[20.0] **Designer’s Notes**

In designing **Aspern-Essling 20** and **Wagram 20**, we adapted the Garrison Rule from **Dresden 20** to represent the French Batteries on Lobau Island. This worked out very easily as these Rules were incorporated into the new v3.0 Standard Rules.

We also used the Reserves Released Rule from **Borodino 20** to reflect Charles’ uncertainty about the French intentions, and the river crossing rules from my earlier **Berezina 20** design. Having these systems already in place really helped to make these game designs come together nicely.

Kim Meints, Designer

[21.0] **Developer’s Notes**

Although these two battles were fought on the same field, and mostly by the same units, each has a very different feel. Capturing the essence of these differences proved to be a quite a game development challenge.

A single play-through of the **Aspern-Essling 20** game quickly reveals how flawed Napoleon’s plan was: trying to cross a river in full flood with inadequate logistical preparation against an enemy who significantly outnumbers you. Mere survival of the French bridgehead, let alone defeating the Austrians, is a daunting task. The key to making **Aspern-Essling 20** work was to ensure that these obstacles were reflected, but to still give both sides a chance to win the game.

Conversely, **Wagram 20** shows how powerful Napoleon’s army was if adequate preparations were put in place before committing it to action. The difficulty with making this game work properly was ensuring that the Austrians were not just resilient enough to stay the course, but powerful enough to confront the French in a stand-up fight on the Marchfeld and, with a bit of luck, actually defeat them.

The **Napoleonic 20** test team really put in the hours ensuring these two games were the best we could deliver. In particular, I’d like to recognize the invaluable assistance provided by John “Jack” Gill, who literally “wrote the book” on this campaign. Without his help, these games would have been far less historically accurate, and also a lot less fun to play.

Lance McMillan, Series Developer
[1.0] INTRODUCTION

Napoleonic 20 is a wargame system for recreating operational level campaigns during the Napoleonic Wars using about 20 pieces (often less) per side per game. This Standard Rules section applies to all games in the series, each of which also has its own Exclusive Rules section at the end.

Game Scale: Each unit represents a division to a corps of troops (roughly 8,000 to 20,000 men and their equipment). Each space on the map is approximately one-half to one mile across.

[2.0] GAME EQUIPMENT

The Game Map: The game board features a map portraying the area where that battle or campaign took place. Superimposed over it is a hexagonal grid that regularizes the pieces’ movement and positioning.

The Playing Pieces: The cardboard game pieces represent the actual military units that participated in the campaign. These playing pieces are called ‘units’ and the information on each is read as shown:

**Combat Strength** is the value of that unit when engaging in combat.

**Movement Allowance** is the speed and endurance of that unit; basically, it is the maximum number of Open terrain hexes that unit can move through during a single Movement Phase.
Game Charts, Tables, and Tracks: These appear on both the map and the separate Player Aid Mat.

- The **Game Turn Track** shows time passing, measured in Game Turns.
- The **Morale Track** indicates the current number of **Morale Points** available to each army.
- You use the **Combat Results Table** when resolving Battles.
- The **Terrain Effects Chart** explains how the map features impact movement and combat during play.

If any of these pieces are missing or damaged, please email us at info@victorypointgames.com

### [3.0] Setting Up the Game

Players determine what side they will play. The **French Player** controls all of the French units, the **Anti-French Player** (a.k.a., the “Allied Player”) controls the other (i.e., opposing) units.

Before shuffling the cards to form the Draw Pile, remove from the deck any cards with their titles in red. Place them, face-up, next to the Draw Pile, forming the initial Discard Pile.

These red-titled cards will be added to the Draw Pile after the first reshuffle.

Shuffle the remaining cards to form the Draw Pile, and then follow the game’s Exclusive Rules (at the end of this book) for the remainder of the set up instructions.

### [4.0] Sequence of Play

**General Rule**

Play proceeds in successive **Game Turns**, composed of alternating **Player Turns**. During each Game Turn, players maneuver their units and resolve **Battles** strictly in accordance with this Sequence of Play and within the limits provided by these Rules. At the conclusion of the last Game Turn, consult the **Victory Conditions** and determine the winner.

**The Game Turn**

Each Game Turn consists of two Player Turns, a **First Player Turn** and a **Second Player Turn**, with the Exclusive Rules specifying who the First Player is). Player Turns consist of segments called ‘**Phases**.’ The term ‘**Phasing Player**’ describes the player who is currently the protagonist conducting activities during that Phase.

#### The First Player Turn

1. **First Player Random Events Phase:** The First Player reveals and enacts the top card’s single event for that player only (5.0).
2. **First Player Movement Phase:** The First Player may move all, some or none of his units as desired within the limits of the Rules for Movement (6.0), Zones of Control (7.0), and Terrain Effects. That side’s reinforcements might also enter the map, if available (11.0).
3. **Second Player Reaction Phase:** The Second Player may have some, none or all of his **Cavalry** units conduct Reaction Maneuvers (8.0).
4. **First Player Combat Phase:** In any order the First Player desires, his units can attack enemy units (9.0). Afterward, all eligible units recover from **Rout** (9.6.3) and **Fatigue** (16.8).
   - If he did not Force March during his **Movement** Phase, and was not involved in any Battles during the Reaction or Combat Phases, the First Player can, if eligible, receive a Morale Point from resting this Turn during a “**Lull**” (13.0).
5. **First Player Night Operations:** Only if it is a Night Game Turn, the First Player may **Rally** eliminated units (10.0), adjust his side’s **Morale** based upon captured **Line of Communication** (“**LOC**”) and **Objective** hexes; recover one **Morale Point** (14.0), then reconceal all of his **Dummy** units to the map when using the Fog of War Optional Rule (16.1).
The Second Player Turn
6. Repeat Phases 1 through 5, reversing the roles of the First and Second Players. If it is a Night Turn, afterward, reshelule all the Random Event cards to form a new Draw Pile.

Sudden Death Turns
7. Certain Game Turns, indicated on the Game Turn Track by a red die-face, present the possibility for an early conclusion to the Battle. At the end of these Turns, the Second Player rolls a die and, if the result is less than or equal to (≤) the number shown on the die-face, the game ends immediately and the winner is determined. If the die roll is greater than the number shown, play continues on to the next Game Turn.

[5.0] RANDOM EVENTS

General Rule
Random events are the imponderables of war-affecting campaigns.

At the beginning of each Player Turn, the Phasing Player reveals the top Random Event card from the Draw Pile and immediately applies that side’s event (only, when there are two different events on the same card). When there are two evens on a card, the top (blue-shaded) event is the French Player’s and the bottom (non-blue shaded) event is the Anti-French Player’s.

Procedure
In addition to specific event instructions, reshuffle the deck at the end of each Night Game Turn. Unless otherwise specified on the event itself, a specific event can occur multiple times per game.

[6.0] MOVEMENT

General Rule
During your Movement Phase, you may move as many or as few of your units as you desire. You can move units in any direction or combination of directions.

Procedure
Move units one at a time, tracing a path of contiguous spaces along the map. As each unit enters a space (called a “hex”), the unit pays one or more Movement Points from its Movement Allowance to do so.

Restrictions and Prohibitions
[6.1] Strict Sequence: Movement never takes place out of sequence. You can only voluntarily move your units during your own (i.e., your ‘friendly’) Movement or Reaction Phases (see 8.0 for the latter).
[6.2] Speed Limit: A unit cannot exceed its Movement Allowance during a friendly Movement Phase, with the exception that a unit can always move 1 hex per friendly Movement Phase (as long as it is not into prohibited terrain or across a prohibited hexside), even if it does not have sufficient Movement Points to pay the entire cost to enter that hex. A unit can expend all, some or none of its Movement Points during its friendly Movement Phase. Unused Movement Points do not accumulate from Turn to Turn, nor are they transferable from unit to unit. Unused Movement Points are lost.
[6.3] Enemies: A friendly unit cannot enter a hex containing an enemy unit.
[6.4] No ‘Take Backs:’ All movement is final once a player’s hand is withdrawn from the unit he is moving. Players may not change their minds and retrace a unit’s movement after releasing it.

Terrain Effects
Normally, units pay one (1) Movement Point to enter each hex, regardless of its terrain type. However, the following Cases apply to define this further:
[6.5] **Rugged Terrain:** A unit that enters a Forest, Rough, or Marsh hex must stop immediately and forfeit its unspent Movement Points (even those awarded through Forced March; see 12.3).

It can freely leave that hex at its next opportunity, but if it enters another such hex, it must again immediately stop.

[6.6] **Roads:** A unit using road movement (moving directly from one road hex to another, connected road hex) does not have to stop in Rugged Terrain (see 6.5).

A unit which conducts its entire move along connected road hexes receives one additional (+1) Movement Point that Turn. For example, a Cavalry unit moving entirely along connected road hexes could spend up to 4 Movement Points that Turn.

**Zone of Control Effects**

[6.7] **Stop:** A unit that enters an enemy Zone of Control (see 7.0, below) must stop immediately and forfeit its unspent Movement Points (even those awarded through Forced March; see 12.3). Friendly units’ Zones of Control do not affect the movement of other friendly units.

[6.8] **Stuck:** Units may voluntarily leave an enemy Zone of Control only through Disengagement (see 8.3) or at night (see 7.6). The usual way to leave an enemy Zone of Control is by Retreating or Advancing after Combat (see 9.7, 9.8 and 9.9).

**Effects of Other Friendly Units**

[6.9] **No Stacking:** A friendly unit can move through hexes occupied by other friendly units (at no extra Movement Point cost). They cannot end the Movement Phase stacked in the same hex with another friendly unit.

[7.0] **ZONES OF CONTROL**

The six hexes immediately surrounding a unit constitutes its ‘Zone of Control’ (abbreviated ‘ZOC’) as illustrated here. Those hexes adjacent to an enemy unit where its ZOC extends are said to be in an ‘Enemy Zone of Control’ (abbreviated ‘EZOC’).

**General Rule**

During Day Turns, units that begin their Movement Phase in an EZOC cannot move that Turn, and units that enter an EZOC during their Movement Phase must immediately stop moving (see 6.7).

- All units exert a ZOC at all times, regardless of the current Phase or Player Turn.
- The presence of ZOCs is never affected by other units, enemy or friendly.
- ZOCs extend into all types of terrain except Fortified, Redoubt, and between adjacent Town / Fortified / Redoubt hexes (i.e., in a “built-up” area). They also extend across all types of hexsides except Major Rivers (even at bridges and fords). Important: units separated by Major River hexes (even at bridges and fords) are not considered ‘adjacent.’

The ZOC of the French unit in La Haye Saint does not extend into Mont St. Jean (where the British unit is), nor into Hougoumont. It does extend out from its town into other adjacent hexes, such as where the Prussian unit is.

[7.1] **Multiple Zones of Control:** Both friendly and enemy units can exert their ZOCs upon the same hex. There is no additional effect if multiple units cast their ZOCs over the same hex. Thus, if a given unit is in an enemy-controlled hex, the enemy unit is also in its controlled hex. The two units are equally and mutually affected and ‘locked’ into each other’s ZOCs.
[7.2] **Movement Cost:** Units do not pay any additional Movement Points to enter or exit an enemy Zone of Control.

**Effects on Combat**

[7.3] **Combat Obligation:** The Phasing Player’s units must attack all enemy units, exerting their EZOCs on them during the **Combat Phase.** All friendly units in an EZOC must attack an enemy unit (see 9.1).

[7.4] **Retreat Effect:** Units can Retreat into a hex containing an EZOC, but in doing so they run the risk of Breaking for each such hex entered (see 9.8.3).

[7.5] **Advance After Combat Effect:** EZOCs never affect Advance After Combat (see 9.9). Units that Advance After Combat can freely enter EZOCs.

**Night Game Turns**

[7.6] **Night ZOC Effects:** At night, EZOCs work opposite to how they do during Day Turns. That is, units cannot enter hexes in an EZOC (such hexes are prohibited), but they can freely exit hexes in an EZOC – consequently, those units are no longer stuck (as per 6.8) during a Night Turn.

**[8.0] THE REACTION PHASE**

**General Rule**

The friendly **Reaction Phase** takes place during the opposing Player’s Turn. During your Reaction Phase, your **Cavalry** units can Countercharge, Disengage – OR – Penetrate (see Optional Rule 16.2).

