the 1st Empire to eventually join the coalition by becoming King of Sweden.



The Queen Louise of Prussia was partisan from the beginning of the war against the France. This card reflects the enthusiasm of the troops towards her because she closely supported her husband during those painful hours of defeat.



At Auerstaedt the Duke of Brunswick was victim of a bullet in the head. He will succumb to this injury. The losses of generals and marshals were not uncommon on the battlefields of the time.



As a result of the battle of Jena, the Saxon troops took an oath not to take up arms against the French troops. Even if the commitment of the Saxon soldiers during this battle cannot be questioned, the political status of Saxony remained undecided throughout the campaigns of the Empire. In 1813, after the battle of Leipzig, the Saxons will return to the camp of the coalition and will eventually fight their former brothers in arms.

NAPOLEON
1806



SHAKOS