

A game by
Frédéric Bey

Artworks
Pascal Da Silva

Jours de Gloire
CAMPAGNE

ALLEMAGNE 1813
de Lützen à Leipzig



HEXASIM

CANONS
EN
CARTON


Jours de Gloire Campagne Germany 1813

A game by Frédéric Bey, translated after a fashion by Charles Vasey

Jour de Gloire Campagne is a game designed for two players, one taking the side of the French and their allies, the other the side of their opponents. It is possible to play some scenarios with more than two players, placing the control of each of the armies of the same side with different players. A solitaire game is also possible (see 10.).

The rules of **Jours de Gloire Campagne Version 2** are based on those appearing in the magazine *Vae Victis*, including new features and developments. This new version of the rules is now usable with all the four games of the series (**Campagnes du Danube**, *Vae Victis* n°41, **Campagnes de Pologne**, *Vae Victis* n°47, **Campagnes de France**, *Vae Victis* n°52 and now **Campagne d'Allemagne 1813**, *Canons en Carton-Hexasim*).

Note on the system: *Jours de Gloire Campagne* appeared in 2001. The system was, originally, an adaptation for the Napoleonic period of rules by Nicolas Stratigos for the game **Gettysburg**, published in *Vae Victis* n°8 (1996). *Jours de Gloire Campagne* has since evolved considerably with the publication of games using the system. I wish to thank here Nicolas Stratigos for passing to me the basic principles of his system, which has gone on to become an independent series.

Note on this version of the rules: All the rules that have been changed from previous versions have this change noted by the symbol  in the margin.

Living Rules : These rules includes errata and clarification noted by .

0 - GENERAL RULES

The game requires the use of a **six-sided dice** (referred to as **1d6**).

The term **Strength Points (SP)** shows the basic strength (infantry or cavalry) of each unit, as shown on the roster.

The term **Movement Point** (noted as **MP**) shows the ability to move of that unit.

The term **Command Point** (noted as **CP**) shows the ability to use a number of actions for each of the armies.

0.1 - Terrain

The map shows the area over which the campaigns were fought. Boxes linked by connecting lines are used on the map to regulate movement and combat.

0.2 - Game Scale

A game turn covers a week or fortnight depending on the game. A strength point (SP) represents about 3,000 troops.

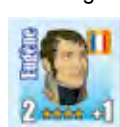
1 - LEADERS AND COMBAT UNITS

In these rules, a **Force** is a combat unit or a stack of combat units accompanied by one or more leaders.

1.1 - Leaders

Each player has a number of leaders who represent the different army commanders (commanders-in-chief) and their subordinates (generals):

These leaders are represented by showing a portrait of the period and the following ratings:



- **Command Value (CV)** - "VC" in French;
- **Rank (RK)**;
- **Tactical Bonus (TacB)** - "BT" in French.

The leader counters have a flag of their side on the back of their counters; this permits the game to be played blind.

1.2 - Combat Units

1.2.1 Combat Units Values

The combat units have a number of values represented by numbers:

- **Artillery Bonus (AB)** this represents the strength of the artillery that is part of the infantry and cavalry units; ["BA" in French]
- **Cohesion (CO)** which represents both the value of the divisional commanders and the quality of the troops.
- **Cavalry Bonus (CB)** which represents about a brigade of cavalry per point, when part of an Army corps and about a division per point, in an autonomous cavalry corps. ["BC" in French]

Special Case: *Units of reserve artillery have only an AB.*

The combat units have a flag of their side on the back of their counters; this permits the game to be played blind.

COUNTERS EXPLANATION

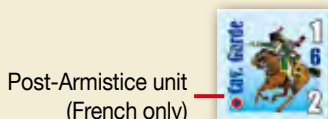
Combat units (see § 1.2) infantry, cavalry or artillery

French



Cohesion (CO)

Post-Armistice



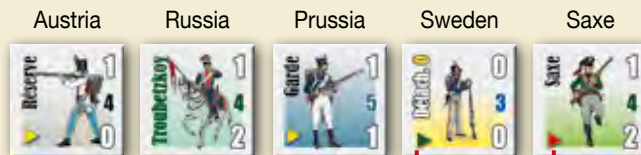
Post-Armistice unit (French only)

Allies



Artillery Bonus (AB)

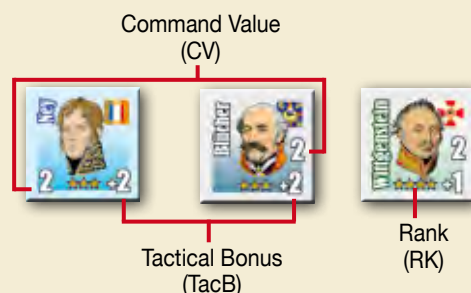
Cavalry Bonus (CB)



Nationality

Army color (Allies only)

Leaders (see § 1.1)



Command Value (CV)

Tactical Bonus (TacB)

Rank (RK)

BACK



Allies

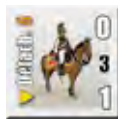
French

1.2.2 The types of units

There are three types of combat units:



- **Units of infantry** (a foot soldier on the counter) which are either corps or divisions are composed mostly of infantry. They usually include some artillery and cavalry, represented by an AB and a CB on the counter;



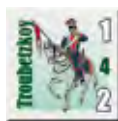
- **Units of cavalry** (a horseman on the counter), represent corps or divisions of cavalry, containing only mounted troops. They may also include horse artillery shown by an AB on the counter. They must have a CB;



- **The units of reserve artillery** (a canon on the counter) which represent the reserve artillery park at army level. They have only an AB value.

Note: there are no units of reserve artillery in the first three games in the series (Danube, Poland and France).

The combat units are one of:



- **Identified** (with a historical name). Each unit is typically an army corps or, more rarely, a division. The unit is identified by the name of its commander or by its historical numerical designation.



- **Generic** (with a number or letter as the sole identifier). The generic units are called **Detachments** (small scale units, brigades or divisions). They are split between infantry units (a number) and cavalry (a letter). Their AB is 0 and only cavalry Detachments have a CB. It is possible to create Detachments in the course of play, by taking troops from a combat unit.

The combat units (including Detachments, see 6.1) have a flag of their side on the back of their counters; this permits the game to be played blind.

INDEPENDENT DETACHMENTS

In certain scenarios, there are at the start or appearing as Reinforcements, **independent Detachments** (that is to say not created from a combat unit). These can be reintegrated into any unit of their type (infantry or cavalry) as long as the starting strength of the combat unit is never exceeded.

Exception: they can never be integrated into Guard units.

The counters of **independent Detachments** eliminated or reduced to 0 SP by the transfer of their strength to combat units are permanently removed from play, for the duration of the entire scenario in play, and may not be used for the creation of Detachments (see 6.1). An independent Detachment always has an out-of-command status (see 4.6).

AVERAGE COHESION

When the cohesion of several combat units must be calculated, one takes as the average cohesion that of units with the greatest strength. In the case of an equality of strength, use as average cohesion the strongest value.

Example: a stack contains a unit of 5 SP with a cohesion rating of 5, 2 units of 5 SP with a cohesion rating of 4 and two combat units of 3 SP each with a cohesion rating of 3. In this case the average cohesion is 4.

If there is a difference of 2 or more between the average cohesion of a force and the infantry unit with the highest cohesion in that force, the average cohesion is increased by 1.

Example: a stack contains an infantry unit of 5 SP with a cohesion rating of 6, a unit of 10 SP with a cohesion rating of 4 and two combat units of 3 SP each with a cohesion rating of 3. In this case the average cohesion is 5 (4 augmented by 1 because of the infantry unit with a cohesion of 6).

1.2.3 The Roster

The number of Strength Points (SP) of each combat unit is noted on the roster sheet. The management of losses, suffered by the units, is handled with these rosters. Combat losses are noted by an X, stragglers are noted with a / (see 5.5.3).

Units reaching 0 SP are removed from the game during next turn **Phase B** providing they have not received a SP Reinforcement before (during **Phase A**).

The organisation of the different armies of each side is also displayed on the rosters.

1.3 - Dummies

Dummies are used to mislead ones opponent as to ones plan of campaign.



Each player has a fixed number of Dummy counters, which is number is given in the scenarios.

There are infantry and cavalry dummies, the only difference being in movement.

The dummies have a national flag on the rear of the counter to permit the game to be played blind.

2 - SEQUENCE OF PLAY

A game proceeds through a number of turns of play, fixed in each scenario. A game turn is composed as follows:

A - Events Phase

The players determine the following matters, in the order stated:

- Weather for the turn (see 3.1);
- Replacement of leaders (see scenarios);
- Determination of the first player for the turn (see 3.2);
- Deploying any Reinforcements in their arrival box and integration of SP Reinforcement (see 3.3).

B - First Player Turn

1 - Administrative phase

The player places on the map any dummies which are available (half the dummies eliminated in the previous turn are returned to play, the others may be moved, see 7.1), turns back over the units revealed in the previous turn and may combine his units under Force Markers (see 7.2).

He removes permanently from play combat units with 0 SP (see 1.2.3).

He checks the lines of communication and the command status of the various leaders and combat units (see 4.3) and then their Supply (see 4.4). Finally, the player determines the number of Command Points (CP) available for each army and marks these on the track (see 4.5).

2 - Movement Phase

The player spends his CP to activate combat units:

In the order of his choosing, the player moves his combat units, creates Detachments or reattaches them, builds defences, conducts cavalry reconnaissances and engineering operations, brings into play his Reinforcements, without spending CP, by the indicated connections (see 3.3, 5. and 6.).

The enemy player may attempt to react to these actions (see 6.5.1).

The units making Forced Marches calculate the losses of stragglers.

Combat units that have not moved nor carried out any actions may recover stragglers (see 5.5.4).

3 - Marching To The Sound Of The Cannon Phase

The player places a **Battle Marker** in the boxes where units are stacked with enemy units.



Units of the enemy player which are within one or two Movement Points (MP) of a box with a Battle Marker may attempt to move there and participate in the battle, if the controlling player so desires (see 6.5.2)

4 - Combat Phase

Combat occurs between combat units who are with enemy units in the same box (it is obligatory).

C - Second Player Turn



Phases 1 to 4 are repeated for the second player, with the roles being reversed.

D - End of Turn

When the two players have completed their player turns, the Game Turn is finished. The completion of the Turn is noted using the Turn markers on the calendar marked on the map.

3 - WEATHER AND REINFORCEMENTS

3.1 - Determination of the Weather



At the beginning of each turn, one of the players throws 1d6, to which he applies any appropriate modifiers, and consults the **Weather Table** to determine the weather. The result obtained (the weather for the current turn) is then marked on the map, by placing the relevant weather marker in the weather area.

Effects of Clear weather ("Clair"):

- No Effect.

Effects of Rain ("Pluie"):

- The MP of combat units and of leaders is reduced by 1;
- Crossing a minor river by a ford costs + 1 MP;
- - 1 to the d6 during cavalry pursuits.