**Countercharge**

[8.1] **Seizing the Initiative:** Cavalry units may make a special ‘**Countercharge Attack**’ during the Reaction Phase (only; not during your normal Combat Phase). The Reacting Player is the “Attacker” in such Battles.

[8.2] **Unhinging the Enemy:** A Countercharge Attack follows the normal Rules of combat in most ways (see 9.0), but because they are used to throw off the enemy’s timing and coordination before Battle, they receive the following modifications:

[8.2.1] **Selective Attacks:** Unlike during regular combat (9.1 and 9.2), units conducting a Countercharge do not have to attack every unit whose EZOC they are in. Instead, they may attack some, none or all such adjacent enemy units, and thus can make ‘Selective Attacks.’

- Multiple **Cavalry** units can combine to conduct a Selective Attack against a single enemy unit if they are all adjacent to it.
- Normal Advance After Combat (9.9) follows a Countercharge attack.
- Normal combat occurs between the Countercharging unit and any enemy unit(s) to which it is adjacent during the ensuing enemy **Combat Phase.**

[8.2.2] **Strength Bonus:** The Combat Strength of units conducting a Countercharge is doubled except when Countercharging enemy **Cavalry** units.

[8.2.3] **Holding Fast:** In a Countercharge Battle, victorious defending units cannot Advance After Combat (9.9). They are too busy protecting their lives by taking cover or forming squares.

**Disengagement**

[8.3] **Cavalry ‘Retreat Before Combat:**’ A Cavalry unit that starts its Reaction Phase adjacent to an enemy unit can move away via ‘**Disengagement.**’

[8.3.1] **Timing:** Disengagement occurs only in your Reaction Phase.

[8.3.2] **Pinned:** A Cavalry unit cannot Disengage if it is in the ZOC of an enemy Cavalry unit.

[8.3.3] **Procedure:** A Cavalry unit Disengages by moving one hex to an adjacent, vacant, non-prohibited, non-enemy-controlled hex (but see optional exception, 16.2). It then ceases its Disengagement movement.
If no other route is available, it may move through friendly-occupied hexes not in an EZOC to reach a vacant hex. If it does so, it goes one additional hex at a time until it is no longer stacked with a friendly unit.

[8.3.4] Non-Retreat: Disengagement is not ‘Retreat After Combat’ (9.8). Thus, the enemy cannot Advance After Combat (9.9) to pursue a unit that uses Disengagement.

Cavalry Penetration

[8.4] Cavalry Penetration: See Optional Rule 16.2 for this interesting additional Reaction Phase option.

[9.0] COMBAT

General Rule
The Phasing Player is called the ‘attacker’ and the Non-Phasing Player is the called the ‘defender’ at a ‘Battle’ (i.e., the resolution of a single attack) regardless of the overall strategic situation.

You must declare all your Battles for that Phase before conducting any of them. Then, each individual Battle is resolved, one at a time, in any order you choose, by rolling a die and consulting the Combat Results Table to determine its outcome.

Procedure
At each Battle, follow these Steps in order:

A. Designate which of your units are attacking which adjacent enemy unit(s).

B. Total the Combat Strength of all your attacking units in that Battle. You may now spend a Morale Point to ‘commit Reserve troops’ to that Battle and increase your total strength by one (+1).

C. Total the defense strength of all the defending units that are the target of the attack. Add in the single best Terrain Effect for the defender’s location. The defender may now spend a Morale Point to commit his Reserves and increase his total strength by one (+1).

D. Subtract the total defending strength from the total attacking strength. The result is the ‘Combat Differential,’ expressed as either a positive or negative number (or 0).

E. Consult the Combat Results Table (CRT) and resolve the Battle using the ‘Differential Column’ from Step D.

F. Roll one die. Cross index the die roll with the Differential Column to determine the result of that Battle.

G. Apply this Combat Result immediately, including Retreats and Advances After Combat.

[9.1] Mandatory Combat: All phasing units in an EZOC must make an attack. If you choose to have a unit which is not in an EZOC (e.g., a unit in a Redoubt hex) attack, then all non-phasing units in your unit’s ZOC must be attacked.

[9.1.1] Attacker’s Prerogative: You must determine which of your attacking units will attack which defending enemy units, in any combination you desire, as long as: A) all your friendly units in an EZOC participate in an attack, and B) all enemy units in your friendly ZOCs are, themselves, attacked (see 9.2.1).

[9.1.2] Pushing Too Hard No unit can attack more than once per Friendly Combat Phase, and no enemy unit can be attacked more than once per Friendly Combat Phase.

[9.2] Declaring All Battles First: During your Combat Phase, you must declare which of your friendly units will be attacking which adjacent enemy units at the beginning of each Combat Phase (to ensure that all adjacent units are attacked according to the Subcases below) before conducting any individual Battles.

[9.2.1] Multiple Unit and Multi-Hex Battles: When one of your units is in the ZOCs of more than one enemy unit, it must attack all of those enemy units that are not designated to battle some other friendly unit during that Combat Phase.
**Example:** You have a lone unit adjacent to two enemy units; it must fight them both!

**[9.2.2] Multi-Unit Battles:** Attacking units in two or more hexes can combine their Combat Strengths in a single Battle providing all of the attacking units are adjacent to all of the defending units. Battles can thus involve multiple attacking and/or defending units.

**Diversionary Attacks:** As you organize a series of Battles, you may allocate your attacking units in such a way so as to conduct some Battles at sacrificially poor differentials (a wargaming technique called ‘soaking off’) so that you can conduct other, adjacent Battles at more advantageous differentials.

**[9.3] Combat Strength Unity:** A given unit’s Combat Strength is always unitary; it is not divisible among multiple Battles during a single Phase, either for attack or defense.

**Artillery Bonus**

Artillery units, when included in a game, represent large, unwieldy parks of cannons that were concentrated into Grand Batteries to blast a hole in the enemy’s line.

- Always double the Combat Strength of attacking Artillery units. Artillery units use their normal (printed) Combat Strength when being attacked.

- Artillery units can never Advance After Combat (see 9.9).

**Terrain Effects on Combat**

Defending units benefit from the terrain in the hex they occupy and/or that hex’s perimeter hexside(s) it is attacked through.

**[9.4] Defender’s Benefit:** Add the Combat Strength of the defender’s hex or hexside to the defender’s strength total as indicated on the Terrain Effects Chart.

**[9.4.1] A Single Benefit:** The terrain benefits for combat are not cumulative. The defender in a Battle receives only the single most advantageous terrain benefit (for the defender) available for the defender’s hex or through a hexside.

**[9.4.2] Multiple Benefits:** When two or more defending units are involved in a single Battle, and they receive different terrain benefits (i.e., different effects on the Combat Differential), then modify the entire attack by the single most favorable benefit to the defender.

In this illustration, the single French Infantry unit must attack the Prussian Cavalry unit, and may attack the Prussian Infantry unit (9.1, the Prussian Infantry unit’s ZOC does not extend across the bridged Major River hexside, so the Phasing French unit is not obligated to attack it). The French situation is desperate, so the French Player declares that he will attack both units, initiating a single Battle against them.

The Prussian Cavalry unit is in Clear terrain, so the Prussian Infantry unit’s benefits will apply for the defender (9.4.2).

The Prussian Infantry is in Jena, a Town hex located across the Saale River at a Bridge hexside. Each of these terrain advantages for the defender (Town and Bridge) is worth one additional (+1) Combat Strength, but their benefits are non-cumulative (9.4.1), so only the single best (i.e., +1) is added.

Prior to commitment of Reserves by either side, this Battle stands at 4 vs. 4 (2 + 1 + 1) and will be resolved on the ‘0’ Differential column of the Combat Results Table (CRT).

**[9.4.3] Attacker’s Terrain:** Terrain in hexes occupied by the attacking unit(s) has no effect on combat. Note that Fortified, Redoubt, and adjacent Town/Fortified/Redoubt hexes do not allow EZOCs to extend into them, nor do ZOCs extend across Major River hex-sides (even at Bridges or Fords). Thus, units in these hexes or
across these hexsides are not obliged to attack out / across (9.1; however, if they do, Rule 9.1 fully applies), nor are they stuck when moving (6.8).

**[9.4.4] Garrison Forces: Some NAPOLEONIC 20 games feature hexes containing intrinsic Garrison forces.** These positions, typically indicated on the map by a small flag of the side controlling the Garrison, resist enemy efforts to enter them.

Garrison forces have an intrinsic **Combat Strength of zero (0)**, and that is modified by the terrain in the hex that force occupies.

Garrison forces function as listed below when their hex is unoccupied, but they are ignored completely while their hex is occupied by a friendly unit.

**Garrison Force Abilities**

- Garrison forces exert a normal ZOC.
- Garrison forces cannot attack.
- Garrison forces do not move or Retreat.
- You cannot commit Reserves (12.5) to Battles which involve only your Garrison forces.
- Your units can freely move through and/or occupy the same hex as your Garrison forces. Thus, friendly units can freely “stack” with their Garrisons.
- Enemy units cannot enter your garrisoned hexes except through Advancing After Combat when those enemy units are the attacker.

**Covering Your Failed Attack**

**Important:** When your attacking unit is displaced from a garrisoned hex, the victorious defending unit(s) cannot Advance After Combat if you have an intact Garrison force present.

This overrides the usual Advance After Combat Rules as the Garrison force is, in effect, ‘covering’ for your Retreating unit after its failed attack.

**Falling to an Enemy Attack**

When a garrisoned hex has a friendly unit in it, and that unit is Broken or Routed by an enemy’s attack, those victorious enemy units can Advance After Combat normally into that garrisoned hex.

The Garrison is considered to be subsumed into the defending unit and suffers that unit’s fate.

If, for any reason, a victorious attacking enemy unit does not then Advance into that garrisoned hex, the Garrison force remains unaffected and intact.

**Elimination of Garrison Forces**

Unless otherwise noted in the Exclusive Rules, Garrison forces are permanently destroyed the instant an enemy unit occupies their hex.

**[9.5] Voluntary Differential Reduction:** When attacking, you may reduce the Combat Differential of any given Battle during Step E in the Battle Procedure, resolving it at a lower differential.

**Explanation of Combat Results**

Once determined, apply the combat result immediately, including any Retreat and/or Advance After Combat, before resolving the next Battle that Phase.

**[9.6] Combat Results:** Listed below are the different Battle outcomes and their effects upon the units participating:


**[B] AR: Attacker Routed.** The defender rolls one die for each Routed unit, one at a time, and the attacker Retreats that Routed unit a number of hexes equal to its die roll and places a Routed! marker on it on the appropriate side (see 9.6.3). The defender conducts any Advance After Combat (9.9).
[C] AW: **Attacker Withdraws.** All attacking units in this Battle are Retreated one hex (9.8) by the attacker. The defender conducts any Advance After Combat (9.9).

[D] DB: **Defender Breaks.** Break all defending units in this Battle. The attacker conducts any Advance After Combat (9.9).

[E] DR: **Defender Routed.** The attacker rolls one die for each Routed unit, one at a time, and the defender Retreats that Routed unit a number of hexes equal to its die roll and places a **Routed!** marker on it on the appropriate side (see 9.6.3). The attacker conducts any Advance After Combat (9.9). See Optional Rule 16.5.

[F] DW: **Defender Withdraws.** All defending units in this battle are Retreated one hex (9.8) by the defender. The attacker conducts any Advance after Combat (9.9).

[G] EX: **Exchange.** First, Break all defending units, and then the attacker must Break from among his units in that Battle an amount of Combat Strength Points at least equal to the defender’s Combat Strength total. Use only the printed Combat Strength values on the units, unmodified by terrain, Events, etc. Note that if the defending side’s Morale was not reduced to ‘0’ (i.e., the attacker won the game, as per 15.0), the attacker may be forced to Break units whose strength is greater than the defender’s if there is no other alternative – i.e., you can’t ‘make change.’ The attacker may also choose to Break a stronger unit than necessary if he so desires – this might occur if a weaker unit is deemed more valuable to the attacker for some reason. Afterward, if there are any surviving attacking units, the attacker conducts any Advance After Combat (9.9).

[H] N: **Engaged.** There is no effect. Neither side Breaks any units, Retreats or Advances as a result of this Battle.

