

NAPOLEON

1807

Rulebook

Golden Bell Presents

GOLDEN GAMES

SHAKOS

NAPOLEON 1807

Welcome to *Napoléon 1807*, History for all !

Winter 1806-1807, Napoleon's victorious campaign against the Prussians in the autumn of 1806 has just ended. Despite the defeat of his army, the King of Prussia, Frederick III refuses to surrender. He calls on his Russian ally to help him. The Tsar's soldiers enter Poland to confront the Grand Army of Napoleon.

In *Napoléon 1807* take in charge one of the contending armies that fought during this though campaign. Move your troops to surprise the enemy and defeat him in decisive battles. *Napoleon 1807* is an epic game for history and strategy fans.

Can you lead your men to victory?

Overview of the game – *Napoleon 1807* is a strategy game intended for 2 players. After choosing a scenario in the corresponding booklet and setting up the game, each player, in turn, will perform an operation to move and / or fight their troops on the game board. These operations will cause fatigue for the soldiers as well as losses in case of battle. Fatigue and losses will be noted on a player aid named *Order of battle*. After completing their operations, players will be able to put their men to rest so that they can recover from their efforts.
The player who has managed to seize key cities and citadels of the game while preserving their troops will be declared the winner. The rules of *Napoleon 1807* are split into two parts for progressive learning. The first, named *Rules of the Conscript*, covers play of the basic game, to acquire all the game mechanics easily. The second, *Rules of the Grognard*, brings more finesse by introducing a fog of war allowing ambushes and traps to surprise and dismay your opponent.
In addition, the 4-pages quickstart booklet will allow you to discover the main game mechanics and start your first game in a few minutes.

Credit

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Pinch of ear to all our contributors thanks to whom you can play this game today.
«We are happy with you !»

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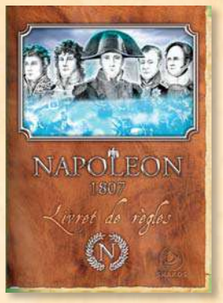
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FOR PARENTS AND TEACHERS
This game is designed to act as a fun and highly instructive working model of historical events.
Engaging with the game will encourage any child to understand why certain important events occurred, as well as what may have happened if different decisions had been made.
Easy starter rules and attractive components will help the younger player ease into the educative and sociable pastime of historical gaming.
Enjoy the game!

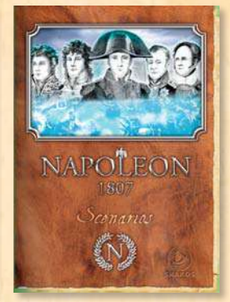
Components list



1 game board



1 rules booklet



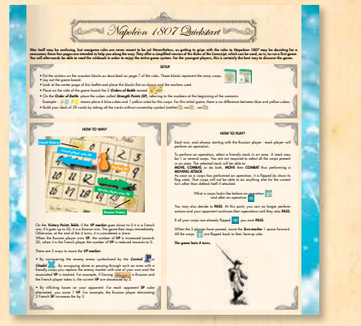
1 scenarios booklet



2 player screens



3 player aids
(orders of battle)



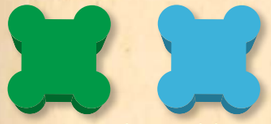
1 quickstart booklet



2 sheets of 54 stickers to set
on the blocks



105 wooden cubes
strength point
Blue (40), Green (30)
Pink (20), Yellow (15)



10 wooden citadels
5 green and 5 blue



2 wooden stars
Siege



10 combat dice
5 green and 5 blue



3 white disks *Draw*



2 decks of 42 cards



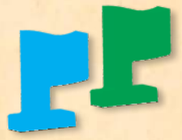
80 wooden
cylinders *fatigue*



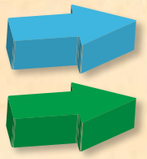
2 wooden pawns
Markers *Turn* and
Victory points



25 green blocks,
25 blue blocks
and 1 white block



8 wooden flags *Control*
4 green and 4 blue



6 wooden arrows
Axis of Retreat
3 green and 3 blue



5 wooden cubes
Destroyed bridge

Game setup

Place the game board between you which represents the theater of military operations for this campaign.
One of you takes the role of Napoleon and sits at the West end of the game board.
Your opponent will play Benningsen and sits at the East end of the game board. Select a scenario and follow the instructions.

The wooden blocks represent **the army corps** and **the commanders** that participated in the campaign. The Russian blocks are green, and the French blocks are blue.
They are laid flat on the game board or placed upright if you want to conceal their identities from your opponent.
Before your first game, carefully peel off the stickers and place them on the large blocks as shown below.