Effects of Mud ("Boue"):

- The number of movement points (MP) is reduced by 1 for infantry, 2 for cavalry and leaders, 3 for reserve artillery;
- Pursuits are not allowed (see 8.1);
- Crossing a minor river by a ford costs + 1 MP;
- +2 to the d6 for Forced march.

Effects of Snow ("Neige"):

- The number of movement points (MP) for each combat unit and leader is reduced by 1.
- The number of rounds of each battle is reduced by 1 (but the minimum remains 1);
- +1 to the d6 for Forced march.
- -1 to the d6 for artillery fire and cavalry pursuit.

3.2 - Selecting the first player

If Napoleon is on the map, the French player decides each turn if he will be the first or second player. In other cases, a die roll is made, modified by the CV of the commander-in-chief of the highest Rank on each side, determines which player makes the choice. If there are commanders-in-chief of the same Rank on the map, use the one with the best CV.

3.3 - Arrival of Reinforcements

Reinforcements may be either new units or SP to reinforce existing units. Each scenario gives the location, a box or connection, and the turn of entry of Reinforcements. These are sometimes subject to a roll of a d6 that may delay their arrival.

- **Reinforcements arriving in a box:** The Reinforcements are placed in the box listed in the scenario, during the Events Phase of the turn of their arrival. **It is prohibited** to occupy an enemy Reinforcement arrival box during the turn of entry to the game (this is an artificial limit, but prevents unrealistic interdictions). If this occurs (by oversight), the player must move his unit one box (at his choice) to leave the box empty for the enemy Reinforcements.
- **Reinforcements arriving by a connection:** The Reinforcements enter the map by the connection listed in the scenario, during the Movement Phase (of their player) of the turn of their arrival. This movement does not require the use of CP. A Forced march is therefore impossible.
- **Reinforcements of SP:** Reinforcements (SP) may be incorporated into any in-command unit, to replace losses suffered, simply remove the cross from the roster. No units may receive more than one SP per turn. No unit may, when receiving Reinforcements, go beyond its initial strength. If no unit has suffered losses, the SP Reinforcements are delayed from turn to turn, until they can be incorporated into a unit. It is not possible to voluntarily delay their arrival, which is to say if 1 SP of Reinforcements is available, and there is an in-command unit with a SP of losses, it must immediately receive the SP of Reinforcements.

4 - ORGANISATION AND COMMAND

4.1 - General rule

The organisation of the armies is shown on the **roster**. Each player has one or more armies; each army must have a commander-in-chief and, usually, subordinate generals. The composition of the different armies of a player, both generals and units, is indicated, depending on the game, by colour bands on the counter or simply by note on the roster.

4.2 - Death or removal of leaders

As a simplification, the leaders present in the game are never killed or captured (**Exception: Encirclement, 8.6 and Siege, 8.8**), in the course of the game. However, in some scenarios we include, to follow history, their removal (death, capture) or their sacking, during the given turn. The scenario gives the method of replacement

Special case of leaders alone in a box:

If a leader counter is alone in a box occupied by the enemy:

- If the leader is of rank 4, he is moved, upon entry by the enemy to the box of the nearest friendly army (that of his choice if more than one is at an equal distance);
- If the leader is of rank 3, he is removed from play upon entry by the enemy and returned to play on the following turn as a Reinforcement, straight into the box occupied by the commander in chief of his Army or in the Supply Source box of his Army (Player's choice);
- If the leader is of ranks 1 or 2, he is eliminated from play, upon entry by the enemy to the box.

4.3 - Command and Lines of Communication

To use their strengths to the maximum, combat units must be in command. To be in command, a combat unit must be able to trace a **Line of Communication (LoC)** to the commander in chief of its Army or to one of his subordinate generals who in turn has a valid LoC to his commander in chief.

If a player has several armies, the combat units which comprise each army must trace a Line of Communication to the commander in chief of their army or one of his subordinates.

A LoC cannot exceed 4 Movement Points and must not be blocked by the presence of enemy units including dummies in any of the boxes it traverses. To calculate the MP, use the costs in MP for infantry on the Terrain Effects Table. The effects of the weather, for example the additional costs to cross fords, (see 3.1 **Determination of Weather**) are also taken into account in counting the number of MP.

The LoC cannot use prohibited terrain.

(Example: a connection without a bridge crossing a Major River).

4.4 - Supply

In order for an army to be supplied, its commander in chief must trace a LoC to the box which is its Supply Source (as noted in **Specific information for the Campaigns** or noted directly on the map). This LoC is not limited by MP but is blocked by the presence of enemy units (including Dummies) in any of the boxes that it crosses. The LoC is not affected by the terrain it crosses, but it cannot cross prohibited terrain. If an army is not supplied, its total of Command points (CP) (see 4.5) is halved, rounded up for the whole turn. Supply is checked during the administrative phase of each turn, separately for each army of the same player.

Special case: *If during the verification of Supply, the LoC of an army is blocked only by a dummy, the army is treated as partially out of supply. For that turn it may only use a total of CP (see 4.5) equal to 2/3 of its available number (rounding up). The Dummy counter must be revealed by its owner and immediately removed for the rest of the game.*

VARIANT

If the players wish, they can play JdG Campagne without rules for Supply. Armies are always in supply; either from their depots or drawing supply from the land (*forage*). This choice permits the use of simpler mechanisms with regard to scale.

4.5 - Command Points (CP)



The player throws 1d6 for each of his armies (see the **roster**) and adds the CV of the commander-in-chief of each of them.

The result gives the number of CP that he may spend, for each of his armies and for that turn only.



Each of a player's armies has a separate CP budget. This is used during movement, when CPs are expended, the marker of the army in question being used to record the result.

The CP of one army cannot be transferred to another.

Example: in Jours de Gloire Campagne Allemagne 1813: De Lützen à Leipzig, the CPs of the Army of Bohemia cannot be used to activate the units of the Army of Silesia and vice-versa.



The CPs cannot be accumulated from one game turn to another.



In activating the combat units, each player spends the CP obtained at the beginning of the turn and allocates them before carrying out their movement. The combat units may then undertake the actions desired by the player. There are no limitations to the number of actions that may be undertaken by a Force, other than the movement allowance of the units (MP). In other words, activating a Force costs one CP, but undertaking actions with this Force costs only the MP of each of its units.



The costs in CP are as follows (see 5.4 and 5.5 for stacking limits in the course of movement):

- Activating the commander-in-chief and units stacked with him is free;
- Activating a subordinate general, and the units stacked with him, is free if there is a valid LoC to the commander-in-chief of the army. In other cases, the cost is 1 CP;
- Activating a Force without a general which has a valid LoC to the commander in chief of its army costs 1 CP;
- Activating a Force without a general which does not have a valid LoC to the commander in chief of its army costs 2 CP;
- Building Entrenchments in a box costs 2 CP (whether the unit, or stack, is in command or not).

To retain the secrets for a blind game, we recommend that the players make a hidden record, which should be in writing, of their CP expenditures and reveal it only in the case of argument.

4.6 - Out-of-command units



An out-of-command unit (see 4.3) is limited in its actions:

- If it has a valid LoC to its general but he does not have a LoC to his commander-in-chief: it may not create a Detachment and has one MP less than normal;
- If it has no valid LoC to any general: it may not Forced March, has one less MP, may not create a Detachment and cannot prosecute a Siege.



Note: Independent Detachments (see 6.1) are always out-of-command.

5 - MOVEMENT

5.1 - Movement allowances

Leaders and combat units have a stated number of MP, depending on their type, which are not noted on the counters.

These values are:

- Leaders: 8 MP
- Cavalry combat units and cavalry Dummies: 8 MP
- Infantry combat units and infantry Dummies: 6 MP
- Reserve artillery combat units: 6 MP

5.2 - Connections and the calculation of Movement Points

The boxes on the map are linked by different types of connection. The units must pay the stated cost in MP of each type of connection as they move from box to box. The details of these costs are given on the **Terrain Effects Table**. Two boxes are described as adjacent where they are joined by a connection which may be crossed.

5.3 - Movement

A unit may spend all or part of its MP but never accumulate them from turn-to-turn. During the Movement Phase, a player may move all or some of his units, individually or in stacks, within the limits of the available CP (see 4.5).

Movement is performed unit by unit or stack by stack, in the order chosen by the owning player. The movement of one unit or a stack of units must end before another's movement starts.

LIMITATIONS TO MOVEMENT

When a Force enters a box containing enemy units (which are not *only* dummies), its movement halts for the turn. The opponent must reveal whether a stack consists of only dummies.

Exception: see **Overrun 8.4**.

MAJOR AND MINOR RIVERS

There are two kinds of water course, the major rivers ("fleuves") which can only be crossed at bridges or by pontoon bridges (which need to be built) and minor rivers which may be crossed anywhere by fords.

Example: in Jours de Gloire Campagne: Allemagne 1813, the connection between Annaberg and Jessen, on the (major) River Elbe (in C3), may not be crossed, unless the player constructs a pontoon bridge.

5.4 - Stacking

Stacking has no limit for the contents of a box, but for movement, a stack is limited to 2 units of infantry plus 1 unit of cavalry, or 1 unit of infantry and 2 units of cavalry, or 3 units of cavalry. Dummies are counted against these limits but reserve artillery units are not taken into account for limits to stacking during movement.

Clarification: for movement, one may never have more than two units of infantry. A leader never counts for stacking. One must pay the necessary CP cost to activate and move each stack.

Example: a leader, 5 infantry units and 1 of cavalry, all in command, are present in a box. They could, for example, pay 0 CP for 2 infantry units to move with the leader, then 1 CP for the other two infantry units and the cavalry and then 1 CP for the fifth infantry unit).

Exception: see 5.5.1 Concentrations

When a stack moves, it does so at the speed of the slowest unit.

Units moving as a stack must all start in the same box and cannot drop off units in boxes as they move. In other words, a stack moving must have the same units at the end of movement as it had at the beginning.

If a stack of units separates into several stacks at the beginning of a Movement Phase, then each new stack must be given 1PC (zero - with a general - or 2 CP, depending on the situation), when they attempt to activate.

5.5 - Concentrations, forced marches and stragglers

5.5.1 Concentrations

It is possible to ignore the limit to the number of combat units for movement (see 5.4) of a stack of combat units if the commander in chief of an army (a subordinate general will not suffice) is present in the stack. This type of movement without stacking limit is called *concentration*. A concentration is subject to the loss of stragglers (see 5.5.3).

5.5.2 Forced March

A combat unit (or a stack of units) with a valid LoC to a general, even if not to the commander in chief may attempt a **forced march**. The combat unit benefits from an increased movement of + 2 MP. The intention to make a *forced march* must be declared before the beginning of movement. A forced march is subject to losses of stragglers (see 5.5.3). After a forced march a combat unit is automatically fatigued (place a Fatigue Marker at the end of movement).



5.5.3 Stragglers

After a *concentration* movement or a *forced march*, the player throws 1d6 per unit in the stack and consults the **Forced March Table** to determine the number of stragglers lost. The player rolls twice on the d6 per unit if making both a *concentration* **AND** a *forced march*.

The losses are recorded on the roster with a / to identify the stragglers who may be recovered under 5.5.4.