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**Combat Results Subcases**

[9.6.1] **Broken Units:** Remove Broken units from the map and set them aside (because they can be Rallied; see 10.0). If the modified result is less than one (<1), the outcome is changed to ‘Withdraws’ (i.e., the unit must still conduct a 1-hex Retreat, but suffers no Rout effects).

[9.6.2] **Elite Unit Routing:** When an Elite unit (i.e., one with a red Combat Strength) Routs, subtract two (-2) from the Rout die roll. If the modified result is less than one (<1), the outcome is changed to ‘Withdraws’ (i.e., the unit must still conduct a 1-hex Retreat, but suffers no Rout effects).

[9.6.3] **Routing Units:** After surviving their Retreat movement, a Routed unit receives a **Routed!** marker showing the color around its border matching the side whose Player Turn it currently isn’t.

**Example:** During the Anti-French Player’s Turn (i.e., during the Anti-French Player’s Events and Combat Phases, and the French Player’s Reaction Phase), all Routed! markers placed on units from both sides would have the French (blue-border) color-side up. Conversely, during the French Player’s Turn, all Routed! markers placed would show their Anti-French (white-border) color-side.

**Effects:** While a unit has a **Routed!** marker on it, apply all of these effects:

- It can only move in such a way as to **continue its Retreat** (denoted by the ‘R’ on the marker). That is, any Movement Points it spends must be in accordance with Rule 9.8. It can always not move and remain in place.
- It loses its ZOC.
- Its Combat Strength is reduced by 50% (round fractions up), both when attacking and defending. This does not modify any defender’s Terrain Strength benefits.
- If all of your units participating in a Battle have **Routed!** markers, you...
cannot spend a Morale Point to commit Reserves to that Battle (12.5).

- It cannot Advance After Combat.
- It will Retreat and Rout again normally, if compelled to do so.

**Recovery:** At the end of your Combat Phase, remove all Routed! markers in play whose borders match your side’s color (blue-bordered if you are the French Player or white-bordered if you are not), and are not in an EZOC.

**Example:** You are the French Player and, on your Turn, one of your units and two of your opponent’s units are Routed. They each receive a white-bordered (i.e., opponent’s colored) Routed! marker after surviving their Retreat.

At the end of your opponent’s Combat Phase, those Routed! markers are removed from each of these units, but only if it is not in an Enemy Zone of Control. Otherwise, they remain on those Routed units, with full effect, and are checked again for removal at the end of your opponent’s next Combat Phase!

**Retreating After Combat**

‘Retreat After Combat’ is when a combat result requires a player’s (unit(s) to Retreat (either by Withdrawal or Rout). The owning player must immediately move each such unit the indicated number of hexes away from the hex it occupied during the Battle (i.e., its ‘Battle hex’).

**[9.7] No Movement Cost:** Retreat is not regular movement. Retreat units simply count the hexes retreated through, one at a time, regardless of terrain (including Rough, Forest, etc. where Retreat units do not stop during a Retreat).

**[9.8] Retreat Restrictions:** If a unit is unable to Retreat within the following restrictions, that unit is Broken instead:

- **[9.8.1] Terrain Effects:** Units in a Fortified or Redoubt hex may always Retreat one fewer hex, at the owning player’s option.

Thus, a unit in such a hex can ignore a Withdraws result that it suffers, and Retreat one hex fewer if it Rout; on a Rout die roll of $\text{Routed}$, such a unit is still technically Rout and suffers normal Rout effects, but it may opt to ‘hold its ground.’

For **Elite Forces**, apply the Elite effects first (subtracting two from the Rout die roll) and then adjust for defending in a Fortified or Redoubt hex. Thus, if an Elite Force suffered a $\text{Routed}$ result while defending in a Fortified or Redoubt hex, it would be the equivalent of an ENGaged result; on a $\text{Routed}$ the unit would be Rout but could choose to ‘hold its ground.’

**[9.8.2] Retreat Hex Priority:** Whenever and wherever possible, you must Retreat units into and through vacant hexes not containing an EZOC.

**[9.8.3] Hazardous Retreat Path #1 – Enemy ZOCs:** If the above (9.8.2) is not possible, you can Retreat a unit into/through an EZOC and even end its Retreat in an EZOC. If you do so, however, you must roll one die for each EZOC hex entered. On a roll of $1$, $2$, or $3$, the unit Breaks in that hex; on a roll of $4$, $5$, or $6$, it Retreats normally.

**[9.8.4] Hazardous Retreat Path #2 – Crossing Rivers:** When Retreatening anywhere across a Minor River, or across a Major River via a Bridge or Ford hexside, your unit must roll one die. On a roll of $1$, $2$, or $3$, the unit Breaks in the hex before crossing that River; on a roll of $4$, $5$, or $6$, it Retreats normally across it. When Retreatening into/across multiple hazards
at a single hex, you must make a separate die roll for each of them!

[9.8.5] Friendly Units: If no other route is available, a Retreating unit may move through friendly occupied hexes. If its Retreat would end in a friendly-occupied hex, it Retreats one additional hex at a time until it is no longer stacked with a friendly unit. This means additional die rolls if these hexes are also hazardous!

[9.8.6] Retreat Direction Priority: While always yielding to Rule 9.8.2, whenever and wherever possible, you must Retreat your units in such a way that, with each hex they Retreat, they move closer to a friendly Line of Communications (LOC) hex (see the Exclusive Rules) than the hex Retreat ed from.

You have the choice of which LOC hex to Retreat each unit toward if more than one is available (regardless of proximity to the Retreating unit).

[9.8.7] Going the Distance: A Retreat path can zig-zag only to avoid self-destruction, but it must strive to maintain Rule 9.8.6. The length of the Retreat path must be the full indicated number of hexes. If the unit reaches the LOC before reaching the full required distance, it Breaks in the LOC hex (i.e., it is Retreated ‘off the map’).

Advancing After Combat
Victorious attacking or defending units can usually Advance After Combat.

[9.9] Advance After Combat Cases: Units must adhere to the following Cases when conducting Advance After Combat:

[9.9.1] The Retreat Path: When an enemy unit Retreats as a result of combat, it will leave a specific path of vacant hexes behind it called the ‘Retreat Path.’ If this path went through a hex containing another unit friendly to the Retreating unit (9.8.5), the Retreat Path ends at the unit Retreated through.

If a unit Breaks, then the hex it occupied at the instant of Breaking is the termination point for its Retreat Path.

[9.9.2] Who is Eligible to Advance? Any or all surviving victorious non-Artillery, non-Routed units (and see 16.8.3, “Spent”) that participated in the Battle can Advance After Combat by their owner along the enemy Retreat Path (only). Units cannot stray from the Retreat Path while Advancing.

[9.9.3] Which Units Must and Cannot Advance: Normally, Advancing is made at the discretion of the victorious player, but if there are one or more victorious Cavalry units involved in that Battle, the victorious player must roll a die on the Controlled Advance Table (subtracting one if any are ‘Heavy’ Cavalry units of 2 or more Combat Strength).

- If control of the Advance is kept, there is no effect and those units Advance normally as their owner sees fit.
- If control of the Advance is lost by the Cavalry, then at least one victorious Cavalry unit must Advance.

After any mandatory Cavalry unit Advance After Combat is conducted, if the defeated unit’s hex is still vacant, then one other attacking unit involved in that Battle may (at the owning player’s discretion) Advance After Combat into that hex (only), if otherwise allowed.


[9.9.5] Advance Limit: Artillery and Routed units can never Advance After Combat, Infantry units cannot Advance beyond the hex occupied by the defender at the start of that Battle, and a Cavalry unit cannot Advance a number of
Napoleonic Standard Game Rules v3.0

Systems Development by Alan Emrich and Lance McMillan

hexes greater than its printed Movement Allowance.

As when Retreating, Advancing units don’t spend Movement Points nor stop for Rugged Terrain (9.7). Advance after Combat is, essentially, a ‘free move.’

[9.9.6] Terrain Effects: Units may not Advance After Combat into Prohibited hexes (i.e., hexes that they could not enter through normal movement) or across Major Rivers (except across Bridge or Ford hexsides).

[9.9.7] Immediacy: You must immediately exercise your option to Advance After Combat before the next activity is resolved. If not exercised immediately, this Advance opportunity is lost.

[9.9.8] Exhaustion: Advancing units can neither attack, nor be attacked, again during that same Combat Phase, even if their Advance places them next to enemy units whose Battles are yet to be resolved, or who were not involved in a Battle.

Example: Three French units (the 4-strength Imperial Guard, 2-strength III Corps, and 1-strength IV Cavalry Corps) attack one Prussian unit (the 3-strength I Corps) which is defending in a Forest hex.

The attacker (French) has a total of 7 Strength Points, and the French Player declines to spend a Morale Point to increase his strength.

The defender (Prussian) has a total of 4 Strength Points (3 for the unit plus 1 for the Forest hex it is defending in), and opts to spend 1 Morale Point to increase his total to 5.

Therefore, the Combat Differential is 7 – 5 = +2. The French Player rolls a die. Looking at the Combat Results Table, the French Player’s die roll of 6 is cross-indexed with the +2 Column to yield a result of DR (Defender Routs).

This requires a roll to determine the Rout distance. A result of 2 is bad, requiring the unit to Retreat only two hexes back toward its Line of Communication (LOC) off to the right – and no loss of Morale for Routing more hexes than its Movement Allowance (see Morale Chart)!

Unfortunately, the first hex it must Retreat through is in an Enemy ZOC (i.e., “hazardous”), so another die roll must be made to see if the Retreating Prussian unit Breaks (as per 9.8.3). This time, the die roll is a 5, and the Prussian unit survives and continues its Retreat along its Retreat Path, as shown above.

Now the French consider their Advance After Combat options. With a victorious French Cavalry unit among the attackers, a die roll is required on the Controlled Advanced Table, but a result of 3 means that Cavalry unit is ‘off to the races’ and must Advance into the Forest hex. The French Player then exercises his option to continue to Advance his Cavalry unit along the Retreat Path and takes a second hex (which is where the Retreat Path ends).

Finally, the French Player also exercises his option to Advance an Infantry unit into the defender’s vacated hex, moving the 2-strength III Corps into the Forest.

[10.0] Rallying

General Rule
At certain times (e.g., Night Turns), you can attempt to ‘Rally’ your Broken units.

Procedure
For each Broken unit attempting to Rally, roll one die and apply all appropriate die roll modifiers as listed on the Rally Table on the Player Aid Mat. Note that the decision to spend a Morale Point (12.0) is
made separately at every Rally occasion and must be made before rolling the die. Consult the Rally Table and apply the result immediately. Also see the Unit Reduction Optional Rule, 16.5.

**Placement of Rallied Units**
Place your newly Rallied unit on an empty friendly Line of Communications hex. If none are available, or you do not desire to place it there at this time, then that unit simply remains Broken; it is possible to try to Rally it again at a later time. (Also see Rule 16.4 for additional Rally locations.)

[11.0] **REINFORCEMENTS**

**General Rule**
You might receive additional units over the course of play called ‘reinforcements.’

Your reinforcements appear during your **Movement** Phase on the Game Turn indicated by the set up instructions in the Exclusive Rules portion of this booklet.

**Variable Reinforcements:** Some games list ‘Variable Reinforcements’ in their set up instructions or that enter play via Event cards. Each of your Variable Reinforcement units requires you to make a separate die roll for it on the Turn it is scheduled to arrive. If your die roll succeeds, it enters play that Turn normally. If it fails, that unit is advanced ahead one turn on the Game Turn Track, where you can roll for it again during your next Movement Phase.

**Procedure**
When they arrive, place your reinforcement units next to the colored map edge hexes indicated in the Exclusive Rules portion of this booklet.

**Important:** The notion of reinforcements being poised directly at the map edge is strictly a concept. Until they enter the map, reinforcements have no effect on gameplay. Off map units have no ZOCs, cannot attack enemy units, etc.

[11.1] **Initial Movement:** Arriving reinforcements are poised next to the map edge. When entering its first hex, a reinforcing unit expends its Movement Points normally according to the Terrain Effects Chart. Units entering along a Road pay the Road movement cost.

[11.2] **March Order:** When you have more than one reinforcement unit appear at the same hex during the same Movement Phase, line them up off map, one behind the other, with the ‘lead’ unit poised next to the map entry hex itself. To simulate a ‘march order’ column of troops, each such unit spends one more Movement Point than its predecessor did to enter the map.

