

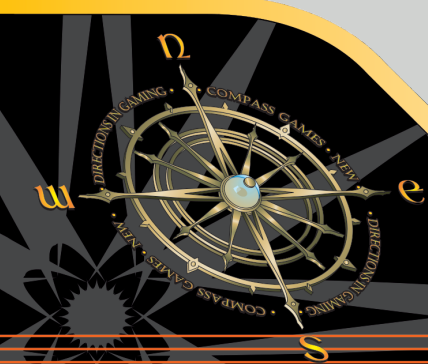
# Napoleon's EAGLES



## STORM in the EAST

*The Battles of Borodino and Leipzig*

An Historical Card Game by CHRISTOPHER MOELLER



**Compass Games**  
*New Directions in Gaming*

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## Introduction

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The events of autumn 1812 to autumn 1813 marked a pivotal moment in the history of eighteenth century Europe. Despite ominous setbacks in Spain, France in the spring of 1812 was at the height of its expansion. The continental system was holding, if imperfectly. Monarchs friendly to the Empire (including members of Napoleon's family), ruled in every capital of the continent. Only Britain remained unbowed. By the end of 1813 the story had dramatically changed. The wounds inflicted by massed artillery at Borodino, deep inside tsarist Russia, ended with a deeper wound in the largest struggle the world had ever known. The half million men of the vast allied coalition that would bring the Emperor of France low at Leipzig began gathering in Russia in 1812. They fought him as he marched to Moscow, fought him in the snow and ice as he retreated one month later. Their numbers swelled as spring turned to summer. The Prussians joined the fight, fierce with nationalistic outrage. Austria's reluctant, war-weary veterans followed, then those of Sweden's machiavellian traitor king. The end of Napoleon's absolute control of Europe began with storms in distant lands, growing in strength and fury as the fighting approached Paris. Napoleon believed he could turn the enemy aside as he always had: with columns of courageous young men, with personal genius and with iron will. Would it be enough this time?

**Napoleon's Eagles: Storm in the East** features two famous battles of the late Napoleonic era: Borodino (September 5-7, 1812) and Leipzig (October 14-18, 1813). Borodino includes two scenarios: the battle for the Shevardino Redoubt on the 5th, and the main battle on the 7th. Leipzig contains four scenarios: an opening skirmish at Lieberwolkwitz on the 14th, a French assault on the 16th, a climactic battle on the 18th, and a 5-day campaign game that links all three scenarios into one.

The intent of **Napoleon's Eagles: Storm in the East**, is to present a napoleonic battle game in which the largest of period battles can be played to completion in an evening. While there are multiple scenarios presented in the game, each with its own special rules and conditions for victory (7.0), most battles are won by inflicting nine demoralizations on your opponent's army, before he does the same to you. Combat is a back and forth affair, using specially designed decks of playing cards. Combat is simple, fast and straightforward, but has a number of subtle wrinkles that you'll discover during play. Units represent infantry and cavalry corps, massed artillery formations, and those leaders operating at the highest levels (army and wing commanders).

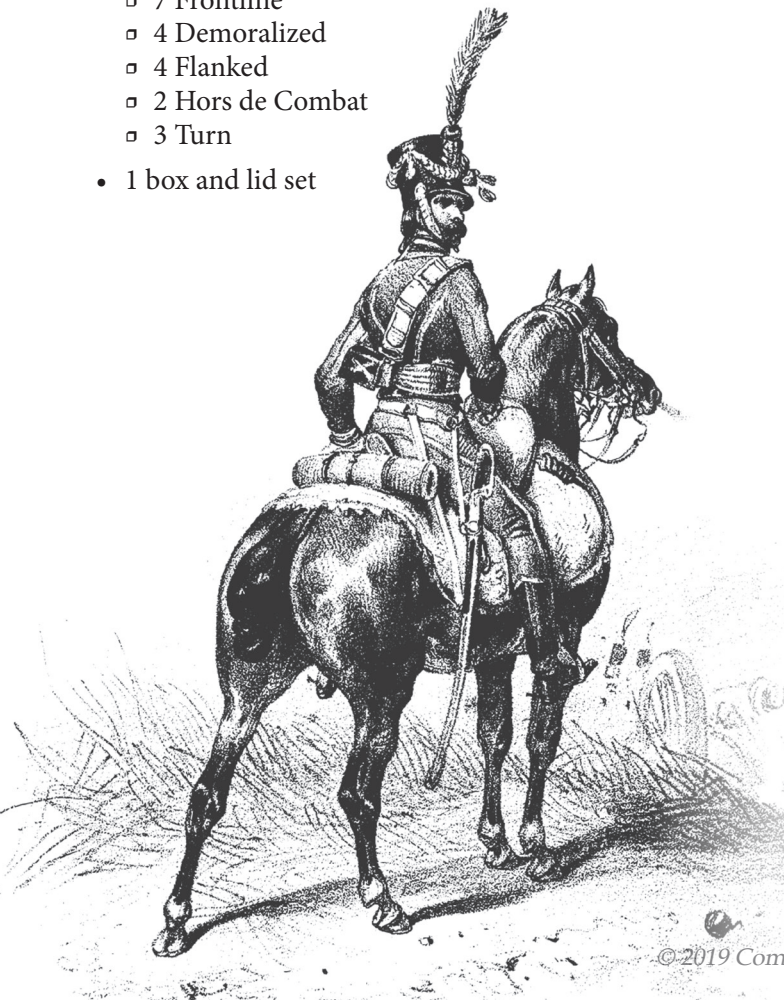


## 1.0 Components

Each Napoleon's Eagles battle consists of unit cards, playing cards, informational cards and a set-up chart. Unit cards are unique to each historical scenario, the playing cards are common to all scenarios.

### Contents of this game are:

- 1 rulesbook
- 2 identical player aid charts
- 3 set-up cards
- 1 deck of 42 *Borodino Cards*
  - 5 leaders
  - 6 terrains
  - 13 French units
  - 18 Coalition units
- 1 deck of 62 *Leipzig Cards*
  - 8 leaders
  - 8 terrains
  - 21 French units
  - 25 Coalition units
- 1 deck of 52 *French Playing Cards*
- 1 deck of 52 *Coalition Playing Cards*
- 1 deck of 31 *Other Cards*
  - 11 Reserve
  - 7 Frontline
  - 4 Demoralized
  - 4 Flanked
  - 2 Hors de Combat
  - 3 Turn
- 1 box and lid set



## 1.1 PLAYING CARDS

Each player has one full deck of playing cards, which is used to run the game. The decks are never mixed. When the rules refer to “drawing a card,” this refers to a player’s deck of playing cards. A discard pile is formed beside the deck. Players reshuffle their discarded cards into their deck at the beginning of every turn, or during play if the deck is exhausted. During the game, some playing cards will be eliminated. These are not placed in the discard pile, and are not included in reshuffles of the deck.



Although playing cards contain several different pieces of information, during battles, the only thing that is considered is the card’s color and value (Aces have a value of 1). It is when a card is drawn for a “check”, that the additional information on the card comes into play.

**1.1a Making Checks:** whenever a player is called upon to make a check, a playing card is drawn and a section of it consulted to determine the outcome:

**Artillery Check:** when firing artillery, consult the Artillery section.

**Breakthrough Check:** When making a Breakthrough Check consult the Breakthrough section. Cavalry units use the top line, Infantry units use the bottom line. Defending Cavalry units (only) use the parenthesized demoralization result (4.9).

**Charge Check:** when a unit with a cavalry or cavalry support symbol charges, consult the Charge section.

**Recovery Check:** when a unit or leader on a Hors de Combat (HdC) card attempts to return to play, consult the Recovery section.

**Rally Check:** when a unit attempts to rally in an out of command reserve, or a large unit attempts to rally in a wing, consult the card’s color (red card succeeds).

**Elimination Check:** if there is a leader in a wing, each player draws a card and compares Elimination Check symbols. If the symbols match, the leader is removed from the game. If the symbols don't match, but are the same color, the leader is Hors de Combat (HdC, see 5.3).

**Terrain Check:** no playing card is drawn for a terrain check. Rather, whenever a battle is declared, all terrain cards in the wings are examined to determine if their deployment icons match those on the front line card (2.3a).

