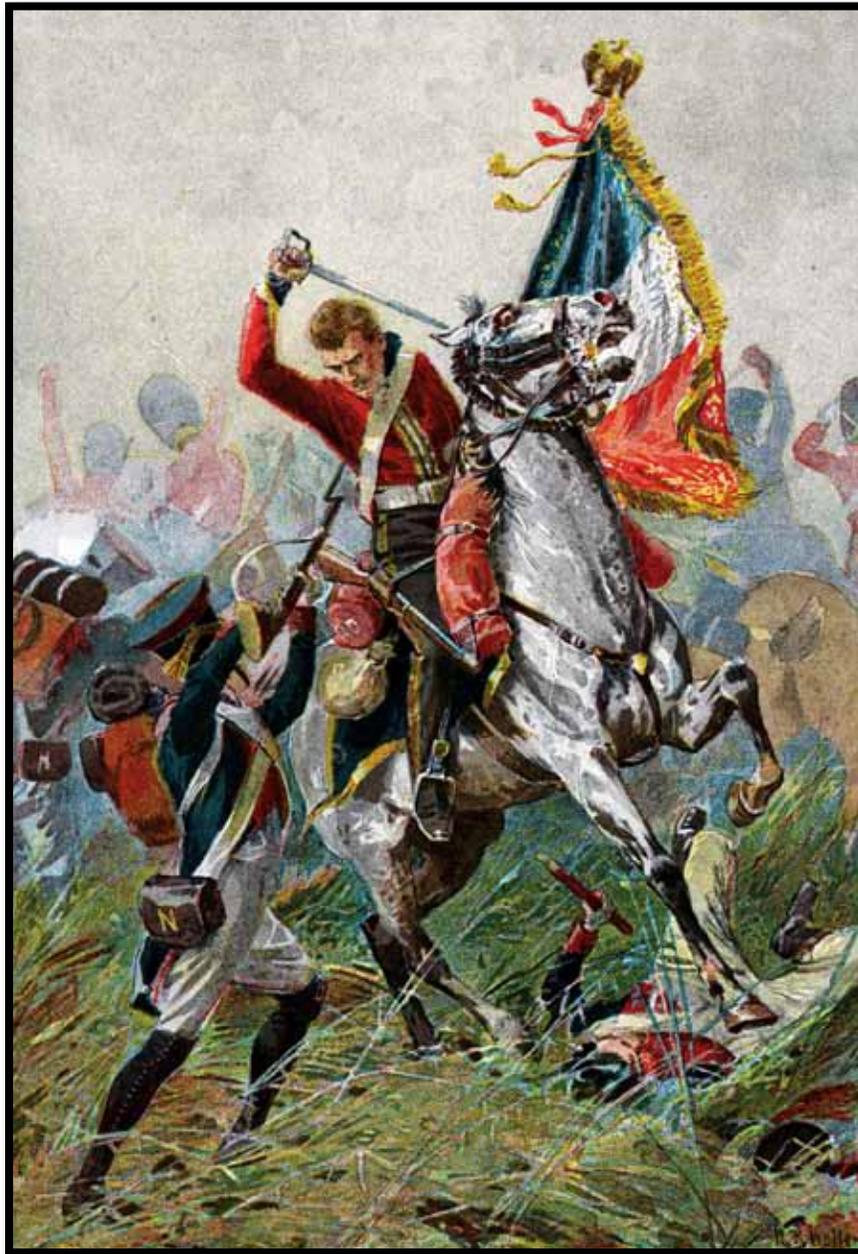


# FADING GLORY



## PLAYBOOK

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## Exclusive Rules

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

### WATERLOO 20

#### [1.0] INTRODUCTION

*Waterloo 20* is a game based on the Waterloo campaign, 16-18 June 1815. One player commands the French army, taking the role of Napoleon. The other player, known as the Allied Player, takes the Anti-French side. He assumes both the roles of Wellington for the Anglo-Dutch forces, and Blücher for the Prussian forces, respectively.

#### [2.0] GAME EQUIPMENT

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

The blue units are French, red are Anglo-Dutch, and black units are Prussian.

Unit abbreviations include:

Adv Gd = Advance Guard (cavalry)

IG = Imperial Guard

Note that the Anti-French forces (i.e., the Anglo-Dutch and Prussian armies) share a common Morale Value (and marker). They also share a common Player Turn.

#### Elite Forces



For the purposes of Routing (a -2 die roll modifier; see 9.6.2) and Rallying (a +1 die roll modifier; see 10.0), both of the following units are considered

Elite Forces: the French Imperial Guard and British I Corps.



For purposes of Morale fluctuation from their commitment in battles (see 12.2 and 12.5), only the French Imperial Guard Corps unit is considered an Elite Force.

#### [3.0] SETTING UP THE GAME

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

-  The Game Turn marker is placed on the '16 June Afternoon' space.
-  Place the French Morale marker on the '8' space and the Allied Morale marker on the '7' space of the Morale Track.
-  If using Variable Weather (16.10), place the Weather marker in the Cloudy box of the Weather Track, with its Worsening Weather side up.
- Place the units on the map or the Game Turn Track (when they enter play as Reinforcements, 11.0) as listed below:

#### French:

Hex 0104: I

Hex 0107: IG

Hex 0208: IVC & Napoleon

Hex 0210: IIC

Hex 0211: IC

Turn 1: Res

Hex 0303: IIIC

Hex 0304: II & Ney

Hex 0307: III

Hex 0309: IV

Turn 3: VI

**Anglo-Dutch**

Hex 0605: I & Wellington      Hex 0904: Reserve  
 Turn 4: Uxbridge      Turn 5: II  
*Set aside III Corps.* This is Frederick's Corps and it arrives as a possible random Event card draw.

**Prussian**

Hex 0408: I\*      Hex 0510: III  
 Hex 0409: II & Blücher      Turn 4: IV  
 Broken: Adv Gd\*\*

\* Set up the **Good Ground** marker in hex 0408 with its "Artillery Immune" side up.

\*\* The Prussian Advance Guard Cavalry unit starts the game already Broken from fighting just prior to the first Turn; it may be Rallied normally (see 10.0).

**[4.0] SEQUENCE OF PLAY**

The French player is the First Player.

**[5.0] RANDOM EVENTS**

Skip the French Player's Random Events Phase on Game Turn 1.



**[5.1] Damned Good Ground:** When the Allied Player draws the "DAMNED GOOD GROUND" Event card, he may place the Good Ground marker on any Allied (Anglo-Dutch or Prussian) unit at the end of his Movement Phase that Turn; i.e., move it from its current position on the map and re-place it as per above. While placing, he must also choose *which side* will be face up and "in effect" thus:

- On its "+1 Terrain Defense" side, this marker adds one (+1) point to the defender's Combat Strength in battle. Contrary to the limitations of Case 9.4.1, this bonus is cumulative with any other defensive bonus provided by terrain.
- On its "Artillery Immune" side, a French Artillery unit does not receive its normal double Combat Strength bonus (see 9.3) when it attacks an Allied unit stacked with this marker.