5.5.4 Recovering stragglers

A combat unit which does not move during a complete Turn and takes no effective actions (this includes a reaction action, see 6.5) may recover its stragglers. The player throws a d6 and recovers 1 SP if the score is 1, 2 3 or 4, 2 SP if the score is 5 or 6. Only the losses indicated with a / are removed from the roster.

6 - ACTIONS

Each combat unit may, during the Movement Phase, undertake actions by spending MP. Movement and actions may be made in any order, but within the MP limits of the combat unit. For their part, the units of the enemy player may attempt to react to this movement and other actions.

6.1 - Creation of Detachments

The players may create Detachments, which represent smaller units (divisions or brigades) than those in the game, within the limits of the available counters. To do this, at the beginning of the Movement Phase of a unit, the player deducts from the roster the SPs that are to be detached and transfers them to a Detachment. The Detachment is directly subordinated to the commander-in-chief of its unit of origin. The player notes on the roster the name of the unit of origin and places the Detachment counter in the same box.

To reattach a Detachment, the reverse procedure is undertaken subject to the same conditions. The unit of origin and its Detachment must be in the same box at the beginning of the Movement Phase and not engaged in a battle.

Creating a Detachment costs 1 MP to the unit of origin and to the Detachment created. A unit can only form a Detachment where its Cohesion is equal to or better than that of the Detachment counter.

6.2 - Entrenchments



A unit (or a stack) which does not move for an entire turn may build Entrenchments. A unit or stack that builds Entrenchments may not make any reactions (see 6.5) in the current turn. The construction of Entrenchments costs all the MP of the unit (or of units in the stack) and requires the expenditure of 2 CP (see 4.5).

Procedure: If, during the Movement Phase a combat unit (or a stack) does not move, it may place an Entrenchments Marker in its box, at the cost of all of its MP. The Entrenchments are immediately in effect and remain effective for as long as the box is occupied by at least one combat unit of the side that built the Entrenchments. Where a box is left unoccupied, the Entrenchment marker is removed.

Clarification: A dummy counter cannot construct Entrenchments, UNLESS it is with a real combat unit.

Exception 1: Entrenchments cannot be built in a fortified city.

Exception 2: A unit (or units) of cavalry cannot build entrenchments.

6.3 - Cavalry reconnaissances

A cavalry Force may make a reconnaissance move in a box containing only enemy units. The unit or stack enters a box and the player reveals the unit (or the stack) of cavalry and declares his intention to make a reconnaissance.

If the enemy player does not have a cavalry unit in the box, the reconnaissance succeeds and the player dices against the **Reconnaissance Table** to determine how many enemy units are revealed, depending on the number of cavalry SP present.

If the enemy player has one or more units of cavalry, he reveals them and calculates the difference in the SP of the reconnaissance units and those in the cavalry screen (taking the latter from former). If this difference is zero or negative, the reconnaissance automatically fails. If the difference is positive, the player throws a dice and checks the result on the **Reconnaissance Table**, in the column corresponding to the difference in SP.

(Example: a player attempts a reconnaissance with 5 SP, the screen has only 2 SP, the result is found on the 3-4PF column).

If a reconnaissance succeeds and there is at least one dummy in the box, then it must be revealed in priority and then removed.

WITHDRAWAL AFTER RECONNAISSANCE

At the end of a reconnaissance, the owning player may retreat the unit or stack of units of cavalry from the enemy controlled box to avoid combat. The player throws 1d6 for each unit of cavalry which retreats (**Modifier:** the French player subtracts 1 from the dice) as follows:

- If enemy cavalry units: on a dice score of 4, 5 or 6, a unit loses 1 SP.
- If no enemy cavalry units: on a dice score of 5 or 6, the cavalry unit loses 1 SP.

The unit retreats towards the box from which it started within the limits of its available MP.

CAVALRY WITHDRAWAL BEFORE COMBAT

A cavalry combat unit present in a box entered by an enemy unit (during the Movement Phase) may attempt to withdraw from there to avoid a combat in the following Phase. The procedure is the same as that described previously (Withdrawal after Reconnaissance). The unit cannot retreat into an enemy-occupied box. The enemy unit can continue its movement and a new withdrawal is also possible.

6.4 - Engineer Operations

DESTRUCTION AND REPAIR OF BRIDGES



A Force of at least 3 SP may destroy a bridge on a connection to their box. The unit or stack must spend 2 MP. If an enemy combat unit, which is not a Dummy (see 7.1), is present in the box of the other side of the bridge, the combat unit or stack must spend 3 MP. Place a Destroyed Bridge Marker ("Pont détruit"). A destroyed bridge prevents movement and LoC between the boxes linked by this connection.

A Force defeated during an offensive or decisive battle (see 8) which retreats via a bridge may choose to destroy it following the retreat after combat (to prevent another battle the next turn).

To do this, throw 1d6:

- On a 2 or 4, the bridge is destroyed without any other effect,
- On a result of 6, the bridge is not destroyed,
- On an odd result the bridge is destroyed but the Force loses 1 SP extra. This destruction (if it occurs), has immediate effect and costs no MP.

A unit with at least 3 SP may repair a destroyed bridge on a connection linked to its box. The unit must spend all of its MP. If an enemy unit, which is not a Dummy (see 7.1), is present on the other side of the river, the operation is not possible. The repaired bridge is immediately useable by other units

BUILDING PONTOONS



A Force of at least 5 SP may build pontoons on a river connection of their box (place a marker) at the site of a ford on a Major River. The unit or the stack must spend all its MP for this. If an enemy unit, which is not a Dummy, is present on the other side of the river, the operation is possible, but the unit building the pontoons loses 1PF. The pontoon, once in position, is immediately usable. Each side has a limited number of Pontoon markers (see scenarios). It will be necessary to "de-install" one to be able to use it elsewhere; this is achieved by the same procedure as the destruction of a bridge.

Note: Minor Rivers may be crossed without bridges or pontoon bridges

Clarification: No engineering actions may be undertaken in a box also occupied by enemy units.

6.5 - Reaction actions

GENERAL RULE

During a movement phase, the combat units of the other player may react within certain limits and under certain conditions.

The Weather effects, notably the cost of crossing fords, (see 3.1 **Determination of the weather**) are taken into account in calculating the number of MP for the Reaction distance, using the number of MP for each connection.

Note: The costs of MP are those for Infantry.

6.5.1 Interception (see 2. B2)

When an Enemy Force, in the course of its movement, enters a box adjacent to a friendly Force then it may attempt a reaction.

There can be as many possible attempts at reaction per turn as there are opportunities to react.

Note: where there are two successful interceptions by two forces in different boxes, on the same target, one of them can be treated as flanking. (see 8.5). However, interception is limited to one attempt per box: only one Force may attempt to react from any one box.

Exceptions: It is impossible for a Force to attempt to intercept an enemy unit in the same box.

It is not possible to make an interception into a box already occupied by a friendly Force.

An engaged Force (i.e.: in the same box as an enemy unit) may not make an interception.

PROCEDURE FOR INTERCEPTION

The player attempting interception must score, with 1d6, a number less than or equal to the CV of the leader with the highest Rank in that Force (in case of the same Rank, use the one with the best CV). If there is no leader present, treat the unit or the stack as having a CV of 1.

MODIFIERS TO THE CV OF A FORCE

- If a Force without a general has a valid LoC to the commander in chief of the army or to a general who himself has valid LoC to his commander in chief, add 1 to the CV (which can never be less than 2);
- If a Force with a general has a valid LoC to the commander in chief of the army or to a general who himself has valid LoC to his commander in chief, add 2 to the CV of the highest ranking general in the Force (best CV if equal ranks) but with the limit that the modified CV cannot exceed that of the commander in chief.

MODIFIERS TO THE D6

- The type of connection with the adjacent box affects the success of interception: for a 2 PM connection, the player adds 1 to the dice.

Clarifications: *The commander in chief does not benefit from any modifier;*

- ▶ **Note:** *There is no stacking limit (other than those in 5.4) for movement resulting from a successful interception.*

EFFECTS

If the Interception Procedure succeeds, the Force may then:

- Intercept the enemy Force moving into its box. The movement of which is then terminated; or
- Retreat one box. The enemy stack may move to follow them as normal;

Following a successful interception, combat is mandatory and is resolved as in a normal battle during the Combat Phase (see 8.). The intercepting Force is treated as the defender for the battle resolution. No marching to the sound of the guns is permitted in this case.

Design note: *In defensive terrain, the intercepting Force receives a +1 column bonus. The Force already present, which attacks, suffers a malus of -1 column. One can consider the bonus /malus as being the effect of surprise.*

6.5.2 Marching to the sound of the guns (see 2. B3)

The units of the non-phasing player that are within 1 or 2 MP of a box with a Battle Marker may attempt to move there and participate in the battle. A march to the sound of the guns cannot be made through a box occupied by an Enemy Force which is not a Dummy (see 7.1).

PROCEDURE FOR MARCHING TO THE SOUND OF THE GUNS

To do this, the player making the march must score, with 1d6, a number equal to or less than the CV of the highest Rank leader present in the stack (in the case of equality of Rank, the best CV). If there is no leader present, treat the unit or the stack as having a CV of 1.

MODIFIERS TO THE VC OF THE FORCE

- If a Force without a general has a valid LoC to the commander-in-chief of the Army), or to a general who has a valid LoC to the commander-in-chief add 1 to its VC (which will usually then be 2);
- If a Force with a general has a valid LoC to the commander-in-chief of the Army), or to a general who has a valid LoC to the commander-in-chief add 2 to the VC of the general with the highest rank in that Force (best VC if equal rank) but this modified VC can never exceed the VC of the commander-in-chief.

Clarification: *the commander in chief does not benefit from a modifier.*

EFFECTS

If the test succeeds, the Force may then:

- Move into the box where the Battle is occurring and participate in it normally *at the end of round n°2*, if they spent 1 MP, or *at the end of round n°3* if they spent 2 MP;
- If the battle does not last enough rounds (see 8.2) for the march to the sound of the guns to arrive, the unit or stack remains in its original box.

Example: *A unit situated 2 PM from a Battle box passes its test to make a march to the sound of the guns. But, the battle only last two rounds. Unable to intervene until round 3, it remains in place, without participating in the battle.*

A Force may only march to the sound of the guns once per game turn.

7 - DUMMIES AND FORCES

7.1 - Dummy Counters



The players have cavalry and infantry dummy markers, up to the number stated in each scenario. The dummies, which can be placed initially in any box with friendly units, move in the same way as real units with the same CP costs. Dummies cannot take any action except movement.



The owner of a Dummy counter alone in a box must reveal that it is a dummy if its presence would artificially block an enemy action (destruction or repair of a bridge, marching to the sound of the guns).

The Dummy counters are revealed and immediately removed from play in the following situations:

- If there are only dummies in a box and an enemy unit enters that box during its move (see 5.1) or succeeds in intercepting into that box;
- Where a combat occurs in a box containing dummies;
- If there is a successful reconnaissance against a box that contains only dummies (see 6.3).