Ensure that the stickers are aligned in the same direction : the top *A* on the flag must match that of the portrait or illustration on the block.



to **win** at *Napoléon 1807* you must :

- Eliminate opponent's strength points (1)
- Control fortified towns (2)
- Protect your citadels (3)
- Besiege your opponent citadels (4)

The game features various **pieces** that are placed directly on the board according to the scenario's instructions :

- *Turn* **A**
- *End Game* **B**
- *Victory Points* **C**
- *Draw* **D**
- *Citadel* **E**
- *Siege* **F**

The *End Game* marker is the white wooden block on which you place the following sticker:



You each have a card displaying your army's **order of battle**. This is where you place the **strength points** of your corps. These **strength points** are represented by small colored cubes :

- French infantry
- French cavalry
- Russian infantry
- Russian cavalry

Each cube equals 1 strength point.
During play, corps will suffer from fatigue, which is represented by placing orange cylinders on the orders of battle.

To conceal your order of battle from your opponent you can use your player screen.
The screens also provide reminders of the main rules of the game.

Playing cards are used to move your corps and resolve combat.
You have your own color-coded deck of cards.



Russian



French

The game board is organized into areas linked by connections :



There are four kind of areas :

Clear

Wooden



Fortified town



Citadel

A corps is always located in an area, never on a connection.

But when do you roll the dice? *There is no mention of the use of dice in the rules. This is not a mistake, but a game option. In all combat revealing cards can be replaced with a dice roll. If a player has to reveal 3 cards, they will instead roll 3 dice. The probabilities are identical. This does not affect the results of the combat, but the player's card deck will cycle less quickly, so a discarded event will reappear less often. Players are free to choose between cards or dice at the beginning of the game, but after choosing they must stick to their choice for the duration of the game.*

Rules of the Conscript

In order to understand key game concepts, players will need to be familiar with the following terms and definitions:

Commanders and Corps

Comanders and corps are represented by large blocks laid flat on the game board. If a 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. You differenciate a commander block from a corps with the following symbol : ★

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.



Commander Corps *has been Activated* side

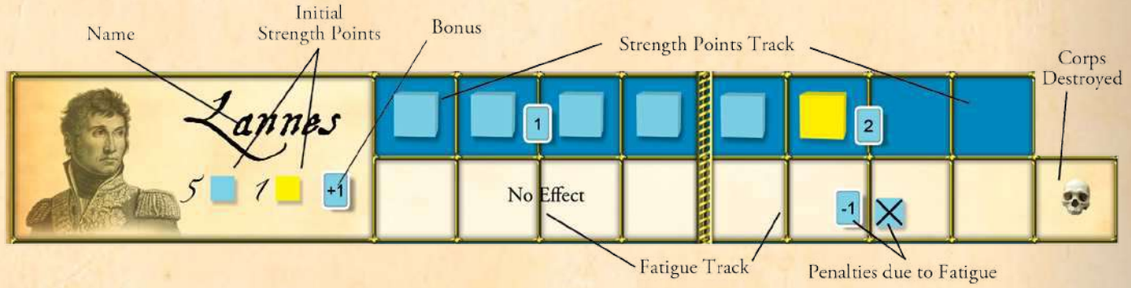
to be Activated side

Stack

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

Order of Battle

The top track shows the strength of the corps. This value will change during the game depending on losses sustained and possible reinforcements (via card event).
The bottom track shows the fatigue points accumulated by the corps. For example if 3 fatigue points are to be incurred, the player must assign 3 orange cylinders to the corps.
As a corps loses strength points, remove the requisite strength cubes and shift the remaining cubes to the left.
If the corps suffers fatigue, add the fatigue cylinders from left to right.



Glossary

Playing cards

The following terms are used for cards play:
Draw: Draw a card from your draw deck and add it to your hand.
Reveal : Play the top card of your draw deck.
Play : Play a card from your hand.

A card has different effects depending on when it is drawn or played:

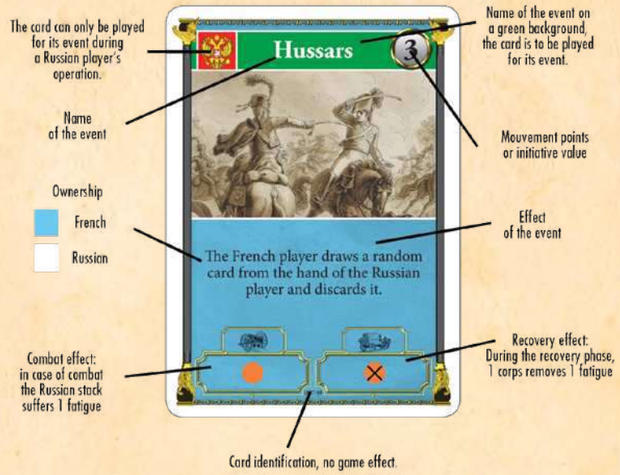
- It can be drawn and kept in hand during the draw phase.
- It can be revealed during the initiative phase to indicate the initiative value of that side.
- It can be revealed during an operation to indicate the number of movement points of a stack.
- It can be played from the player's hand as an event during the phase indicated by the card.
- It can be revealed 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 color of a card's event name gives 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 operations phase of the game turn.