[11.3] **Timing:** Reinforcements can arrive at any time during your Movement Phase that Turn. Once on the map, reinforcement units are treated as normal units for all purposes.

[11.4] **Blocked Entry:** A reinforcement unit cannot enter a hex occupied by an enemy unit; it can enter a hex in an EZOC, but must then cease movement normally.

[11.5] **Delaying Arrival:** You may voluntarily delay your reinforcements from Game Turn to Game Turn, bringing them into play on some later Turn (if at all). This is what a player must do when a reinforcement’s entry area is blocked by enemy units. Whenever a reinforcement is brought into play, it must appear at its scheduled entry area.

[12.0] **ARMY MORALE**

**General Rule**
Each side begins with a number of Morale Points as indicated in the Exclusive Rules’ set up instructions. Morale Points represent that side’s level of motivation and command skill during the campaign. Players expend Morale Points to enhance their Movement, Combat and Rally operations.

**Keeping Track of Morale Points**
Use the Morale markers to record Morale Points on the Morale Track.

[12.1] **Gaining / Losing Morale Points:**
See the Morale Chart (next to the Morale
Track on the Player Aid Mat) for specific in-game actions that raise and lower Morale Points. If two or more Morale-changing events occur simultaneously, first add and then subtract all the Morale Point changes that apply.

[12.1.1] Maximum Morale: A side’s Morale Value may never exceed ten (10), with any excess being lost.

[12.1.2] Morale Destroyed: If a side’s Morale Value ever reaches zero (0), then that side immediately loses the game. If this occurs to both sides simultaneously, the game is a draw.

[12.2] Committing the Guard: Certain units, often referred to as ‘Guards’ (i.e., ones with a red Movement Allowance, as shown here) were typically held back and committed only at critical times.

[12.2.1] Forward: During your Movement Phase, before moving your Guard unit into a hex from which it can attack an adjacent enemy unit (i.e., ‘committing the Guard’), you must spend a Morale Point. Exceptions:

● There is no cost to commit a Guard unit if either side has only 1 Morale Point remaining.

The Guard was expected to join the fray at such a critical moment.

● There is no Morale cost for a Guard unit to Advance After Combat (9.9).

At that point, that Guard unit is already committed.

[12.2.2] Le Garde Recule: If an attacking Guard unit in a Battle could not con-ceivably Advance After Combat (9.9.2), i.e., it was not victorious or did not survive an EX outcome, that side loses one (-1) Morale Point. That Guard unit does not have to actually Advance, it simply must be victorious and capable of doing so.

This Guard unit morale adjustment is in addition to other morale-adjusting factors.

The French Guard unit pays 1 Morale Point (MP) to move adjacent to an enemy unit that is across a bridge hexside, setting up a very important attack. It Routes (DR) that enemy unit 6 hexes. The enemy = -1 MP for Routing more hexes than that unit’s Movement Allowance (and the attacking Guard unit avoids the Le Garde Recule penalty; 12.2.2).

That Routing unit then Breaks when it reaches a prohibited hex and can’t complete its Retreat. The French = +1 Morale (for Breaking the enemy unit). When the Routed unit Breaks, there is no additional MP loss to its side.

Spending Morale Points

You can only ever spend a single Morale Point at a time for these purposes:

[12.3] Forced Marching: During your Movement Phase, you may spend one Morale Point to increase the Movement Allowances of all your units by one (+1).

[12.4] To Rally: When you attempt to Rally units, you may spend one Morale Point to add one (+1) to their side’s total strength in that particular Battle.

[12.5] Committing Reserve Troops to Battle: During a Battle’s Steps B and C, the attacker and defender, respectively, may each spend one Morale Point to add one (+1) to their side’s total strength in that particular Battle.

[13.0] PASSING (“LULLS”)

General Rule

After the first Night Game Turn occurs, during any subsequent Day Turn where both players have units on the map, if you do not Force March your army, nor make any Battle die rolls (9.0) during your opponent’s Reaction Phase or your
own Combat Phase, then your side gains one (+1) Morale Point at the end of your Player Turn if either one of these applies:

A. Your side has fewer than 6 Morale Points,
   – OR –
B. Your side does not have more Morale Points than your opponent.

[14.0] NIGHT TURNS

General Rule
During Night Game Turns, the following Rules apply:

- **Speed Limit:** Reduce all Movement Allowances to one (1) Movement Point. You can increase this, as usual, by using Roads and/or Forced Marching, but units can always move at least one hex regardless of other adjustments (e.g., Event cards, Fatigue; see 16.8) unless specifically prohibited from doing so.

- **ZOC Effects:** At night, EZOCs work opposite to how they do during Day Turns. That is, units cannot enter hexes in an EZOC (such hexes are prohibited), but they can freely exit hexes in an EZOC – consequently, those units are no longer stuck (as per 6.8) during a Night Turn.

  This is a way to exit enemy ZOCs. In effect, all units can Disengage at night.

- **No Battles:** Skip the Reaction Phase, and no combat occurs during a Night Turn’s Combat Phase.

  Additional Activities
The following ‘Night Operations’ are skipped during Day (i.e., non-Night) Turns. You only perform them, in order, during the Night Operations Phase of your Night Turn.

1. **Rally:** You may attempt to Rally your Broken units (see 10.0).

2. **Enemy Morale Loss due to Captured Terrain:** If you have units physically occupying enemy LOC and / or Objective hexes (i.e., one in the opposing side’s color), apply their morale loss effect at this time according to the Morale Chart.

3. **Morale Recovery from Rest:** Your side increases its Morale Value by one (+1) point from a night’s recuperation.

4. **Reconcealment:** When using the Fog of War Optional Rule (16.1), you now reconceal (i.e., flip face-down) and place your side’s Dummy units on the map.

5. **Reshuffle:** At the end of the Second Player’s Night Turn, reshuffle the cards to refresh the Draw Pile.

[15.0] HOW TO WIN

General Rule
Each side has its own Victory Conditions based upon Morale values:

- The French Player wins a Decisive Victory if, at any time, the Anti-French side’s Morale is reduced to zero (0) and French Morale is one (1) or more.

- The Anti-French Player wins a Decisive Victory if, at any time, the French side’s Morale is reduced to zero (0) and Anti-French Morale is one (1) or more.

- The Anti-French Player wins a Marginal Victory if, at the end of the game (i.e., at the conclusion of the last Game Turn), the Anti-French side’s Morale Value is at least 1 higher than the French side’s Morale Value.

- A Draw Occurs with any other result.

[16.0] OPTIONAL RULES

Players can use these Optional Rules in any combination desired.

[16.1] Fog of War: Hidden Units
Players place their units face-down at all times (including during set up). You can freely inspect your own units, but not your opponent’s pieces until they are
revealed.’ Face-down units function normally in all other respects.

[16.1.1] Revealing Hidden Units: You reveal a face-down unit…

● Whenever the opposing player desires to reveal his own units.

● When you pay a Morale Point to ‘Commit the Guard’ (12.2); at that time, that Guard unit, if hidden, must be revealed.

● At the end of each non-Night Turn’s Movement Phase, if you have a face-up Cavalry unit adjacent to hexes containing face-down enemy units, reveal all of those face-down units.

● When an enemy Cavalry unit attempts to move during its Reaction Phase via Disengagement (8.3) or Penetration (16.2), and you wish to prevent that maneuver with a hidden friendly Cavalry unit, that hidden friendly Cavalry unit is revealed.

● After all Battles are declared during a Combat Phase (i.e., which friendly units are designated to attack which other, possibly hidden, enemy units), all units involved are revealed.

[16.1.2] Reconcealing Units: Face-up units remain revealed until the end of your Night Turn, at which time all of your face-up units are turned face-down to begin the new day.

[16.1.3] Dummy Units: Each side’s mix of pieces includes one or more ‘Dummy’ units.

● Unless specified, do not set up any Dummy units on the map.

● You may add to the map one hidden friendly Dummy unit per Turn, if available, with the arrival of either your newly Rallied or Reinforcement unit (also hidden). They arrive stacked together (like a ‘shell game’) and you must move at least one of them during your Movement Phase (6.9) so that they do not remain stacked.

● You can also place in play all of your available (i.e., those not currently hidden on the map) Dummy units when your units are reconcealed (usually at Night, see 14.0). Place them in hexes containing a friendly unit that is not adjacent to an enemy unit and then immediately relocate one of those two stacked units (real or Dummy) to an adjacent hex that is also not adjacent to an enemy unit.

● A Dummy moves like a Cavalry unit (with a Movement Allowance of 3) But moving them only 2 will help conceal them among Infantry units!

● The instant your Dummy unit is revealed, it is removed from the map (at no Morale cost). It can return during your next opportunity for reconcealment.

● When declaring Battles (9.2), include hidden Dummy units! Their declared Battles do fulfill the attacker’s mandatory combat requirement (9.1). That is, you can use unrevealed Dummy units as ‘feints’ to create diversionary attacks!

● When revealing units as per 16.1.1, Dummy units do cause enemy units to be revealed.

In this capacity, they are ‘scouting.’

● Until revealed, a Dummy unit functions in all ways as a normal unit and does control the hex it occupies (e.g., an enemy Objective or LOC hex).

[16.2] Cavalry Penetration

During your Reaction Phase, friendly Cavalry units may move through enemy ZOCs under certain circumstances.
Procedure

**Cavalry Penetration** occurs during your **Reaction** Phase (only) as that **Cavalry** unit’s single action. Your **Cavalry** unit must begin its **Reaction** Phase adjacent to an enemy unit. It can then move into another hex that is *also* adjacent to an enemy unit (even moving from one hex in an EZOC to another), but it must then cease its movement for that Phase and **cannot** also conduct a Countercharge attack.

- The Penetrating Cavalry unit **cannot** begin in, or enter an, enemy **Cavalry** unit’s EZOC.

This move is, in effect, the opposite of **Disengagement** (8.3).

### [16.3] Artillery Support

Individual artillery batteries were often detached from ‘parks’ for nearby formations to help shore up threatened parts of the line.

#### [16.3.1] Defensive Support:

If no attack has been declared (9.2) against an **Artillery** unit, it adds one (+1) to the strength of all friendly **defending** units in its ZOC (if it currently has one).

This benefit has **no** Morale Point cost and applies during both the enemy’s **Combat** and **Reaction** Phases.

#### [16.3.2] Bombardment:

**Artillery** units can attack across a **Major River** or other prohibited terrain hexside by **Bombardment**. A bombarding **Artillery** unit can attack, either alone or combined with other friendly attacking units, using its **normal** (printed; not doubled as per 9.3) Combat Strength.

When bombarding, **Artillery** units enjoy a limited immunity to adverse combat results: Treat all **AB** or **AR** results as **AW**. If an **EX** result occurs, a bombarding Artillery unit **cannot** be Broken to satisfy Case 9.6.G; if the **Artillery** unit is attacking alone via bombardment, treat **EX** results as **ENGaged** instead.

### [16.4] Additional Rally Locations

In addition to vacant LOC hexes, you can also place Rallied units (10.0) in a ‘**Rally hex**’ that meets **all** of these conditions:

- It must be an empty... **Town**, **Fortified** or **Redoubt** hex OR your side’s Objective hex.

That is, a ‘natural rallying point.’

- It must be ‘a safe distance’ of at least 4 hexes away from the nearest enemy unit AND closer to your nearest LOC hex than the nearest enemy unit is to that same LOC hex.

That is, it must be ‘safely behind your lines’.

- It must be able to trace a path of hexes to your closest LOC hex that is not occupied by an enemy unit. This path can be of any length, but cannot pass through any hex containing *or adjacent to* an enemy unit, or across impassable (unbridged / unforded) **Major River** hexsides.

In other words, that hex is not ‘isolated behind enemy lines’.

### [16.5] Unit Reduction

**Broken** units can return to play as smaller formation, reduced-strength units called ‘**Cadres**’.

#### [16.5.1] Partial Rallying:

When you conduct a Rally Check for an **Infantry** unit (only) and roll a ‘**Cadre?**’ result, you have the option to partially Rally that unit thus:

- Eliminate the **Infantry** unit you were rolling for (i.e., it is permanently removed from play), and

- Receive (‘Rally’) one of the generic, 1-strength **Cadre** units instead.

#### [16.5.2] Cadre Units:

**Cadre** units function as normal **Infantry** units except, if they are ever Broken, they themselves **cannot be Rallyed**. When Broken, they return to your pile of
available Cadre units instead, ready for future reuse.