At the beginning of his administrative phase, the player may replace on the map half (rounded down) of all the Dummies removed from play, at that moment, in any box or boxes already containing friendly counters.

Example: *If a single dummy counter is eliminated, its owner cannot return it to play. If three Dummy counters are eliminated, one may be returned to play, and then one more of the two remaining in the next turn.*

7.2 - Force Markers (Optional)



Each player has Force Markers to assist in the management of large stacks (more than 10 counters).

At the beginning of his turn, a player can replace a stack of units with a **Force Marker** (visible face upwards). The units are placed in the corresponding box of the Play Aid.

The opposing player may then and later take note of the number of counters constituting a Force. The units that constitute a Force, and whether any are dummies, are revealed normally when necessary in the rules.

8 - COMBAT

Combat is mandatory in all boxes occupied by units of both sides. The phasing player resolves combats in the order desired, he is considered the Attacker. The non-phasing player is considered the Defender.

8.1 - Procedure

The following procedure applies to all combats:

START OF BATTLE

P1. The players each secretly select a tactic chit (see 8.2) and reveal them simultaneously, before revealing their units. This choice affects the number of consecutive rounds of combat that will follow (minimum 1, maximum 4);

P2. For ease, for important battles, the players may place their units in the battle boxes provided on the map and place, as a reminder, a Battle marker in the relevant box;

THEN, DURING EACH COMBAT SEQUENCE

P3. Each player calculates his SP (see 8.3, with the modifiers listed in the **Combat Table**), calculating and noting the loss level that will require him to undertake the **Morale Test** (see 8.6), and using the corresponding column on the table. If the odds are 6/1 or more, see **8.4 Overrun**;

P4. Each player throws 1d6 and applies relevant Modifiers. The result shows the number of SP lost by one's opponent. Losses are applied simultaneously by both players. At the same time the effects of artillery are determined, using the **Artillery Table**, but only on even-numbered rounds (2 or 4)

END OF THE BATTLE

A new round then starts at P3, **UNLESS** the number of rounds decided at P1 has been completed or if one of the two players is obliged to retreat, following a failed **Morale Test** (see 8.6). At that stage one moves to P5;

P5. The player who lost the most SP at the end of the rounds of combat (determined at P1), or, before then, was obliged to retreat (following a failed **Morale Test**, see 8.6) is defeated. His opponent is the victor. Where losses of SP are equal, the Attacker retreats into the box from which he entered. The Defender remains in his box. The battle is an Indecisive Battle and no Victory Points are earned (see 9.)

P6. The defeated player makes his retreat movement and the winner pursues (see **Pursuit Table**). The result is applied immediately.

8.2 - Tactical options

At the beginning of each combat, each player secretly selects a tactics chit, from the available markers or cards: **Decisive Battle** (value 4), **Offensive Battle** (value 3), **Screen Battle** (value 2) or **Skirmish** (value 1).

Once the tactics are revealed, the players add up the value of the two markers and divide by two. The number, rounded down, gives the number of rounds of consecutive combat that will occur and the type of battle for VP purposes (see 9).

Exception: if one side has a leader and the other does not, round up after halving.

RESTRICTIONS ON THE USE OF TACTICS

Decisive Battle: This marker or this card can only be used if within the box is a leader with an RK 3 or 4 stars **AND** at least 15 SP.

Offensive Battle: This chit or this card can only be used in a box where there is a leader (there is no RK requirement) **AND** at least 10 SP

Screen Battle ("Bataille de couverture"): No constraint on choice, but forbidden to a Detachment by itself in a box (without a leader). This cannot be used by a force with less than 3 SP.

Skirmish ("Escarmouche"): No limits. A Detachment in combat (without a leader) may only choose Skirmish. This cannot be used by a force with 10 SP or more.

8.3 - Calculating SP

The number of SP is first taken from the information on the Roster. This can then be modified by the effects of terrain, of entrenchments and of **fatigue** (see the **Table**). The total of all units of each player participating in the combat is called a Force and each player calculates the SP of his Force, rounding down any fractions.

8.4 - Combat resolution

Each player, using the number of SPs, throws 1d6 and applies the modifiers from the **Combat Table**. The effects of artillery (on even rounds) and of cavalry are then applied using the **Artillery and Pursuit Tables**. These all produce results of the number of SPs lost by the enemy. The losses must be allotted equitably by the owning player between all units present. He may only eliminate a unit when no other losses may be taken. The player marks the corresponding boxes on the **roster**, for each unit with an **X**. These losses, unlike those noted with a **/** (see 5.5), cannot be recovered, **EXCEPT** by absorbing the SP of a detachment of by an SP Reinforcement, to reinforce the unit.

PURSUIT

The defeated player makes his retreat movement (see 8.7) and the victor makes his pursuit (see **Pursuit Table**). The result is immediately applied.

OVERRUN

If the attacking Force has at least 6 times the number of SP (in absolute value, without considering any modifiers) of the defending force, the attacking player may attempt an overrun.

The Attacker throws 1d6, and adds +1 if he has a unit of cavalry:

- If the result is 1 or 2, the Attacker remains in place and the Defender retreats one box without loss;
- If the result is 3 or 4, the Attacker may advance one additional box, then the Defender retreats one box (*not* the box containing the attacker) and loses half of its SP (round up);
- If the result is 5 or more, the Attacker may advance one additional box and the Defender is eliminated.

Clarifications:

- The Attacker may never advance into a box occupied by the enemy (if this is the only possibility, he remains in place).
- The Defender cannot retreat into an enemy-occupied box, if this is the only possibility his units are eliminated.
- In the case of a battle in a box with a fortified city, the defender may choose to move into the interior of a fortress (see 8.8) and thus avoid the consequences of an Overrun;
- A Force making an interception cannot make an Overrun this procedure is reserved for the attacker;
- An Overrun is not permitted into fortresses or occupied entrenchments;
- An Overrun scores no VP.

Exception: retreat before combat, see 6.3.

8.5 - Dice Modifiers

These are shown on the relevant tables.

Certain Modifiers only apply in specific situations.

FATIGUE



A Force which has made a *forced march* and which ended its turn in a box occupied by the enemy receives a **Fatigue Marker**: its SPs are halved for combat purposes. The Fatigue Marker is removed at the end of the turn.

FLANK ATTACK



An Attacker may benefit from a **flank attack bonus** (see **Combat Table**) if at least two Forces enter the enemy occupied box by two different connections, in the same turn (place a flank attack marker) before the resolution of combat.

Exception: The flank attack bonus is available following a *march to the sound of the guns* or a successful (double) interception.

DEFENDER ENCIRCLED



This applies to an **encircled force**; that is one that cannot retreat in the case of loss of a battle (place a Defender Encircled Marker before resolving combat). Encirclement is established where all the boxes connected to the Force's box are occupied by enemy units with at least 3 SP each, other than the box exited by the attacker (it is not necessary for it to be occupied).

Where a battle is lost, all the combat units and leaders of the losing encircled defender are eliminated and removed from play.

An encircled force removes its marker at the moment at which at least one adjacent box is not occupied by an enemy force.

Clarifications:

- The defender encircled modifier cannot be used together with that of a flank attack.
- Retreat into boxes from which the Attacker entered (if > 3 SP) is prohibited.

COHESION DIFFERENTIAL

The players check the Average Cohesion of the Attacker and of the Defender. The player with the best average adds the difference to his dice, the other player deducts it. *Example:* Units with an Average Cohesion of 2 attack a Defender with an Average Cohesion of 4. The difference is 2: the Attacker deducts 2 from his dice, the Defender adds 2.

Tactical Bonus: each player adds to his roll of d6 the TacB of the highest-ranking leader in the stack; where Ranks are equal then use the leader with the best/ TacB.

8.6 - Morale test

At the end of any round of combat, where a Force has lost at least 20 % of its that total SP it had at the beginning of combat (unmodified), it must test its morale. When this loss ratio is reached, the Force is obliged to take a Moral Test during each of the rounds of combat in the same battle.

Certain results on the Combat Table and the Artillery Table will also require a Morale Test (without requiring a loss ratio of 20%).

A Force cannot be required to take more than one Morale Test per round of combat.

*(Example: if the score passes the ratio of 20% losses and the Combat Table has a * result - for a mandatory Morale Test - take only one Morale Test, not two).*

The player throws 1d6 and must score less than or equal to the Average Cohesion of the Force. *For this test only*, the Average Cohesion is adjusted by the TacB of the **highest** rank present as follows:

- +2 if the leader has a TacB of 3 or 4
- +1 if the leader has a TacB of 1 or 2
- In any other cases; there is no modifier.

If the test is failed, the Force is required to retreat into a box free of enemy units, across a crossable connection other than that used by the Attacker (if > 3 SP).

If a Force must retreat after a morale test but has a Defender Encircled Marker, it remains in the box, but suffers an additional SP loss.

8.7 - Withdrawal after combat

At the end of a battle the victor **may retreat** if he wishes and the loser must retreat one box. In the case of an Indecisive Battle (see 8. P5), it is the Attacker who **must retreat** and the Defender who **may retreat** if he wishes.

Clarifications:

- All the units that participated in the battle must retreat into the same box, even if they came from different boxes (a Flank Attack). The controlling player chooses which box;
- The Defender cannot retreat into the box from which the attacker (if > 3SP) entered the box in which the battle occurred;
- A defeated Force, with an Encircled Marker, is eliminated and the leaders present in the stack are captured.
- The Defender, during an Assault Battle on a fortified city (see 8.8), is also eliminated if it loses (there is no retreat);
- A defeated Force, which retreats across a ford or bridge, loses a further 1PF.
- A defeated Force forced to retreat off the map is eliminated.

8.8 - Sieges and fortified cities

A fortified city belongs to the player who has a combat unit in the box. An unoccupied fortified city is immediately "conquered" by a unit entering the box.

When a Force in a fortified city box is attacked the Defender may choose to defend normally (he benefits only from the defensive terrain, cannot be besieged and must retreat if he loses the battle). He may also decide to use the shelter of the fortified city (and, subject to the specific stacking limits, benefiting from the modifiers of a fortified city). If the Defender retires into the fortified city, the Attacker may either resolve combat as an assault (resolved as a normal battle, with the relevant Modifiers from the **Combat Table**), or proceed with a Siege. The Defender makes his choice before resolution of combat.

Limits: *There must be at least one combat unit, which unit is neither a detachment nor a cavalry unit nor a dummy, in order to make a siege or an assault.*

If this limit is not satisfied the attacker may nevertheless mask the fortified city (see below).

STACKING LIMITS IN A FORTIFIED CITY

An identified combat unit (with a historical name or description) and one detachment may take shelter inside a fortified city.

Units in excess may freely withdraw into an adjacent box which is not enemy occupied (without any interception).

Note: *The fortified city plays its role in slowing down the enemy and preventing a major pursuit, but can accommodate only a limited number of troops*

SIEGE PROCEDURE



S1. The Attacker places a Siege Marker 1 during the Combat Phase

S2. The attacker then throws 1d6: if the result is 5 or 6, the city falls, the defending Force is eliminated and the leaders present captured (and removed from the game). If the result is 1 to 4, the Attacker turns the Marker to its Siege 2 side,

and the Siege continues

S3. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 2, 3, 4, 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 then the siege is resolved in the same manner as in S3 in the next turn.