For cards with a green background, an additional symbol indicates when the card can be played for its event:

The card can only be played during a Russian player's operation.

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

The card can be played at the beginning of a combat.

The card can be played during the retreat or pursuit after a combat.

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.

Contested and free areas

An area is said to be free for either side if corps of the opposing camp do not occupy it. An area is said to be contested if corps from both sides occupy it.

Siege

A citadel can start the game besieged. A siege is indicated by using the appropriate *Siege* marker. A *Siege* marker is immediately removed if a stack (i.e. at least one corps) of the same side as the *Citadel* marker is alone in the area.

Sequence of play

Each game turn goes according to the following sequence:

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

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

Draw

Each player draws 3 cards from their deck and places them into their hand. There are no hand size limits and players may keep any cards they have left over from the previous turn. 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.



There is a location on the game board for any mandatory card whose effects last the entire turn - like the Rain card, for example.
If several mandatory cards are drawn, by the same player or not, all those cards are discarded without effects.

Initiative

Each player can play **a single card from their hand** with the name of the event on a blue background. The card is placed in the player's discard pile once the effect is resolved. The French player must declare first if they will play a card, then the Russian player may also declare.
Then, each player reveals 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. These cards are then discarded.

Example – Draw and initiative



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



Initiative - the Russian 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 cannot play the Forced March card as the background of the event name is green.
The players then reveal 1 card from their draw deck to determine the first player:



Both players revealed 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.

Sequence of play

Operations

In turn, each player may:

- **Pass:** If a player passes, they can no longer perform operations, but can still play 1 card with its name on a green background in order to apply events to the operations of their opponent. The opponent continues operations until they also pass. If both players have passed, the operations phase is over. A player who has activated all their corps is forced to pass.

- **Perform an operation:** During an operation the active player select a stack where each corps has *to be Activated* status – i.e. face up. The player is not required to select all the corps present in an area. Activated corps will be able to:
  - o ***move***,
  - o ***initiate combat***,
  - o or both by performing a ***moving attack.***

At the end of an operation, flip the activated corps flag up on its *has been Activated* side, even if the corps did not actually move, as well as all corps that have participated in a combat, attacking or defending.

During an operation, each player may play a single card from their hand with the name of the event on a green background. The card is placed in the player's discard pile once the effect is resolved.

Recovery

During the recovery phase, players perform the following actions in order:

1) Each corps that is on its *to be Activated* side removes all its fatigue points.

2) For each of their other 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 located bottom right.

3) All corps still having between 5 and 8 fatigue points then lose 1 strength point immediately.

4) Flip all corps face up to indicate that they are *to be Activated* for the next turn.

5) Advance the Turn marker and repeat the game sequence.

Very important: at any point in the game when a corps has no strength points or more than 8 fatigue points, it is immediately and permanently removed from the game. Remember that strength points lost due to fatigue award victory points to your opponent.

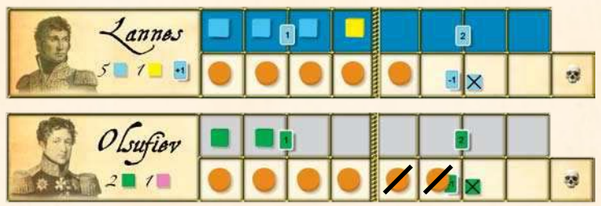
Example - Recovery

Both players have passed, so the recovery phase begins. The French player has no more cards, so they cannot do anything. The Russian player has only one card left, which they play for the corps of Olsufiev :



The corps of Olsufiev will, as a result, have only 4 fatigue points left.
The corps of Lannes has more than 4 fatigue points and must therefore suffer the loss of 1 strength point. Victory points are increased by 1.

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



The player can move their activated stack by following this procedure:

1) Determine Movement Points. Reveal 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 is modified by:

A. Subtract 1 movement point per corps above the first.

B. Add or subtract movement points per the card played by each player, whose event name is on a green background and also has the symbol or ,

C. Add 1 movement point if Napoleon accompanies the stack.

D. Add 1 movement point if a corps with the symbol is alone in the actual moving stack, or is only accompanied by a commander. If the stack contains several corps, the movement bonus of such corps never applies.
If the stack has 0 movement points or less it does not move and all selected blocks are turned immediately to their *has been Activated* side.

2) Move the stack along a continuous path of connections up to the limits of its movement points. You cannot separate the stack during the move. Each connection crossed counts for 1 movement point – a connection with a *Destroyed bridge* marker costs 3 movement points. It is permissible to spend less than a stack's total available movement points, but these lost points are not retained for a later operation. Once a 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.

3) Determine fatigue. At the end of the march, add up fatigue points:

A. 1 fatigue point per corps for each movement point spent above the third.

B. 1 fatigue point for the stack if it begins its move in a contested area.

C.1 fatigue point for the stack if it ends its move in a contested area.

