

1813 NAPOLEON'S NEMESIS (V1.1)

Start of Turn

Random Event Card

Each player draws a card. Play one of their two cards.
Cards with only a single instruction must be played immediately.

Stacking – definition: any number of units in a hex.
Stacking limit for a hex is 6 Occupancy Factors

General supply and attrition

Trace path to depot: 5 hexes, 3 hexes in winter (3 in 1799).

Each hex of 'difficult terrain' counts as 2:

Cannot trace though:

- enemy stack;
- hex adjacent to undisrupted enemy cavalry;
 - unless separated by unbridged river or hex occupied by friendly stack;
- unoccupied enemy city or unbridged river.

Units always considered in General supply:

- commanders, Cossacks, Danish units in Denmark-Norway, French garrison units in city, Swedish units in Pomerania;
- Until armistice: Poniatowski's Corps and Saxons (Torgau)

Forage marker - stack marked by a forage marker

- roll 1D6, if ≤ number of combat units all become out of supply. Remove forage marker.

Out of supply – disrupt all stacks.

- If already disrupted: conscript eliminated, line eliminated in winter. Otherwise no effect on line or veterans.

Active Supply – units must be in general supply.

Convert 1 depot to supply train in friendly occupied hex;

Allocate supply trains – player with most supply trains indicated on set up card places first – if tie, French place first (1799 scenario coalition first). Then place supply trains alternately.

- may place on combat units:
 - with a commander or in a friendly city.
- may place two dummy counters;
- may pass by discarding a (non-dummy) supply train.

Cavalry commander restrictions:

- may place supply train only if stack all cavalry.
 - **French:** *La Tour, Sebastiani, Arrighi, Pajol;*
 - **Coalition:** (Russian) *Korff, Vassilsh, Gallitzin;* (Austrian) *Nostitz.* (Prussian) *Jurgass;*

Place forage counter on:

- if adjacent to 2+ friendly stacks (even if in friendly territory);
- combat units outside friendly territory who did not get a supply train;

Do not place forage markers on:

- stack entirely comprised of Cossacks;
- in a city with a supply depot which is not under siege.

Establish new depot:

- Supply train in a friendly city or occupied unfriendly city – neither must be under siege;
- New depot must trace supply chain to Ultimate Supply Source;
- If link to USS is later lost supply depot still functions.

Rally – use a supply train.

- return to good order units equal to commanders' CR - may combine multiple leaders' CRs.

Movement – player with most supply trains indicated on set up card moves first – if tie French move first (1799 scenario coalition move first).

Then players move units alternately:

- stack must have supply train and commander - who has not yet moved.
- **all** units in good order;
- commander can: *not move with stack, move with stack, stop during stack's movement.*
- combat units move together – may leave units in initial hex.
- Can enter hexes containing only enemy depots or commanders;

Movement ends if:

- Adjacent to undisrupted enemy cavalry:
 - unless separated by a river (bridged or unbridged);
 - hex is also occupied by friendly unit which will not move this turn;
 - may move away from enemy cavalry if first hex moved;

Cannot move if:

- under siege - a single combat unit in a city with at least two enemy combat units adjacent.

Limited movement:

- Constantine (Russia) & v.Hiller (Austrian) must roll a 1 or 2 on a D6 to be able to move.

Movement Attrition:

Hexes moved	Summer			Winter		
	Forced march?	Attrition	Attrition DRM	Forced march?	Attrition	Attrition DRM
1	No	No	n/a	No	No	n/a
2	No	No	n/a	No	Yes	+1
3	No	Yes	0	Yes	Yes	+2
4	Yes	Yes	+1	Yes	Yes	+3
5	Yes	Yes	+2	Yes	Yes	+4

-1 DRM: Commanders who can command all unit in the stack, and Suvorov (1799 scenario) if with moving units for whole move.

+1 DRM: Murat, if instigates move.

Modified DR	Effect on single unit stack	Effect on multi-unit stack
<6	No effect	No effect
6-7	Disrupted	Eliminate 1 INF or 1 CAV unit
8-9		Eliminate 1 INF or 1 CAV unit. & Disrupt 1 INF or CAV
10+		Eliminate 2 INF and/or CAV.

Mark units that forced march with a 'Forced March' counter.

Combat – see over.

Commander's movement: side with most CC's moves first. If tie French first. Move 3 hexes to friendly stack or city in friendly territory.

Reinforcements: set up.

Cossacks: starting on turn 4, *any* city occupied by Cossacks. Roll 1D6: on a 6 French +1 Battle VP & Coalition -1 Battle VP.

Combat Commands:

Permanent: If a decisive victory +1 CC and opponent -1 CC

- Decisive victory: at least 6 combat units each;
- losing side takes 4+ hits.