## Sample Playing Card

Elimination

Artillery

Breakthrough

Charge

Recovery

Rally

## 1.2 UNIT CARDS

The unit cards included in Napoleon's Eagles represent historical forces and leaders. The basic combat units in Napoleon's Eagles are infantry corps (6.6), and cavalry corps (6.8). Other unit cards represent ad-hoc units like artillery detachments, leaders and terrain. Unit cards contain information used in the game, and follow the graphic format shown below. See the player's aid card and section 6.0 for unit information.

Front

Polish Reserve Army  
Lt. General Docturov

Strength 11

Strength 11

Manpower Initiative Aces Up

+1

Leipzig, 1813

DISRUPTED

Back

## Sample Terrain Card

## Sample Front Line Card

The Pleisse River

Declared Battle

Pleisse River



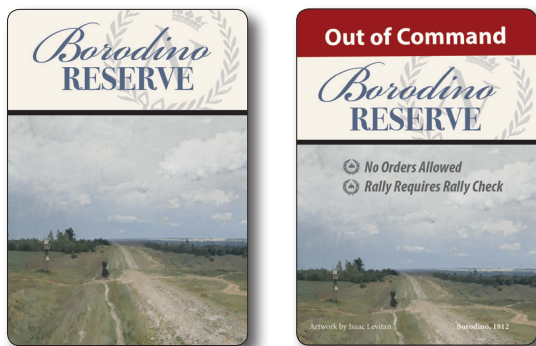
### 1.3 OTHER CARDS

In addition to unit and playing cards, there are a number of informational cards provided in the game.

**Front Line Cards** are placed between players to illustrate where their wings are, and to indicate which wings are initiating a battle each turn.



**Reserve Cards** identify which units are in which reserve, and indicate command status.

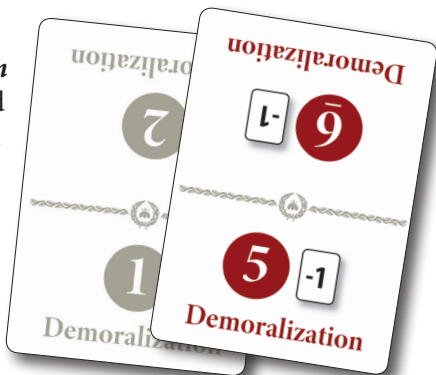


**Flanked Cards** are placed in wings during battle resolution.



**Hors de Combat (HdC) Cards** have units placed on them when removed from play due to charging or scenario instructions.

**Demoralization Cards** are tucked under a player's deck as demoralizations accumulate. They are the primary way that victory is achieved.



### 1.4 CARD STATES (DISRUPTION AND EXHAUSTION)

Units begin the game both full strength (*front side up*) and ready (*upright relative to the owner*). During the game they may become disrupted (*reverse side up*) and exhausted (*rotated 90° relative to the owner*).

**1.4a Disrupted:** When disrupted, a full-strength unit is flipped to the side showing a red “D” in the upper left-hand corner. A disrupted unit that is disrupted a second time is eliminated. Units may rally from disruption (flip back to their full-strength side) as a movement action (see 3.2a).

**1.4b Exhausted:** A unit card in the game is “ready” unless has been “exhausted” during play, indicated by rotating it 90°. Exhausted cards are readied again during the Preparation Step by returning them to their original orientation. Only a ready card may exhaust voluntarily. An exhausted card which is exhausted a second time because of a check (1.1a), is disrupted. **Only infantry units (6.6) may become exhausted.**

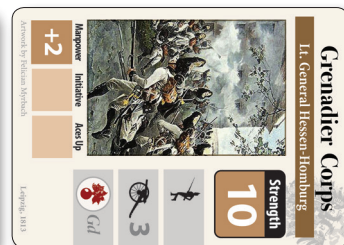
#### Full-Strength



#### Disrupted



#### Exhausted



Either orientation is acceptable

## 1.5 PREPARING FOR PLAY

When sitting down to play Napoleon's Eagles, each player receives a deck of playing cards along with the unit and leader cards that compose the army. Every scenario, while having scenario-specific rules (see 7.0), follows the same general outline:

1. Place Front-Line cards as indicated on the set-up chart, with their text facing the first player.
2. Place reserve cards in their appropriate reserves (2.0).
3. Place terrain cards, units, and leaders in their starting wings and reserves.
4. Set aside reinforcing units and leaders.
5. Place Flanked cards, the HdC (Hors de Combat) card, and the turn 1 card nearby.
6. Shuffle both player decks. Each player receives a set of demoralization cards and places them near the draw deck (see 4.9c).
7. The first player begins the turn 1 movement phase.

**1.5a Set-Up Charts:** Each scenario has a set-up chart that, along with the scenario instructions in the rulebook (7.0) guides play. The scenario rules and set up cards indicate where units may move, where they begin play, who is the first player, how many turns the scenario lasts.

## 1.6 WINNING THE GAME

When a player receives 9 demoralizations, the game immediately ends in that player's defeat. If this doesn't happen, there are usually other conditions that help determine victory at the end of the game. These are outlined in the scenario rules (7.0).

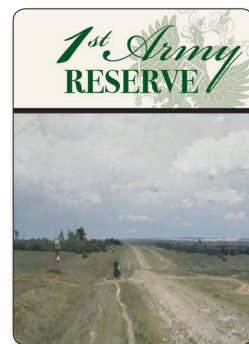
## 2.0 Organization

At the outset of a scenario, players will set up front-line cards between them, as indicated on the set-up chart. These cards, labeled A, B, C, etc... are set up sideways, with the letters facing the first player. Reserve cards are set up to identify the reserves in each player's "second line" of cards. During the game, players should arrange their cards relative to the front line and reserve cards in such a way as to make clear which wing or reserve they occupy.

## 2.1 WINGS

Each front-line card defines one wing of the army. Neither player controls a front-line card, it acts as a separator between opposing wings. Units occupying a wing cannot move to another wing, they can only move backwards to the reserve that controls the wing.

**2.1a Reserves:** Every wing has a reserve associated with it, as indicated on the set-up chart. Several wings will often share a common reserve. Units in a wing may only move into the reserve with which it's associated, and may only enter the wing from that reserve. Units may move from reserve to reserve if indicated on the set-up chart (a line connecting two reserves on the set-up chart means that units may move between them).



**2.1b Battles:** In game terms, a battle is one turn of combat between two opposing wings (French "A" wing vs Russian "A" wing for example). Opposing wings do not conduct combat if neither player declares a battle for that wing.



## 2.2 COMMAND

A reserve is in command unless a breakthrough attack placed it out of command during battle resolution (4.9). An out of command reserve has its reserve card flipped to the Out of Command side, and has the following penalties levied against it:

- leaders in the reserve cannot issue orders (6.1)
- Units in the reserve must pass Rally Checks (1.1a) to become undisrupted.

## 2.3 TERRAIN CARDS

Terrain Cards occupy wings like combat units. Unlike combat units, terrain Cards may be controlled by either player, and may change hands during the game. When a terrain card is surrendered, it is said to be captured by the opposing player, and the card is physically moved across the front-line card into the opposing wing. Terrain cards may not be moved except by being captured.

Front

Back



**2.3a Deployment Icons:** All terrain cards are marked with one of three deployment icons, which correspond to those on the declared battle side of the frontline cards:

**1. The Advance Icon:** If a player's side of the frontline card shows this symbol when a battle is declared, flip all terrain cards in that wing to the side with this icon. This wing is advancing to make an attack.



**2. The Hold Icon:** If a player's side of the frontline card shows this symbol when a battle is declared, flip all terrain cards in that wing to the side with this icon. This wing is defending against an attack.



**3. The Terrain Icon:** If a player's side of the frontline card shows this symbol when a battle is declared, check all terrain cards in the wing that have this icon. Flip the card only if instructed to do so by the information on the terrain card.



***Design note:** When a player is defending a piece of terrain with the hold deployment icon, his units gain all of the benefits (or drawbacks in some cases) of the terrain they're defending. When a player declares a battle, he is advancing on the enemy (the advancing icon), so the effects of the terrain on his units changes. Cards with the Terrain icon indicate a special case.*

## 2.4 STACKING

Some scenarios will specify stacking limits. Stacking refers to the maximum number of unit cards which may occupy a wing at the same time (reserves never have stacking limits) terrain and leader cards do not count towards a wing's stacking limit.

## 3.0 Sequence of Play

A battle consists of a number of four-step turns which continue until one player achieves victory, or the game's duration (as set out in the scenario rules) is reached. Both players complete all actions for one step before moving on to the next. The first player (identified in the scenario rules) goes first in each step.