D. The stack adds or subtracts fatigue points depending on the card either side plays, with the name of the event on a green background and with the symbol or ,

E. 1 less fatigue if Napoléon accompanies the stack.

4) Distribute equally the fatigue points received between the corps of the stack. Any balance is allocated freely by the player controlling the stack.

Axis of Retreat: 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 the stack has just crossed.

- If a new friendly stack enters the area, regardless of the connection used, its *Axis of Retreat* will be that of the friendly stack already present.
- If a new enemy stack enters the contested area, an *Axis of Retreat* marker is not placed. Thus either side can only have one *Axis of Retreat* per area.
- If a new enemy stack enters the area through the *Axis of Retreat* 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.
- If an area is no longer contested the *Axis of Retreat* marker is removed.

At the beginning of an operation, if the owning player decides to move a stack from a contested area, the following restrictions apply:

- A stack must follow a connection with an *Axis of Retreat* marker from its side - if there is one.
- A stack cannot use a connection with an opponent's *Axis of Retreat* marker.

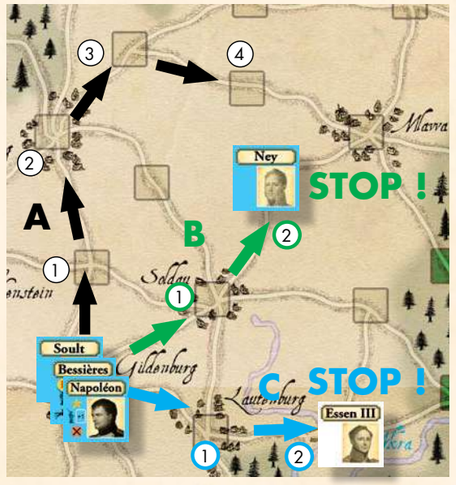


Example - Move

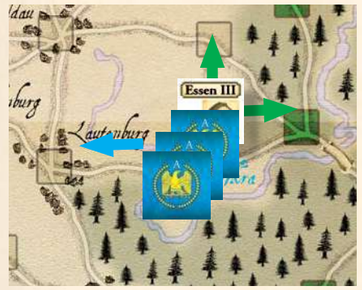
It's the French player turn to conduct an operation. The French player selects in the Gildenburg area a stack where all the corps and commander are on their to be Activated side. They get several options. They can activate the Bessières corps alone, or the Soult corps alone, or both corps together. It's not mandatory to activate the commander, but he can't stay alone in the area.
After revealing a card, the French player gets 4 movement point (4). Depending on their selection above, the stack will have the following movement points:

Soult : *No change, the stack has 4 movement points.*
Bessières : *The stack gets 1 more movement point thanks to Bessières symbol, and has 5 movement points.*
Soult + Napoléon : *The stack gets 1 more movement point thanks to Napoléon symbol, and has 5 movement points.*
Bessières + Napoléon : *The stack gets 2 more movements point thanks to Bessières and Napoléon symbols, and has 6 movement points.*
Soult + Bessières + Napoléon : *The stack doesn't get 1 more movement point thanks to Bessières symbol because he is not the only corps in the stack. However the stack get 1 more movement point thanks to Napoléon symbol. The stack loses 1 movement point because it is made of 2 corps and has 4 movement points.*

The French player choose to move with both corps and Napoléon.
Case A *– the stack uses 1 movement point per connection for a total of 4. Each corps suffers 1 fatigue for the 4th movement point used ●●, but the French player ignore 1 of them thanks to Napoléon ⊗ symbol.*
Case B *– the stack uses 2 movement points and must stop because it enters an area occupied by a friendly stack.*
Case C *– the stack uses 2 movement points and must stop because it enters an area occupied by an enemy stack. The area becomes contested The French stack suffers 1 fatigue ● because it enters a contested area but ignore it thanks to the Napoléon ⊗ symbol. The French player places their Axis of Retreat on the last connection crossed pointing to Lautenburg.*
At the end of the move, the corps and the commander are flipped flag up on their has been Activated side



It's now the Russian player turn to perform an operation.



The French player placed an Axis of Retreat at the end of their move. If during a subsequent operation, Essen III wants to leave the area he will only be authorized to use a connection with the green arrows on the picture.

As an area can only have one Axis of Retreat, if a new French stack enters the area, regardless of the connection used, its Axis of Retreat will be the same one, pointing to Lautenburg. If a Russian stack enters the area, there is no Russian Axis of Retreat added. If a Russian stack enters the area using the connection coming from Lautenburg, the French Axis of Retreat marker is removed and the French stack suffers 2 fatigues immediately.