[16.6] Unit Breakdown and Buildup

Before it moves during your Movement Phase, your ‘large’ (i.e., having a Combat Strength of 2 or more) Infantry-type unit (only; other types are not eligible) can be exchanged for (i.e., ‘broken down into’) two Cadre units, if available, at the cost of 1 Morale Point.

Conversely, at the end of your Movement Phase, you can stack two Cadre units together and exchange them for (i.e., ‘combine them into’) an eliminated large Infantry unit and recover 1 Morale Point.

[16.6.1] Breaking Down: A player must have two available Cadre units in order to break down a large Infantry unit. Remove the large infantry-type unit being broken down from the map and place it among your eliminated units (i.e., it cannot be Rallied). Replace it in its hex with two Cadre units. These newly placed Cadre units are free to move and engage in combat this Turn.

- There is a minus one (-1) Morale Point cost to break down a unit thus.
- If an unrevealed large Infantry unit breaks down, one Dummy unit, if available and Rule 16.1 is in effect, can also be added to that stack of two (also unrevealed) Cadre units when it is formed.

[16.6.2] Combining: Any two Cadre units of the same nationality can end their owner’s Movement Phase stacked together (an exception to Rule 6.9). When they do so, remove them from the map and replace them in that hex with your weakest eliminated large Infantry unit of that same nationality; that unit is then free to participate in combat that Turn.

- There is a plus one (+1) Morale Point gain when building up a large Infantry unit thus.

[16.7] Special Unit Types

Some games include special unit types with unique capabilities identifiable by their Combat Strength and/or Movement Allowance in a different (non-black) color.

As a reminder, the Standard Rules:

- Infantry units with their Combat Strength in red are Elite units (-2 for Rout rolls, and +1 for Rally rolls).
- All units with their Movement Allowance in red are Guard units (they must be ‘committed’ to attack with them, see 12.2).

[16.7.1] Light Infantry: Infantry units with their Movement Allowance in green are Light Infantry. They function as normal Infantry units in all respects except as follows:

- They can also Disengage, exactly as per Case 8.3 (i.e., not if in an enemy Cavalry unit’s ZOC).
- As an exception to Case 6.5, Light Infantry units need not stop in Rugged Terrain hexes (e.g., Forest, Rough and Marsh). Instead, they may simply spend one Movement Point to enter that hex and continue moving.

[16.7.2] Cossacks: Cavalry units with their Movement Allowance in green are Cossacks. They function as normal Cavalry units except as follows:

- As an exception to Case 6.5, Cossack units need not stop in Rugged Terrain hexes (e.g., Forest, Rough and Marsh). Instead, they may simply spend two Movement Points to enter that hex and continue moving. If it enters a Rugged hex when it has only one Movement Point, it can enter and must stop as usual.
- During their Reaction Phase, Cossack units cannot Countercharge (8.1) or Penetrate (16.2).
• During the Reaction Phase, Cossack units can Disengage from the ZOCs of enemy Cavalry units (an exception to Case 8.3.2).

[16.7.3] Unreliable Troops: Units with their Combat Strength in yellow are Unreliable. When your Unreliable unit participates in a Battle, you must roll a die to see if it Wavers. You make this roll after you’ve committed Reserves, if desired, but before the Battle is resolved. Subtract one (-1) from this die roll if your side’s Morale level is currently less than your opponent’s Morale level.

• If the modified result is greater than one (>1), that Unreliable unit is Steady and there is no effect.
• If the modified result is less than or equal to one (≤1), that Unreliable unit Wavers and its Combat Strength is reduced by one (-1) for that Battle only.

[16.7.4] Reluctant Troops: Units with their Movement Allowance in yellow are Reluctant. As an adjunct to Case 9.9.3, if you wish to Advance After Combat with your victorious Reluctant unit, you must first roll a die for it (individually) on the Controlled Advance Table.

• If control of the Advance is kept, there is no effect and that unit can Advance at your discretion.
• If control of the Advance is lost by that Reluctant unit, it cannot Advance, even if you desire to (but your other victorious units can, if able).

[16.7.5] Stragglers: Units with their Combat Strength in blue are Stragglers. They are treated as normal combat units with the following exceptions:

• They have no ZOCs.
• Their Combat Strength is zero (0), which can be modified by terrain.

• You cannot commit Reserves (see 12.5) to a Battle involving only your Straggler units.
• When a Straggler unit receives a Routed result in a Battle, it is Broken instead, with all the normal morale adjustments occurring.
• Straggler units cannot be Rallyed (i.e. once they are Broken, they are permanently eliminated).

[16.7.6] Road-bound Units: Units with their Movement Allowance in white are Road-bound (e.g., wagon trains and supply convoys). Road-bound units must occupy a Road hex, and if ever forced to Retreat off a Road hex, a Road-bound unit is permanently destroyed.

Note that Road-bound units are eligible for both the Road Movement and Forced March bonuses.

[16.8] Fatigue

Sustained combat exhausts troops and degrades their performance over time. You can show this using the round Fatigue markers and this Optional Rule.

Fatigue Levels

Here is the list of the five levels of Fatigue:

0. Fresh (no marker)
1. Ready (green marker)
2. Tired (yellow marker)
3. Weary (orange marker)
4. Spent (red marker)

Procedure

[16.8.1] Exhaustion: Each unit participating in a Battle (attacking and defending), has its Fatigue Level increased by one (e.g., from having no Fatigue marker to placing a Ready marker on it; or flipping a Ready marker over to show its Tired side; or replacing a Tired marker with a Weary marker;
or flipping a Weary marker to show its Spent side). If the unit is already Spent, there is no additional effect; it simply remains Spent.

[16.8.2] Recovery: At the end of your own Combat Phase, each of your units with a Fatigue marker on it that is not adjacent to an enemy unit has its Fatigue Level reduced by one level (even during a Night Turn). A unit with a Ready marker on it simply removes it to symbolize that it is again Fresh.

[16.8.3] Effects of Fatigue: While Fatigued (i.e., marked with a Fatigue marker), that unit is affected thus:

Ready: that unit is unaffected.

Tired: that unit receives no movement benefit if its side conducts a Forced March (12.3).

Weary: that unit suffers the Tired penalty AND a -1 penalty to its Movement Allowance (e.g., if it is an Infantry unit, its Movement Allowance is reduced to ‘1’, and a Cavalry unit would be reduced to ‘2’).

Spent: that unit suffers the Tired AND Weary penalties, AND is prohibited from voluntarily entering EZOCs, including during Advance After Combat.

[16.9] Leaders

Units with their Combat Strength in purple are Leaders.

Leader units represent the command structure needed to coordinate offensive action on a sprawling battlefield. These units do not have a Combat Strength; instead that purple value is called their Command Span rating (but it is located in the same place where other units’ Combat Strengths are).

Leader Set Up

Listed in the game’s set up instructions you will find the optional Leader units included and highlighted in purple.

[16.9.1] Command Span: A Leader unit’s Command Span is the radius in hexes over which it exerts control over friendly attacking units, reflecting its command authority.

Terrain features and/or the presence of enemy units or enemy ZOCs have no impact on a Leader’s Command Span.

[16.9.2] Leader Movement: Leader units move like Cavalry units, with the following exceptions:

- Leader units move through all Rugged Terrain (6.5) hexes as if they were Clear.

- Leader units can voluntarily exit EZOCs (6.8) providing they do not move directly from one EZOC directly into another when doing so.

- A Leader unit can end the Movement Phase stacked in the same hex with a friendly unit and/or any number of other friendly Leader units (i.e., Leader units are ‘stack free’).

[16.9.3] Leader Reaction Movement: Leaders, themselves, do not perform Reaction Movement (8.0). A Leader unit can accompany the friendly unit it is stacked with that performs Reaction Movement. Leaders do not affect the Combat Strength of Countercharging Cavalry units.

[16.9.4] Leaders in Combat: During your Combat Phase, your Leader units ‘coordinate attacks’ by providing Command to your units that are within their Command Span. Units within their Command Span are ‘In Command,’ while those that are not are ‘Out of Command.’

Procedure

When calculating the final Combat Differential of an attack during Step D of the Battle Sequence (9.0), your attacking units (only) check to see whether or not they are ‘In Command.’
• The attacking units are In Command, and that Battle is resolved normally, if any of your attacking units are within the Command Span of one of your Leader units.

• The attacking units are Out of Command, and that Battle is resolved with the final Combat Differential reduced by one (-1), only if none of your attacking units are within the Command Span of one of your Leader units.

There is no benefit if you have more than one (or even all) of your attacking units In Command, or having more than one Leader unit mutually exerting their Command Spans over your attacking units.

Conversely, Command has no effect on units’ ability to defend. Command only affects the attacking units in a Battle.

Command Cases

• A Leader unit can provide Command to multiple Battles within their Command Span in the same Combat Phase.

• Whether a unit is In Command or not (i.e., its ‘command status’) is determined at the instant each Battle is resolved. Should an adverse combat result cause your Leader unit to Break or Retreat in such a way that its Command Span is no longer exerted over your unit involved in a subsequent Battle, then that attack is conducted Out of Command.

• A Leader unit stacked with a friendly unit that Advances After Combat (9.9) may accompany that unit (or not).

• A Leader unit stacked with a friendly unit that is forced to Retreat must accompany that unit. If that unit Breaks during that Retreat due to a failed Hazardous Retreat roll (9.8.3 and 9.8.4) or upon reaching an LOC (9.8.7), then that Leader unit is also Broken (see below).

[16.9.5] Broken Leader Units: Unlike other units, there is no Morale penalty when a Leader unit is Broken, with this one exception: When the French Leader unit Napoleon is Broken (for whatever reason), the French Player must immediately roll a die and consult The Emperor’s Fate Table.

[16.9.6] ‘Rallying’ Broken Leaders: Unlike other Broken units, at the beginning of your Movement Phase each Turn, you automatically Rally (i.e., no die roll required) your Broken Leader units. Place Rallied Leader units in the same way as other units (see 10.0 and 16.4, if that Rule is used).

[16.9.7] Rallying on a Leader: Some Event card titles state that your units are “Rallying on” a specific leader. If you draw that Event, are using Optional Rule 16.4, and your Leader marker named in that Event’s title is on the map, then vacant hexes with or adjacent to that Leader marker and not in an EZOC can serve as additional Rally locations (without any other restrictions) for the duration of that Event only.

### NAPOLEONIC 20 v3.0 SERIES CREDITS

**Game System Design:** Joseph Miranda  
**Series Developer:** Lance McMillan  
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**Art:** Tim Allen (maps, card back), Alan Emrich (aids, cards, counters), and Richard Starke (counter figures).  
**Playtesting:** Mark Beninger, Michael D’Alesandro, Scott DiBerardino, Joe Donnelly, Andreas Gebhardt, Kim Meints, David Moody, Stephanie Newland, Joe Oppenheimer, Randall Shaw, Hugh Tracy  
**Proofreading:** Bill Barrett, Rick Partin, Ian Wakeham

Joyously designed, developed, manufactured and assembled in the United States of America
Aspern-Essling 20

[0.0] Exclusive Rules
This is the Exclusive Rules section for Aspern-Essling 20. These Rules extend the Standard Rules and the subjects covered here follow the exact same sequencing so that you can integrate these two Rules sections in your mind. Where there is a conflict, these Exclusive Rules supersede the Standard Rules.

[1.0] Introduction
Aspern-Essling 20 is a game on the major battle fought on 21-22 May, 1809. After Napoleon captured Vienna, he tried crossing the Danube River to force the Austrians to the bargaining table. One player commands the Austrian forces under Archduke Charles, while the other player commands the French army under the Emperor Napoleon.

[2.0] Game Equipment
The Game Map: The 11” x 17” game board features a map portraying the area near Vienna where the battle occurred.
Playing Pieces: The blue units are French; the Anti-French Austrian units are white.