The Good Ground marker remains stacked with that unit until it leaves that hex for any reason, at which time this marker is removed from the map. It can re-enter play, or even be moved (if desired), if the Allied Player subsequently draws this event again. Another unit cannot take possession of that hex during play and enjoy this marker.

**[5.2] Weather:** When not using the Optional Variable Weather (16.10) Rule, there are 4 types of weather as shown on the Game Turn Track:

Clear	
Showers	
Downpour	
Mud	

**[5.2.1] Weather Effects:**

- If the weather is Clear or Cloudy, there is no effect on game play.
- If the weather is Showers, decrease all Infantry Combat Strengths by -1.
- If the weather is Downpour, all of the following effects apply:
  - ◊ Decrease all Infantry unit Combat Strengths by one (-1).
  - ◊ The French Artillery unit does not double its Combat Strength when attacking.
  - ◊ Decrease the Movement Allowance of all units by one (-1).
  - ◊ Units receive no increase to their Movement Allowance for moving along roads. However, units can still Force March.
  - ◊ Minor River hexsides are treated as Major Rivers.
- If Mud conditions are in effect, the Movement Allowance of all units is decreased by one (-1) and the Combat Strength of Artillery units is not doubled when attacking (see 9.3).

**IMPORTANT:** Units can always move 1 hex, even when they do not have enough MPs to do so (see Standard Rule 6.2). This means that even when a unit's Movement Allowance is reduced to zero through a combination of Night, Weather and/or Event card effects, it can always move a single hex under the normal Movement Rules.

**[6.0] MOVEMENT****Forced March**

See Exclusive Rule 12.3.

**[9.0] COMBAT****[9.8.6] Retreat Direction Priority:**

- French units must retreat towards one of the two French LOC hexes on the south map edge.
- Anglo-Dutch units must retreat towards one of their two Anglo-Dutch LOC hexes along the north map edge.
- Prussian units must retreat towards one of their two LOC hexes on the north and east map edges.

**[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 units:** along the southern map edge between 0103 and 0107.

**Prussian units:** within two hexes of their Line of Communications hex (2012) located on the northeast corner.

**Anglo-Dutch units:** along the west edge of the map north of Nivelles (inclusive).

Frederick's III Corps must arrive via the Road hex at 1701 only; if that hex is occupied by an enemy unit at that time, III Corps does not enter play on that turn. Instead, it must keep rolling for another entry turn when, hopefully, 1701 is not enemy occupied.

## [12.0] ARMY MORALE

**[12.3] Forced Marching:** The Allied player has to distinguish between which of his two armies he is Forced Marching:

- **Allied:** Either all Anglo-Dutch or all Prussian units have their Movement Allowance increased by one (+1) for this turn. By expending two Morale Points, all Allied units increase their Movement Allowance by one (+1).
- **French:** All French units also have their Movement Allowance increased by one (+1) for this turn.

**[12.4] To Rally:** Similarly, the Allied player has to distinguish between which of his two armies he is spending a Morale Point on to improve their Rally die rolls:

- **Allied:** Either all Anglo-Dutch or all Prussian units have their Rally die rolls increased by one (+1) for this occasion. By expending two Morale Points, all Allied units increase their Rally die rolls by one (+1) for this occasion.
- **French:** All French units also have their Rally die rolls increased by one (+1) on this occasion.

## [14.0] NIGHT TURNS

**French Objective Hexes:** Quatre Bras (0704) and Ligny (0409).

**Allied Objective Hexes:** Waterloo (1702) and Wavre (1709).

**Morale Recovery from Rest:** The Allied side increases its Morale Value by two (+2) points at Night (instead of one).

## [16.0] OPTIONAL RULES



**[16.9.1.1] Grouchy:** The French leader Grouchy has a Command Span of 1 when providing command to Cavalry units, but can only provide command to Infantry or Artillery units which are in the hex he occupies.



**[16.9.9] French Wing Commanders:** The French side begins the game with two leaders in play (Napoleon and Ney in the Standard scenario; Napoleon and Grouchy in the variant Third Day scenario). At any time, on the conclusion of his Player Turn, the French player may put the third French leader into play by replacing the 3-5 rated version of the Napoleon leader with the 2-5 rated version and placing the third French leader on the map in the same hex as Napoleon. At the end of any subsequent Player Turn, if the Napoleon leader is stacked in the same hex as either of the other French leaders, the French player may remove both that other leader and the 2-5 rated version of the Napoleon leader and replace them with the 3-5 rated version of the Napoleon leader. This process of creating and/or absorbing the French Wing Commanders may be repeated any number of times during the game.

**[16.10] Variable Weather:** Instead of using the historical weather conditions printed on the Game Turn track (see 5.2), players can randomly determine the weather each turn:

### Procedure

Immediately after drawing his Event card, the French Player (only, the Allied player does not roll) rolls a die to Check the Weather, comparing the result with the Weather Trend marker and then adjusting its position on the Weather Track accordingly. The weather can never be better than Clear, nor remain worse than Downpour (5.2.1).



**[16.10.1] Weather Trends:** The Weather marker has two sides (Improving and Worsening). Flip it over whenever the Event card "A CHANGE IN THE WEATHER" is drawn.

- If the Weather marker is on its Improving side, a die roll of 1 causes it to move one space up the track (e.g., worsen from Cloudy to Showers); a die roll of 5 causes it to move one space down the track (e.g., improve from Showers to Cloudy) and a die roll of 6 causes it to move two spaces down the track (e.g., from Showers to Clear).
- If the Weather marker is on its Worsening side, it is just the opposite: a die roll of 1 causes it to move two spaces up the track, a die roll of 2 moves it one space up the track, and a roll of 6 causes it to move one space down the track.
- All other weather die rolls leave the Weather marker in its current box.



**[16.10.2] Mud:** If the weather worsens to Storm, place the Mud marker one turn ahead on the Game Turn track and then move the Weather marker one space down on the track back to Downpour. If the Mud marker is already on the Game Turn track when a Downpour or Storm occurs, advance it ahead one turn.

The Weather marker never remains in the Storm box and there are no special "Storm" effects. The sole purpose of Storms is to place (or move) the Mud marker on the Game Turn track.

**Duration:** Once the Game Turn marker reaches the Mud marker, remove it from the Turn Track and immediately end its effects (see the example below).

