

SMOLENSK 20

[0.0] EXCLUSIVE RULES

This expansion kit for **BORODINO 20** uses that game's counters, tables, and its copy of the **NAPOLEONIC 20** Standard Rules. etc. combined with this game's map, cards, and this rules sheet to play **SMOLENSK 20**.

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

[1.0] INTRODUCTION

SMOLENSK 20 is based on a trap sprung from August 16 to 19 during Napoleon's Russian campaign in 1812 where the Russian 'scorched earth' retreat almost ended in a decisive pitched battle. One player commands the French army of Napoleon, while the other leads the (Russian) Anti-French forces under Barclay do Tolly.

[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.

French units are blue, Russians are green.

Unit abbreviations include:

IG = Imperial Guard	Res = Reserve
Bag = Bagration	Gar = Garrison
Bar = Barclay	Cos = Cossack

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 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 'August 16 Morning' space.
2. Place the French Morale marker on the '8' space and the Russian Morale marker on the '7' 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 (all from Area "D")

Hex 0213: III	Hex 1213: Res Cav.
Turn 2: I	Turn 7: IC
Turn 3: V, IIC	Turn 9: IVC
Turn 4: IG, Res Art	Turn 11: VIII
Turn 6: IIIC	Turn 13: IV

Russian

Hex 0601: VI	Hex 0811: VII
Hex 0910: Militia 1	
Turn 1: II (A).	Turn 2: IV (A).
Turn 3: Bar Cav (A), Bag Cav (B).	
Turn 4: Art Res (A), III (B).	
Turn 5: V (A).	
Turn 6: Res Cav (A), Cos Cav (B).	
Turn 7: VIII (B).	

Remove Militia 2, 3 and 4; they are not used in this game.

Set aside the **City Ablaze!** marker; it arrives as a possible Random Event.

Place the **Pontoon Bridge Status** marker on its "No Pontoon Bridges" side near that location (1613/1712).



[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

City Ablaze!

While the City Ablaze! marker is on the map, the entire cluster of Smolensk city and fortified hexes are treated as Rugged Terrain (as per 6.5) for movement purposes, meaning that units must stop upon entry, and the roads in these hexes no longer provide a movement benefit (as per 6.6).

A city ablaze does not affect combat, nor are the Bridges there affected. Once drawn, Smolensk stays "ablaze" until the appropriate Event card removing this effect is drawn.

The Pontoon Bridge

The French built a pontoon bridge across the Dnieper River between hexes 1613 and 1712. To simulate its construction, use the following procedure:

1. The first unit to cross it **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.

After that, the pontoon bridge is considered 'built' and functions as a normal bridge at that Location for the rest of the game. *Flip the*



Pontoon Bridge Status marker over to its "Pontoon Bridges Built" side.

Once built, the Pontoon bridge may only be used by the French player. It functions as normal bridge at its location. However, retreats across the Pontoon bridge are not considered "Hazardous Retreats" (9.8.3).

Note: no Russian unit can enter hex 1712 prior to the construction of this bridge.

The Undiscovered Ford



There is an "undiscovered ford" crossing the Dnieper between 0908 and 1009. The French may not use the ford until they "**discover**" it.

The French Player may roll to discover the ford if he has a unit occupying either side of it at the beginning of his turn. On a roll of 2 or 3, the ford is discovered and may be used normally for the remainder of the game. On any other roll, the French do not discover the ford but may roll again on subsequent turns if either end of the ford is occupied by a French unit.

The Russians are aware of the ford's existence and may use it at any time. However, if/when Russians use the ford, the French are then immediately considered to have discovered it.

[9.0] COMBAT

[9.86] Retreat Direction Priority:

- **French** units must retreat towards one of the two French LOC hexes near the southwest corner of the map.
- **Russian** units must retreat towards one of the three Russian LOC hexes on the north and east map edges.

[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 southwest map edge between hexes 0112 and 1214.

Russian units: along the north map edge, near either hex 0601 or hex 1301.

[11.6] Russian March Confusion: On the Game Turn that Russian reinforcements are due to arrive, roll a die for each such unit. On a result of 1, delay that unit's arrival until the next turn and **roll for it again**; on a result of 2 or 3, the unit arrives and is placed on the map, but **cannot move** that turn; on a result of 4, 5, or 6 the unit arrives and can move normally that turn.

[13.0] NIGHT TURNS

French Objective Hexes: None.

Russian Objective Hexes: Smolensk (0809) and Lubino (2108).

[16.0] OPTIONAL RULES

New Unit Types

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 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

[16.9] 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, Swamp, and a burning Smolensk; 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 stops 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.'*

[17.0] PURSUIT SCENARIO

After de Tolly's extemporaneous withdraw order, a very demoralized Russian army

began falling back on the night of 17-18 August. French pursuit was lackadaisical and Napoleon took the 18th 'easy' to tend to administrative matters after Ney's optimistic pursuit reports.

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

1. The Game Turn marker is placed on the 'August 17 Night' space (**Turn 10**).
2. Place the French Morale marker on the '7' space and the Russian Morale marker on the '3' space of the Morale Track.
3. The players deploy their units as follows:

French

Hex 0406: IIC	Hex 0809: Res Art.
Hex 0506: IC	Hex 0811: IVC
Hex 0707: III	Hex 0908: I
Hex 0709: IG	Hex 1110: V
Hex 0808: Res Cav.	Hex 1513: IIC
Turn 11: VIII	Turn 13: IV

Russian

Hex 0704: Cos Cav.	Hex 1107: II
Hex 0805: V	Hex 1206: IV
Hex 0904: Res Art.	Hex 1507: III
Hex 0906: Bar Cav.	Hex 1708: Bag Cav.
Hex 1005: VI	Hex 1808: VIII
Hex 1006: Res Cav.	Hex 2108: Cadre*

* VII corps is removed from play; this Cadre is all that remains after its elimination and rally.

Remove All four Militia units; they are not used in this scenario.

Place the **City Ablaze!** marker near Smolensk; its Random Event has occurred and is in effect at the beginning of this scenario.



Place the **Pontoon Bridge Status** marker on its "No Pontoon Bridges" side near that location (1613 / 1712). Also, the **Hidden Ford** has not yet been discovered.



4. **The First (French) Player Turn is skipped.** Play begins with the Second (Russian) Player Turn's **Movement Phase**. Note the Russian player does not draw a Random Event card for Turn 10; instead he is assumed to have just drawn the "**deTolly: Withdraw!**" card and it is considered to be in full effect.

[18.0] GAME VARIANT

Napoleon had been trying to envelop the Russian army from the outset of the campaign. Due to exigencies, a flank march from the west to unhinge the Russian's right flank at Smolensk (the Russian's first real stand) was considered but abandoned.

[18.1] The Flanking Maneuver: What if the Russians stood their ground and Napoleon had developed this 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 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 15 box of the Game Turn Track.

[18.1.2] Arrival: Beginning on Game Turn 15 (the Night turn of August 18th), 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. On a roll of 1, 2, 3, or 4, the unit remains under the Flank March marker; on a roll of 5 or 6, the unit arrives as a reinforcement *next* turn; on a roll of 6, the unit arrives this turn.

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

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