DICE MODIFIER

Deduct 1 from the dice if the besieger does not have a least double the SP (counted as SP of infantry units) of the besieged.

Clarification: *If the beginning of a siege occurs in the course of an interception (that is in the opponent's turn), the marker remains at S1 and is not turned to S2 if the siege continues (a result of 1 to 4). It will not move to S2 until the next turn of the besieging player.*

MASKED FORTIFIED CITY

If the besieger has not at least one combat unit which is neither a detachment, nor a cavalry unit, then he can only mask a fortified city. A siege marker is placed as in S1., but the siege progresses no further (leave the marker in place) and can last indefinitely, until the besieger may lift the siege if he meets the requirements regarding besieging forces. If the **fortified city** is masked the besieged can escape only by a sortie.

SORTIE

A besieged Force cannot escape without having combat with the besieger. A siege is interrupted if the besieging Force is ejected from the box by an attack by the occupants of the fortress, with or without the support of a friendly Force from outside the fortress.

If a Force friendly to the besieger enters the box, the two forces total their SP and any bonuses to attack the entire besieged Force. The terrain is treated as defensive terrain, and the besieging Force does not get the advantage of a Flank Attack.

A besieged Force cannot be assisted by a friendly Force marching to the sound of the guns.

If the siege restarts on the next turn, it restarts at S1.

9. - VICTORY

Victory points (noted as **VP**) are of two types, geographic or related to the results of battles.

GEOGRAPHICAL VP

These are given in each scenario, with the number of VP they are worth. The boxes in question should be marked, during the game, with Control Markers (flags). The flag is turned over by the last player to move through the box in question. The count of VP occurs at the end of the game.

BATTLE VP

- Each Decisive Battle scores 5 VP;
- Each Offensive Battle scores 3 VP;
- Skirmishes, Screen Battles or indecisive battles score no VPs.

Clarification: *The type of battle, for VP, is determined before its resolution (see 8.1 and 8.2), by dividing by two the total value of the two tactical markers. If the two players chose a 4 marker (decisive battle), then the battle will be treated as a decisive battle, even if it halts after only three rounds, following a failed morale test.*

VP FOR THE CAPTURE OF LEADERS

The capture of an enemy leader during a Siege or by a victory with the elimination of the loser (encircled defender), is worth 1VP per general, 3 VP for a commander-in-chief. The capture of Napoleon ends the game and gives victory to the other side.

VP RECEIVED FOR LOSSES OF SP

At the end of each scenario, add up the losses in SP of each side, the player with the least losses score 1 VP for each 4 SP difference in losses.

Example: *At the end of the scenario, the French have lost 7PF and their enemies 13 SP. The butcher's bill is 6 SP in favour of the French who score 1PV. If the difference had been 8 SP, they would have scored 2.*

VICTORY

This is calculated by comparing the VP accumulated by each side. Where the difference in VP is less than or equal to 2 VP, the game is a draw. The player who score 3 VP or more than his opponent is the winner.

10. SOLITAIRE GAMES AND GAMES WITH MORE THAN TWO PLAYERS

SOLITAIRE GAMES

All the hidden movement rules, Dummies and reconnaissances, do not apply.

At the beginning of their turn, each side throws the d6 as usual to discover the number of available CP. However, when a unit or a stack of units is activated, a dice is thrown, per type of unit (infantry or cavalry) in the stack, to see the MP actually available:

- Forces who have a valid LoC with a general (even if he does not have a valid LoC to his commander-in-chief) has for the number of MP: 1d6 + 2 for infantry (with a maximum result of 6), 1d6 + 4 for the cavalry (with a maximum result of 8);
- Forces which do not have a valid LoC to a general have for MP: 1d6 for infantry and 1d6 +2 for cavalry.
- Leaders have for MP: 1d6 + 4 (with a maximum result of 8), if they have a valid LoC to their commander in chief and 1d6 + 2 if they do not.

The number of MP of a Force is always at least 1 MP. All the rules concerning LoC remain in Force.

GAMES WITH MORE THAN TWO PLAYERS

There is no longer one player per side, but instead one player per army on each side. Each player manages the units of his army with his own budget of Command points. The players the same side may not communicate between each other, unless in writing, communicating by a note at the end of each turn (one and only one, the response being sent at the end of the next turn). Victory is calculated as in the two-player game, the players of the same side playing as a team.

Scenarios Germany 1813, from Lützen to Leipzig

A. SPECIFIC RULES

ABBREVIATIONS

To relate to the game turns, please note:

Q1: first fortnight

Q2: second fortnight

METHODS OF PLAYING BLIND

JdG Campagne was designed to be played completely blind (**Option 3** with **Dummies**, see Designer's Notes), but games may nevertheless be played using one of several following levels of blind play (at the choice of the players):

- **Option 1**: play without uncertainties as to enemy positions: all the counters, leaders and combat units are deployed face up;
- **Option 2**: limited blind play as to combat units, the leader counters are deployed at the start face up, the combat units on their hidden side
- **Option 3**: complete blind play, leaders and combat units are placed initially on their hidden side.

For options 2 and 3 the players can decide whether or not to use the available Dummy counters in each Scenario.

PLAYING CARDS

The game comes with **24 cards**: **8 cards** (4 per player) are used for selecting **tactical options** (See **8.2**) and **16 event cards** are used to constitute the deck of cards for each Scenario (See start information in each Scenario).

Each event card has two sections with an event in each of them. A player may only use the events written in the colour of its side or in a neutral colour. They cannot use the events written in the enemy colour. When he plays a card on which he could use both events, the player may only choose one to apply (the other is "lost"). **Events marked Armistice can only be used in Scenarios n°3 and n°5, and only one time per scenario, but the events of the other part of the same cards do not suffer from the same limit and are always useable.**

The players may use the event cards in their possession at any stage of **phases B** and **C**. (even during the player turn of the other player) following any limits noted on the event cards. The cards used are put aside until the deck is exhausted. The deck of cards is shuffled at the beginning of the game, after it is exhausted (before re-use) and at the time of the Armistice for the Campaign Scenario.

ARMISTICE



The **Armistice rules only have effect in Scenarios n°3** (Declaration of the Armistice) and **n°5** (Declaration of the Armistice, Effects of the Armistice and Restart of Hostilities).

Historically, the Armistice was declared in the Turn corresponding to **Q1 of June 1813** and ended in **Q1 of August 1813** (Restart of Hostilities in **Q2 of August 1813**). The Armistice Marker in placed at the beginning of the relevant Scenarios on the **Q1** of June box on the Turn track.

By the play of event cards **Armistice** n°11 to 14, the declaration of the Armistice may be advanced or delayed.

Each decisive battle won by the French delays the Armistice marker by a fortnight, each decisive battle won by the Allies advances the Armistice marker by a fortnight.

The players move the Armistice marker to follow these changes, after the relevant event cards have been played or the battles resolved.

Neither player may cross the Austria frontier before the declaration of the Armistice.

DECLARATION OF THE ARMISTICE

At the end of a game Turn (**Phase D**), where the Turn marker is advanced and moves onto the Armistice marker, the latter is declared immediately effective and takes effect at the beginning of the next Turn.

EFFECTS OF THE ARMISTICE

1. When the Armistice is declared, the players make the following changes:

- They place the **Restart of Hostilities** marker on the box corresponding to the end of the Armistice after two full months, that is 4 Turns.

*Example: if the Armistice is declared effective at the beginning of the **Q2** of **June** Turn, the **Restart of Hostilities** marker is placed in the **Q1** of **September** box*

- They place on the map the counters (leaders and combat units) marked with a triangle or a coloured circle (*Example: ▶*) in the place of the counters of the same name and replace the roster sheet " Spring 1813 " with " Autumn 1813 ", noting the number of troops, with the value at that moment, on these. The organization chart of the Allied Army is modified (several distinct armies each with their own CP budget are replaced by one);
- Sieges in progress are halted (remove the **Siege** markers) ;
- All leaders and the combat units are placed face up and Dummies are removed from play.

2. During the Armistice Turns:

The game Turn is modified as follows: **phases B1** and **B2** are modified (see further on) and **phases B3** and **B4** are removed.

Modification of phase B1: the available CP are fixed (not by die roll) :

French Army: 8 CP

Army of Silesia: 5 CP

Army of Bohemia: 5 CP

Army of the North: 4 CP

Army of Poland: 2 CP

Modification of phase B2: forced marches are not permitted, it is forbidden to move into a box occupied by an enemy unit or adjacent to an enemy unit (and moving away if this was the case at the moment of the Armistice) ;

- It is forbidden to combat units of both players to cross the Austrian frontier, in either direction;
- The players receive each Turn the Reinforcements in units and Reinforcement SP shown in the section " **Reinforcements of the Armistice** " of the Scenario ;
- The players continue to use event cards to reduce or advance the **Restart of Hostilities** (cards n°15 and n°16). The players move the Armistice marker following these changes, after the relevant event cards have been played.

RESTART OF HOSTILITIES



At the end of a game Turn (**Phase D**), when the **Turn marker** is advanced and moves onto the **Restart of Hostilities** marker, the latter is immediately declared effective and takes effect at the beginning of the next Turn.

The game returns to its usual course and two players may take the number of Dummies allowed by the Scenario. The event card deck is shuffled. Events marked **Armistice** cannot be used.

The two players may now cross the Austria frontier and move their forces in the map boxes situated to the south of the frontier.

During the Restart of Hostilities Turn, the French player does not roll a dice in **B1** to find his CP but receives automatically 10 CP.

B. MODIFICATIONS OR CLARIFICATIONS TO THE SERIES RULES

0.2 - Game scale

A game Turn represents two weeks of real time. The passage of the game Turns is recorded by a Marker face up (beginning of the month) / face down (end of the month) on the calendar printed on the map. The game turns (fortnights) are noted as follows: **Q1** for the first fortnight of a month and **Q2** for the second.

An SP represents 3,000 troops.

2. - Game turn

At the beginning of each game, the event cards required by the Scenario are shuffled and placed in a stack, face down, on the table.

A. - Events phase

After all other actions, the French first, and then the Allied player draw the top card from the Scenario deck.

D - End of Turn

Each player may only retain a maximum of two event cards and must discard event cards of his choice above this number.

3.2 - Determination of first player

▶ If Napoléon is on, or considered as being on the map (Scenarios 2 and 4 and Scenario 5 before and during the Armistice), the French player decides each Turn who will be the first and second player.

In other cases, a die roll, modified by the CV of the commander in chief of the highest rank for each side, determines which player has the choice. If there are several commanders in chief of the same rank on the map, use the one with the best CV.

3.3 - SP Reinforcements

The rule is modified as follows.

- The SP reinforcements can be incorporated into any of the combat units (except Detachments), with the only limits being the maxima fixed by the roster sheets (and not their initial strength) and with respect to nationality.