### 3.1 Preparation Step

### 3.2 Movement Step

### 3.3 Battle Declaration Step

### 3.4 Battle Resolution Step

## 3.1 PREPARATION STEP

At the beginning of every turn, both players shuffle their decks and discard piles together in preparation for the next turn, and out of command reserves which were not subjected to successful breakthrough attacks in the previous turn are placed back in command (flip their reserve cards over). Players distribute reinforcements for the turn, as instructed by the scenario rules, and Recovery Checks are made for units on the HdC (Hors de Combat) card. Exhausted units are Readied.

- a) advance the turn card or end the game if the scenario's duration has been reached.
- b) discarded piles are shuffled back into decks
- c) exhausted units are readied
- d) recovery checks are made for HdC units and leaders (5.3)
- e) eligible reserves are placed back in command
- f) reinforcements arrive

## 3.2 MOVEMENT STEP

Each turn, movement is resolved for all of the first player's units, followed by those of his opponent. Each unit may move one area per turn: either into or out of reserve, or from one reserve to another, as long as those areas are connected on the set-up chart.

**3.2a Movement Actions:** Instead of moving, a unit may perform one of the following actions:

- A disrupted unit in a reserve may rally. In a commanded reserve, the unit is flipped from its disrupted side to its full strength side. In an out of command reserve, a Rally Check is required: a red playing card means the unit rallies (returns to full strength). A black card means the unit remains disrupted.
- A unit with the Rally in Place icon may attempt to rally in a wing, as a movement action. A Rally Check is required to successfully rally in place (6.12).

## 3.3 BATTLE DECLARATION STEP

The first player declares which of his wings will initiate battles this turn, flipping over appropriate front line cards to their declared battle sides, with attack arrows pointing at the opponent. If the first player declines to initiate battles in one or more wings, his opponent may initiate battles in any of those wings (again, flipping over the appropriate front line cards, so that the attack arrow points at the opponent). When a player declares an attack in a wing, perform a terrain check.

**3.3a Terrain Checks:** Each time a battle is declared, both players examine the deployment icons on terrain cards they control (2.3a). The player who declared the battle flips terrain cards showing the Hold icon to the side showing the Advance icon (and vice versa for the opposing player). Terrain cards without these icons are unaffected.

## 3.4 BATTLE RESOLUTION STEP

All battles are resolved one at a time. The order in which they are resolved is determined by the first player.

A battle ends when one player retreats, or an *attacker* can't play a card. When a wing is emptied because its occupants retreat or are eliminated, all terrain cards in the wing may be captured, a Flanked card is placed in it, and the reserve controlling the wing may be subject to an immediate breakthrough attack. Once all combat and breakthrough attacks in a wing have been completed, its front line card is flipped over, and the first player chooses the next wing showing an attack arrow in which to conduct combat. When there are no attack arrows showing on front line cards, the Battle Resolution Step is over.

## 4.0 Conducting Battles

Each turn, a battle is fought for every set of opposing wings in which an attack was declared. The player who declared the battle (as shown by the attack arrow on the front line card) begins as the attacker. Units and leaders in reserves never fight, and their special abilities are ignored (exception: Orders, 4.1). Empty wings may be marked with flanked cards as battles are resolved, influencing subsequent battles.

### 4.1 DRAW PLAYING CARDS

At the start of a battle, each player draws a standard opening hand of four (4) cards. This opening hand may be increased in three possible ways:

- **Orders:** player draws additional cards equal to the orders rating of a friendly leader in the reserve associated with the wing. The reserve must be in command. This option may only be chosen if the wing does not draw cards due to leadership.
- **Leadership:** player draws additional cards equal to highest friendly leadership rating in the wing. This option may only be chosen if the wing does not draw cards due to Orders.
- **Combined Arms:** player draws one additional card if a friendly infantry, artillery, and cavalry (or cavalry support) symbol are present in the wing.

The opening hand may also be reduced in two ways:

- **Flanked:** *players hand is reduced by one* for each flanked card in an adjacent wing on his side of the frontline card.
- **Demoralization:** *players hand is reduced by one* if his army's demoralization level is 5 or more.

## 4.2 PRE-BATTLE CHECKS

**4.2a Artillery Fire Check:** Each player with artillery symbols in the wing performs an artillery check (draws a card and consults its artillery section). The sum of a player's artillery ratings determines how many hits were scored. This is done simultaneously. Each hit penalizes the opposing wing in one of the following ways (owner's choice):



- Owner must **Surrender** a terrain card (2.3)
- Owner must **Withdraw** an infantry or cavalry unit (4.7)
- Owner must **Disrupt** a unit (1.4a)
- Owner must **Exhaust** a unit with the Infantry symbol (1.4b)
- Owner must **Discard** a card from his hand at random

**4.2b Elimination Check:** Elimination checks are made for all leaders occupying the active wings. For each check, both players draw a card and compare them. If the elimination check symbols on both cards match, the leader is removed from the game. If the symbols don't match, but are the same color, the leader is Hors de Combat (HdC 5.3).



### 4.3 ATTACK

Once all pre-battle checks are resolved, the attacking player may retreat (4.7) or play one card from his hand. After seeing the attack card, the defender decides whether to stand (continue the combat) or retreat. It's customary for the attacking player to ask "Are you going to stand?" after playing an attack card, to give the defending player time to reflect. If the defender stands, the attacker may charge with his cavalry (5.2) to draw additional cards, increasing the value of the attack. The total value of all cards played by the attacker is the damage the attack will inflict on the defender.

### 4.4 DEFENSE

The defender now attempts to defeat the attack. Unlike the attacker, the defender may play any number of cards, however only cards which are the same color as the attack card may be used to defeat it (exception: Melee Cards, 5.1). Once defense cards have been played, the defender may opt to charge with his cavalry to draw additional cards (5.2), increasing the value of his defense. The total value of the defending cards reduces the attack's damage.

***Design Note:** It is the attacker's obligation to offer the defender an opportunity to choose to stand or retreat before declaring charges. Likewise, the defender has an obligation to allow the attacker an opportunity to charge before playing defense cards.*



**4.4a Running out of Cards:** prior to deciding whether to stand or retreat, a defender with no cards in hand may draw one card with which to attempt to defeat the attack. An attacker with no cards in hand triggers the end of the battle.

**4.4b Discard vs. Defend:** A defender may opt to discard a single card rather than defend against an attack card. This usually happens when the player has no cards which match the color of the attack card.

**4.4c Order of Play:** The order in which a defender's cards are played is voluntary, but each card played must reduce the damage of the attack. Defensive Charges (5.2) occur after all defense cards have been played.

## 4.5 DAMAGE

An attack is defeated if the damage from the attack is reduced to zero. If even one point of damage gets through the defense, the attack succeeds.

All excess damage must be accounted for in any of the following ways (owner's choice):

- **Owner may disrupt a combat unit**, accounting for damage equal to the unit's current strength rating. A full strength unit is flipped to its disrupted side. A disrupted unit is eliminated (removed from play).
- **Owner may surrender a terrain card**, accounting for damage equal to the terrain's strength rating. Instead of disrupting or eliminating the terrain card, it is "captured" (moved into the attacker's wing). Note that there are certain terrain cards which may not be surrendered in this way. When a terrain card is captured, it only flips over if its text says it must.
- **Owner may exhaust a Ready unit with the infantry symbol**, accounting for 3 points of damage.

The sequence in which damage is accounted for is optional. A player might exhaust a unit, then disrupt it, then destroy it, then disrupt another unit, each action accounting for a portion of the damage inflicted by the attack.

## 4.6 CONTINUING THE BATTLE

If a successful attack doesn't end the battle (4.8), the attacker may either retreat or attack again. All cards from the previous attack are removed to their appropriate discard piles. When an attack fails, all played attack and defense cards are discarded and it's the defender's turn to attack, either retreating or playing an attack card from his hand.

## 4.7 WITHDRAWAL AND RETREAT

When a unit in a wing withdraws due to an artillery check or because it is guard cavalry (6.10) it is moved back into the wing's controlling reserve. When a unit in a wing retreats, it is moved back into the wing's controlling reserve, and becomes both exhausted, and disrupted (if not already).

Either player may declare a retreat following play of an attack card, ending the battle at that point. All units in a retreating wing must retreat together.