Combat

A player may initiate combat with their activated stack that is in a contested area at the beginning of its activation or following a move.
The player who initiates the combat is called the attacker, their opponent the defender. The defender must defend with all corps present in the area, whether on their *to be Activated* or *has been Activated* side.
A combat ensues using the following procedure:

1) Determine the number of combat cards each player must reveal:
A. First the attacking player and then the defender may play a card from their hand with the name of the event on a green background and with the symbol ⚔.
B. 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.
C. Subtract 1 card if the corps moved during this operation performing a moving attack.
D. Subtract 1 card per corps that has more than 4 fatigue points. If at this step the number of cards to reveal is 0 or less, then the attack is cancelled. The attacking corps are returned to their *has been Activated* side. It is now the defender's turn to perform an operation.
E. Add 1 card to the defender if the defender is in a wooded area.
F. Add 1 card to the defender if they are in an area with a fortified town and the area has one of their *Control* markers.
G. Add 1 card to the stack that fights in an area with a *Citadel* marker of its side.
H. Add the bonus(es) of the corps and of the commander, if he is part of the stack. Unlike moving, all such bonuses apply even if the corps involved is not alone in the stack.
I. Add or subtract cards according to the events chosen by the players.

2) Reveal the number of cards counted simultaneously.

3) Determine the effects of combat. Each player consults the box, combat effect, at the bottom left of the cards. Each symbol ⚔ or ⚔ corresponds to 1 loss inflicted on their opponent, and each symbol ● to 1 fatigue point inflicted on their opponent.

4) Allocate the results of the combat – First fatigue and then losses, distributed equally between the corps in the stack. Any 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 assigned to a cavalry strength point.

5) 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. If there is no winner, the two stacks remain in the combat area and there is not retreat and pursuit.

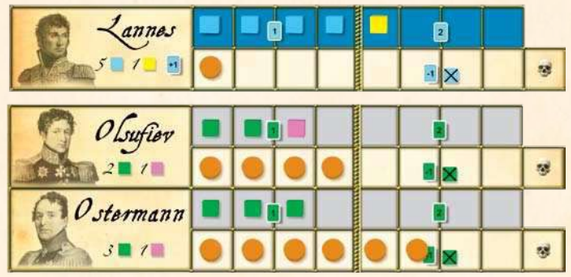
6) Retreat. The stack that lost the combat must retreat a number of connections equal to the difference in losses inflicted on the two sides. If the losing stack has an *Axis of Retreat* marker of its color, the first retreat connection must be the one where its marker is located. The retreat direction is then freely determined, save that a stack cannot use the same connection twice and must move away from the combat area when retreating. If the losing stack does not have an *Axis of Retreat* marker in place, it is free to retreat in whichever direction at the player's option. If during retreat it enters an area that is either solely occupied by an enemy stack or is contested, it must stop and undergo 2 additional fatigue points per opposing corps present. If it enters an area occupied by a friendly corps, it stops without suffering additional fatigue. A stack can retreat through a connection with a *Destroyed Bridge* marker but must undergo 2 additional fatigue points. All fatigue points suffered during retreat are cumulated and distributed equally by its owner.

7) Pursuit. If the winner has more cavalry strength points than their opponent and the combat area is not one that prevents pursuit – wooded, fortified town or citadel - there is pursuit. The winner reveals a card, adding 1 card for each corps with the symbol 🐎 is present on the winning side, and also adding or subtracting cards according to the events chosen by the players. Look at the box, combat effect, at the bottom left of the revealed cards. The retreating stack suffers fatigue but not the losses, which are ignored; fatigue is distributed equally among the corps of the stack.

Combat

This is the beginning of a new turn. The French player won the initiative and decides to fight. The Russian player defends with its two corps, even if Ostermann is on its has been Activated side.





The French 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 ⚔.



They play Skirmishers, meaning the Russian stack undergoes 1 fatigue point, which is attributed to the corps of Ostermann so that Olsufiev does not go up to 5 fatigue points and avoid losing 1 combat card. The Russian player doesn't play a card.
The French player counts how many combat cards to reveal: 5 strength points of Lannes (2 cards), bonus of Lannes (1 card) for a total of 3 cards.
The Russian player counts how many combat cards to reveal: 3 strength points of Olsufiev (1 card), 3 strength points of Ostermann (1 card) but 6 fatigue points (minus 1 card), bonus of Benningsen (1 card), for a total of 2 cards.
Both players reveal cards simultaneously from their draw pile and consult the box, combat effect, at the bottom left of the cards.

French

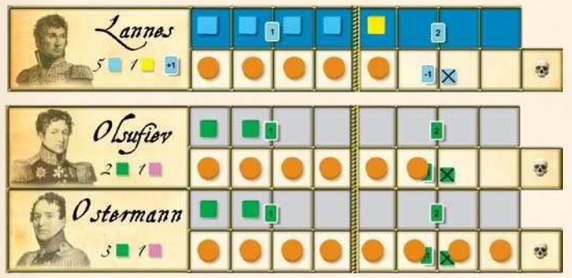


The Russian stack suffers 2 losses and 3 fatigue points. The fatigue points are distributed as equally as possible: 1 for each corps and the last one to Olsufiev.
Since there is more than one loss, the Russian player must remove at least 1 cavalry strength point from the stack. 1 infantry strength point is removed from Ostermann and 1 cavalry strength point from Olsufiev. Victory points are decreased by 2.

