

# BORODINO 20

## [0.0] EXCLUSIVE RULES

This is the Exclusive Rules sheet for **BORODINO 20**, a game that also uses the **NAPOLEONIC 20** Standard Rules. When combined, these two rules documents form the entirety of the rules needed to play **BORODINO 20**.

**These Exclusive Rules supersede the Standard Rules when there is a conflict.**

## [1.0] INTRODUCTION

**BORODINO 20** is based on the climactic battle that occurred on 5-7 September 1812 during Napoleon's Russian campaign. One player commands the French army of Napoleon, while the other leads the Anti-French forces consisting of the Russian armies under General Kutuzov who is making a final stand before the French reach Moscow.

## [2.0] GAME EQUIPMENT

**The Game Map:** The 11" x 17" game board features a map portraying that part of Russia where the campaign took place.

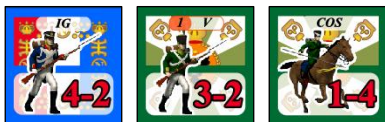
The blue units are French and Green units are Russian.

Unit abbreviations include:

|                     |                |
|---------------------|----------------|
| IG = Imperial Guard | Res = Reserve  |
| Bag = Bagration     | Gar = Garrison |
| Bar = Barclay       | Coss = Cossack |
| Pl = Platov         |                |

### Elite Forces

For the purposes of Routing (a -2 die roll modifier; see 9.6) and Rallying (a +1 die roll modifier; see 10.0), all of the following units are considered Elite Forces: the **French Imperial Guard**, plus the **Russian V** and **Cossack Cavalry Corps**.



For purposes of Morale fluctuation from their commitment in Battles, only the **French Imperial Guard** and **Russian V Corps** units are considered Elite Forces.

## [3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup proceeds as follows:

1. The Game Turn marker is placed on the 'September 5 Morning' space.
2. Place the French Morale marker on the '7' space and the Russian Morale marker on the '8' space of the Morale Track.

3. Place the units on the map or the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:

### French

Turn 1: IC and IIC (at area B)  
 Turn 2: III and IV (at area B)  
 Turn 3: V (at area B)  
 Turn 4: VIII (at area B)  
 Turn 5: IIIC (at area A)  
 Turn 6\*: IVC (at area B), I (at area A)  
 Turn 7: IG, Res Art. and Res Cav. (at area B)

\*There might also be some delayed French Reinforcement units arriving (in area C) beginning at this time when conducting Davout's Flanking March (18.1).

### Russian

All units are set up in the indicated hexes.

Hex 0406: Bag Cav.    Hex 0508: VII  
 Hex 0907: VIII    Hex 1310: 1st Militia

|                     |                     |
|---------------------|---------------------|
| Hex 0903: Cadre*    | Hex 1005: VI        |
| Hex 1206: V (Guard) | Hex 1305: Res Art   |
| Hex 1306: Res Cav.  | Hex 1403: IV        |
| Hex 1405: Bar Cav.  | Hex 1501: II        |
| Hex 1601: III       | Hex 1802: Coss Cav. |

These units deployed in the 'shaded setup' hexes cannot be moved until 'released' when using Kutuzov's Defense Plan (6.10).

*\*Representing a special Jaeger detachment.*

Set aside the Russian 2nd, 3rd, and 4th Militia units; they arrive as possible Reinforcements via Random Events.

Place the Pontoon Bridge Status marker on its "No Pontoon Bridges" side near that location.



## [4.0] SEQUENCE OF PLAY

The French player is the **First Player**.

## [5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on the first Game Turn.

## [6.0] MOVEMENT

### The Pontoon Bridges



The French built several pontoon bridges across the Kalotchka River. To simulate their construction, use this procedure:

1. The first unit to cross a Pontoon Bridge **must** be a French infantry unit.
2. That first French infantry unit **must** spend its *entire* Movement Allowance for that turn to cross to the other side (i.e., its *only*

*movement is to cross the river and build the bridges that turn).*

After that, *all* of the pontoon bridges are considered 'built.' Flip the Pontoon Bridge Status marker over to its "Pontoon Bridges Built" side.