**Effects:** While the Mud marker is on the Game Turn track, Downpour weather effects (5.2.1) are in force if the actual weather is Downpour. If the actual weather is Showers, the effects of Mud and Showers are combined (i.e., Infantry Combat Strengths are reduced, artillery Attack Strength is not doubled, and movement ratings are reduced by -1); if the actual weather is Clear or Cloudy, Infantry unit Combat Strengths are not reduced by -1 due to Mud (5.2.1). Only actual rainfall (Showers or Downpour) causes Infantry Combat Strengths to be reduced. Only Downpour or Mud prevents Artillery Attack Strength from being doubled.

**EXAMPLE:** On a Morning turn, the weather roll is Storm. The Mud marker is placed one turn ahead on the Game Turn track (to the Mid-day turn). The Weather marker itself is dropped back to the Downpour box and Mud conditions are now in effect.

The next turn (Mid-day), there is no change in the weather (leaving the Weather marker in the Downpour box). The Mud marker is advanced one more turn ahead on the Turn track (to Afternoon) and Mud conditions continue.

On the following (Afternoon) turn, the weather improves to Showers. However, because the Mud marker is still on the Game Turn track, Mud conditions remain in effect. When both players' Afternoon turns are completed, the Mud marker is removed from the Game Turn track and its effects are ended (pending worsening weather). If the weather then improves to Cloudy, no weather effects would be in force.

## [17.0] Third Day Scenario: Waterloo & Wavre

**[17.1] The Climax:** For players desiring a shorter game focusing on the climactic battles of the third day, use the following scenario set up:

After sides have been determined (i.e., who will play the French and Allied sides), game set up proceeds as follows:

1. The Game Turn marker is placed on the '18 June Morning' space (Turn 11).
2. Place the French Morale marker on the '7' space and the Allied Morale marker on the '6' space of the Morale Track.
3. If using Variable Weather (16.10), place the Weather marker in the "Cloudy" box of the Current Weather track with its "Improving" side up. Regardless of whether the Variable Weather rule is being used or not, the first game turn has Mud conditions (see 16.10.2).
4. Place the units on the map as listed below:

### French

Hex 1203: IIIC	Hex 1204: IG & Napoleon
Hex 1211: IV	Hex 1302: II
Hex 1303: VI	Hex 1304: Res
Hex 1305: IVC	Hex 1405: I
Hex 1410: III & Grouchy	Hex 1509: IIC
Hex 1511: IC	

### Anglo-Dutch

Hex 1502: I*	Hex 1503: Reserve
1602: II	Hex 1603: Uxbridge & Wellington

Set aside III Corps. This is Frederick's Corps and it arrives as a possible random Event card draw.

- \* Set up the **Good Ground** marker in hex 1502; the Allied player chooses which side is face up.

### Prussian

Hex 1609: IV	Hex 1709: III & Blücher
Hex 1809: Cadre*	Hex 1810: Cadre**
Broken: Adv Gd***	

\* Remnants II Corps

\*\* Remnants I Corps

\*\*\* The Prussian Advance Guard Cavalry unit starts the game already Broken from previous fighting; it can be Rallied normally (see 10.0)

**[17.2] Historical Events:** If you wish a more scripted historical game, sort the 12 Event cards and arrange them so that they are "drawn" in the following order:

**Morning - French:** IMPERIAL INDECISION; **Allied:** RALLY TO OLD FORWARD!

**Mid-day - French:** INTELLIGENCE GATHERING; **Allied:** "STEADY, LADS!"

**Afternoon - French:** NAPOLEON'S ILLNESS; **Allied:** RALLY TO OLD NOSEY!

**Dusk - French:** MICHAEL NEY; **Allied:** MARCH TO THE GUNS

**Evening - French:** SACRE BLEU!; **Allied:** "NOW'S YOUR TIME!"

**Night - French:** "NEVER INTERRUPT YOUR ENEMY..." (reshuffle); **Allied:** ? (draw the next Event card).

### Waterloo 20 Credits

**Game Design:** Joseph Miranda

**Game Development:** Alan Emrich

**System Development:** Lance McMillan

**Playtesting:** Rick Barber, Mark Beninger, Charles Cabell, Nicholas Chartier, Michael D'Alessandro, Scott DiBerardino, Andreas E. Gebhardt, John "Jack" Gill, Patrick Luque, Hermann Luttmann, Kevin Mchale, Jack McHugh, Kim Meints, David Moody, Stephanie Newland, Joe Oppenheimer, Randall Shaw, Hugh Tracy

### Waterloo 20 Designer's Notes

Once upon time, Alan Emrich called me up and asked me if I had any small wargames I might want to submit to this new company he was planning to put into motion, Victory Point Games. "Sure," I replied. I had a 20-counter game on the Waterloo Campaign that had appeared in a wargaming newsletter years ago. I sent in a copy to Alan and, as they say, the rest was history.

My initial idea behind the design was that you could take a big situation, reduce it down to a few basic components, but still make it interesting by having innovative core game systems. The star of this game is Morale. Morale has been around in wargames in one form or another since just about forever. What I did in Waterloo 20 was use it not only as an index of the overall status of each side's armies, but also as a game "currency" that could be spent to provide bonuses for movement, combat and rallying. What this did was add a level of decision-making on top of the operational level of gameplay, putting the player in the boots of Napoleon, Wellington and Blücher. Game strategy was not

simply a matter of scrounging up enough units to get optimal attack differentials, but also agonizing over whether or not you wanted to gamble that crucial Morale Point this turn to perform that one potentially decisive action.

Anyway, to make a long story short, *Waterloo 20*, under Alan Emrich's genius for development, took off and then spawned an entire series of follow-on games. Among other things, Alan introduced Event cards in place of the original game's random events table. We are now looking at this game's official second edition. The VPG team has put many things in as a result of player feedback, additional development and historical research. This is what you are currently looking at when you march on those fateful if simulated battlefields of June 1815.

— Joseph Miranda

## BORODINO 20

### [1.0] INTRODUCTION

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

### [2.0] GAME EQUIPMENT

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

The blue units are French and Green units are Russian.

Unit abbreviations include:

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

#### Elite Forces



For the purposes of Routing (a -2 die roll modifier; see 9.6.2) and Rallying (a +1 die roll modifier; see 10.0), all of the following units are considered Elite Forces: the French Imperial Guard, plus the Russian V Corps.



For purposes of Morale fluctuation from their commitment in Battles (12.2), only the French Imperial Guard and Russian V Corps units are considered Elite Forces.

### [3.0] SETTING UP THE GAME

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

1. The Game Turn marker is placed on the 'September 5 Mid-day' space.
2. Place the French Morale marker on the '7' space and the Russian Morale marker on the '8' space of the Morale Track.
3. Place the units on the map or the Game Turn Track (when they enter play as Reinforcements, 11.0) as listed below:

#### French

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

- \* There might also be some delayed French Reinforcement units arriving (in area C) beginning at this time when conducting Davout's Flanking Maneuver (17.1).