Russian



Lannes suffers 4 fatigue points.



The Russian stack loses the battle since it has suffered more losses than the French stack. It must therefore retreat two connections (2 losses suffered for 0 inflicted) while moving away from P.Eylau and without using the connection with the French Axis of Retreat. The Russian stack has less cavalry strength points than Lannes, so there is pursuit. The French player reveals a card:



The fatigue points are distributed equally: 1 for Olsufiev and 1 for Ostermann. The corps of Ostermann has more than 8 fatigue points, so it is eliminated and removed from the gameboard. Its 2 remaining strength points are lost and the victory points are decreased by 2.
The corps of Lannes and Olsufiev as well as the commander Bennigsen are flipped to their has been Activated side.
Note: If Lannes had moved before fighting, he would have revealed 1 less card (moving attack)

Determining Victory

Victory is determined by increasing or decreasing the number of victory points on the game board track. Every change in victory points is made immediately or at the end of the scenario.

Immediately:

- 1 victory point per opponent strength point eliminated, either due to combat or excessive fatigue.
- 1 victory point when a player places a *Control* marker on a fortified town 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 end of the scenario:

- Value in victory points for each citadel area with an enemy *Citadel* marker that is occupied by a lone friendly stack or is besieged (with a *Siege* marker).

When the French player gains victory points, decrease the number of victory points on the track situated on the gameboard.

When the Russian player gains victory points, increase the number of victory points on the track situated on the gameboard.

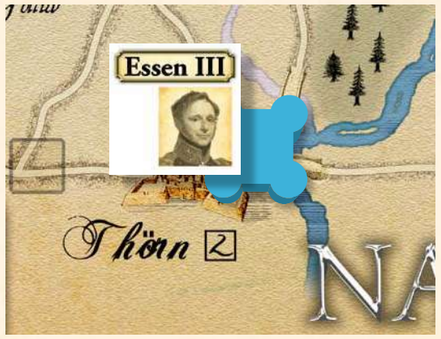
If the number of victory points is equal to 20, the game ends immediately with a Russian victory.
If the number of victory points is equal to 0, the game ends immediately with a French victory.
At the end of the game, if neither player has won, see the victory conditions of each scenario to determine the winner

Special case: if Napoleon is eliminated, the Russian player immediately wins the game. The elimination of a Russian commander has no effect.



Example - Victory points determination at the end of a scenario

There is a Siege marker under the Russian citadel on the Danzig area. The Citadel is besieged by the French at the end of the scenario. Victory points are decreased by 2.



The Thörn area contains a French Citadel marker and is occupied by a Russian stack (Essen III corps) alone in the area. Victory points are increased by 2.

Rules of the Grognard

The Rules of the Grognard introduce new options for the players while adding a small amount of extra complexity. To work as intended, both players must trust each other.

Fog of War

During play both players will keep the identity of their corps concealed by placing their blocks upright. These always move with their flag side presented to the opponent.
Corps' identities are only revealed when one of the two players initiates combat in an area, and this prior to playing an eligible card for its event during that combat. The friendly and enemy corps in the area are placed flat, face up. At the end of the combat, after resolving any pursuit, all participating corps are put back upright with their identities again concealed.



to be Activated *has been 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 the A of the flag is upside down, at the bottom, the status is *has been Activated*. Thus, there will no longer be a face up or face down status as in the *Rules of the Conscript.*

Cavalry Vedettes



To add uncertainty, players will now use cavalry vedettes. They represent patrols of light cavalry, such as the hussars of the period that armies employed to discover the whereabouts of the opposing army as well as screening the movement of friendly forces. Vedettes are large blocks presented in the color of the army to which they belong, and have a vedette sticker on one side and the usual flag sticker on the other.

At the beginning of the game the players place their corps, then add the number of vedettes as indicated by the scenario instructions.
During an operation, the player can select one or more vedettes in an area and move them. The basic rules are applied as if the vedettes were corps, but any 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 or more of their corps at the end of the vedette move.
Vedettes cannot combine with corps for an 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 if the area is contested.
- A stack that enters an area with an enemy vedette, irrespective of whether it is alone or not, eliminates the vedette unit(s) present. If the vedette is alone (or just with other vedettes) the active 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 does reveal 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 fortified town areas with an opposing *Control* marker and place them under control of their side.
- Vedettes may never enter or be placed in a citadel area with an opposing *Citadel* marker.
- A friendly vedette doesn't prevent the move or retreat of a friendly stack. Conversely, a friendly stack doesn't prevent the move of a friendly vedette.
- 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.