Once built, the Pontoon bridges may only be used by the French player. They function as normal bridges at their respective Locations; retreats across a Pontoon bridge are not considered "Hazardous Retreats" (9.8.3).

### Russian Movement Restrictions

**[6.10] Kutuzov's Defense Plan:** The Russian commander, General Kutuzov, was utterly convinced that Napoleon intended to attack his position by crossing the Kalotchka River to the north of Borodino. As a result, he held the bulk of his army in place in near-impregnable positions to counter that expected move. This led to his keeping those forces in place long after it should have been clear that the French were fully committed against him to the south of that river.

**[6.10.1] Command Paralysis:** During his Movement Phase, the Russian Player may not move any of his units which set up in the hexes north and east of the town of Smyonovskaya until they are **released** (however, these units may still attack as normal). Indicate their 'unreleased' status by flipping these units over (i.e., face-down when *not* using the Fog of War Optional Rule, or face-up and rotated 180° when using it).

**[6.10.2] Releasing the Army:** At the start of each of his Movement Phases, the Russian Player may roll a die to try to release these units. Normally, a maximum of only *one* unit per turn may be released in this manner; once the "orange" release line has been crossed by a French unit, the Russian player may attempt to release up to *two* units. (See the on-map Table for details.)

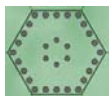
In addition, a unit is **automatically released** if it engages in battle with an enemy unit, and *all* Russian units are automatically released if a French unit ever occupies the Great Redoubt (0904) or is in or adjacent to Gorki (1205).

When a unit is released, flip it back over (i.e., face-down when using the Fog of War Optional Rule, or face-up when not using it) to indicate its 'released' status.

**[6.10.3] Effects of Being Released:** Once released, those units may move freely for the remainder of the game.

**[6.10.4] VARIANT:** To see what would have happened if General Kutuzov had a more realistic appreciation of the situation, ignore all provisions of rule 6.10.

## [9.0] COMBAT



### [9.8.1] Terrain Effects –

**Russian Field Works:** In addition to the Raievski or “Great” redoubt (which is a Fortified Hex affecting both sides normally), the Russians also hastily created the “Fleches” and Schevardino redoubts before the battle. These two smaller field works are Redoubt Hexes, but **their benefits apply to Russian units only.** French units receive no benefits when occupying either of these two hexes.

### [9.8.6] Retreat Direction Priority:

- **French** units must retreat towards one of the two French LOC hexes near the southwest corner or west map edge.
- **Russian** units must retreat towards one of the two Russian LOC hexes on the east map edge.

## [11.0] REINFORCEMENTS

### [11.5] Unit Arrival Locations:

Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

**French units:** along the western map edge in one of the two coded entry areas (A or B) and see 18.1.

**Russian units:** along the eastern map edge, on or between the Moscow-Smolensk Highway and the Old Post Road.

## [12.0] ARMY MORALE

**[12.6] Stand and Fight:** *After months of retreating, Borodino was to be the decisive battle that drove the French invaders from Russia. Had the Russian commanders not held their ground, the army's morale would have plummeted.* To simulate this, at the end of any Non-Night Russian Player Turn that the French occupy both Russian Objective hexes, the Russians lose one (-1) Morale Point.

## [13.0] NIGHT TURNS

**Morale Recovery from Rest:** **The Russians increase their Morale Points by two (2) points at Night (instead of one).**

**French Objective Hexes:** Schevardino (0507).

**Russian Objective Hexes:** The Great Redoubt (0904) and Gorki (1205).

## [16.0] OPTIONAL RULES

Although the game works fine with these new Russian units types functioning normally, it is more interesting and realistic to employ their special abilities.