## 4.8 ENDING A BATTLE

A battle continues until one of the following occurs:

- One player's units in the wing are **eliminated**,
- One player **retreats**,
- An *attacking* player has **no cards in hand**

When one of these events occurs, the battle is over. The front-line card between the opposing wings is flipped over and all playing cards used in the battle are discarded. If the defeated player has no units left in the wing, all terrain cards may be captured by the victor. If the defeated wing is empty, both of unit cards and terrain cards, a flanked card is placed in it and breakthrough attacks resolved. Once all declared battles for both players have been fought, the turn ends.

## 4.9 BREAKTHROUGH ATTACKS

When a battle ends with either wing empty of combat units and terrain cards, a flanked card is placed in the empty wing, and the victorious player may assign any units in the wing that have infantry or cavalry symbols to participate in breakthrough attacks. Make a Breakthrough Check (1.1a) for each participating unit to see how many demoralizations it inflicts on the defending army (see 4.9b) and how the unit making the check is affected.

One of four results may occur:

- **No Effect:** The unit is unaffected and adds the indicated number of demoralizations.
- **Exhaust:** The unit is exhausted and adds the indicated number of demoralizations.
- **Disrupt:** The unit is disrupted and adds the indicated number of demoralizations.
- **Hors de Combat:** The unit is removed from play and placed on the HdC card, and adds the indicated number of demoralizations.

**4.9a Breakthrough Defense:** The defending player may now assign units to participate in a breakthrough defense, which will reduce the demoralizations inflicted. Unlike the attacker, the defender performs these checks with units in the reserve associated with the wing the breakthrough attack is coming from, and instead of inflicting demoralizations, each check reduces the number of demoralizations inflicted. Make a Breakthrough Check for each defending unit to determine how many demoralizations are prevented (see 4.9b), and how the defending unit is affected.

**4.9b Parenthesized Demoralization result:** When making breakthrough checks, defending cavalry units (only) inflict the parenthesized demoralization result.

**4.9c Demoralization:** If the number of demoralizations inflicted by a breakthrough attack is reduced to zero, the breakthrough is defeated and there is no further effect. If the number of demoralizations inflicted exceeds reductions, the breakthrough attack succeeds. A successful breakthrough inflicts all excess demoralizations on the opposing army, and the targeted reserve is placed out of command (4.11).

When an army receives its ninth demoralization, the game ends in its defeat.

Whenever an army receives demoralizations, a demoralization card is tucked under that player's deck of playing cards, with the current demoralization level showing as a reminder.

The effects of demoralization are as follows:

- 1-4 Demoralizations: no effect
- 5-8 Demoralizations: -1 card during battle resolution
- 9 Demoralizations: defeat

## 4.10 FLANKING

A wing containing no friendly units or terrain cards, opposed by at least one enemy unit, is flanked. Place a Flanked card in the wing as a reminder. A Flanked card is removed the moment the conditions for its placement end.

An army battling in a wing adjacent to a friendly flanked wing reduces its starting hand by 1 card, two adjacent friendly flanked wings reduces its starting hand by 2 cards.

## 4.11 OUT OF COMMAND

A reserve is in command as long as it wasn't the target of a successful breakthrough attack on the current or prior turns. The moment a reserve is placed out of command, flip its reserve card to the Out of Command side. An out of command reserve that wasn't the target of a successful breakthrough attack in the prior turn flips its reserve card face up during the Preparation Step.

**Effects:** Units in an out of command reserve must pass a Rally Check (1.1a) to return to full strength, and leaders may not issue orders from that reserve.



## 5.0 Melee, Cavalry Charges, Hors de Combat

### 5.1 MELEE



High value playing cards have a melee symbol showing crossed muskets. These are melee cards. A melee card may always be played as a normal high-value card, using its indicated color and value. Alternatively, the defender in a battle may exhaust a ready unit with the infantry symbol when playing a melee card to declare a melee. Declaring a melee has the following effects:

- the melee card defeats the attack, regardless of its color or value
- the player playing the melee card draws a card
- the melee card is permanently removed from the game. It is not shuffled back into the deck between turns.

### 5.2 CAVALRY CHARGES

Units with a cavalry or cavalry support symbol may increase the value of an attack or defense card by charging. After a player lays down an Attack card from his hand during a battle, and the defender has decided to stand, the attacker may declare a charge with one or more eligible units. Cards equal to the number of charging units are then drawn, and their values added to that of the attack card. Similarly, when defending, any number of eligible units may declare a charge, adding that many cards to the value of the defense cards played. Note that charges simply increase the value of attack and defense cards. If an attack or defense card is not played, a charge cannot be declared.

**5.2a Charge Check:** Each card drawn during a charge is also used to resolve a charge check. Units with the cavalry symbol may be disrupted, sent to the reserve, or removed from the game temporarily (Hors de Combat). Units with the cavalry support symbol may be disrupted or exhausted or both. The results of each charge check are resolved when the card is drawn.

**5.2b Charge Declarations:** When making cavalry charges, all participating units must be declared before any cards are drawn.

### 5.3 HORS DE COMBAT (HDC)

Units may be rendered Hors de Combat when charging, because of an elimination check, or as directed by scenario instructions. Such units are removed from play and placed on the HdC card outside of the play area.

**5.3a Recovery Check:** During the preparation step, units on the HdC card may return to play by making a successful recovery check (1.1a). Draw a card for each unit, and consult the card's recovery section. Leaders making recovery checks ignore references to disruption when recovering.

**5.3b Disrupt to Reserve:** place unit in any friendly reserve, disrupted side up.

**5.3c Rally to Reserve:** place unit in any friendly reserve, at full strength.

## 6.0 Special Abilities

Leaders, units and terrain cards have an assortment of special abilities, outlined below. Unless directed otherwise, special abilities only affect the units and playing cards of the player controlling the unit with the ability.

### 6.1 ORDERS

The orders rating cannot be used when a leader is in a wing. To use a leader's orders rating, the leader must be in an in-command reserve that connects to the wing in question. The orders rating allows a player to draw the indicated number of additional cards prior to battle. A leader may use its orders rating for any number of eligible battles.



### 6.2 LEADERSHIP

At the beginning of a battle, each player may choose to use the leadership rating of one leader in his wing, to draw that many additional cards into his hand. A wing that receives cards due to Orders may not also gain cards due to leadership.



### 6.3 MANPOWER

Infantry corps often have a manpower rating, expressed as a positive modifier. The manpower rating is used to increase the value of a card played on attack or defense. If several cards are played, the modifier is added to the final total, not applied to each card individually. Manpower ratings of units change when they become disrupted. The rating used is the one visible when the final total is determined. Note that manpower ratings simply increase the value of attack and defense cards. If an attack or defense card is not played, manpower ratings have no effect.



### 6.4 INITIATIVE

Leaders, units and terrain cards with a black or red Initiative rating have the ability to change the color of cards played during battle resolution. A red Initiative rating can change the color of any card to red. A black Initiative rating can change the color of any card to black. A combined black and red initiative can change color either way.



Note that when a unit is disrupted it may lose its initiative rating. The moment this happens, the player may no longer use that initiative rating. Attack or defense cards which had their color changed by initiative when played remain that color until discarded, even if the initiative rating that shifted them disappears afterwards.

### 6.5 ACES UP

A unit with this ability can change aces into the value shown. An Aces Up ability with the crossed muskets symbol allows aces to be played as melee cards (they are removed from the game when played this way). If a wing contains more than one unit with this ability, the owning player may use the ability of whichever unit he chooses. The Aces Up ability is valid at all times (during a charge, for instance).



### 6.6 INFANTRY SYMBOL

Units with this symbol are infantry units. They are the only units that can exhaust (1.4b). A ready unit with the infantry symbol may exhaust voluntarily, either to account for 3 points of damage from an attack (4.5), or to play a Melee card (5.1). Exhausted units are readied during the Preparation Step.



### 6.7 ARTILLERY

A unit with an artillery rating uses it to suppress the enemy during pre-battle checks (4.2a). The values of all friendly artillery ratings are added together, and an Artillery Check is made.



### 6.8 CAVALRY SYMBOL

Units with this symbol are cavalry units. They have special abilities that come into play during Breakthrough Attacks (4.9) and Charges (5.2).



### 6.9 CAVALRY SUPPORT SYMBOL

Units with this symbol counts as cavalry for combined arms, and may charge, but are not cavalry units.