Temporary (current turn only): Confederation of the Rhine allied with France and a unit marked with an * is removed from play, French -1 CC for each unit removed.

- Player with most CC instigates first combat (do not count CC from random event cards) – if equal, French first;
- Total available CC never less than 1 or greater than 6.

Combat (overview)

- To attack all units in attacking stack must be undisrupted.

To see if attack proceeds, roll 1D6 and use modifiers below;

- +CR of commander;
- attacker may allocate CC, then roll 1D6;

Unmodified die roll	Modified roll	Outcome
1	n/a	Attack aborted: retain opportunity to launch attacks later in the turn
2-6	<7	Attack failed: no more attacks this turn.
	7+	Attack successful

- defender may allocate CC.
- attacker, then defender, declare any supporting stacks, all must be adjacent to defender (supporting stacks may contain undisrupted units);
- check to see if supporting units' attack/defend. Roll on table above ignoring the penalty for rolling a 1. But including:
 - -1 for each conscript within supporting stack.
- second player instigates next combat.

Combat detail:

- If defenders are all cavalry and attackers have none:
 - defenders may withdraw – attacker may advance.

Combat sequence: all modifiers are cumulative.

Attack/Defence value:

- Special commander abilities:

Napoleon	+1CF to three good order units
Davout Blücher	+1CF to two good order units
Platov	+1CF to two good order Cossacks
Murat	+1CF to two good order cavalry units

- number of combat units in attacking stack. If two different types of units +2CF. Three different types of units +4CF;
- modified by: half each time if, Forced March, or marked with a Previous Combat marker;
- or quarter if marked with a 2+ combat counter.

Modified attack value – attacking stack:

- -3 attacking across a river (bridged or not bridged)
- -2 attacking fortified city with no artillery.
- -2 attacking into difficult terrain – forest, marsh, rough, mountain passes in winter.
- -1 attacking fortified city with artillery.
- +CR of commander of greatest number of combat units in stack, bonus not more than number of combat units. If more than one, use hierarchy: A, I, C, K, Corps.
- **Cavalry commander** +CR up to number of cavalry in stack.

Modified attack value - supporting stacks:

- undisrupted units in supporting stack modified by forced march, previous combat or 2+ combats.
- -2 attacking across a river (bridged or not bridged)
- -1 attacking fortified city with no artillery.
- +1 if commander present. If cavalry commander stack must contain cavalry to gain this modifier.

Final attack value (FAV)

- Roll 1D6 and add modified attack value.

Defence value – defending stack:

- Defending stack calculate CF as above counting only undisrupted units. +CR of highest rated commander.

Defence value – supporting stacks:

- CF modified by forced march, previous combat or 2+ combats.
- +1 if commander present
- if all defending units are disrupted then their modified defence value is always 0.

Final defence value (FDV)

- roll 1D6 and add modified defence value.

Combat results: side with highest final value win the combat. A force of all Disrupted units never cause hits.

Tied result - attacking units take 1 hit. Neither stack moves.

Defender wins - defender may withdraw

Attacker wins – difference between total is:

- 1-2. Defender may withdraw. Undisrupted CAV may advance into vacated hex*.
- 3+. Defender must withdraw. Undisrupted attackers may advance into vacated hex*.

*Only units from attacking stack can advance – not supporting units.

- If all enemy eliminated, attacker's undisrupted units may advance into hex.

Withdrawal: all withdrawing units must remain together:

May not withdraw:

- across unbridged river
- hex containing difficult terrain;
- hex containing enemy or hex adjacent to attacking unit.

If withdrawing into friendly occupied hex and exceeded 6 OF:

- excess units disrupted or eliminated if already disrupted.
- withdraw a further hex and check OF again.

Combat damage: effect on losing side

- difference between final combat values = hits on loser;
- cannot exceed 2x number of undisrupted attacking units, including supporting units;
- pursuit, if defender withdraws and has no CAV and attacker has undisrupted CAV - cause an additional hit.

Combat damage: effect on winning side

- half (round up) hits taken by loser. Modified by 1D6:

1: -2	2: -1	3-4: 0	5: +1	6: +2
-------	-------	--------	-------	-------

Allocating hits: at least half must come from the attacking/defending stack before supporting units take hits.

Commanders: all combat units in a hex are eliminated roll 1D6:

- 1: commander eliminated.
- 2-6: move commander to any stack no more than 3 hexes away. If cannot they are eliminated.

Supply depots are permanently eliminated if alone in a hex that is attacked. Roll for lone commanders, as above.