[3.0] Setting Up the Game
After you’ve determined sides (i.e., who will play the French and Austrian side), set up the game as follows:
1. The Game Turn marker is placed on the 21 May, Morning space (Game Turn 1).
2. Use only the Aspern-Essling 20 cards to play (and see Exclusive Variant Rule 17.1 for an additional card).
3. Place the A-E French Morale marker on the ‘8’ space, and the Austrian Morale marker on the ‘6’ space of the Morale Track on the Player Aid Mat.
4. Place these units on the map or Game Turn Track (for the Turn when they enter play as Reinforcements, 11.0):

<table>
<thead>
<tr>
<th>Austrian Placement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hex 0206: Vla (2-2)</td>
</tr>
<tr>
<td>Hex 0209: V (2-2)</td>
</tr>
<tr>
<td>Hex 0403: Charles (2-5)</td>
</tr>
<tr>
<td>Hex 0603: Grenadier (3-2)</td>
</tr>
<tr>
<td>Hex 0604: II (4-2)</td>
</tr>
<tr>
<td>Hex 0607: I (4-2)</td>
</tr>
<tr>
<td>Hex 0902: IVA (2-2)</td>
</tr>
<tr>
<td>Hex 0909: Reserve 1 (1-3)</td>
</tr>
<tr>
<td>Hex 1005: Reserve 2 (1-3)</td>
</tr>
<tr>
<td>Hex 1103: IVB (2-2)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>French Placement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hex ????: 4'B (3-2) and a Bridgehead marker*</td>
</tr>
<tr>
<td>Hex ????: 4'C (2-2), a Pontoon Bridges marker and Napoleon (3-5)**</td>
</tr>
<tr>
<td>Hex ????: French Objective Hex marker***</td>
</tr>
</tbody>
</table>

*During set up, the French Player decides where to place his Danube River crossing site. Placing the 4'B unit and a Bridgehead marker there, on the northern bank (i.e., the hex marked with a blue star ⭐), and the 4'C unit and a Pontoon Bridges marker on the opposite (southern) bank.
If the French Player uses the Fischamend option (see Exclusive Rule 6.11), the 4'b unit sets up in hex 2110, the Pontoon Bridges marker is placed in the Fischamend Holding Box, and the 4'C unit enters play as a Reinforcement on Turn 1.

**Place the French Objective Hex marker as follows based upon the selected Danube River crossing site:

<table>
<thead>
<tr>
<th>CROSSING SITE</th>
<th>OBJECTIVE HEX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lackenau</td>
<td>0810 (Leopoldau)</td>
</tr>
<tr>
<td>Floridsdorf</td>
<td>0810 (Leopoldau)</td>
</tr>
<tr>
<td>Lobau (west)</td>
<td>1510 (Essling)</td>
</tr>
<tr>
<td>Lobau (east)</td>
<td>1710 (G.Enzersdorf)</td>
</tr>
<tr>
<td>Fischamend</td>
<td>1909 (Wittau)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>French Reinforcements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turn 1: 2'A (4-2)***</td>
</tr>
<tr>
<td>Turn 2: 2'B (3-2)***</td>
</tr>
<tr>
<td>Turn 3: Guard (2-2) and Reserve (2-3)***</td>
</tr>
<tr>
<td>Turn 4: 3'A (4-2)****</td>
</tr>
</tbody>
</table>

Systems Development by Alan Emrich and Lance McMillan
Turn 9: 3°C (2-2)

*** All French reinforcements arrive via the Entry Area associated with the site where their Pontoon Bridges marker was placed.

*** The 3°A and 3°C are both Variable Reinforcements (see 11.0) requiring a die roll of 1, 2, or 3 for arrival that turn via the Entry Area associated with the Pontoon Bridges marker.

[4.0] SEQUENCE OF PLAY

The **Austrian Player** is the **First Player**.

[4.1] Pontoon Repair Step: The French Random Events Phase has a new Step: 

**Before** drawing that Turn’s Event card, if the Pontoon Bridges are damaged, the French Player rolls a die and consults the Pontoon Repair Table to see if it is repaired that Turn (see Exclusive Rule 6.10.3).

[4.2] Sudden Death: Game Turns 14, 15 and 16 are **Sudden Death** Turns (see 4.0, #7).

[5.0] RANDOM EVENTS

Skip the **Austrian Player’s Random Events Phase** on the **first** Game Turn.

[6.0] MOVEMENT

[6.10] The Pontoon Bridges: At the beginning of the game, the French have just completed a pontoon bridge across the Danube River and have established a protected bridgehead across it. For the duration of the game, the French Player is committed to using only that crossing point and cannot use any of the other potential crossing sites.

Worse, the Danube is in full flood and, due to the rising, rushing flood waters, the French pontoon bridges can easily become damaged or even destroyed!

Pontoon Bridge Crossing Procedure

As each French unit attempts to cross the pontoon bridges (regardless of if it is doing so as a Normal or Reaction move, or when Retreating) the French Player must roll a die and apply the results from the Pontoon Crossing Table:

- □ = the unit attempting to cross remains where it is (i.e., it fails to cross; if it was Retreating, it Breaks as per 9.6.1) and the pontoon bridge becomes **damaged**; flip the Pontoon Bridges marker over to its “Damaged” side.
- □ or □ = the unit successfully crosses to the opposite bank, but the pontoon bridge becomes **damaged**; flip the Pontoon Bridges marker over to its “Damaged” side.
- □, □ or □ = the unit successfully crosses to the opposite bank and the pontoon bridge remains intact.

If a Routing unit crosses, it must still make a Hazardous Retreat check.

[6.10.1] Damage to the Pontoon: While the pontoon bridges are damaged (due to a crossing roll or an Event card and symbolized by flipping the Pontoon Bridges marker to its “Damaged” side), French units cannot use it to cross the river in either direction.

[6.10.2] Destroying the Pontoon: The pontoon bridge may be permanently destroyed in one of two ways:

- When an Event card calls for it to be damaged when it already is, the **Austrian Player** rolls a die to see if it is now destroyed instead.
- If an **Austrian** unit ever enters the hex containing the Bridgehead marker. At that moment, the pontoon bridges are permanently destroyed.

Once destroyed, the pontoon bridges cannot be repaired and the Pontoon Bridges marker is removed from play.

[6.10.3] Repairing the Pontoon: A Pontoon Repair Step is added to the...
beginning of the French Player Turn (see Exclusive Rule 4.1).

**Before** rolling to repair the pontoon bridges, the French Player can elect to spend one Morale Point to add one (+1) to his repair die roll for that Turn. The Pontoon Repair Table results are:

- 1 or 2 = the pontoon bridges remain damaged (i.e., no effect).
- 3, 4, 5 or 6 = the pontoon bridges are repaired; flip the Pontoon Bridges marker to show its undamaged side.

Note that it is entirely possible that the newly repaired pontoon bridges could be immediately damaged again by the French Player’s Event card draw!

**[6.11] Fischamend:** In addition to the four on-map crossing sites, the French Player can also choose to have his army perform a ‘Flanking March’ and cross the Danube at the village of Fischamend (lying just off the southeast edge of the map). To reflect this, set up the Pontoon Bridges marker, and place any scheduled French reinforcements, in the Fischamend Holding Box.

During his Movement Phase, if the pontoon bridges are undamaged, the French Player can roll on the Pontoon Crossing Table to attempt to bring any of his units in the Fischamend Holding Box onto the map via Entry Area D.

Roll for those units one at a time and apply the result before the next unit is rolled for. This can be done until the pontoon bridges damage, at which time no further attempts can be made until the pontoon bridges are again repaired.

If a unit successfully crosses the pontoon bridges without causing damage, place it on the map edge, just outside of Entry Area D; it can move normally that Turn.

If a unit successfully crosses the pontoon bridges but causes damage (i.e., it rolled a 3 or 4 on the Pontoon Crossing Table), place it on the map edge, just outside of Entry Area D, but it can only move one hex onto the map that Turn with no Road Bonus, Forced Marching, etc., allowed (i.e., it barely limps onto the map).

**[6.12] Austrian Caution:** Archduke Charles’ plan was to hold the bulk of his forces in reserve until he was certain where the French had committed themselves to crossing the Danube and, once sure it was not a feint, hit them before they could bring their full strength over.

Accordingly, at the start of the game, all Austrian units are ‘inactive’ and cannot move until released (they can still attack normally). 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).

**[6.12.1] Releasing the Army:** At the start of each Austrian Movement Phase, the Austrian Player rolls a die and consults the Austrian Release Table to try and release his unreleased units. Add to this die roll the number of French units currently on the north bank of the Danube (i.e., those that are on the map and have crossed the pontoon bridges to the far shore) and compare that total to the following schedule:

- 3 or less = no units are released that Turn.
- 4 or 5 = the unreleased Austrian unit closest to the French Bridgehead (Austrian Player’s choice if two or more units are equidistant) is released.
- 6, 7 or 8 = any Austrian unit (Austrian Player’s choice) is released.
- 9 or more = any two (2) Austrian units (Austrian Player’s choice) are released.

**Battle Release:** When any unreleased Austrian unit engages in a Battle, it is automatically and immediately released.

**Emergency Release:** All Austrian units are immediately released if either: A) a French unit enters either Austrian Objective hex, or B) a second French pontoon bridge is constructed (see Exclusive Rule 17.3).
[6.12.2] Effects of Being Released: When a unit is released, flip it back over (i.e., face-down when using the Fog of War Optional Rule, or face-up and not rotated when not using that Rule) to indicate that unit’s ‘released’ status.

Once released, that Austrian unit can move freely for the rest of the game.

[6.13] The Russbach Stream: Although fordable by infantry, the steep banks and a thin strip of densely wooded marsh on the north-eastern bank of the Russbach Stream meant cavalry and artillery could only cross it via bridges.

**Important:** These Cases apply only to hexsides that are both Russbach Stream and Slope (pictured here). For these ‘combination’ hexsides only, note the following:

[6.13.1] Major and Minor Differences: Infantry units treat the entire Russbach as a normal Minor River. Cavalry and Artillery units, however, treat these special hexsides as a Major River (i.e., uncrossable, and their ZOCs do not extend across these hexsides).

[6.13.2] Restricted Terrain: Cavalry and Artillery units cannot voluntarily move, Retreat or Advance After Combat across these hexsides. If engaging in combat across these hexsides, Artillery units must Bombard (see 16.3.2).

If a Cavalry unit occupies a hex on either side of the Russbach, and an enemy Infantry unit moves adjacent to it across one of these hexsides, that Cavalry unit must Disengage (per 8.3) during its Reaction Phase; if unable to do so, that Cavalry unit automatically routs.

[6.13.3] The Brutal Heights: Defending units being attacked exclusively through these hexsides receive a +2 Defense Strength bonus (effectively, the River and Slope benefits are combined; this is an exception to 9.4.1).

[9.0] COMBAT

[9.8.6] Retreat Direction Priority: French units must Retreat towards the French LOC hex in the Entry Area associated with the site they built their pontoon bridges (or Area D if using the Fischamend option). That LOC hex is the only Active French LOC hex (all others are considered Inactive, unless the French have exercised the Fischamend ‘Flanking March’ option and one or more French units have actually entered play via Area D, in which case the LOC there is also considered Active).

Austrian units must Retreat towards one of the four Austrian LOC hexes: one on the north-western map edge (hex 0111), two on the north-eastern map edge (hexes 0501 or 1001), and the one on the eastern map edge (hex 2102).

[9.10] The Bridgehead: To cover the main crossing over the Danube, the French constructed fieldworks and stationed a small garrison to defend the pontoon anchor point.

During set up, the Bridgehead marker resides at the northern terminus of the Danube River crossing site (★) chosen by the French Player. This Bridgehead hex functions as a Redoubt hex per the Terrain Effects Chart. It also contains a French Garrison force (see Case 9.4.4).

[9.10.1] Catastrophe: If, at any time, an Austrian unit enters the Bridgehead hex (as a result of Advancing After Combat), both the Bridgehead marker (with its associated Garrison force) and the Pontoon Bridges marker are immediately and permanently destroyed. In addition, reduce the French Morale level by two (-2).

[11.0] REINFORCEMENTS

[11.6] Unit Arrival Locations: Reinforcement units arrive at the following
Locations (color-coded along the map edge for your convenience):

French: along the western or southern map edge at Entry Areas marked as A, B, C or D, but only at the single Entry Area associated with the Danube River crossing site selected during set up.

Austrian: along the north-eastern map edge at Entry Area Z.

[14.0] NIGHT TURNS

French Objective Hex: The French Objective Hex marker is placed during set up in accordance with the French Player’s Danube River crossing site.

Austrian Objective Hexes: 1006 (Aderklaa) and 1605 (Glinzendorf).