### 6.10 GUARD

Guard units have the following abilities:



**Guard Infantry:** Guard infantry units may be exhausted normally, but ignore involuntary exhaustion resulting from a Check.

**Guard Cavalry:** HdC results become withdrawals when performing Checks. If the unit cannot withdraw (because it is already in reserve, for example), the HdC result resolves normally.

**Guard Artillery:** Guard artillery has no additional abilities (but guard artillery ratings are higher than those of non-guard units).

## 6.11 ENHANCED MELEE



This rating allows a player to treat certain number cards as Melee cards. The enhanced melee rating indicates the lowest value number card that can be played to declare a melee. Number cards used to initiate melee in this way are permanently removed from play, just like melee cards.

## 6.12 RALLY IN PLACE



Some formations were large enough that they could feed reserves into the front lines while maintaining contact with the enemy. Formations with this ability may make a Rally Check as a movement action, even while occupying a wing (3.2a). If successful, the unit returns to full strength.

## 7.0 Scenario Rules

Scenario instructions include all of the special rules required to play a scenario.

- **Stacking:** the number of units that can occupy a wing (leaders are ignored)
- **Duration:** If neither army is demoralized, this is the maximum number of turns the scenario will last. After the final turn, victory is determined.
- **Reinforcements:** any reinforcing units are listed, along with the reserves in which they appear.
- **Victory Conditions:** if there are any special victory conditions, they are outlined.
- **Special Rules:** if there are any special rules, they're outlined as well.

## 7.1 THE BATTLE OF BORODINO

*After months of fruitless pursuit across the Russian steppe, Napoleon's golden chance to smash the Russian army was at hand. At Borodino, nearly within sight of the spires and turrets of Moscow, Napoleon hoped to win his war against Tsar Alexander. He had brought with him the largest army in human history. It had dwindled over the weeks of weary marching, scrounging for food in a deliberately wasted landscape, but it remained immeasurably powerful. The Russians dug their guns into the hills around Borodino and Semyonovskaya and Utitza. They conscripted peasants and gave them pikes and shovels and the occasional musket. They paraded their icons and shouted hurrah until their voices gave out. Then they faced west and said their private prayers. Out of the ashes of burning Smolensk, the French were coming.*

## 7.1a A VIOLENT PRELUDE (Scenario 1)

### *The Battle of Shevardino (September 5th, 1812)*

*The advanced guard of the Grande Armée, pursuing Kutusov after bitter rear-guard fighting at Smolensk, found their enemy deployed behind the Kalocha river west of Moscow. The Russian host were drawn up at an awkward angle to the French line of advance. The Russian left was dug in, but positioned in such a way that the French encountered it end-on. With daylight waning on the 5th of September, Marshal Murat, commanding an assortment of units from different corps, charged into this exposed flank.*

1. **Stacking:** 2 units per wing
2. **Duration:** 3 turns
3. **Victory Conditions:**

The **French** player wins by scoring 4 victory points. One victory point is scored for each of the following:

- a) French player controls the Shevardino Redoubt at the end of turn 3.
- b) French player eliminates a Russian infantry corps
- c) French player inflicts a demoralization on the Russian player.

The **Russian** player wins by avoiding the French victory conditions.

### 4. Special Rules

- a) **Meeting Engagement:** *Neither army was prepared to fight on the 5th. The Russians were still digging in, the French were on the march and fighting with whatever lay to hand.*

Prior to play, each player must remove all 20 and 25 value melee cards from their deck of playing cards (8 each).

- b) **Calling up the Grenadiers:** *As evening fell, Bagration sent forward grenadier battalions to help retake the redoubt.*

During the Preparation Step of turn 3, the Russian player may make a Rally Check for each disrupted infantry corps in Wing A or the Shevardino reserve. If the check is successful, the unit returns to full strength.

**7.1b BEFORE THE GATES OF MOSCOW**

(Scenario 2)

***The Battle of Borodino (September 7th, 1812)***

*Borodino was fought along a constricted four-mile front, composed of low, rolling hills, Russian hamlets and a narrow creek. The broad Kalocha river bisected the battlefield, so that the main French attack occurred south of it. Russian cossacks, crossing the river in the North, created panic in the rear of the French left wing, but most of the fighting concentrated on the two fortified positions in the center and south: the "Great" Redoubt (also called Raevsky's redoubt after the commander defending it), and the Fleches, defended by General Borozdin. Borodino was to be a murderous, attritional battle. Napoleon was afraid that, if he maneuvered for an advantage, the Russians would slip away as they had repeatedly during his advance. He wanted blood. He wanted to finish Kutusov's army and claim victory after an exhausting pursuit. Weeks later, when the Grande Armée marched through the battlefield a second time, on its way home from the charred wreck of Moscow, it found the hills and hollows filled with rotting French corpses and greedy Russian crows.*

1. **Stacking:** 4 units per wing
2. **Duration:** 6 turns
3. **Victory Conditions:** In addition to victory by demoralization, the **French** win if they have eliminated 10 Russian units (5 of which must be infantry corps\*) by the end of the game. The victory is decisive if the French retain 3 or more infantry corps, the Imperial Guard corps and at least two cavalry corps at the end of the game (cavalry corps on the HdC card count towards this total).

If either Napoleon or Kutusov are eliminated, the game ends immediately in a victory for the opposing player. If the French haven't won by turn 6, the **Russian** player wins (the historical outcome).

\*-do not include the Militia in this total.

**4. Special Rules**

- a) **Release the Guard!:** *The Imperial Guard was the Emperor's final ace-in-the-hole. He would commit it only in dire emergency.* The Imperial Guard corps begins the game out of play. It does not enter play until released. Every time units from the Russian 2nd Army make a breakthrough attack against the Shevardino reserve, the French player makes a Rally Check for the Imperial Guard. If it succeeds, they are immediately placed in the reserve and may respond to the breakthrough. If the Imperial Guard is eliminated or retreats during a battle, the French player receives 1 demoralization.

- b) **The Russian Artillery Reserve:** *The massive Russian artillery park remained quiet during much of the battle.* Each time the Russian demoralization level reaches an even number (2, 4 and 6), place a Reserve Artillery unit into either Russian reserve. The 1st and 2nd army units enter first, and must enter the appropriate reserve. The Reserve Artillery under Kutaisov is released last and may enter either reserve.
- c) **A Growing Threat:** *Nearly half of Kutuzov's army, deployed along the Kalocha on the morning of the 7th, was unengaged by the French. As the day wore on, these units were pulled out of line and sent to the aid of the 2nd Army, fighting desperately in the south.* Movement from the 1st Army reserve to the 2nd Army reserve is limited to a number of units equal to the turn number (1 unit on turn 1, 2 on turn 2, etc...).
- d) **Crossing the Kalocha River:** The Kalocha River terrain card begins the game out of play. It is placed in the wing of the first player to declare a battle in the Kalocha River wing. When receiving the terrain card, the owner must withdraw all but one of his units into the reserve. While a player controls the Kalocha River, he may move only one unit per turn into or out of the wing, his units cannot retreat, and the card may not be surrendered during combat. If the owning player's wing is unoccupied at the end of a battle, one of two things occurs: If the opponent chooses not to capture the card, it leaves play, no flanked card is placed in the empty wing and no breakthrough attacks are made. If the opponent does choose to capture the Kalocha River card, all but one of his units withdraw to the reserve, a flanked card is placed and the sole remaining attacker may make a breakthrough attack. The owner of the Kalocha River terrain card may perform a movement action with all units in the wing in order to remove it from play.

**7.1c WAR WITHOUT PEACE (Scenario 3)*****The Borodino Campaign (September 5th-7th, 1812)***

*This campaign scenario combines both the Shevardino and Borodino battles into one game. The results of the Shevardino encounter will change the starting conditions for the battle on the 7th.*

For the campaign, play scenarios 1 and 2 in succession. A French victory in scenario 1 causes the Russian player to begin scenario 2 with 1 demoralization (vice versa if the Russians win the scenario). Additionally, scenario 2 begins with the following adjustments:

- a) **Melee Cards:** Each player returns one Melee card lost in scenario 1 to his deck at the start of play (chosen randomly).

- b) **HdC units:** all units on the HdC card at the end of Scenario 1 are set up as outlined in scenario 2.
- c) **Disrupted units:** all disrupted units from scenario 1 are full-strength at the beginning of scenario 2.
- d) **Eliminated units:** eliminated units and leaders from scenario 1 are placed on the HdC card at the beginning of scenario 2.