(Example: A Russian reinforcement SP can only be integrated into a Russian unit) ;

- No unit may receive more than 2 SP of reinforcements per Turn ;
- The Reinforcement SP cannot be accumulated from one Turn to another (they are lost if not used).

4.3 - Lines of Communication

SUPPLY

French

French Army: **Weimar (A4)**

Allies

Before the Armistice:

Russo-Prussian Army: **Berlin (C1)** or **Breslau (H4)**

After the Armistice:

Army of Silesia ▶ : **Breslau (H4)**

Army of Bohemia ▶ : **Thieresenstadt (D6)**

Army of the North ▶ : **Berlin (C1)**

Army of Poland ▶ : **Breslau (H4)**

4.5 - Command points (CP)

The Allied player throws one dice for the armies of Bohemia and of Poland, rather than one each, and may freely allocate the CP resulting from the die roll between the two armies.

Likewise, the Allied player throws one dice for the armies of Silesia and of the North, rather than one each, and may freely allocate the CP resulting from the die roll between the two armies.

6.1 - Detachments

In scenarios 4 and 5, the Allied **Independent Detachments** are attached to different Allied armies for the expenditure of CP (See 4.5) in the following manner:

Austrian detachments: Army of Bohemia

Swedish detachment: Army of the North

Russian and Prussian detachments: Armies of Bohemia, of Silesia or of the Nord

Russian detachments: Armies of Bohemia, of Silesia of the Nord or of Poland

8.8 - Sieges and fortified cities

Stacking limits in a fortified city

Special case

Two identified combat units (with a historical name or description) and one detachment may take shelter in the fortified city of the fortified cities of Leipzig, Dresde and Magdebourg.

Siege Dice modifier

Add 1 to the dice if the fortified city under siege is **Dresde** or **Leipzig** (to reflect the mediocre state of repair of the defences of both places).

9. - Victory

For counting Geographical VP, a besieged fortified city does not score the VP shown in the Scenario but only 1 VP for the besieging side.

C. SCENARIOS

Certain leaders and unit counters are provided twice on the counter-sheet (with and without a coloured triangle or circle). This information is given in the Scenarios to allow them to be differentiated.



Example: *Jeune Garde (Young Guard) or Jeune Garde* •

Detachments are by default Independent Detachments unless otherwise stated.

Example: *Detachment E is attached to the Russian IV Corps, in scenario 2*

The number of SP of each unit is shown by the figure on each counter on the set-up for the Scenario

Mark the relevant boxes on the **Roster** (Spring or Autumn) following the position of each Scenario. The number of available boxes on the Roster shows the SP maximum that unit may have following the integration of Reinforcements or Detachments (and not their initial strength).

▶ Optional rules

The first two rules correspond to hypothetical situations, aimed at evaluating the impact of changes in command of the Grande Armée. The players may only use one of them:

O1. What if Davout actively participated in the campaign of 1813 in Saxony?

At the time of the Armistice, remove the Ney counter from play and replace it with the Davout counter (this rules simulates the despatch of Ney to Hambourg and his replacement by Davout alongside the Emperor in the principal theatre of operations).

O2. Soult stays in Germany

Napoléon choses to send Ney to Spain and to keep Soult with him. At the time of the Armistice, remove Ney counter from play and use in its place Soult.

The third rule concerns the arrival of Reinforcements from the region of Hambourg. This can be used only if Optional Rule O1 is not chosen.

▶ O3. Walmoden and XIII French Corps arrive as reinforcements

Turn 13 (Q2 of September 1813):

French: **Davout**, XIII Corps (9 SP) at **Osterburg (A1)**

Allies: **Walmoden**, Walmoden (10 SP) at **Havelberg (B1)**

Information specific to Campaigns and Errata

A. JOURS DE GLOIRE CAMPAGNE: LE DANUBE (VAE VICTIS N°41)

0.2 - Game Scale

A Game Turn represents two weeks of real time. The passage of game turns is recorded by placing a marker face up (start of the month) / face down (end of the month) on the turn marker on the map. Three other markers are also used to show the year in progress (1800, 1805 or 1809).

The distance between each box on the map is about 25 to 50 km.

1.2 - Combat units

Identification

Each unit represents an Army corps or, more rarely a division. The unit is identified by the name of its commander and possibly by an identification number or letters:

- Roman numerals for the number of a corps (*Example: I for 1st corps*)
- GD: Guard
- AD: Right Wing
- CT: Centre
- PL: Polish Army
- RS: Reserve
- AG: Left Wing
- BV: Bavarian Army
- HG: Hungarian Insurrection Army

4.3 - Lines of Communication

Supply

1800:

French army: Strasbourg

Austrian army: Vienne

1805:

French army: Strasbourg

Austrian Army of Germany: Vienne or Prague or Olmutz

Russian army: Troppau

1809:

French Army of Germany: Strasbourg

French Army of Italy: the further eastern box on the south edge of the map or Strasbourg

Austrian Army of Germany: Vienne or Prague or Olmutz

Austrian Army of Italy: Raab or Vienne or Prague or Olmutz

7.1 - Dummy Counters

Preliminary note: *Russian units use the Austrian Dummy and Force counters.*

8.8 - Sieges and fortified cities

Stacking limits in a fortified city

An identified combat unit (with a historical name or description) and one detachment may take shelter in a fortified city.

Special case: *Two identified combat units (with a historical name or description) and one detachment may take shelter in the fortified city of the fortified cities of Mayence, Ulm, Ausbourg, Ratisbonne and Vienne.*

SCENARIO ERRATA

SCENARIOS 1 AND 3.

Clarification

Austrian Detachment A. Starts the Scenarios at Karlsruhe. The name is missing from the map it is the box immediately to the north of Baden.

SCENARIOS 4, 5 AND 6.

Correction

Lannes is mistakenly listed as a general in the initial set-up: there is no Lannes general in the 1805 Scenarios!

SCENARIOS 5 AND 6.

Addition

Starting with the "Beginning of November 1805" Turn, it is possible to create a Detachment (maximum 2 SP), as provided in 6.1, using the Mortier counter, rather than a standard Detachment counter.

SCENARIO 5.

Addition and correction

Liechtenstein is placed in Vienne at the start of Scenario.

Vienne is controlled by the Austro-Russians at the start of Scenario.

SCENARIO 6.

Addition

REINFORCEMENTS

Turn 3: Archduke Jean and a Detachment of infantry (2PF) at Brixen.

Turn 4: Austro-Russians: Liechtenstein at Vienne (if Vienne is occupied at Brünn or Olmütz).

Correction

Start positions: Read as **S4** (not S3.).

Correction

In certain Scenarios the Detachments, listed in alphabetical order, for the start positions or for Reinforcements have higher Cohesion than the units from which they have been separated. To meet the terms of rule 6.1, make the following changes:

S1. Replace the Austrian Detachments A and B by D and E

S7. Replace the Austrian Detachment B by D

S8. Replace the French Detachment C by E

S8. Replace the Austrian Detachment A by D

ROSTER

Correction

Austrian Order of Battle for 1805:

A box [1] is missing from the strength line of Jellacic. Add it.

B. JOURS DE GLOIRE CAMPAGNE: LA POLOGNE (VAE VICTIS N°47)

0.2 - Game Scale

A Game Turn represents a week of real time. The passage of game turns is recorded by placing a marker face up / face down carrying the number of the week on the turn marker on the map. Four other markers are also used to show the year in progress (1806, 1807, 1812 or 1813).

The distance between each box on the map is about 15 to 25 km.

1.2 - Combat units

Identification

Each unit represents an Army corps or, more rarely a division. The unit is identified by the name of its commander and possibly by an identification number or letters:

- Roman numerals for the number of a corps (*Example: I for 1st corps*)
- n° in classical style for the n° of a division (*Example: 5° for the 5th division*)
- GD: Guard
- PL: Polish
- RS: Reserve
- AG: Advance-Guard

4.3 - Lines of Communication

Supply

1806-1807 (all scenarios):

French army: Varsovie

Russian army: defensive terrain box adjacent to entry box n°3

1813:

French army: Thorn or Graudenz or Dantzig

Russian Armies (the two armies): defensive terrain box adjacent to entry box n°3

7.1 - Dummy Counters

Preliminary Note: *the Prussian units (Lestocq) use the Russian Dummy and Force counters, for the Campaign of 1806-1807. The Prussian (Yorck) and Austrian (Schwarzenberg) units use the French Dummy and Force counters, for the Campaign of 1812-1813. If Yorck changes sides, use the Russian Dummy and Force counters*

8.8 - Sieges and fortified cities

Stacking limits in a fortified city

An identified combat unit (with a historical name or description) and one detachment may take shelter in a fortified city.

Special case: *Two identified combat units (with a historical name or description) and one detachment may take shelter in the fortified city of the fortified cities of Danzig and Königsberg.*

Siege procedure

Note: *Due to the change of scale, from the Jours de Gloire Campaign: the Danube, the siege procedure is modified (see Information specific to the campaigns).*

S1. The Attacker places a Siege Marker 1 during the Combat Phase

S2. The attacker then throws 1d6: if the result is 6, the city falls, the defending Force is eliminated and the leaders present captured (and removed from the game). If the result is 1 to 5, the Attacker turns the Marker to its Siege 2 side, and the Siege continues

S3. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 to 4 then the attacker replaces the Siege Marker 2 with a Siege Marker 3 and the Siege continues into the next turn.

S4. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 4, 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 to 3 then the attacker turns the Siege Marker 3 over to its Siege Marker 4 side and the Siege continues into the next turn.

S5. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 2, 3, 4, 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 then the Siege continues and is resolved as in S5 in the following turn.

SCENARIO ERRATA

SCENARIO 1.

Correction

Set-up : Galitzine does not have 5PF but 3PF which constitutes his limit.

SCENARIO 2.

Clarification

The siege of Graudenz had started before the beginning of the Scenario, it is at S1. The siege cannot be continued without re-establishing a valid LoC for the besieging unit (it remains at **S1.** while waiting), see **4.5.**

SCENARIO 3.

Correction

Dantzic is controlled by the French at the start of the Scenario.

SCENARIO 4.

Correction

REINFORCEMENTS

Turn 1:

Reinforcements enter by connection (1). This is (1) and not (P) as was stated.

Turn 7:

French: Savary does not replace Lannes. Leave the Lannes counter in play.

Turn 20:

Russians: Constantin enters play in the same box as BENNIGSEN is located.

Clarification

REINFORCEMENTS

Turn 21: Lannes enters play with all of his SP. Lefebvre is removed from play as are all the Detachments attached to him.

Clarifications

REINFORCEMENTS IN SP

Note: Units lost before the entry into Winter Quarters which are not included on the list of units removed from play (see below, Winter Quarters), may be reconstituted, with strength of 0, by receiving SP. They are placed in the same box as their commander in chief.

WINTER QUARTERS

Correction

A/ Error in the description of the Armistice line:

"...to the south of the line formed by the course of the Passarge up to Deppen and then extended by the line to Allenstein and then to entry connection (2)".

It is (2) and not (E) that should be read.