[14.1] Home Ground: If the French Player does not control any of the following locations marked on the map with a yellow star (☆), Austrian Morale increases by two (+2) when Recovering Morale from Resting at Night:

0209 (Bisamberg)
0708 (Gerasdorf)
1109 (Breitenlee)
1407 (Raasdorf)

[14.2] Main Crossing: If the Pontoon Bridges marker is damaged during the French Night Operations Phase, the French Player does not receive the normal one point Morale increase for Rest and Recovery.

Thus, it may be prudent for French units not to attempt to cross the pontoon bridges on Night Turns to avoid damaging it and impacting their ability to recover Morale.

[15.0] HOW TO WIN

[15.1] In addition to the Standard Victory Conditions, the French can gain a Marginal Victory if they meet all three of the following conditions at the game’s end:

• The French Morale level is at least one higher than the Austrian Morale level.

• An Austrian unit does not occupy the French Objective hex.

• The pontoon bridges (if used) have not been destroyed (damaged is okay, even at the end of the game, just not destroyed).

[17.0] VARIANTS

You can use these Variant Rules separately or together in any combination as agreed to before commencing play.

[17.1] The 13th Card: Add the red-titled, DANUBE 20 Event card (Grenzers / Voltigeurs), to the Discard Pile normally during set up.

[17.2] Summoned from Linz: Place the French 8e and 9e units (both 2-2), and the Austrian III unit (3-2), on the Turn 8 space (Midday, 22 May) of the Game Turn Track.

Beginning on that turn, during your Movement Phase, roll a die for each unit you are scheduled to receive and apply the indicated result:

1 = that unit fails to arrive. Remove it from play at no Morale penalty.

2, 3 or 4 = that unit is delayed. Move it one Turn ahead on the Game Turn Track and roll for it again next Turn.

5 = that unit arrives, but it cannot move this Turn. It enters the map next Turn.

6 = that unit arrives and can move normally this Turn.

The Austrian III unit arrives via Entry Area Z (east map edge); French 8e and 9e units arrive at the Entry Area associated with their Danube River crossing site.

[17.3] Bertrand Works a Miracle: As a change to Exclusive Rule 11.6, the French Player can have his Reinforcements enter at any French Entry Area or the Fischamend Holding Box.

[17.3.1] Arrival: At the start of Game Turn 3, the French Player can build a second Danube River crossing site,
receiving the second Pontoon Bridges, Bridgehead and French Objective markers that go with it.

[17.3.2] Placement: During that Turn’s, or any subsequent Turn’s, French Movement Phase, the French Player can place this second Pontoon Bridges marker, face-up, at any available crossing site*, and the French Objective Hex marker at that site’s associated Objective Hex (see the list at Exclusive Rule 3.0 #4) if that hex does not already have a French Objective Hex marker (e.g., Leopoldau).

*Alternatively, the French Player can hold on to this second pontoon as a contingency to rebuild the original marker should it be destroyed.

[17.3.3] Establishing a Bridgehead: The French Player can immediately begin rolling to have units use these new pontoon bridges as per Exclusive Rule 6.10. As soon as the first French unit crosses the Danube River via that new Pontoon Bridges marker, place the second Bridgehead marker in the terminus hex (the one with the small blue star) opposite that crossing site. This immediately releases all Austrian units (see 6.12.1).

[17.3.4] Special Cases: Thereafter, all normal procedures apply to both pontoons with the following exceptions:

- Only one Pontoon Bridges marker is affected when Pernety’s Zeal and the Ardor of the Pontooniers Event occurs (the French Player’s choice), or when the Fire Rafts and Floating Mills Event occurs (the Austrian Player’s choice).
- Conversely, The Flood Waters Rise… Event affects both Pontoon Bridges markers!
- The effects of a Catastrophe (Exclusive Rule 9.10.1) only apply if both Pontoon Bridges markers are destroyed.
- If either of the Pontoon Bridges markers is undamaged, the effects of Main Crossing (Exclusive Rule 14.2) do not apply.

[18.0] Aspern-Essling 20 Historical Notes

Hoping to capitalize on his capture of Vienna, Napoleon attempted to force a crossing over the Danube to engage and destroy the Austrian army and thereby end the war. An earlier attempt to do this at Schwartze-Lackenau Island on 13 May was thwarted by an observant Austrian officer acting without orders. A few days later, Napoleon tried again, this time using Lobau Island for his jump-off point.

The French effort was a near-impromptu affair, marked by poor planning, insufficient forces and, above all, inadequate engineering support. Assuming that the Danube’s spring flood was similar to that of the Rhine (i.e., over by mid-April, and cresting at only 8 to 10 feet above normal levels) the French instead found a river that was already at nearly twice that level and still rising! Undaunted, they elected to proceed with the operation, even though their lack of bridging materials limited them to a single crossing site over a span that remained in constant danger of being swept away.

Archduke Charles, commanding the Austrian forces, elected not to oppose the initial French crossing, intending to allow a portion of their army to cross, and then crush it before the rest was able to come to its assistance.

The opening French assault carried the villages of Aspern and Essling with little difficulty, but the remainder of the first day saw the two sides engaged in vicious fighting for possession of those two key locations. That evening, the armies bivouacked within pistol shot of one another amidst the ruins.
On the second day, a French offensive in the center came within a hair's breadth of breaking the Austrian line, but Charles brought up his last reserves and personally led the counterattack that stalled the French effort and re-took Aspern. With this came the news that the pontoon over the Danube had been cut by heavy barges sent drifting down the river by the Austrians, and so Napoleon ordered the army to fall back. The retreat was costly, including the irreplaceable Marshal Lannes. Despite the Austrian's numerical superiority, the French held on until nightfall which permitted them to withdraw.

This battle was a very close-run thing, and it was the first time Napoleon had suffered a major defeat. For the Austrians, though, it was little more than a tactical victory, for they failed to capitalize on their superior numbers. Stung by this setback, Napoleon immediately began planning another effort to get his forces over the Danube, an operation which would culminate in the battle of Wagram six weeks later.

Kim Meints, Designer

**GAME CREDITS**

See Wagram 20’s credits.

**WAGRAM 20**

[0.0] EXCLUSIVE RULES

This is the Exclusive Rules section for Wagram 20. These Rules extend the Standard Rules and the subjects covered here follow the exact same sequencing so that you can integrate these two Rules sections in your mind.

Where there is a conflict, these Exclusive Rules supersede the Standard Rules.

**[1.0] INTRODUCTION**

Wagram 20 is a game on the major battle fought on 5-6 July, 1809, in the final phases of Napoleon’s Danube campaign. One player commands the Austrian forces under Archduke Charles, while the other player commands the French army under the Emperor Napoleon.

**[2.0] GAME EQUIPMENT**

The Game Map: The 11” x 17” game board features a map portraying the area near Vienna where the battle occurred.

Playing Pieces: The blue units are French; the Anti-French Austrian units are white.

**[3.0] SETTING UP THE GAME**

After you’ve determined sides (i.e., who will play the French and Austrian sides), set up the game as follows:

1. The Game Turn marker is placed on the 5 July, Pre-dawn space (Game Turn 1).

2. Use only the Wagram 20 cards to play (and see Exclusive Variant Rule 17.1 for an additional card).

3. Place the Wagram 20 French Morale marker on the ‘8’ space, and the Austrian Morale marker on the ‘6’ space of the Morale Track on the Player Aid Mat.

4. Place these units on the map or Game Turn Track (for the Turn when they enter play as Reinforcements, 11.0):

   **AUSTRIAN PLACEMENT**

   Hex 0306: III (3-2)
   Hex 0403: Charles (2-5)
   Hex 0410: V (2-2)
   Hex 0607: Reserve 1 (1-3)
   Hex 0708: Grenadier (3-2)
   Hex 1004: Reserve 2 (1-3)
Hex 1311: Vla (2-2)
Hex 1510: Vlb (2-2)
Hex 1710: Advanced Guard (2-2)

Anywhere between hex columns 08XX and 15XX (inclusive) AND northeast of the Russian Stream (i.e., up upon the Russian Heights): I, II and IV Corps (all 4-2s) are deployed, unstacked, by the Austrian Player.

**AUSTRIAN REINFORCEMENT**

Turn 5: Archduke John (2-2), and John (0-5) Area Z*

*These unit are Variable Reinforcements (see 11.0) requiring a die roll of 6 for their arrival together that Turn. When the Archduke John unit arrives, immediately increase by one (+1) the Austrian Morale level.

**FRENCH PLACEMENT**

Hex 1610: 2eA (4-2)
Hex 1611: 3eB (3-2) and Napoleon (3-5)
Hex 1612: Dragoons (1-3)
Hex 1711: 4eA (4-2)
Hex 1712: 3eA (4-2)
Hex 1713: 9e (2-2)
Hex 1714: A Pontoon Bridges Damaged marker next to Floridsdorf (see Optional Rule 16.10).

**FRENCH REINFORCEMENTS**

Turn 1: Guard (2-2)*
Turn 2: MacDonald (3-2) and Reserve (2-3)*
Turn 3: Grenier (2-2)*
Turn 4: 11e (2-2)*
Turn 5: Grand Battery (2-2)*
Turn 6: 8e (2-2)**

*Each French Reinforcement unit can enter play on its scheduled Turn of arrival at Area A --OR-- the French Player can delay its entry by three (3) Turns, after which it arrives at Area B.

**The 8e unit is a Variable Reinforcement (see 11.0) requiring a die roll of 6 for arrival that Turn. It can enter play on its scheduled Turn of arrival at Area B --OR-- the French Player can delay its entry by three (3) Turns, after which it arrives at Area A.

[4.0] **SEQUENCE OF PLAY**

The French Player is the First Player.

[4.1] **Special Game Turn 1 Rule:** The only activity conducted on Game Turn 1 (Pre-Dawn) is the French Player’s Movement Phase (skipping French Events and other Phases). That’s it! (See Exclusive Rule 6.10.2 for a restriction.)

It is not a Night Turn per se, and the Austrian Player Turn is skipped entirely. In effect, the French begin the game by taking two Turns in a row.

[4.2] **Sudden Death:** Game Turns 15, 16 and 17 are Sudden Death turns (see 4.0, #7).

[6.0] ** MovEMENT**

[6.10] **The Lobau Island Bridges:** When Retreating across any of the bridges to or from Lobau Island, units from both sides do not require a Hazardous Retreat die roll (as per 9.8.4; i.e., they are always “Safe”).

However, such Retreating units automatically receive an appropriate Rout! marker (see 9.6.3) if they do not already have one.

[6.10.1] **Hasty Construction:** At the start of the game, three of the Lobau Island bridges (1511/1611, 1609/1610, and 1610/1710, with their white outlines) are incomplete and are unusable by either player.

At the beginning of any French Player Turn that hexes 1510 (Essling) and 1710 (Gross-Enzersdorf) are both unoccupied by Austrian units, these bridges are completed and thereafter function as normal bridges for the remainder of the game. Flip the French Morale marker over to its “Crossings Secured” side as a reminder of this.
The crossings leading off Lobau Island represent multiple pontoon and trestle bridges, some of which had to remain incomplete until the far shore was entirely cleared of Austrian defenders.

[6.10.2] Confusion & Congestion: On Game Turn 1 only, prior to moving, the French Player rolls a die and consults the Confusion & Congestion Table on the map to determine how many of his units can be moved off Lobau Island that Turn.

- 1 and 2 = only one unit can move off Lobau Island.
- 3, 4 or 5 = up to two units can move off Lobau Island.
- 6 = up to three units can move off Lobau Island.

A storm complicated the initial French crossings over the Danube River during the night of 4 July. Executing such a difficult move so effectively demonstrates the skill of Napoleon’s staff.

[6.11] Austrian Caution: Until the 6 July, Morning turn (i.e., Game Turn 8), the Austrian Player is restricted as to which units he can move. Only the Austrian Advanced Guard, Grenadier, VIA, VIB, and both Reserve Cavalry units begin the game ‘released’ and can move freely. All other Austrian units on the map are ‘inactive’ and cannot move until released (they can still attack normally). Indicate their ‘unreleased’ status by flipping these units over (i.e., face-down when using the Fog of War Optional Rule, or face-up and rotated 180° when not using it).