**[16.8] Militia Infantry:** Militia units were of poorer quality than regular troops, and more prone to disorganization in battle. To



simulate this, the Militia units function as normal infantry units in all respects except:

**[16.8.1] Combat Results:** Battle outcomes affect Militia units differently.

- When a Militia unit **Breaks**, it is Eliminated instead. *That is, Militia units can never be Rallied (10.0).*
- When a Militia unit **Routs**, add two (+2) to its Rout die roll. *Militia units are the 'opposites' of Elite Forces.*
- When a Militia unit suffers a **Withdraw** result, place a Routed marker on it. Note that this is not an actual ‘Rout’ and so no Morale loss is incurred. *Militia units require more time to regain their cohesion.*

**[16.8.2] Organization:** Militia units are *not* Cadre units. They cannot be broken down into, nor combined with, Cadre units when using Optional Rule 16.7

**[16.8.3] Moscow Militia:** Because Moscow is so near to this battlefield and could generate a *lot* of Militia units, eliminated Militia units in **BORODINO 20** may ‘recycle’ and reenter play as many times as the Russian players can draw cards to bring them in.

### [16.9] Russian Cossack Cavalry:

The Russian Cossack Cavalry functions as a normal cavalry unit except:



**[16.9.1] Movement:** It need not stop in Rugged Terrain hexes (i.e., Forest, Rough and Swamp; an exception to Rule 6.5). Instead, it may simply spend *two* Movement Points and continue moving. If it enters a Rugged Terrain hex when it has only one Movement Point remaining, it must stop as usual.

**[16.9.2] Reaction:** During the Cavalry Reaction Phase, it **cannot** Countercharge (8.1) or Penetrate (16.2). *The Cossacks are a light, irregular mounted unit.*

However, Cossacks **can** disengage from the ZOCs of enemy cavalry units (i.e., it ignores Rule 8.3.2). *Thus, the Cossacks can always run away from a fight unless they are being attacked from opposite sides and are, in effect, ‘surrounded.’*

## [18.0] GAME VARIANT

Napoleon displayed little of his previous tactical brilliance at Borodino. As the battle began to take shape, Marshal Davout suggested conducting a flank march to the south, to unhinge the left flank of the Russian line. Napoleon rejected the proposal, refusing to divide his forces, but it was a sound (if risky) option.

**[18.1] Davout’s Flanking Maneuver:** What if Napoleon had tried Davout’s bold maneuver? To simulate this, the following scenario may be used:

**[18.1.1] Setup:** During his setup, the French player spends (well, ‘deposits’ might be a better word, see 18.1.4) one Morale Point. In exchange, he may select up to four total units from among his reinforcements (including any Dummy units, but *excluding* the Imperial Guard, Reserve Cavalry, or Reserve Artillery units) to conduct a ‘Flank March.’ These units are secretly placed face-down under the Flank March counter and put on the Game Turn 10 box of the Game Turn Track.

**Historical Note:** Davout urged sending III Cavalry, and I and V Infantry Corps, on this Flank March.

**[18.1.2] Arrival:** Beginning on Game Turn 10 (the Evening turn of September 6th), at the beginning of the French

Movement Phase, roll a die for each individual unit under the Flank March counter to determine if it arrives on the map as a Reinforcement at Area C as per the on-map Table.

If any units remain under the Flank March marker, advance it ahead to the *next* turn on the Turn Track and repeat this procedure again on that turn until there are no more units left under it. When that happens, remove the Flank March marker from the game.

**[18.1.3] Entry via Force March:** On the turn that each Flank March unit enters the map via Area C, it receives one additional (+1)

Movement Point; that is, it conducts a ‘free’ Force March. *This may not be increased by paying a Morale Point to Force March the rest of the army, but does not, by itself, prohibit the French from taking a ‘Lull’ turn, either.*

**[18.1.4] Morale Bonus:** When the first Flank March unit arrives on the map, increase the French Morale level by one (+1 Morale Point). *In effect, the French army receives back the one Morale Point it paid to initiate this scenario option.*



## GAME CREDITS

**Game Design:** Lance McMillan

**Game Development:** Alan Emrich

**Art & Graphic Design:** John Cooper

**Playtesting:** Rod Bauer, Steve Carey, John Leggat, Kim Meints, Joe Miranda

### The “City Ablaze” marker:

This extra piece is not used in **BORODINO 20**; it is provided for use with the

**RUSSIA 20** Expansion Kit that explores the battles that *almost* took place between these two armies at Smolensk and Gzhatsk.