B/ Disregard the list of Russian units to be removed from play during the Winter Quarters entry phase: OSTERMANN-TOLSTOÏ must be removed from play. He returns as reinforcement in **Turn 24.**

Clarification

A unit may re-enter play, even if the unit which it must replace is totally destroyed. To do this it must use one of the Reinforcement in SP.

Example: If Nansouty has been eliminated Latour-Maubourg may enter play, during a Reinforcement phase, using 1 SP of the Reinforcement in SP.

OPTIONAL RULES

Correction

Remove Wolkonski and Meller from the list of units able to enter place on a die-roll (they already enter play on **Turn 24**).

SCENARIO 5.

Clarification

WITTGENSTEIN is the commander in chief of the army of Kutusov, before the entry into play of KUTUSOV. His CV is used for all die-rolls involving the commander in chief.

ROSTER

Correction

Russian order of battle Lestocq must have 5 boxes and not 3.

C. JOURS DE GLOIRE CAMPAGNE: LA FRANCE (VAE VICTIS N°52)

0.2 - Game Scale

A Game Turn represents a week of real time. A Game Turn represents a week of real time. The passage of game turns is recorded by placing a marker face up / face down carrying the number of the week on the turn marker on the map. Two other markers are also used to show the year in progress (1792 or 1814).

The distance between each box on the map is about 15 to 20 km.

1.2 - Combat units

Identification

Each unit represents an Army corps or, more rarely a division. The unit is identified by the name of its commander and possibly by an identification number or letters:

- Roman numerals for the number of a corps (*Example:* I for 1st corps)

4.3 - Lines of Communication

Supply

1792:

Army of the Ardennes and Army of the Centre: Paris

Prussian Army and Austrian Army: Luxembourg

1814 (for all scenarios):

French army: Paris

Army of Bohemia: Langres

Army of Silesia: Nancy

7.1 - Dummy Counters

Preliminary note: The generic dummy units of the Coalition are used without reference to nationality of the units in play (Prussians, Russians, Austrians etc.).

8.8 - Sieges and fortified cities

Stacking limits in a fortified city

An identified combat unit (with a historical name or description) and one detachment may take shelter in a fortified city.

Special case: Two identified combat units (with a historical name or description) and one detachment may take shelter in the fortified city of the fortified city of Paris.

Siege procedure

Note: Due to the change of scale, from the Jours de Gloire Campaign: the Danube, the siege procedure is modified (see Information specific to the campaigns).

S1. The Attacker places a Siege Marker 1 during the Combat Phase

S2. The attacker then throws 1d6: if the result is 6, the city falls, the defending Force is eliminated and the leaders present captured (and removed from the game). If the result is 1 to 5, the Attacker turns the Marker to its Siege 2 side, and the Siege continues

S3. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 to 4 then the attacker replaces the Siege Marker 2 with a Siege Marker 3 and the Siege continues into the next turn.

S4. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 4, 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 to 3 then the attacker turns the Siege Marker 3 over to its Siege Marker 4 side and the Siege continues into the next turn.

S5. During the Combat Phase of the next turn, the Attacker throws 1d6: on a result of 2, 3, 4, 5 or 6, the city falls and the Defender's Force is eliminated and the leaders present captured (and removed from play). If the result is 1 then the Siege continues and is resolved as in **S5** in the following turn.

SCENARIO ERRATA

SCENARIO 2.

Addition

Reinforcement Turn 2 (S1 of February 1814): Raieswski at Nancy.

SCENARIO 3.

Addition

Initial set-up Raieswski in the box between Troyes and Mussy

SCENARIO 4.

Addition

Initial set-up Raieswski at Joinville

NAMES OF CITIES ON THE MAP

Adorf	B6
Alt Oels	F3
Altenberg	D5
Altenburg	B4
Anaberg	C5
Annaberg	C3
Arnau	G5
Asch	B6
Auerbach	B6
Auerstadt	A4
Auma	B5
Auras	H4
Ausche	E5
Außig	D5
Balz	E1
Baruth	D2
Bautzen	E4
Bayreuth	A6
Beeskow	D2
Belin	D5
Belitz	C2
Belzig	C2
Benatek	E6
Bennstedt	A3
Berga	B5
Bergwitz	B3
Berlin	C1
Bernai	D1
Berneck	A6
Bernewitz	C1
Bernsdorf	G5
Bichowitz	E6
Bitterfeld	B3
Bojanova	H2
Borna	A2
Borna	B4
Bötzow	C1
Brandebourg	C1
Brandeis	E6
Breslau	H4
Brise	G3
Brix	D5
Brod	F6
Buntzlau	F4
Burg	B2
Burgstall	A1
Calbe	A3
Calvorde	A1
Canth	H4
Carlsbad	C6
Carolath	G2
Chemnitz	C5
Clumetz	G6
Colditz	C4
Collin	F6
Cosdorf	C3
Coswig	B3
Cothen	B3
Cottbus	E3
Crossen	F2
Dahme	C2
Delitsch	B3
Dessau	B3
Dippoldiswalde	D5
Dobriluck	D3
Dolgelien	E1
Dornberg	A4
Drebkow	D3
Dresde	D4
Drossen	E1
Duschnik	E6

Eger	B6
Eilenburg	B3
Eisleben	A3
Elbingerode	A3
Elsterwerda	D3
Erkner	D1
Falkenhagen	E1
Florienstadt	H4
Forste	E3
Frankenstein	H5
FRANKFURT	E1
Fraustadt	G2
Freyberg	C5
Freyburg	A4
Freystadt	F3
Fridland	F4
Friedichswald	E2
Friedland	G5
Furstenwald	D1
Gabel	E5
Galba	A1
Gärall	A5
Gardelegen	A1
Genthin	B1
Georgenstadt	C6
Gera	B5
Gitschirn	G6
Glatz	H5
Glogau	G3
Gnichwitz	H4
Goldberg	G4
Golssen	D2
Gomenn	B2
Gorlitz	F4
Gostitz	B3
Gr.Tintz	G4
Grastitz	C6
Greissenberg	F4
Greiz	B5
Grimma	B4
Grossberan	C1
Grossen hayn	D4
Großnitz	B5
Gruneberg	F2
Guben	E2
Guhrau	H3
Guntersberg	F2
Haberstadt	A2
Hadmersleben	A2
Hainau	G4
Halbau	F3
Haldensleben	A1
Halle	B3
Havelberg	B1
Hayde	E5
Helmstedt	A2
Hernstadt	H3
Herzberg	C3
Hirschberg	G4
Hirschenberg	E5
Hirschiede	E4
Hochstadt	F5
Hof	A6
Hohen	G5
Hohenbucka	D3
Hohenzatz	B2
Hoyerswerda	D3
Hüpperwasser	E5
Jacksdorf	E3
Jacobstadt	E1
Jaromirz	G6

Jauer	G4
Jena	A4
Jeserig	B2
Jessen	C3
Joachimsthal	C6
Jordansmuhle	H4
Jungbunzlau	F6
Kahlert	A5
Kalau	D3
Kamenz	D4
Kamnitz	E5
Kehnert	B1
Kittchens	F1
Kleinitz	G2
Klosterhäseler	A4
Koben	G3
Koenigstein	D5
Kolleshowitz	D6
Koltemark	A3
Kommotau	C5
Koniggratz	G6
Königsbruck	D4
Königstadt	F6
Kontop	G2
Kopnich	D1
Krausnick	D2
Küstrin	E1
Kupferberg	G4
Landsberg	D1
Landshut	G5
Lauban	F4
Lauchstadt	A3
Laun	D6
Lautersdorf	F2
Leimbach	A3
Leipzig	B4
Libehau	F2
Libkowitz	C6
Liebenau	F5
Lieberosa	E2
Liegnitz	G4
Lissa	H2
Lissa	H4
Lissau	F6
Lobau	E4
Lobenstein	A5
Lowenberg	F4
Lubben	D2
Lubbenau	D3
Luckau	D3
Lüben	G3
Lützen	B4
Lungwitz	C5
Magdebourg	A2
Marienberg	C5
Meissen	C4
Melnik	E6
Merseburg	B4
Meseritz	F1
Minkwitz	H3
Mittenwalde	D2
Mücke	E4
Mühlberg	C3
Mühlrose	E2
Münchberg	A6
Müncheberg	D1
Münschengrau	F5
Muskau	E3
Nachod	G6
Nassenstadt	A6
Nauen	C1

Naumburg	A4
Naumburg	F2
Neu Bitschow	F6
Neu Salsa	E4
Neumark	H4
Neurode	H5
Neuscholß	E5
Neustadt	A5
Neustadt	D4
Neustadtel	G3
Nimpsch	H5
Nossen	C4
Oderin	C5
Oelsnitz	B6
Orianenburg	C1
Ortrand	D4
Oschatz	C4
Osterburg	A1
Ostris	E4
Parchwitz	G4
Pardubitz	G6
Pegau	B4
Peitz	E2
Peterswalde	D5
Pforten	E3
Plauen	B5
Politz	G5
Polkwitz	G3
Postdam	C1
Postorf	B2
Prague	E6
Pribus	F3
Querfurt	A4
Rathenow	B1
Raucha	F3
Rawicz	H3
Reda	A5
Reichenbach	B5
Reichenbach	H5
Reichenbar	E4
Reichenberg	F5
Reinerz	H5
Reisen	H2
Rendsch	D6
Reppen	E1
Robersberg	F2
Rochitz	B4
Roslau	B2
Rothenburg	E3
Rudolstadt	A5
Rumburg	E5
Saalfeld	A5
Saatz	D6
Sagan	F3
Sandau	B1
Sandau	B6
Sayda	C5
Schlan	E6
Schleiz	A5
Schlichtingsheim	G3
Schlucknau	E5
Schmiedeldetz	D4
Schmiedeberg	G5
Schneeberg	C5
Schweidnitz	H4
Schwiebus	F2
Selchow	D1
Senderhausen	A3
Senderhausen	A3
Senftenberg	D3
Sobotka	F5

Somerfeld	F3
Sonnenburg	F1
Sorau	F3
Spandau	C1
Spremberg	E3
Sprottau	F3
Stauchitz	C4
Steimke	A1
Steinweisen	A6
Stendal	B1
Sternberg	F1
Storckow	D2
Strehla	C3
Striegau	H4
Tempel	F1
Teupirtz	D2
Teusing	C6
Thieresenstadt	D6
Thiersheim	B6
Toeplitz	D5
Torgau	C3
Trachenberg	H3
Trautenau	G5
Trebbin	C2
Trebnitz	H3
Treuenbriezen	C2
Triebel	E3
Turnau	F5
Waldau	F4
Waldenberg	B5
Waldenburg	G5
Waldheim	C4
Wanzleben	A2
Wartenberg	F2
Wasserhausen	D2
Weimar	A4
Weissenfeld	B4
Weißig	D4
Welsigkendorf	C3
Wendish	E4
Werben	B1
Wernauchen	D1
Wernigerode	A3
Wilsdruff	D4
Winzig	H3
Wittenberg	C3
Wohlau	H3
Wolmirstedt	A2
Woserzelin	G6
Wriezen	D1
Würstermark	C1
Wurzer	C4
Zahna	C2
Zedlitz	A6
Zeitz	B4
Zersbt	B2
Ziebigen	E2
Zielentzig	F1
Ziesar	B2
Zinna	C2
Zittau	E5
Zorbau	G3
Zorbig	B3
Zschopau	C5
Zullichau	F2
Zwickau	B5
Zwoda	B6

Design notes

JOURS DE GLOIRE CAMPAGNE VERSION 2

Jours de Gloire Campagne is a game designed to simulate the great Napoleonic campaigns, at the operational level and at that of the Army Corps. The rules are deliberately simple, because of the scale and with the aim of giving the players the wherewithal for relatively short and fluid games.