1813 NAPOLEON'S NEMESIS (V1.1)

Victory cities:

- Berlin, Dresden, Essen, Frankfurt, Genoa, Hamburg, Hanover, Konisberg, Magdeburg, Milan, Munich, Prague, Stuttgart, Vienna, Warsaw.

Friendly territory – at start of game:

- **French:**
 - Denmark-Norway, Duchy of Warsaw, Confederation of the Rhine, France, Kingdom of Italy, Illyrian Provinces, Swiss Confederation;
- **Confederation:**
 - Prussia, Russia, Swedish Pomerania, (Duchy of Warsaw – forage and placement of depots permitted).

Start of game: modify attacker's CF by:

Turn one: -3	Turn two: -2	Turn three: -3
---------------------	---------------------	-----------------------

Prussia:

- inactive until turn 2.
- ports of Köslin & Stolp are USS if occupied by Coalition unit.

Duchy of Warsaw: considered friendly to both sides.

Sweden:

- in general supply in Pomerania, if left needs supply from Coalition supply source;
- stack with coalition unit only if a Swedish commander present;
- may only attack if CF 2+ of defenders CF (before modifiers)

Saxony: neutral (may join Coalition depending on fate of Coalition of the Rhine).

Swiss Confederation: impassable for Coalition units, remove any Coalition units that enter.

Ottoman Empire: neutral, remove from play any unit that enters

Danzig French Garrisons:

- in general supply unless leave city; whilst in city may not attack; can leave (or withdraw) and then acts as a regular unit.

Other French Garrisons:

- in general supply unless leave city; may not attack; eliminated if retreats; can leave city if with another unit.

32nd Military District: Hamburg;

- Turns 1&2 no French units in or adjacent;

End of turn 2:

- Place elements of Walmoden's Corps in Hamburg;
- are in general supply;

From turn 4 until armistice: if Hamburg occupied by any Coalition units:

- French lose 1 Battle VP and Coalition gain 1 Battle VP
- Maximum +3/-3 change.

Tension between Coalition: if both below occur:

- French win decisive victory;
- French have more Battle VP than Coalition;

Then next turn:

- commanders can only rally and move units of their nationality.
- when supporting an attack or defence if CR is higher and is a different nationality to attacking or attacked commander -1 to total.

Armistice of Pläswitz – turns 7-11

Both players roll 1D6 (re-roll if tied): winner may decide to call armistice:

Turn	7-9	10-11	12+
Coalition calls	Coalition controls		No armistice possible
	0-3 VP cities	0-2 VP cities	
	French may refuse armistice		
French calls	Coalition controls 4+ VP cities		
	Coalition may refuse armistice		

Armistice comes into force:

- all disrupted units returned to good order: except garrisons;
- units redeployed:
 - (first) French; no unit east of line: River Elbe south to Torgau then Prussian border (inc. 3313/3413), then Austrian border to Ottoman Empire;
 - Danish units to Kiel;
 - Garrison units in original cities may not redeploy;
 - (second) Coalition; no unit west of the River Oder as far south as Kustrin, then Warsaw border to Austria;
 - Swedish units to Swedish Pomerania;
 - If armistice takes place on turn 10 or 11 the following Russia units are placed within 2 hexes of Allenstein: St Priest & VIII Corps, Aleksejev IX Corps, Kapzevich X Corps;
- Austria remains neutral or joins Coalition:
 - French player may 'offer' battle VPs to Coalition player (including the +3 from below) if accepted Austria remains neutral. Illyrian Provinces are neutral;
 - If Austria joins coalition: add forces to map, Vienna becomes USS; CC increases to 6;
- Players receive and deploy reinforcements listed for turn 12 in areas outlined above. French deploy first;
- Make any commander changes outlined for turns 7 & 9;
- Supply Trains: use armistice row on set up cards, unless Austria is neutral then supply trains that are an average of both rows (round down);
- Battle VP adjustment: French +3, Coalition -3.

Confederation of the Rhine – begins allied to France.

Two trigger events, either:

- Napoleon is part of a combat, including as a supporting stack, which suffers a decisive defeat.
- Coalition occupies either 3 of the following:
 - Stuttgart, München, Hanover, Magdeburg, Dresden.
 - Hamburg and two of the cities above.

If either of the above takes place:

- **If Austria has not joined Coalition:**
 - following turn confederation becomes 'friendly' to both sides for purposes of forage and establishing depots.
- **If Austria has joined the Coalition;**
 - following turn confederation becomes 'friendly' to Coalition;
 - French foreign contingent units marked with * are replaced with Coalition counter set. During reinforcement phase of following turn each may join any coalition stack within 5 hexes. All are restored to good order;
 - General v.Wrede is placed on a Bavarian unit;
 - Saxony sides with the Coalition.