Details on playing cards

REMINDER - Each player may play only one card with a green background to apply its event during an operation. This means, for example, that players 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 if the defending player uses a card during a move by an opposing stack, he will not be able to play a card in an ensuing combat.

AIDE-DE-CAMP – Look at the hand of cards of your opponent.

AMBUSH – the French stack immediately suffers 1 fatigue point, to be assigned by the French player.

ANTICIPATION – choose a card from 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.

ASSAULT COLUMN – event can only be played in combat when a French stack is attacking. The French stack reveals 1 additional combat card and suffers 2 fatigue points immediately, to be allocated evenly to any corps in the stack by the French player.

AUDACITY – event can only be played in combat when a French stack is attacking. The Russian stack does not earn an extra combat card by defending in a wooded area, a fortified town area, or a citadel area.

BACK TO THE RIVER – event can only be played by the winner of a combat, and only if the opposing stack retreats through a connection with a bridge as its first retreat connection, destroyed or not. The retreating stack immediately loses 1 strength point, to be allocated freely by its owner. If there is a *Destroyed bridge* marker, the retreating stack suffers 2 fatigue points as normal.

CANNON SOUNDS – a single corps, previously activated or not, in an uncontested area adjacent to a declared combat – i.e. separated by a single connection from the area where the combat is taking place, even with a *Destroyed bridge* marker, is moved to the combat area and takes part in either the attack or defense. Commanders can accompany this corps. The corps doesn't suffer fatigue. If it enters through a connection with an opposing *Axis of Retreat*, it is removed and the enemy stack suffers 2 fatigue points immediately, to be evenly distributed.

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. If the French *Winter Quarters* card is in play, the strength point must be taken from it.

COLD – event must be played as soon as it is drawn and is valid for the whole turn. At the beginning of the recovery phase, every corps on the board, on their *has been Activated* side, suffers 1 fatigue point. This fatigue is allocated before recovery.

CONSCRIPT – the French player adds 1 infantry strength point to any corps anywhere on the game board. This cannot be used to recreate a previously eliminated corps. This strength point doesn't add victory point and is not taken from the French *Winter Quarters* card if in play.

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 another stack.

COSSACKS – the Russian player randomly draws a card from the French player's hand and discards it.

COUNTERMARCH – event can only be played at the beginning of the move of your opponent stack, after they reveal their card. The stack has 1 less MP. This card can also be played to cancel the effect of a *Forced March* card.

Details on playing cards

COUNTER ORDER – event can only be played after the opposing player has played a card for its event. The opposing player's event is canceled.

DESTROYED BRIDGE – at any time during its move, if a Russian 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 Russian stack spends 1 movement point to destroy the bridge and can continue its move. If the Russian 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 turned 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 over a minor river, thus 3 in total. You can only destroy one bridge per event played.

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

EPIDEMY – The Russian player selects a French stack. All the corps of the stack suffer 1 fatigue point immediately.

FATIGUE – event can only be played at the end of a move by an opposing stack. The opposing stack, per the card's instructions, suffers 1 additional fatigue point. 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's move. The stack receives 1 additional movement point. A stack that otherwise has negative or zero movement points can always move 1 connection with this card even if there is a *Destroyed bridge* marker.

FORAGE – event can only be played at the beginning of a stack's move if it has at least 2 movement points. Remove 2 fatigue points from the stack, but the stack loses 2 movement points. This event can be used if the stack is in a contested area. In this case combat is possible after the use of the card, however the stack will reveal 1 less combat card as it is considered as performing a moving attack.

FORD – a corps moving alone can cross one connection with a *Destroyed bridge* marker over a river without spending the 2 additional movement points.

FOR THE TSAR – the Russian player selects a Russian stack and removes 1 fatigue point from each corps in the stack.

GRAPESHOT – The French stack suffers 2 additional fatigue in the combat results.

GREAT BATTERY – event can only be played during a combat if the French stack has at least 3 army corps. The Russian stack will add 1 additional strength point loss to the combat result. Every French corps in the French stack suffers 1 fatigue immediately.

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

HUSSARS - the French player randomly draws a card from the Russian player's hand and discards it.

IMPATIENCE IN PARIS – event must be played as soon as it is drawn. Victory points increase by 1 immediately.

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 friendly corps must be present in the chosen stack. Stacks containing only vedettes cannot be selected.

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

KAMENSKI – the Russian player immediately removes Kamenski (a commander block) from the game. If this card is drawn again, it can't be played as event but only for recovery.

Details on playing cards

LAST EFFORT – event can only be played at the beginning of your opponent's operation after they select their stack but before they reveal their card. A Russian stack on its *has been Activated* side may move from a free area to a free or contested area, even if there is a *Destroyed bridge* marker on the conection. All the corps of the stack suffer 2 fatigue points immediately. The stack doesn't suffer 1 fatigue point if entering a contested area. If the Russian stack enters a contested area using a connection with a French *Axis of Retreat*, it is removed and the French stack suffers 2 fatigue immediately.