Uncertainty about the enemy

One of the aims of **Jours de Gloire Campagne** was to devise a playable system to simulate the uncertainty of army commanders as to the positions and the intentions of the enemy. This topic often constitutes a problem in historical boardgames. Unless playing a double-blind game with an umpire, once deployed on the map, the counters are visible to both sides, movement is also performed in full view of the opponent, whatever the distance between the scouts of each army. To cover this, **Jours de Gloire Campagne** uses two devices. The units and the leaders are deployed face-down. One thus cannot identify them. The opposing player can only estimate the number of corps and of leaders in any given position (the estimate coming from the **command rules** in 4.3 and **stacking** in the course of movement in 5.4). It is also possible to deduce the position of the enemy commander-in-chief, upon which depends the lines of communication between stacks. There is a further level of uncertainty thanks to the "Dummies". The latter do not represent units or detachments. Nor are they the equivalents of the "vedettes" of Kevin Zucker's rules. Effectively, a **Dummy** is an abstraction simulating a mistaken estimate (due to poor reconnaissance) by an army. The more an army "sees" poorly, like the French army that was to a great extent deprived of cavalry in Spring 1813, and the more light cavalry available to the opponent, the more Dummies the latter will have in a scenario.

Finally, a "Dummy" may partially block enemy communications, but at the price of its complete elimination. It simulates a pinning operation which impacts upon the management of supply, and which paralyzes by means of the fear of the perceived enemy movement.

Sieges

During the 1813 campaign, Napoleon constantly refused to abandon the fortresses occupied by French troops, considering the advance of enemy armies as a temporary circumstance, to be rapidly overturned. The Allies, for their part, often masked these fortresses rather than to proceed to a formal siege, because of the requirements dictated by the frantic pace of other operations. This resulted in an addition in **Jours de Gloire Campagne** modifying the **siege rules** (8.8). From now, only combat units may formally siege, whereas detachments can be left behind to mask strong points, that is to say blockading the garrison without any particular efforts to capture the city. In this case, the "siege" cannot succeed, but the garrison must make a sortie, with obligatory combat, if they wish to escape. Historically, the majority of the important citadels besieged during the campaign did not fall (**Stettin, Danzig, Modlin, Kustrin, Wittenberg, Gloglau**). In the game, it is necessary for the Allied player to immobilise army corps, if he is to succeed at sieges, or to be content with masking the strong points as was usually the case during the campaign.

Supply

During the campaign of 1813, the two adversaries are placed in very different situations. The French Army has a central position with, for a base, the allied Kingdom of Saxony. The Allies were in the reverse position supported on the periphery from their bases in Prussia (**Brandenburg and Silesia**) then, after the Armistice and the entry to the war of Austria, from Bohemia. The manoeuvres were essentially directed towards political objectives (control of Berlin and Dresden for the French), the liberation of Germany in the widest sense for the Allies, and were only rarely inspired by operations against supply lines. The Armistice of **Pleiswitz** was sought by all of the protagonists to reinforce their numbers (notably in cavalry on the part of the French) and for reasons of supply. It was only at the end of campaign that Napoléon fell back on Leipzig to prevent his lines of communication with France from being cut. In the game rules (4.4), the **supply capacities** of each army are simply represented by the maintenance of a line of communication to the sources of supply. In the case of the

break of these the operational capacity of armies is limited (the number of command points is halved), the troops under these conditions being too preoccupied with "living off the land" by foraging to pursue military actions *stricto sensu*. Germany was not Russia, resources were not lacking. The level of supply logically therefore has a greater effect on the operational capacity of each army than their manpower levels. The exponential number of stragglers comes from the length of marches or from the inexperience of conscripts.

Some adjustments related to 1813

To conclude, note that the new version of the rules of **Jours de Gloire Campagne** sees the **introduction of a new category of combat units (1.2.2): the artillery reserves**. These have their impact on play because they are not counted in the stacking limits. As was the case during the campaign in Germany, the opposing armies were supported by their artillery parks of greater and greater size to concentrate for the great battles and thus to augment the power to destroy the enemy battalions. Some adjustments were also put in place in the **calculation of the Allied Command Points (4.5)**, to take into account the large number of commanders-in-chief available after the Armistice and to reduce the effect on play balance. The **calculation of average morale (1.2.2)** was simplified and now conforms better to the issue of troop-strength (this was important with regard to the large proportion of conscripts or of **Landwehr** in the armies of 1813). Finally, from an artistic point of view, the boxes now include a representation of their terrain replacing the icons (circles or triangles) which were previously used. The fords are also represented with their own symbol. The last innovation, and the only one that cannot be used for the previous games in the series, concerns the introduction of event cards to influence the combats or the reinforcements and especially the events surrounding the armistice.

Frédéric BEY

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COMBAT TABLE

DICE	1-3	4-6	7-10	11-15	16-21	22-29	30-40	41-60	61-80	81 et +
-1										1
0									1	1
1								1	1	1
2							1	1	1	1
3						1	1	1	1	2
4					1	1	1	1	2	2
5				1	1	1	1	2	2	2*
6			1	1	1	1	2	2	3*	3
7		1	1	1	1	2	2	2*	3	3
8	1	1	1	1	2	2	3*	3	3	4
9	1	1	1	2	2	2*	3	3	4	4
10	1	1	2	2	3*	3	3	4	4	5

Results shown in terms of SP lost

* = Immediate mandatory Morale Test

COMBAT MODIFIERS:

A= Attacker, D= Defender

Modifiers to the number of SP :

- Fatigued Attacker: A x 0.5
- Defender in a fortified city: A x 0.25
- SP of cavalry in mountains or defensive terrain: A and D x 0.5

These multipliers are cumulative.

Modifiers to Columns (R= right, L= Left):

- Flank attack: A + 2R
- Defender encircled: A + 3R
- Defender in mountain: A -1L
- Defender in defensive terrain: A -1L and D +1R
- Defender entrenched: A -1L
- Fourth round of combat in a battle: A -1L and D -1L

These adjustments are cumulative, EXCEPT flank attacks on encircled defenders.

Modifiers to the dice:

- Tactical bonus of the leader with the highest Rank (if equal in rank, the better bonus)
- Difference in average cohesion
- Attacking across a bridge: A -2 (*)
- Defence is open terrain: D +1
- Third and Fourth round of combat in a battle: A-1 and D-1

These modifiers are cumulative

(*): this malus is applied, even if only one Force, amongst several participating in the attack, has to cross a bridge

Weather Modifiers:

- If the weather is Snow (" Neige"), the number of rounds in each battle is reduced by one (the minimum remains 1)

ARTILLERY TABLE

Artillery Bonus (AB)			
DICE	1 à 4	5 à 8	9 et +
1 - 3			
4		1	1
5	1	1	1
6	1	1	2*

Results shown in numbers of SP lost

* = Immediate mandatory Morale Test

This table is only used during even rounds of a battle (2nd and 4th)

Modifiers:

If the weather is Snow: -1 to the dice

PURSUIT TABLE

Cavalry Bonus of the pursuing Force (CB)			
DICE	1 à 4	5 à 8	9 et +
1 - 2			
3 - 4		1	1
5	1	1	1
6	1	1	2

Results are shown in numbers of SP lost

There is no pursuit in Mud weather

Modifiers:

If the weather is Snow or Rain: - 1 to the dice

FORCED MARCH TABLE (SEE 5.5.2 ET 5.5.3)

Strength Points (SP)			
DICE	< 5	5 à 8	9 et +
1 - 3			
4		1	1
5	1	1	1
6	1	1	2

The result gives the number of SP lost

Dice Modifiers:

General with a CV of 3 or 4 in the stack: -1

Unit Cohesion 4 or +: -1

Snow: +1

Mud: +2

RECONNAISSANCE TABLE (SEE 6.3)

Differential in of Cavalry SP			
DICE	1 à 2	3 à 4	5 et +
0			
1			1
2		1	1
3	1	1	1
4	1	1	2
5	1	2	2
6	2	2	3
7	2	2	3
8	2	3	4

Modifiers:

+ Average Cohesion of the unit(s) making the reconnaissance

- Average Cohesion of the screening units

TERRAIN EFFECTS

METEO	ROAD	POOR ROAD	BRIDGE	MINOR RIVER	MAJOR RIVER
Clear	1 MP	2 MP	No Effect	No Effect	Can be crossed <i>only</i> by a bridge or a pontoon built at a ford (see 6.4)
Rain	-1 MP for all		No Effect	+1	
Mud	-1 MP for infantry -2 MP for cavalry and generals -3 MP for reserve artillery		No Effect	+1	
Snow	-1 MP pour tous		No Effect	No Effect	

MOVEMENT TABLE

Type of units	MP *	Maximum composition of stacks for movement (see 5.4)
Generals	8	There is no limit if the commander-in-chief is in the stack (see 5.5.1), otherwise: <ul style="list-style-type: none"> • 2 infantry + 1 cavalry • 1 infantry + 2 cavalry • 3 cavalry <i>Note: reserve artillery and generals do not count for stacking, but Dummies do.</i>
Cavalry	8	
Infantry	6	
Reserve artillery	6	

* Reduce by 1 MP if the unit is out of command

Weather effects:

- Rain and Snow: -1PM for all
- Mud:
 - 1PM for infantry and generals,
 - 2PM for the cavalry,
 - 3PM for reserve artillery

COMMAND POINTS

The player throws 1d6 and adds the CV of the commander-in-chief of that army.

ACTIONS CARRIED OUT	COST IN PC	
	If a valid LOC to the commander-in-chief	No valid LOC to the commander-in-chief
Activate the commander-in-chief together with all the units with him	0 PC	-
Activate a subordinate general with a stack of units	0 PC	1 PC
Activate a force without a general	1 PC	2 PC
Construct an entrenchment	2 PC	2 PC

WEATHER TABLE

DICE/MONTH	January February March	April May June	July August September	October November December
1 et -	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Clear
4	Rain *	Clear	Clear	Rain *
5	Snow	Rain	Clear	Rain *
6 et +	Snow	Rain *	Rain	Snow

Modifiers:

- +1 to the dice in January, February, April, September and December.
- 1 to the dice in March, June and July

Note:

If the result is Rain*, the turn in progress in a normal Rain turn, but the following turn will be a Mud turn (without throwing the dice). After the turn of Mud, return to using the dice to generate the weather.