#### Russian

All units are set up in the indicated hexes:

Hex 0406: Bag Cav.	Hex 0508: VII
Hex 0907: VIII & Bagration	Hex 1310: 1st Militia
Hex 0903: Jager	Hex 1005: VI
Hex 1206: V (Guard) & Kutusov	Hex 1305: Res Art
Hex 1306: Res Cav.	Hex 1403: IV & Barclay
Hex 1405: Bar Cav.	Hex 1501: II
Hex 1601: III	Hex 1802: Coss Cav.

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

Set aside the Russian 2nd, 3rd, and 4th Militia units; they arrive as possible Reinforcements via random Event card draws.

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

### [4.0] SEQUENCE OF PLAY

The French player is the First Player.

### [5.0] RANDOM EVENTS

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

## [6.0] MOVEMENT

### The Pontoon Bridges



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

1. The first unit to cross a Pontoon Bridge must be a French Infantry unit.
2. That first French Infantry unit must spend its entire Movement Allowance for that turn to cross to the other side (i.e., its only movement is to cross the river and build the bridges that turn).

After that, all of the pontoon bridges are considered ‘built.’ Flip the Pontoon Bridge Status marker over to its “Pontoon Bridges Built” side.

Once built, the pontoon bridges may only be used by the French player. They function as normal bridges at their respective Locations; retreats across a pontoon bridge are not considered “Hazardous Retreats” (9.8.4).

### Russian Movement Restrictions

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

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

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

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

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

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

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

## [9.0] COMBAT

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

### [9.8.6] Retreat Direction Priority:

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

## [11.0] REINFORCEMENTS

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

**French units:** along the western map edge in one of the two coded entry areas (A or B) and see 17.1.

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

## [12.0] ARMY MORALE



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

## [13.0] NIGHT TURNS

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

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

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

## [16.0] OPTIONAL RULES

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



**[16.7.2] Russian Cossack Cavalry:** The Russian Cossack Cavalry functions as a normal Cossack unit (see Standard rule 16.7.2) with the following addition:

**[16.7.2.1] Swirling Hordes:** The Russian player adds a +2 bonus to die rolls when attempting to rally Cossacks.



**[16.7.3] Militia Infantry:** Militia units were of poorer quality than regular troops, and more prone to disorganization in battle. To simulate this, the Militia units function as normal Infantry units in all respects except:

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

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

**[16.7.3.2] Organization:** Militia units are not Cadre units. They cannot be broken down into, nor combined with, Cadre units when using Optional Rule 16.6.

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



**[16.9.1] Murat:** The French Leader Murat has a Command Span of 1 when providing command to Cavalry units, but can only provide command to Infantry or Artillery units in the hex he occupies.



**[16.9.5.1] Command Prerogative:** The Russian leader Barclay can only provide command to units of the 1st Western Army (denoted by an orange oval with the number 1 in their unit designation); The Russian leader Bagration can only provide command to units of the 2nd Western Army (denoted by a blue oval with the number 2 in their unit designation). The Russian leader Kutuzov can provide command to any Russian unit, and Russian units without an Army assignment can be commanded by any Russian leader.



## [17.0] GAME VARIANT

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

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



**[17.1.1] Setup:** During his setup, the French player spends (“deposits” might be a better word, see 17.1.4) one Morale Point. In exchange, he may select up to four total units from among his Reinforcements (including any Dummy units, but excluding the Imperial Guard, Reserve Cavalry, or Reserve Artillery units) to conduct a ‘Flank March.’ These units are secretly placed face-down under the Flank March counter and put on the Game Turn 10 box of the Game Turn Track. If using the optional Leader Rules (16.9) when playing this variant, use the 2-5 rated version of the French leader Napoleon for the usual 3-5 rated version, and add the French leader Davout as an additional reinforcement arriving with the first Flank March unit that enters play.

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

**[17.1.2] Arrival:** Beginning on Game Turn 10 (the Evening turn of September 6th), at the beginning of the French Movement Phase, roll a die for each individual unit under the Flank March counter to determine if it arrives on the map as a Reinforcement at Area C as per the on-map Table.

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

**[17.1.3] Entry via Force March:** On the turn that each Flank March unit enters the map via Area C, it receives +1 MP; that is, it conducts a ‘free’ Force March. This may not be increased by paying a Morale Point to Force March the rest of the army, but does not, by itself, prohibit the French from taking a ‘Lull’ turn, either.

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

### *Borodino 20 Credits*

**Game Design:** Lance McMillan

**Game Development:** Alan Emrich

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

## Borodino 20 Designer's Notes

Frustrated with the months-long retreat into the heart of Russia, Czar Alexander appointed General Kutusov to put an end to the feuding between Generals Bagration and Barclay de Tolly. He ordered them to finally make a stand against the French invaders before they reached Moscow.

After some dithering, Kutusov chose to offer battle at Borodino, a small town some 70 miles west of Moscow, where the Smolensk-Moscow highway crossed the Kalotchka River. The Russians spent a few days fortifying the site with a series of entrenchments and redoubts, and then the French arrived for what would become one of the bloodiest slugfests of the era.

Against the recommendation of Marshall Davout, who suggested making a wide flanking maneuver to the south, Napoleon chose to attack the strong Russian positions head on. After three days of grueling battle, Napoleon's Grande Armee finally broke the Russian line. Although Kutusov was forced to retreat, the French were too exhausted to pursue and consolidate their victory.

A week later, the French marched into Moscow unopposed. However, with the Russian army still largely intact, Czar Alexander refused to surrender. After holding the deserted Russian capitol for less than two months, lack of supplies forced Napoleon to begin the long retreat through the terrible Russian winter. By the time the remnants of the French army crossed the Berezina River back into Poland, with Kutusov's survivors from Borodino in close pursuit, the Grand Armee had lost over 90% of its original strength. Napoleon's Russian campaign ended as an unmitigated disaster.

New to the *Napoleonic 20* game system in Borodino is the new unit type, Cossacks. Although much feared by the French, the Cossacks were an ill-disciplined force that performed well in a scouting or screening role, but were often reluctant to engage in stand-up fights. Also new to the series are three new terrain types: Redoubts, Pontoon Bridges, and Fords.

The Grand Armee was accompanied by an extensive pontoon train that saw considerable use during the Russian campaign. While the Kolotchka River was running quite low at the time of the battle, and could probably have been bridged at any number of points, we've chosen to use the historical crossings where the French built their bridges. Also important were the many possible fording locations across the river; while not as easy to cross as bridges (hence the +1 Movement Point cost) they were still very much viable crossing sites.