## 7.2 THE BATTLE OF LEIPZIG, (October 14th-18th, 1813)

One year after the battle at Borodino, The French army, decimated by its retreat from Russia, miraculously reconstituted itself. During a spring campaign in Germany, Napoleon fought the Russians and Prussians to a bloody stalemate, followed by a cease-fire in which both sides licked their wounds. Fighting resumed in the autumn, with all of Europe taking up arms against the Empire. From every point of the compass, the legions of Austria, Prussia, Russia and Sweden converged on Napoleon near the ancient city of Leipzig. The Battle of Nations was about to begin.

### 7.2a THE GREATEST CAVALRY BATTLE (Scenario 1)

#### *The Battle of Lieberwolkwitz (October 14th, 1813)*

After a seventeen day pursuit of Napoleon as he withdrew from Dresden, the Army of Bohemia struck Murat's rearguard drawn up along a line of low hills south of the city of Leipzig. Wittgenstein advanced aggressively. A mass of artillery on the Galgenberg (Gallows Hill) drove the advancing columns back, supported by crowds of cavalry. The days of marching were over. Napoleon had decided to fight.

1. **Stacking:** 4 units per wing
2. **Duration:** 3 turns
3. **Victory Conditions:** *The battle on the 14th was a reconnaissance in force by the Army of Bohemia. They needed to know, not just what was facing them on the hills south of Leipzig, but whether the French army was gathering behind those forces.*

The **Coalition** player scores victory points as follows:

- control either Lieberwolkwitz or The Galgenberg at the end of the game (1 VP each).
- finish the game having inflicted more demoralizations on the French player than were received (1 VP).

The **Coalition** player wins with 2 vps or more.

## 4. Special Rules

- a) **Muddy Fields:** *Heavy rain made the gentle slopes around the French position soft and muddy with very wet hollows not suited for cavalry charges.*

Cards drawn to resolve cavalry charges count for half of their printed strength (round fractions up).

- b) **Reconnaissance in Force:** Prior to play, each player must remove all 20 and 25 value melee cards from their deck of playing cards (8 each).

### 7.2b OBSTINATE & SANGUINARY (Scenario 2)

#### *The Battle of Leipzig, Day One (October 16th, 1813)*

Leipzig was the culmination of a season of maneuvering by the Coalition powers. Three armies had been advancing in fits and starts against Napoleon's forces in central Germany. The Army of Silesia, commanded by Marshal Blücher and his belligerent chief of staff Gneisenau, pressed Napoleon from the East. The Army of the North under the former French marshal Bernadotte, was based around Berlin. The Army of Bohemia under Schwarzenberg, the largest of the Coalition armies, made its way through the mountains in the South. Napoleon struck futilely at each of these armies, but their strategy of retreating whenever the French emperor appeared thwarted his attempts at a decisive battle. In the end, the best he could do was to let them come to him. The ground he chose for his great battle was Leipzig. He hoped to smash the Army of Bohemia amid the rolling hills south of the city, then turn and destroy Blücher's Army of Silesia and Bernadotte's Army of the North in turn.

1. **Stacking:** 4 units per wing
2. **Duration:** 6 turns
3. **Victory Conditions:**  
The **French** player wins if the Allied player is demoralized by the end of turn 6.  
Any other result is a **Coalition** victory.

## 4. Special Rules

- a) **Rivers and Marshes:** *The road west out of Leipzig was separated from the rest of the battlefield by broad rivers and marshes.* Flanked cards are never placed in the Coalition wing C, nor are Coalition units in wing C affected by Flanked cards in adjacent wings.
- b) **Crossing the Pleisse River:** The Pleisse River terrain card begins the game out of play. It is placed in the wing of the first player to declare a battle in the Pleisse River wing. When receiving the terrain card, the owner must withdraw all but one of his units into the Reserve. While a player controls the Pleisse River, he may move only one unit per turn into or out of the wing, his units cannot retreat, and the card may not

be surrendered during combat. If the owning player's wing is unoccupied at the end of a battle, one of two things occurs: If the opponent chooses not to capture the card, it leaves play, no flanked card is placed in the empty wing and no breakthrough attacks are made. If the opponent does choose to capture the Pleisse River card, all but one of his units withdraw to the reserve, a flanked card is placed and the sole remaining unit may make a breakthrough attack. The owner of the Pleisse River card may perform a movement action with all units in the wing in order to remove it from play.

- c) **Leipzig:** The Leipzig terrain card begins the game out of play. It may be placed by the French player in wing C or D after a Breakthrough Attack has been conducted to cancel all demoralizations inflicted. It may not be captured the turn it enters play. If, on a subsequent turn, Leipzig is captured, the French player loses the game immediately.
- d) **The Old Guard:** The French player suffers 1 demoralization the first time the Old Guard moves into a wing in this scenario, and an additional 1 demoralization any time the Guard retreats or is eliminated.
- e) **Set-up Chart:** Use Set-Up Chart entitled 7.2b. Ignore wing E and all references to the 17th and 18th. These are used for the campaign game only.

- b) **Leipzig:** The Leipzig terrain card begins the game out of play. It may be placed in any French wing after a Breakthrough Attack has been conducted to cancel all demoralizations inflicted. It may not be captured the turn it enters play. If, on a subsequent turn, Leipzig is captured, the French player loses the game immediately.
- c) **The End is Near:** The French player begins the game with 3 demoralizations.
- d) **The Old Guard:** The French player suffers 1 demoralization the first time the Old Guard moves into a wing in this scenario, and an additional 1 demoralization any time the Guard retreats or is eliminated.
- e) **Entry Checks:** The French XIV Corps and Prussian IV Corps did not appear at the historical battle of Leipzig but were in the neighborhood. On their turn of entry (only) make an Entry Check for these units (draw one card: a red elimination symbol = success). If the check succeeds, the unit enters as a reinforcement. If the check fails, the unit does not appear.
- f) **Set-up Chart:** Use Set-up Chart entitled 7.2c.

### 7.2c A HALF MILLION MEN (Scenario 3)

#### *The Battle of Leipzig, Day Three (October 18th, 1813)*

*Napoleon failed to destroy the Coalition on the sixteenth. As both armies recovered on the seventeenth, the allied forces were swelled by an additional 150,000 men under Bennigsen and Bernadotte. Facing overwhelming numbers, the emperor knew it was time to leave, but he hoped to inflict so much punishment on the Coalition armies that they would be unable to pursue him effectively as he marched out of Germany.*

1. **Stacking:** 4 units per wing

2. **Duration:** 6 turns

3. **Victory Conditions:**

The **Coalition** player wins if the Allied player is demoralized by the end of turn 6.

Any other result is a **French** victory.

4. **Special Rules**

- a) **At the Bottom of a Funnel:** *By day three, the French had contracted into a ring around Leipzig, and were being attacked from virtually every point of the compass. One coalition unit per turn may move from the Bohemia reserve to the Northern reserve and vice versa.*

### 7.2d THE BATTLE OF NATIONS (Scenario 4)

#### *The Leipzig Campaign, (October 14th-18th, 1813)*

*For the campaign game, play Leipzig scenarios 1 through 3 in succession. A French victory in scenario 1 causes the Coalition player to begin scenario 2 with 1 demoralization (vice versa if the Coalition player wins the scenario). After Scenario 1, victory is determined as follows:*

Decisive Coalition Victory:	French Army is demoralized
Marginal Coalition Victory:	French Army opts to use the set-up chart "7.2c: Campaign Map 2" for Scenario 3 and neither army is demoralized at the end of the game.
Marginal French Victory:	French Army opts to use set-up chart "7.2b: Campaign Map 1" for Scenario 3 and neither army is demoralized at the end of the game
Decisive French Victory:	Coalition Army is demoralized.