[6.11.1] Releasing the Army: At the start of each Austrian Movement Phase, the Austrian Player rolls a die and consults the Austrian Caution Table to try to release his unreleased units. Before this die is rolled, the Austrian Player can reduce his Morale by one (-1) to add one (+1) to this die roll. Apply the result as follows:

- 1 and 2 = no effect; no unit is released this Turn.
- 3, 4 or 5 = the Austrian Player can release one inactive unit.
- 6 = the Austrian Player can release up to two inactive units.

Time Release: All Austrian units are automatically released on 6 July, Morning Turn (i.e., Game Turn 8).

Emergency Release: All Austrian units are immediately released if either: A) any French unit attacks an inactive Austrian unit; B) a French unit crosses the Russbach Stream; or C) a French unit enters hex 0713 (Floridsdorf).

[6.11.2] Effects of Being Released: When a unit is released, flip it back over (i.e., face-down when using the Fog of War Optional Rule, or face-up and not rotated when not using that Rule) to indicate that unit’s ‘released’ status.

Concerned the French assault from Lobau Island might be a feint, much of the Austrian army was held in check, waiting for another French attack. Only after it was clear the French were fully committed did Archduke Charles release his whole army.


See ASPERN-ESSLING 20 Rule 6.14; all of those Cases also apply when playing WAGRAM 20.

[9.0] COMBAT

[9.8.6] Retreat Direction Priority:

French units must Retreat towards the French LOC in hex 1714.

If French units have crossed the Danube River via pontoon bridges at Floridsdorf (see Exclusive Rule 16.10), French units can also Retreat towards the LOC there in hex 0714.

Austrian units must Retreat towards one of the four Austrian LOC hexes: one on
the north-western map edge (hex 0111), two on the north-eastern map edge (hexes 0501 or 1001), and the one on the south-eastern map edge (hex 2102).

[9.10] Bridgehead Garrison: To cover the construction of their bridges at Lobau Island, the French established a small fortified camp on the opposite shore (in hex 1511) which contains a French Garrison force (see Case 9.4.4).

[9.11] Lobau Island Batteries: The French built several emplacements on Lobau Island for heavy guns to support their assault, represented by two hexes (1512 and 1610). These Batteries are similar to Garrisons (Case 9.4.4), with the following adjustments:

- Treat each battery hex as an immobile French Artillery unit with a Combat Strength of 2.
- If a French unit defends in a Battery hex, add two (+2) to that defending unit’s Combat Strength.
- These Batteries can attack enemy units as if they were normal Artillery units, including projecting defensive support to friendly units (16.3.1) across both bridged and unbridged Major River hexes. When bombarding adjacent enemy units (16.3.2), these Batteries are immune to all adverse combat outcomes (they ignore AB, AR, and AW results) and, like Artillery units, cannot be Broken to satisfy EX results when bombarding.

[11.0] REINFORCEMENTS

[11.6] Unit Arrival Locations: Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

French: along the western map edge in the coded entry areas marked ‘A’ or ‘B’ as explained in Exclusive Rule 3.0.

Austrian: along the east map edge at Entry Area Z.

[12.0] ARMY MORALE

[12.7] Help is On The Way: When the Austrian Archduke John unit enters play as a reinforcement (potentially as early as Turn 4), immediately increase by one (+1) the Austrian Morale level.

[12.8] Catastrophe: The first time an Austrian unit enters any hex of Lobau Island, immediately lower by two (-2) the French Morale level.

As the base for the French army’s attack across the Danube, a successful Austrian effort against Lobau Island would have ruinously disrupted Napoleon’s plans.

[13.0] PASSING (“LULLS”)

Lulls cannot be declared until the 6 July, Morning turn (i.e., Game Turn 8).

[14.0] NIGHT TURNS

French Objective Hex: 1510 (Essling).

Austrian Objective Hexes: 0403 (Hagenbrunn), and 1003 (Wagram).

Home Ground: If an Austrian unit physically occupies 1006 (Aderklaa) and/or 1605 (Glinzendorf), Austrian Morale increases by two (+2) when Recovering Morale from Resting at Night. These locations are marked on the map with a yellow star (★).

[16.0] OPTIONAL RULES

[16.10] The Floridsdorf Pontoon

Napoleon considered the idea of building another pontoon near Floridsdorf to support his main attack at Lobau Island. This Rule simulates that possibility.
**Procedure**

The French Player can build a pontoon bridge connecting hex 0713 to 0714 (i.e., where the Pontoon Bridges Damaged marker was placed during set up).

This is accomplished by moving a French Infantry unit (only) between these two hexes; the unit must spend its entire Movement Allowance that Turn to make this crossing (as it is also completing this bridge), which is symbolized by flipping that marker over to its Pontoon Bridges side. If that French Infantry unit also enters an EZOC, then a Battle will result normally.

If hex 0713 is occupied by an Austrian unit, then the French Player cannot build the pontoon that Turn.

**16.10.1 Completion:** Once built, this bridge can only be used by the French. It functions as a normal bridge and Retreats across it are considered Hazardous Retreats (see 9.8.4).

**16.10.2 Destruction:** If an Austrian unit ever enters hex 0713 after the bridge has been built, the Pontoon Bridges marker is permanently destroyed and cannot be rebuilt.

**17.0 Variants**

**17.1 The 13th Card:** Add the red-titled, Danube 20 Event card (Grenzers / Voltigeurs), to the Discard Pile normally during setup.

**18.0 The Marchfeld Historical Scenario**

This short scenario starts after the French have already crossed the Danube and pushed the Austrians back from their forward positions, focusing on the battle on the Marchfeld plain.

All the preceding Exclusive Rules apply to the Marchfeld Scenario, except that the French cannot use Entry Area B (and cannot build the pontoon bridge there).

After you’ve determined sides (i.e., who will play the French and Austrian side), set up the game as follows:

1. The Game Turn marker is placed on the 5 July, Afternoon space (Game Turn 4).
2. Use only the Wagram 20 cards to play (and see Exclusive Variant Rule 17.0 for an additional card).
3. Place the Wagram 20 French Morale marker with its Crossings Secured side up (see Exclusive Rule 6.10.1), on the ‘6’ space, along with the Austrian Morale marker, on the Morale Track on the Player Aid Mat.
4. Place these units on the map or Game Turn Track (for the Turn when they enter play as Reinforcements, 11.0):

   **Austrian Placement**
   
   Hex 0410: V (2-2) begins inactive*
   Hex 0507: III (3-2)
   Hex 0602: Reserve 2 (1-3)
   Hex 0608: VIB (2-2)
   Hex 0609: VIA (2-2)
   Hex 0705: Reserve 1 (1-3)
   Hex 0708: Grenadier (3-2)
   Hex 1003: I (4-2) begins inactive*
   Hex 1204: II (4-2) begins inactive*, and Charles (2-5)
   Hex 1403: IV (4-2) begins inactive*
   Hex 1504: Advanced Guard (2-2)

   *Inactive units are subject to Exclusive Rule 6.12 and await their release.

   **Austrian Reinforcement**

   Turn 5: Archduke John (2-2)** and John (0-5), Area Z

   **This unit is a Variable Reinforcement (see 11.0) requiring a die roll of 6 for arrival that Turn.

   When the Archduke John unit arrives, immediately increase by one (+1) the Austrian Morale level.
**French Placement**

Hex 1109: 4eA (4-2)  
Hex 1207: 9e (2-2)  
Hex 1306: 2eA (4-2)  
Hex 1308: MacDonald (3-2)  
Hex 1407: Guard (2-2) and Napoleon (3-5)  
Hex 1506: 3eB (3-2)  
Hex 1508: Reserve (2-3)  
Hex 1609: Grenier (2-2)  
Hex 1612: 11e (2-2)  
Hex 1705: 3eA (4-2)  
Hex 1904: Dragoons (1-3)

**French Reinforcements**

Turn 5: Grand Battery (2-2), Area A

The 8e Corps and Pontoon Bridges marker are not used in this scenario.

5. This scenario ends at the conclusion of the Austrian player’s Combat Phase on 6 July, Evening (Game Turn 12). Do not play Game Turns 13-18.

[4.0] **Sequence of Play**

The French Player is the First Player.

[5.0] **Random Events**

Skip the French Players’ Random Events Phase on the first Game Turn.

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**Aspern-Essling 20 and Wagram 20**

**Game Credits**

Game Design: Kim Meints  
Series Developer: Lance McMillan  
Additional Research: John “Jack” Gill  
Art & Graphic Design: Tim Allen, Alan Emrich, Chris Magoun, Richard Starke  
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Proofreading: Bill Barrett, Brad Bernstein, Rick Partin, Leigh Toms, Ian Wakeham

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[19.0] **Wagram 20**

**Historical Notes**

After Austria failed to capitulate when Vienna was captured, Napoleon needed to find a way to force an end to the war. Due to inadequate preparation, an earlier attempt to do this by crushing the Austrian army at the battle of Aspern-Essling was bloodily repulsed.

Napoleon wouldn’t make that same mistake twice. He converted Lobau Island into a vast armed camp to cover his next crossing, building numerous well-constructed bridges.

In the midst of a thunderstorm, the French crossed the Danube on the night of 4 July, but by mid-morning they had cleared the Austrians out of their forward positions and pushed them back. Against initially weak opposition, the French advanced rapidly and, that evening, attacked the Russbach Heights. An assault against the Austrian center was thrown back after desperate fighting, despite great courage on the part of the Army of Italy and 2e Corps.

Meanwhile, Bernadotte briefly occupied Wagram, only to have his Saxon troops routed when friendly troops fired on them in the fading light after mistaking their white uniforms for Austrians. Davout wisely refrained from over-committing to an attack on Margrafneusiedl before nightfall put an end to the day’s fighting.

The next morning, an unexpected Austrian assault threatened to break the French line. Napoleon assembled a Grand Battery of artillery to stall the Austrian advance. Afterward, he launched MacDonald’s corps, formed into a giant hollow square, against the Austrian center in a massive counterattack.

Charles was forced to commit his last reserves to stop MacDonald. Davout saw his opportunity and gained the Russbach Heights, turning the Austrians’ flank. Realizing the tide had turned, Charles ordered a retreat.

Wagram was the second largest battle of the Napoleonic wars; it was also one of Napoleon’s last great triumphs. Napoleon had to acknowledge that the Austrians were no longer the incompetent foes of old, and that the strategic dynamic in Central Europe had changed.

*Kim Meints, Designer*
**Napoleonic 20**

**Fatigue Effects**

- **Ready**
  - That unit is unaffected.

- **Tired**
  - That unit receives no movement benefit if its side conducts a *Forced March* (12.3).

- **Weary**
  - That unit suffers the **Tired** penalty AND a -1 penalty to its Movement Allowance.

- **Spent**
  - That unit suffers the **Tired AND Weary** penalties, AND is prohibited from voluntarily entering EZOCs, including during Advance After Combat.

**Unreliable Troops**

Your units in Battle with yellow Combat Strengths must have a die rolled for them after you’ve decided if you will commit Reserves.

**DRMs:** -1 if your side’s Morale is lower than the other’s.

If the modified result is **greater than one** (>1), that Unreliable unit is Steady and there is no effect.

If the modified result is **less than or equal to one** (≤1), that Unreliable unit Wavers and its Combat Strength is reduced by one (-1) for that Battle only.

**The Emperor’s Fate**

If the *Napoleon Leader* unit is Broken (for whatever reason), the French Player must roll on this table:

- **Napoleon is killed:** the game ends in an immediate Allied Decisive Victory.
- **Napoleon is wounded:** the French sides immediately loses one (-1) Morale Point.
- **Napoleon escapes:** No effect.

**Aspern-Essling 20**

**Variable Reinforcements**

- **Successful**
  - Unit arrives that Turn.

**Optional Variable Reinforcements**

- **Turn 8**
  - [17.2] Summoned from Linz: during your Movement Phase, roll a die for each unit of your units:
    - That unit *fails to arrive.* Remove it from play at no Morale penalty.
    - That unit is *delayed.* Move it one Turn ahead on the Game Turn Track and roll for it again next Turn.
    - That unit *arrives, but* it cannot move this Turn. It enters the map next Turn.
    - That unit *arrives* and can move normally this Turn.

**Wagram 20**

**Variable Reinforcements**

- **Turn 5**
  - *Success:* Unit(s) arrive that turn.

When the *Archduke John* unit arrives, immediately increase by one (+1) the Austrian Morale level.