The most notable new feature in *Borodino 20* is the inclusion of Kutusov's Defense Plan. Kutusov's operational myopia on the first day of the battle, convinced that the French were going to attempt to cross the river to his north, probably cost him a victory. This rule provides a much better understanding of the historical context of the battle.

Like the Kutusov Defense Plan, the option for the French player to use Davout's proposed Flanking Maneuver similarly allows players to explore another fateful decision that might have decided the outcome of this historic battle.

— Lance McMillan

## SMOLENSK 20

### [1.0] INTRODUCTION

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

### [2.0] GAME EQUIPMENT

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

French units are blue, Russians are green.

Unit abbreviations include:

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

#### Elite Forces



For the purposes of Routing (a -2 die roll modifier; see 9.6.2) and Rallying (a +1 die roll modifier; see 10.0), all of the following units are considered Elite

Forces: the French Imperial Guard, plus the Russian V.



For purposes of Morale fluctuation from their commitment in Battles (12.2), only the French Imperial Guard and Russian V Corps units are considered Elite Forces.

### [3.0] SETTING UP THE GAME

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

1. The Game Turn marker is placed on the 'August 16 Morning' space.
2. Place the French Morale marker on the '8' space and the Russian Morale marker on the '7' space of the Morale Track.
3. Place the units on the map or the Game Turn Track (when they enter play as Reinforcements, 11.0) as listed below:

#### French (all from Area "D")

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

**Russian**

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

- Remove Militia 2, 3 and 4; they are not used in this game.
- Set aside the City Ablaze marker; it arrives as a possible random Event card draw.
- Place the Pontoon Bridge Status marker on its “No Pontoon Bridges” side near that location (1613/1712).

**[4.0] SEQUENCE OF PLAY**

The French player is the First Player.

**[5.0] RANDOM EVENTS**

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

**[6.0] MOVEMENT****[6.10] City Ablaze**

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

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

**[6.11] The Pontoon Bridge**

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

1. The first unit to cross it must be a French Infantry unit.
2. That first French Infantry unit must spend its entire Movement Allowance for that turn to cross to the other side.

After that, the pontoon bridge is considered ‘built’ and functions as a normal bridge at that Location for the rest of the game. Flip the Pontoon Bridge Status marker over to its “Pontoon Bridges Built” side.

Once built, the Pontoon bridge may only be used by the French player. It functions as a normal bridge at its location. However, retreats across the Pontoon bridge are not considered “Hazardous Retreats” (9.8.4).

**NOTE:** No Russian unit can enter hex 1712 prior to the construction of this bridge.

**[6.12] The Undiscovered Ford**

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

The French Player may roll to discover the ford if he has a unit occupying either side of it at the beginning of his turn. On a roll of 5 or 6, the ford is discovered and may be used normally for the remainder of the game. On any other roll, the French do not discover the ford but may roll again on subsequent turns if either end of the ford is occupied by a French unit.

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

**[9.0] COMBAT****[9.8.6] Retreat Direction Priority:**

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

**[11.0] REINFORCEMENTS**

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

**French units:** along the southwest map edge between hexes 0112 and 1214.

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

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

**[14.0] NIGHT TURNS**

**French Objective Hexes:** None.

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

## [16.0] OPTIONAL RULES

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



**[16.7.2] Russian Cossack Cavalry:** The Russian Cossack Cavalry functions as a normal Cossack unit (see Standard rule 16.7.2) with the following addition:

**[16.7.2.1] Swirling Hordes:** The Russian player adds a +2 bonus to die rolls when attempting to rally Cossacks.



**[16.7.3] Militia Infantry:** Militia units were of poorer quality than regular troops, and more prone to disorganization in battle. To simulate this, the Militia units function as normal Infantry units in all respects except:

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

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

**[16.7.3.2] Organization:** Militia units are not Cadre units. They cannot be broken down into, nor combined with, Cadre units when using Optional Rule 16.6.



**[16.9.1] Murat:** The French Leader Murat has a Command Span of 1 when providing command to Cavalry units, but can only provide command to Infantry or Artillery units in the hex he occupies.



**[16.9.5.1] Command Prerogative:** The Russian leader Barclay can only provide command to units of the 1st Western Army (denoted by an orange oval with the number 1 in their unit designation); The Russian leader Bagration can only provide command to units of the 2nd Western Army (denoted by a blue oval with the number 2 in their unit designation). Russian units without an Army assignment can be commanded by either Russian leader.

**[16.9.5.1] Command Prerogative:** The Russian leader Bagration can only provide command to units of the 2nd Western Army (denoted by a blue oval with the number 2 in their unit designation). Russian units without an Army assignment can be commanded by either Russian leader.

## [17.0] BATTLE OF LUBINO

After Barclay de Tolly’s extemporaneous withdraw order, a very demoralized Russian army began falling back on the night of 17-18 August. French pursuit was lackadaisical and Napoleon took the 18th ‘easy’ to tend to administrative matters after Ney’s optimistic pursuit reports.

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

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

### French

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

### Russian

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

- \* VII Corps is removed from play; this Cadre is all that remains after its elimination and rally.
- Remove all four Militia units; they are not used in this scenario.
- Place the City Ablaze marker near Smolensk; its Random Event has occurred and is in effect at the beginning of this scenario.
- Place the Pontoon Bridge Status marker on its “No Pontoon Bridges” side near that Location (1613/1712). Also, the Hidden Ford has not yet been discovered.
- 4. The First (French) Player Turn is skipped. Play begins with the Second (Russian) Player Turn’s Movement Phase. Note the Russian player does not draw an Event card for Turn 10; instead he is assumed to have just drawn the DETOLLY: “WITHDRAW!” card and it is considered to be in full effect.

## [18.0] GAME VARIANT

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

**[18.1] The Flanking Maneuver:** What if the Russians stood their ground and Napoleon had developed this maneuver? To simulate this, the following scenario may be used:



**[18.1.1] Setup:** During his setup, the French player spends ('deposits' might be a better word, see 18.1.4) one Morale Point. In exchange, he may select up to four units from among his Reinforcements (including any Dummy units, but excluding the Imperial Guard, Reserve Cavalry, or Reserve Artillery units) to conduct a 'Flank March.' These units are secretly placed face-down under the Flank March counter and put on the Game Turn 15 box of the Game Turn Track. If using the optional Leader Rules (16.9) when playing this variant, use the 2-5 rated version of the French leader Napoleon for the usual 3-5 rated version, and add the French leader Davout as an additional reinforcement arriving with the first Flank March unit that enters play.

**[18.1.2] Arrival:** Beginning on Game Turn 15 (the Night turn of August 18th), at the beginning of the French Movement Phase, roll a die for each individual unit under the Flank March counter to determine if it arrives on the map as a Reinforcement at Area C. On a roll of 1, 2 or 3, the unit remains under the Flank March marker; on a roll of 4 or 5, the unit arrives as a reinforcement next turn; on a roll of 6, the unit arrives this turn.