In addition to the rules applicable to each scenario individually, the campaign game has the following adjustments:

- a) **Melee Cards:** Each player returns one Melee card lost in a prior scenario to his deck at the start of play (chosen randomly).
- b) **HdC units:** units on the HdC card at the end of one scenario become available in the next scenario.
- c) **Disrupted units:** disrupted units at the end of one scenario begin full-strength in the next scenario
- d) **Eliminated units:** eliminated units and leaders at the end of one scenario are placed on the HdC card in the next scenario.
- e) **Scenario 3** covers two days of the battle (the 17th and 18th). The 17th, historically, saw no fighting as both armies paused to collect themselves and prepare for coming fight. This scenario, in the campaign game, can go one of two ways: first, the French player chooses which set-up chart to use: Campaign Map 1 (the same chart used in Scenario 2) or Campaign Map 2 (the chart used in the stand-alone Scenario 3 game). Note that certain front-line cards and reserves are adjusted between the two days.
- f) **Setting Up Day 3:** if using Campaign Map 1, units remain where they were at the end of scenario 2, adding the frontline card for wing E. If using Campaign Map 2, units are set up as shown on the chart. The 17th is referred to for reinforcement purposes only. When beginning Scenario 3, set up the units from the 17th as indicated.
- g) **Entry Checks:** The French XIV Corps and Prussian IV Corps did not appear at the historical battle of Leipzig but were in the neighborhood. On their turn of entry (only) make an Entry Check for these units (draw one card: a red elimination symbol = success). If the check succeeds, the unit enters as a reinforcement. If the check fails, the unit does not appear.

## 8.0 Design Notes

This game began life as a limited run publication in 1995 (“limited” meaning 27 copies printed at Kinkos and distributed via mail and the Phantom of the Attic game store in Pittsburgh, PA). The heart of that game remains alive and well in this incarnation, but the modern version benefits from a number of refinements made over the intervening years of development. I’m very grateful to Compass Games for agreeing to bring this game to a wider audience.

The battles featured in *Napoleon's Eagles: Storm in the East* were among the largest in the Napoleonic Era. They were chosen primarily to see whether the system could manage such massive encounters in a game meant to be played in an evening. Units are primarily corps (cavalry and infantry). Manpower per strength point is 1000 for infantry, and 500 for cavalry, with strengths halved when disrupted. Elite and unreliable units are rewarded or penalized when they disrupt. Very large formations (the French IV Corps at Borodino for example) are handled differently. Their strength is lower, often, than smaller units, but they gain the powerful Rally in Place ability which reflects local reserves. In addition to affecting a unit’s strength rating, troop quality affects Manpower (base +1 per 8000 men in the unit), and the Aces Up ability (for cavalry units, only Heavy Cavalry counts toward this ability). At this scale, the leaders represented are those who operated above the corps level (as wing commanders or army commanders).

You will notice very quickly how important reserves are in this game, as they were in the period. When to hold a wing, and when to retreat can have dramatic effects on later turns. As disrupted units accumulate in reserves, armies will begin to suffer losses which can rapidly snowball. Rallying disrupted units, while preserving fighting power on the front line, is key to sustaining your force’s ability to continue as the game progresses. The use of cavalry is a delicate matter. They are a splendid way to increase combat power, but they tend to disappear when used, and they are also your most powerful weapon on the breakthrough. I’ll leave it to you to discover how best (and when best) to use them.





## 9.0 Example of Play

The following are the first two turns of play from Scenario 7.2a: The Battle of Lieberwolkwitz.

### Special Rules:

- Muddy Fields: for this battle, all cavalry charges halve their charge results (rounded up)
- The Recon in Force special rule is not used in this example.

## TURN 1

### Preparation Step:

This is skipped on turn 1.

### Movement Step:

The Coalition player is the First Player in this scenario, so moves first. He moves the Leader Barclay de Tolly and the Prussian II Corps to Wing B. The Cossacks move to Wing A. The French player moves his V Cavalry Corps to Wing B.

### Battle Declaration Step:

The Coalition player declares attacks in both wings. Both players check terrain cards to make sure their deployment icons match those of the frontline cards.

### Battle Resolution Step:

The Coalition player decides to begin the turn's combat with Wing A.

## WING A

### Draw Cards:

Both players draw four cards (basic starting hand). The Coalition player has combined arms (IV Corps), so draws a fifth card. The French player does not have the cavalry symbol in his wing, so doesn't get the combined arms card. Neither player has a leader in the wing, and neither player has a leader in the reserve that can issue orders. So the starting hands are 5 for the Coalition and 4 for the French.

French hand: Black 4,9 Red 3,10

Coalition hand: Black 3,10, Red 3,6,20

### Pre-Battle Checks:

Both players have 1 point of artillery in Wing A. The Coalition player draws a red 3 and consults its artillery section. The French player will take one hit. The French artillery is a black 10, and results in no effect. The French player chooses to exhaust his V Infantry Corps.

### Opening Attack:

The Coalition player declared the attack, so will lead with the first attack card. He plays a black 10 (increased

to 11 because of IV Corps' +1 Manpower) and asks the French player if he wishes to stand or retreat. The French player examines his cards and elects to stand. The Coalition player then chooses to charge with his cossacks. He draws a red 5 (halved to 3 because of the mud) and adds its value to the black 10 already on the table (the color of the charge card is irrelevant, it simply increases the value of the attack card by 3). He also consults the card's charge section to see how his cossacks are affected. They disrupt in place. He flips the Cossacks to their disrupted side. The final attack is black 14. The French player plays a black 9, a black 4, and adds V Corps' Manpower rating of +1 for a total of 14. The attack is defeated, so all cards are discarded and the next attack goes to the French player.

### French Attack:

The French player lays down a red 3 (total 4 because of V Corps' manpower rating). Since he has no cavalry with which to charge, the Coalition player simply has to deal with an attack of 4 red. He plays a red 3 of his own, adds IV Corps' +1 modifier, and defeats the French counterattack.

### Coalition Attack:

The Coalition player plays a red 6 (total 7). The French player opts to stand with one card remaining in hand. The Coalition player charges again, using IV Corps' cavalry support symbol, in the hopes of making a breakthrough. In yet another horrible charge, he draws a black 3 (halved to 2 because of mud), raising his attack to a red 9. The charge check for VI Corps both exhausts and disrupts it (the card is flipped to its disrupted side, and turned 90° to show it's exhausted). In a further indignity, disrupting IV Corps removes its manpower bonus, so the final attack drops to red 8. The French player plays a red 10 (total 11). The Coalition attack is defeated.

### End of Battle:

The French player is out of cards, and, by defeating the Coalition attack, becomes the next attacker. When an attacker has no cards in hand, the battle ends (even though the Coalition player still has a red 3 and a powerful red 20 remaining in hand). So the Coalition player is forced to discard those cards, the Frontline card is flipped over to show that the battle in that wing has been resolved, and play moves to Wing B.

## WING B

### Draw Cards:

In Wing B, both players draw their base hand of 4 cards, plus extra cards for combined arms (+1 card) and Leadership for Barclay de Tolly on the Coalition side and Marshal Murat on the French side (+2 cards each).

French hand: Black A,8,8,15 Red 4,9,9

Coalition hand: Black A,4,5 Red 2,8,25

## Pre-Battle Checks:

The Coalition player has 3 artillery factors in Wing B. The French player has 1, raised by +1 for the Galgenberg terrain card's special ability for a total of 2. The Coalition player scores 2 hits. The French player scores 1 hit. The Coalition player opts to discard a card at random from his hand (he loses his black 4). The French player also discards a random card (black 8), and disrupts the IV Cavalry Corps for the second hit. Additionally, because there are two leaders present, a leader elimination check must be made for each. The players check Marshal Murat first, each player drawing a card from his deck and comparing the elimination symbols. The symbols on the cards are different, but their color is the same (red). Murat's horse is shot from under him (he is placed on the Hors du Combat card). The cards drawn for Barclay de Tolly do not match, either in color or symbol, so he is not affected.

## Opening Attack:

The Coalition player lays down a red 8 (going to 10 because of coalition manpower). The French player stands and the Coalition player opts not to charge. The French player plays his red 9 (total 10). The attack is defeated.

## French Attack:

The French player plays a black ace (1) plus 1 manpower resulting in an attack of 2, and opts not to charge. The Coalition player also plays his black ace (1) plus 2 manpower, defeating the French attack.

## Coalition Attack:

Barclay decides to commit to an all-out attack, playing his red 25 (total 27). The French player thinks hard, but decides to stand. The Coalition player opts not to charge. The French player exhausts II Corps in order to play his black 15 as a Melee card. A Melee card automatically defeats an attack, regardless of color or value. The black 15 is removed from the game and the French player draws a card.