LOBANOV – the Russian Lobanov army corps is placed immediately on its *to be Activated* side in Allenburg or Rastenburg - Russian player's choice as to location. If these two areas are occupied solely by French stacks, the card can't be played for its event.

MARIE WALEWSKA – During the whole turn, Napoleon does not provide any bonuses (additionnal combat card, additionnal MP and fatigue bonus) to the stack he accompanies.

MUD – This card never appears in the draw piles of the players. It comes into effect at the beginning of a turn if a *Rain* or *Snow* event had been played in the preceding turn, and if no *Rain* or *Snow* event has been played for the current turn. The event is valid for the whole turn. Whenever a player activates one of their stacks, it suffers 1 fatigue point immediately, to be allocated by the controlling player. 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 2 movement points.

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 Russian stack, after its retreat. The Russian stack must retreat through an additional connection and suffer 2 fatigue points, to be allocated evenly by the Russian player.

PONTOON BRIDGE – at any point during a move, if a Russian stack (except vedettes) is in a free area adjacent to a connection with a *Destroyed bridge* marker, remove the *Destroyed bridge* marker from that connection. The Russian stack spends 1 movement point to repair the bridge and can continue its move. If the Russian 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 turned to its *has been Activated* side. You can only repair one bridge per event played.

PONTONNIERS – at any point during a move, if a French stack (except vedettes) is in a 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 to repair 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 turned to its *has been Activated* side. You can only repair one bridge per event played.

QUICK DEPLOYMENT – the relevant French stack does not lose 1 card during combat owing to a moving attack.

RAIN – event must be played as soon 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 allocated 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.

REACTION – event must be played at the beginning of your opponent's operation, after they select their stack, but before they reveal their card. Whether previously activated or not, a friendly stack can then move from a free area to another adjacent free area. It is possible to cross a connection with a *Destroyed bridge* marker.

REAR GUARD – event can only be played during a combat when a Russian corps is alone in defense. The Russian corps retreats 2 connections immediately. It loses 1 strength point and suffers 1 fatigue point. There is no pursuit. The Russian corps and the attacking French stack are flipped to their *has been Activated* side.

Details on playing cards

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

REINFORCEMENT – the Russian player adds 1 infantry strength point to any corps on the board. A previously eliminated corps cannot be recreated via this reinforcement. This strength point doesn't add victory point and is not taken from the French *Winter Quarters* card if in play.

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 effect. Do not draw a replacement card in this case.

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

SKIRMISHERS – the Russian stack immediately suffers 1 fatigue point, to be freely allocated by the Russian player.

SNOW - event must be played as it is drawn and is valid for the whole turn. Each time a stack moves, it loses 1 movement point.

SNOW STORM – if the French stack contains at least 3 army corps, one of its corps, chosen by the French player, does not add its combat cards and suffers 1 fatigue point immediately. This corps suffers combat results normally and is flipped to its *has been Activated* side at the end of the combat.

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

STRATEGIC RETREAT – Event is valid for the entire turn. Each time a Russian stack moves, it receives 1 additional movement point but must move closer to *Königsberg*. Moving closer means having fewer connections separating it from the *Königsberg* area at the end of its move than at the beginning. If the stack cannot move closer to *Königsberg*, the move is prohibited.

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

SURRENDER – event must be played as soon as it is drawn. If there is a *Siege* marker in the *Graudenz* area, replace the Russian *Citadel* marker with a French *Citadel* marker. Victory points are reduced by 1. If the citadel is not besieged, the card is discarded without effect.

THE GUARD – event can only be played in a combat where the corps of *Lefebvre* (*Pultusk* scenario) or *Bessières* (*Eylau* and *Friedland* scenarios) 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 this stack suffers 1 extra fatigue point in the combat results.

THE «ROUGEAUD» – event can only be played if the corps of Ney is engaged in a combat. The French player reveals a card. If the value of the card is 1, 2 or 3, Ney's corps suffer 2 fatigue points immediately. If the value is 4 or 5, Ney reveals 1 additional combat card.

TSAR'S IMPATIENCE – The Russian player must perform an attack this turn or the VP are reduced by 1 at the end of the turn.

WINTER QUARTERS – these cards are not part of the player's draw piles at the beginning of the game. Each player places the card on the dedicated space on the game board: 
Strength points lost during the game are placed on these cards. A player who gets a total of 5 losses adds the card to their discard pile. Whenever the card is drawn, it is placed on the side of the game board. It has no effect and another card is drawn to replace it. As soon as the 2 *Winter Quarters* cards are on the side of the game board, the game ends at the conclusion of the current turn even if it means that the game finishes before the turn given in the scenario. If the players use dice instead of cards for combat resolution, *Winter Quarters* cards are shuffled directly into the draw pile of the players.

NAPOLEON
1807





SHAKOS