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

**[18.1.3] Entry via Force March:** On the turn that each Flank March unit enters the map via Area C, it receives +1 MP; that is, it conducts a 'free' Force March. This may not be increased by paying a Morale Point to Force March the rest of the army, but does not, by itself, prohibit the French from taking a 'Lull' turn, either.



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

### Smolensk 20 Credits

**Game Design:** Alan Emrich

**System Development:** Lance McMillan

**Playtesting:** Steve Carey, Jeff Curtis, Vince DeNardo, Ricky Henry, James Huddleston, Kim Meints, Joe Miranda, Eric Neff, Ken Tee

## Smolensk 20 Designer's Notes

In this installment of Joe Miranda's *Napoleonic 20* game system, we examine the near-miss pair of rear-guard battles during the Russian Campaign of 1812: the battles of Smolensk and Lubino. The Russians debated fighting their "big battle" here (as they would fight three weeks later, closer to Moscow at Borodino), and Napoleon almost trapped them into staying for a grand, decisive battle at Smolensk. In this game you can now see what these engagements were like and what it might have been like had the Great Battle been fought on this ground.

As the campaign along the Moscow highway developed, Napoleon moved eastward from Minsk and planned a set of coordinated maneuvers to trap the Russian armies at Smolensk. Although brilliantly conceived, the plan was flawed in its execution with French fatigue and lethargy combining with sheer Russian luck to escape the trap and, once again, pull the Russian army's head out of the noose.

The French did achieve some surprise. General Barclay de Tolly expected the French to approach from a completely different direction—on what would be considered Game Turn zero, de Tolly was busy marching the Russian army away from the city, just off the map to the north! The French captured the bridges before the Russians arrived in sufficient numbers to stop them and hold the city. In an effort to counter the French capture of the Smolensk bridges, the Russians set the city ablaze. Thus, on the 19th, the French constructed a pontoon to help them flank the fleeing Russians and try to cut off their retreat.

The Russian high command was so divided during the days of this engagement that the situation is often referred to as the "General's Mutiny." Most of the leadership was spoiling for a fight with the French at Smolensk, including the Czar who urged his Generals to turn and fight the invaders for "Holy Mother Russia." However, de Tolly as the on-scene commander was not confident he could defeat the French and chose instead to continue the long demoralizing retreat eastwards.

Records show that this was not exactly a plan on de Tolly's part to lure the French deeper into Russia; he just didn't want to risk everything on a big battle, worried that Napoleon might out-manuever him. Against all advice, de Tolly's luck during these days probably saved the Russian army (and perhaps Russia itself) from ignoble defeat. Leaving Smolensk burning in their wake, the Russians withdrew eastwards, fighting a sharp rearguard action at Lubino on the 19th of August to cover the retreat of their main body.

With 20/20 hindsight, Napoleon should have stopped his advance for the year at Smolensk, built up his logistical network of depots, wintered the Grand Armee as best practical, and then resumed the campaign in the spring of 1813. But that was not to be—control of a Europe restless under French domination could not be easily maintained if the myth of Napoleon's reputation was undermined by his being stalemated in the heart of Russia. Onward to Moscow!

— Alan Emrich

## SALAMANCA 20

### [1.0] INTRODUCTION

*Salamanca 20* is based on the military movements and clash of arms that occurred in Spain, on and around July 21-23, 1812. One player leads the Allied (British, Portuguese, Spanish) Army under the command of Sir Arthur Wellesley (the Marquis of Wellington), while the other player commands the French Army of Portugal under Marshal Auguste Marmont (the Duc de Raguse), who was severely wounded in the engagement. Though their forces were roughly equal in size, the Allies achieved a decisive victory and were able to advance upon Madrid, while the remnants of the French Army escaped total destruction.

### [2.0] GAME EQUIPMENT

**The Game Map:** The 11" x 17" board features a map approximating that part of Spain where the campaign occurred.

The Blue units are French. The Red units are Allied. The yellow unit is Spanish.

Unit abbreviations/commanders are as follows:

#### Allied

1st = Campbell	3rd = Pakenham (Pic)
4th = Cole	5th = Leith
6th = Clinton	7th = Hope
Lt = Light Inf. (Alten)	Cav = Cotton
Ld = Light Dragoons	d'E = d'España
Ind = Independent	

#### French

1st = Foy	2nd = Clausel
3rd = Ferey	4th = Sarrut
5th = Maucune	6th = Brennier (Taupin)
7th = Thomieres	8th = Bonet
Cu = Curto (Light Cavalry)	
Bo = Boyer (Heavy Cavalry)	
Jo = Joseph (see 16.11 and 17.3)	
AdN = Armee du Nord (see 11.7)	

#### Elite Forces



For the purposes of Routing (a beneficial -2 die roll modifier; see 9.6.2) and Rallying (a beneficial +1 die roll modifier; see 10.0 and the Rally Table), the following two units are both considered to be Elite Forces:

- **Allied:** 2-2 Light Infantry (Alten)
- **French:** 4-2 Clausel's II Division

**NOTE:** There are no "Guard" units in this game that affect Morale fluctuations when committed to battle (rule 12.2 does not apply in this game).

### [3.0] SETTING UP THE GAME

After sides have been determined, the game is setup for the Standard scenario as follows:

1. The Game Turn marker is placed on July 21st morning space.
2. Place both the Allied and the French Morale markers on the '8' space of the Morale track (however, see rule 16.11 for possible exception).
3. No units start set up on the map. Instead, all regular scheduled units arrive as Reinforcements at any of their side's color-coded map edge entry hexes (Allied in red area Z, hexes 0501-0901, on the North edge; French in the blue area A, hexes 1901, 2001-2003, Northeast corner) of the map according to the following schedules:

#### Allied (all units via Area Z)

- Game Turn 1: Lt, 1st, 4th, and 5th and Wellington
- Game Turn 2: 6th, 7th, and Ind
- Game Turn 3: Cotton and d'España
- Game Turn 6: 3rd and LtDrag

#### French (all units via Area A)

- Game Turn 1: 5th, 6th, 7th, Curto and Marmont
  - Game Turn 2: 2nd, 4th, 8th and Boyer
  - Game Turn 3: 1st, 3rd
  - Game Turn 6: Joseph (Area B)\*
  - Game Turn 7: AdN (Area Z)\*\*
- \* This unit potentially enters play only when Optional rule 16.11 is being used.  
\*\* See rule 11.7.

### [4.0] SEQUENCE OF PLAY

The Allied player is the First Player.

### [5.0] RANDOM EVENTS

Skip drawing an Event card for both sides on Game Turn 1. Start drawing Event cards normally on the Allied player's second turn.