## French Attack:

The French player plays a black 6 (total 7). The Coalition player stands. The French player decides to charge with the undisrupted V Cavalry Corps. He draws a black 7 (4 due to mud), bringing the French attack to a black 11, and sending the VC Corps to the HdC card. The Coalition plays a black 5, followed by a red 2 (using Barclay's initiative to color shift it to black) plus 2 manpower for a total of black 9, leaving two points unaccounted for. The attack succeeds, doing two points of damage. The Coalition player exhausts the Russian I & II Corps to account for the damage. Because the attack succeeded, the French player attacks again.

## French Attack:

The French player leads with a red 9 (total 10). The Coalition player stands and the French player declines to charge with his disrupted IV Cavalry Corps. The Coalition player reveals his last card, a red 15 which defeats the attack, but he has two options: he could exhaust the Prussian II Corps to play the 15 as a melee card, allowing him to draw one card and counterattack, or he could play it as a straight number card, defeating the French attack and (because he has no cards in hand), ending the battle. Noting that the French player still has two cards in hand, he chooses option 2 and ends the battle.

## TURN 2

### *Preparation Step:*

Both players shuffle their discarded cards into their decks (not including melee cards removed from the game). Next, Marshal Murat and the V Cavalry Corps on the French HdC card attempt to Recover. The French player checks for Marshal Murat first. Drawing a card and consulting the Recovery section, the instruction is "disrupt to a friendly reserve." Because he's a leader the disrupt instruction is ignored. Murat is placed in the French South Reserve. Next a check is made for the V Cavalry Corps, the instruction being "Rally to friendly reserve". The unit joins Murat in the French Southern Reserve. Both players ready their exhausted infantry units.

### *Movement Step:*

The disrupted Cossack unit in Wing A withdraws to the Bohemia reserve in order to rally next turn. All other coalition units remain in place. The French player advances Murat and the V Cavalry Corps from the South Reserve to wing B, and the IV Cavalry corps withdraws to the South Reserve.

### *Battle Declaration Step:*

The Coalition player declines to attack in Wing A, but does declare an attack in Wing B. The French player declares an attack in Wing A, flipping the frontline card so that its attack arrow points towards the coalition side of the table. This causes both Lieberwolkwitz and Universitats Holz terrain cards to flip so that their Deployment icons match those of the frontline card.

### *Battle Resolution Step:*

Hoping to support his forces in Wing A by placing a Flanked card in Wing B, the Coalition player chooses to begin turn 2 combat in Wing B.

**WING B****Draw Cards:**

Again, both players draw 7 cards (4 +1 for combined arms, +2 for leadership).

French hand: Black 8,5 Red A,2,3,5,5

Coalition hand: Black 4,20 Red A,4,7,10,25

**Pre-Battle Checks:**

The artillery fire (3 for Coalition, 2 for French) scores no hits for either player. Leader Elimination checks for Murat and Barclay also have no effect.

**Coalition Attack:**

The Coalition player plays a red 7 (total 9). The French player stands. There is no Coalition cavalry charge. The French player plays a red 3, and a red 5 (total 9). The Coalition attack is defeated.

**French Attack:**

The French player plays a red 2 (total 3). No Charge. The Coalition player plays a red ace (total 3). The French attack is defeated

**Coalition Attack:**

The Coalition player plays a red 4 (total 6). No Charge. The French player plays a red 5 (total 6). The Coalition attack is defeated

**French Attack:**

The French player plays a red 5 (total 6). The Coalition stands. The French player charges with the V Cavalry, drawing a black 25 (halved to 13 due to mud). The French total is now black 19 and the V Cavalry Corps is Hors du Combat. The Coalition player plays his black 20 (total 22) defeating the French assault. Because he opts not to play it as a Melee card, the 20 is discarded rather than removed from the game.

**Coalition Attack:**

With the French cavalry gone, the Coalition player plays his red 25 (total 27), hoping that the French player has run out of red cards. The French player stands, and the coalition player, smelling a melee card, declines to charge. Sure enough, the French player exhausts his II Corps and plays his red Ace as red 15 melee card, using Marshal Murat's Aces-Up! ability (6.5). The attack is defeated. The French card is removed from the game and a card is drawn to replace it (a black Ace).

**French Attack:**

The French plays the black Ace as a red 15 (again using Murat's Ace's-Up! ability, plus his ability to shift the color of any card while attacking, for a total of 16). The Coalition plays a red 10 (total 12), allowing 4 points to come through. He chooses to exhaust both the Prussian II Corps and Russian I & II Corps to account for the damage. The French player attacks again.

**French Attack:**

The French player plays his final card, a black 8, shifting it to Red using Murat's initiative to avoid Barclay's black initiative (total red 9). Sure enough, all the Coalition has left is a black 4, which is useless. The coalition disrupts the Russian I & II Corps (strength 12) to account for the 9 damage coming through, and the battle ends..

**WING A****Draw Cards:**

Both players draw 4 cards.

French hand: Black 8,9 Red 9,20

Coalition hand: Black 2,7,9 Red 10

**Pre-Battle Checks:**

The French V Corps has 1 artillery, the Austrian IV Corps does not (it lost its artillery rating when it became disrupted). The French player draws a red 25, scoring 1 hit. The Coalition player surrenders the Universitats Holz terrain card to account for the hit, and it is moved to the French side of the Wing B Frontline card.

**French Attack:**

Since the French player declared the attack in this wing, he attacks first. He plays a black 9 (total 10). The Coalition player plays a black 2 and a black 9 for a total of 11 (the IV Corps also lost its manpower bonus when it became disrupted). The French attack is defeated.

**Coalition Attack:**

The Coalition player plays a black 7. The French player plays a black 8 (total 9) defeating the attack.

**French Attack:**

The French player plays a red 20 (total 21). The Coalition player throws down his red 10 in disgust and retreats. The Austrian IV Corps is exhausted and moved back to the Bohemia reserve (if it hadn't been disrupted already, it would have also disrupted). Because the French side of Wing B is empty, a Flanked card is placed there. It will remain in place until the wing is re-occupied.

**Coalition Breakthrough:**

The French player decides to make a breakthrough attack against the Bohemia Reserve with V Corps in an attempt to inflict demoralizations on the Coalition army. He draws a card and consults the Breakthrough section. V Corps disrupts, inflicting a demoralization on the Coalition player. The Coalition player could counter that by conducting breakthrough defense with the disrupted Cossacks or IV Corps, but would probably lose them in doing so. The Coalition player tucks a demoralization card with the 1 side showing under his deck. That brings turn 2 to an end.

# *Sequence of Play*

## **3.1 Preparation Step**

- a) Advance the turn card or end the game if the scenario's duration has been reached.
- b) Discarded cards are shuffled back into decks.
- c) Exhausted units are readied.
- d) Recovery checks are made for HdC units and leaders.
- e) Eligible reserves are placed back in command.
- f) Reinforcements arrive.

## **3.2 Movement Step**

First player begins. Each unit may move one area per turn: either into or out of reserve, or from one reserve to another, as long as those areas are connected on the battle map. Instead of moving, a unit may perform one of the following actions:

- a) A disrupted unit in a reserve may rally. In a commanded reserve, the unit is flipped from its disrupted side to its full strength side. In an out of command reserve, a Rally Check is required: a red playing card means the unit rallies. a black card means the unit remains disrupted.
- b) A unit with the Rally in Place special ability may attempt to rally in a wing, as a movement action (6.12). A Rally Check is required to successfully rally in place.

## **3.3 Battle Declaration Step**

First player begins. Flip over appropriate front line cards to their declared battle sides, with attack arrows pointing at the opponent. If the first player declines to initiate battles in one or more wings, his opponent may initiate battles in any of those wings. When a player declares a battle in a wing, perform a terrain check (3.3a).

## **3.4 Battle Resolution Step**

First player determines the order in which battles are resolved.

- a) **Draw Playing Cards:** Each player draws 4 cards (modified by orders, leadership, combined arms, flanking, demoralization).
- b) **Pre-Battle Checks:** both players conduct Artillery Fire Checks, followed by Elimination Checks
- c) First attacker is the player who declared the battle.
- d) The battle ends when a player retreats, is eliminated, or an attacking player has no cards in hand (4.8).
- e) Place flanked card in an empty wing.
- f) Victor may declare breakthrough attacks (4.9).
- g) Opposing player may defend against breakthrough attacks.
- h) Inflict demoralizations and place target Reserve out of command if the breakthrough was successful.
- i) Flip the Frontline card. Proceed to the next battle, or end the turn.



## *Credits*

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