**[5.1] Marmont Wounded:** When the French "MAR-MONT WOUNDED!" Event card is drawn, flip the French Morale marker over to its "Marmont Wounded" side to show it has occurred (Marmont's wounding is a pre-condition for possible effects on the French "ACT WITH BOLDNESS" event). This event can only occur once per game; if it is drawn again treat it as No Effect. See Exclusive rule 16.9.9 for additional special effects of this event if using the optional Leader rules.

## [6.0] MOVEMENT

**[6.7.1] March and Countermarch:** When a unit, belonging to either side, enters an EZOC for the first time during the game, the owning player must spend a Morale Point. Thereafter, all units enter enemy Zones of Control normally. This one-time cost only applies during July 21, the first day of the game (Turns 1 through 5).

*Historical Note: Both armies had been marching along parallel routes, often in sight of one another, for several days, with neither commander willing to commit to battle.*

## [9.0] COMBAT

### [9.8.6] Retreat Direction Priority:

- French units must retreat towards one of the three French LOC hexes, located along the North, East, or South map edges.
- Allied units must retreat towards one of the two Allied LOC hexes, located on the North or West map edge.



**[9.8.4.1] Shallow Streams:** Minor Rivers are treated as clear terrain for the purposes of combat; they do not provide the usual defensive bonus indicated on the Terrain Effects Chart. Movement costs and the requirement for units to conduct Hazardous Retreat checks (9.8.4) when retreating across Minor Rivers remain unchanged.

**[9.8.4.2]** The Santa Marta crossing between hexes 0902 and 1002 is a Major Ford (see Terrain Effects Chart).

## [10.0] RALLY

**[10.1] French Rally:** Apply a minus one (–1) die roll modifier to all French Rally attempts for the duration of the game.

*Historical Note: Short of supplies during the campaign, and burdened with a confusing command structure, French discipline suffered during the battle.*



**[10.2] Spanish Fragility:** When the Allied player attempts to Rally the Spanish d’España unit, he never applies the +1 Rally bonus even if he has spent a Morale Point to do so. The Spanish Cadre is not used in the Standard game (however, see optional Exclusive rule 16.6); accordingly, the d’España unit cannot Partially Rally (16.5.1) or Break Down (16.6.1).

*Historical Note: The morale of the Spanish troops was particularly low during this battle.*

## [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 units:** in the Blue Entry Area designated “A” on the north and north-eastern map edge for most units. For the French optional King Joseph unit (see rule 16.11) use the Blue Entry Area designated “B” on the east map edge. For the Armee du Nord (AdN) unit, see rule 11.7 below.

**Allied units:** in the Red Entry Area designated on the north map edge.



**[11.7] Chauvel Rides:** The French AdN reinforcement unit (a 2-3 cavalry unit) potentially enters play starting on Turn 7 via the following:

### Procedure

Starting on Turn 7, the French player makes an ‘entry die roll’ to see if the unit actually enters play.

On Turns 7 through 12, the following results apply:

- 1, 2 = the AdN unit is permanently eliminated.
- 3-5 = the AdN unit is delayed (move the unit to the next box on the Game Turn Track and roll for the unit again the next turn).
- 6 = the AdN unit arrives in any hex in the Red (yes, the Allied) Reinforcement Entry Area.

On Turns 13 through 17, the following results apply:

- 1-3 = the AdN unit is permanently eliminated.
- 4, 5 = the AdN unit is delayed (move the unit to the next box on the Game Turn Track and roll for the unit again the next turn).
- 6 = the AdN unit arrives in any hex in the Red (Allied) Reinforcement Entry Area.

*Historical Note: The possibility of elements from the French Army of the North falling on his rear was of significant concern to Wellington.*

## [14.0] NIGHT TURNS

**French Objective Hexes:** Salamanca (hex 0502) and Los Ara-piles (hex 0711).

**Allied Objective Hex:** Calvarrasa de Arriba (hex 1310).

**[14.1] Alternate French LOC:** hex 0901 is considered a French LOC only if (and for) the French AdN 2-3 cavalry reinforcement when it has entered play (see 11.7). If it comes into play, this alternate LOC does not count for Captured Terrain indicated on the Morale Chart.

**[14.2] Allied LOCs:** Allied LOCs (hexes 0301 and 0107) are worth 1 Morale Point each. This differs from the standard Morale Loss due to Captured Terrain indicated on the Morale Chart.

*Historical Note: Wellington was very dependent on his rigid lines of communication back to Portugal.*

**[14.3] Morale Recovery from Rest:** On Game Turn 6 (night, 21 July) neither side recovers Morale due to resting (i.e., skip Morale Recovery during the first Night turn).

*Historical Note: A sudden storm on the evening of July 21 caused some chaos in both camps.*

## [16.0] OPTIONAL RULES

**[16.1.3] Dummy Units:** If playing with the Fog of War rules, the Spanish unit is ineligible to create or receive a Dummy.



**[16.6] Spanish Cadre:** As a handicap for players of unequal experience, players may agree before starting play to use the Spanish Cadre for use in Partially Rallying (16.5.1). Use of this rule will slightly help the Allied player.



**[16.9.9] Marmont & Clausel:** If the “MARMONT WOUNDED!” event occurs, immediately and permanently remove the Marmont leader from play and place the Clausel leader on the Game Turn track as a reinforcement two (2) turns ahead of the current turn. When Clausel is scheduled to arrive, place him on the French 2nd Infantry division at the start of the French player’s turn; if the 2nd Infantry division is not in play at that time, the French player may place Clausel on any French unit.

**[16.9.10]** The Allied Light Infantry (Lt) 2-2 division functions as a normal infantry unit in all respects except that it may disengage (exactly as per Rule 8.3).

### [16.10] British Independent Brigades:



**[16.10.1]** The 2-2 British Ind Infantry unit may Break Down into the independent “Pack” and “Bradford” brigades (use the normal procedure outlined in 16.6.1, but the Allied player does not have to pay a Morale Point to do so).

**[16.10.2]** When he Breaks Down the 2-2 Ind unit, the Allied player may choose to either deploy the two 1-2 brigades on the map as normal units *or* place them on the next turn on Game Turn Track to make them available as “In Hand” reserves. The decision to take each brigade as an on-map unit or an “In Hand” reserve is made independently, but once made the decision is final and irrevocable.

*Play Note: The Allied player may choose to place one brigade on the map immediately and the other brigade “In Hand” on the Turn track for next turn.*

**[16.10.3]** When the independent brigades are “In Hand” reserves, the Allied player may freely “spend” one per battle as Reserves (i.e., no Morale is spent for the +1 combat strength). “In Hand” reserves and normal “for morale” reserves may be committed together (for a combined +2 bonus) when the Allied player is attacking, but only one or the other may be committed to defensive support. Otherwise, there are no restrictions. Once “expended”, an “In Hand” brigade is permanently eliminated (at no morale penalty).

*Play Note: The concept of “In Hand” reserves is meant to abstract Wellington’s tactical superiority on the battlefield.*

**[16.10.4]** Once the 2-2 Ind Infantry unit has been Broken Down, it may *not* be recombined (16.6.2). The parent Independent 2-2 unit is permanently removed from play.

### [16.11] King Joseph Marches:

Before the start of play, the French player may choose to call for reinforcements from King Joseph; the decision must be made before play begins and is irrevocable. If this option is chosen, the French player reduces his starting Morale level to 7.



Starting on Game Turn 6, and every turn thereafter until the unit enters play, the French player rolls a die and consults the table below to see if the 4-2 Jo reinforcement unit arrives. If the result falls within the indicated range, the unit enters play in Entry Area B and the French player immediately increases his Morale level by one (+1). If the unit does not arrive, move it to the next box on the Game Turn Track and roll again next turn.

- **Turns 6 and 7:** 6
- **Turns 8 onwards:** 5 or 6

*Play Note: This option allows players to explore the possibility of King Joseph (Napoleon’s brother) marching from Madrid to support Marmont, with the vanguard of his army managing to arrive in time to participate in the battle.*

## [17.0] HISTORICAL SCENARIO

**[17.1] Historical Battle Scenario:** This scenario is a short slugfest, and makes a good introduction to the system.

1. Place the Game Turn marker on the Afternoon turn of 22 July (Turn 9). The Turn marker should have its “Marmont Wounded” side face up (i.e., this event has already occurred).
2. Form the Event card deck according to the following procedure:
  - Remove “SALAMANCA LUNCH” (#8) and “MARMONT WOUNDED!” (#3) Event cards from the deck and use them to form the Discard Pile.
  - Place the “DRIVE EVERYTHING BEFORE YOU TO THE DEVIL!” Event card (#11) on the top of the deck; it will always be the first Event card draw during this scenario.
3. Place both the French and Allied Morale markers on the ‘5’ space of the Morale Track.
4. Place the units on the map in the positions listed below:

### Allied

Hex 0211: 3rd (3-2)	Hex 0212: LtD (1-3)
Hex 0507: d’E (2-2)	Hex 0607: Cv (2-3)
Hex 0710: 7th (3-2)	Hex 0711: 5th (3-2)
Hex 0810: 6th (3-2)	Hex 0910: 4th (3-2)
Hex 1009: 1st (4-2)	Hex 1109: Lt (2-2)

The Allied player's 2-2 Ind unit has already been "broken down" and he begins the scenario with the two Independent brigades (Pack & Bradford) available as "In Hand" reserves (16.10.3).

### French

Hex 0512: 7th (2-2)	Hex 0614: Cu (1-3)
Hex 0713: 5th (3-2)	Hex 0813: 2nd (4-2)
Hex 0912: 8th (3-2)	Hex 1011: 6th (2-2)
Hex 1113: 4th (3-2)	Hex 1211: 3rd (3-2)
Hex 1309: 1st (3-2)	Hex 1313: Bo (2-3)

The French Armee du Nord (AdN; rule 11.7) unit is not used—it has been permanently eliminated.

**[17.2]** The Allied Player is the First Player and the Allied Event card draw on the initial turn of play is always "DRIVE EVERYTHING BEFORE YOU TO THE DEVIL".

**[17.3]** The optional King Joseph unit and associated rules (16.11) are not used in this scenario.

**[17.4]** Neither side may take a Lull Turn (13.0) until Day Three (Turn 13).

**[17.5]** The Standard Series Rules for Victory Conditions (15.0) in this scenario are reversed (i.e., the burden is on the Allied player to defeat the French).

- An Allied Decisive Victory is achieved if, at any time, the French side's Morale is reduced to zero (0) and Allied Morale is one (1) or more.
- A French Decisive Victory is achieved if, at any time, the Allied side's Morale is reduced to zero (0) and the French Morale is one (1) or more.
- A French Marginal Victory is obtained if, at the end of the game (i.e., the conclusion of Turn 18) French Morale is at least 1 higher than the Allied side's Morale Value.
- A Draw occurs with any other result.

### *Salamanca 20 Credits*

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## *Salamanca 20 Designer's Notes*

I've always had more than a passing interest in the Peninsular campaigns of the Napoleonic Wars, especially the Battle of Salamanca. With comparatively equal forces, how did Wellington inflict such a severe defeat upon the French?

Marmont's error was that he presumed the British were going to continue their cautious withdrawal. As Wellington concentrated his forces, the French commander vainly held to the belief that the enemy was still retiring. Marmont had no tangible battle plan for his now scattered formations, and he was hard-pressed when Wellington finally committed to battle.

The *Napoleonic 20* system offered an opportunity to explore this situation in a small format. With the design done at divisional level (most of the other games in the series are corps level), it worked smoothly once we telescoped the scale. It was a challenge to construct a multi-day game around an action that lasted only a few hours.

Both sides start out with high Morale in the Standard scenario (3.0), so the initial decision whether to use early Forced Marches to gain good ground, or to conserve Morale for the battle ahead, will set the stage for the rest of the game. The three day battle is unlikely to develop along historical lines as the players explore varying strategies.

Portuguese troops are integrated into the British units, and also are represented by the Pack and Bradford brigades. The French had several more artillery batteries present, but not enough to justify their own counter. Note that the cards help to account for this and other design elements.

Research revealed a surprising number of discrepancies between contemporary accounts, historical hindsight, conflicting map sources, varying unit strengths, and even the spelling of various leaders' names! Whenever a judgment call had to be made, I always opted in favor of design-for-effect in order to produce an efficient and good game. One example would be the 'SALAMANCA LUNCH' event, which serves a dual purpose. If drawn before the sides engage, the Allied player can use it to disrupt the French march, reflecting Marmont's lack of planning. If drawn after combat begins, it can cause harm to the French tactical position (e.g., Thomieres' unsupported historical advance).

With multiple Objective hexes and LOC's to protect, the Allied player will need to equal history by bringing the French Army to its knees in battle. Though the Allies have several subtle advantages, it will not be an easy task.

There is an Alternate Strategy (French reinforcement, 16.11) offered for the Standard scenario (3.0); feel free to use it to add variety and/or balance to your Standard scenario game play. Or try out the Historical scenario as a quick-playing slugfest which also serves as a good introduction to the *Napoleonic 20* system. The French start with their backs up against the wall, and survival will be a challenge.

*Napoleonic 20* is a simply wonderful game engine, being elegant, accessible, and just pure fun. I sincerely hope that *Salamanca 20* continues on with the tradition of excellence.

— Steve Carey