

Napoléon 1806 Quickstart

War itself may be confusing, but wargame rules are never meant to be so! Nevertheless, coming to grips with the rules to *Napoléon 1806* may be daunting for a newcomer, thus, these few pages are intended to help you along the way. They offer a simplified version of the *Rules of the Conscript*, which can be used, as is, to run a first game. Afterwards, you will be able to read the rulebook in order to enjoy the entire game system. For the youngest players, this is certainly the best way to discover the game.

SETUP

- Put the stickers on the wooden blocks as described on page 4 of the rules. These blocks represent the army corps.
 - Lay out the game board.
 - Look at the center page of this leaflet and place the blocks flat as shown and the markers used.
 - Place on the side of the game board the 2 **Orders of Battle** then set the cubes used to indicate **Strength Points (SP)**, referring to the numbers indicated on the **Orders of Battle** for each army corps.
- Example :** 4 blue cubes and 1 yellow cube, means place 4 blue cubes and 1 yellow cube for this corps. For this initial game, there is no difference between blue and yellow cubes.
- Each player takes their deck of 36 cards.



HOW TO WIN?



On the **Victory Points (VP)** Table, if the **VP marker** reaches 0 it is a French win; if it reaches 20, it is a Prussian win. The game then stops immediately. Otherwise, at the end of the scenario, if the VP are between 1 and 4 it is a French win, between 5 and 19, it is a Prussian win. When the Prussian player wins **VP**, the number of **VP** is increased towards 20, when it is the French player the number of **VP** is reduced towards 0.

There are 2 ways to move the **VP marker**:

- By conquering the enemy areas symbolized by the **Control marker** . By occupying alone or passing through such an area with a friendly corps you replace the enemy marker with one of your own and the associated **VP** is tracked. For example, if Halle is Prussian and the French player takes it, the current VP are decreased by 2 towards the French.

- By inflicting losses on your opponent. For each opponent **SP** cube eliminated, you score **1 VP**. For example, the Prussian player eliminating 2 French **SP** increases the **VP** by 2.

HOW TO PLAY?

Each turn, and always starting with the Prussian player, each player will perform an operation.

To perform an operation, select a friendly stack in an area. A stack may be 1 or several corps. You are not required to select all of the corps present in an area. The selected stack will be able to:

MOVE, **COMBAT**, or do both, **MOVE** then **COMBAT** thus performing a **MOVING ATTACK**.

As soon as a corps has performed an operation, it is flipped (to show its flag side). That corps will not be able to do anything else for the current turn other than defend itself if attacked.

Before an operation and after an operation .

You may also decide to **PASS**. At this point, you can no longer perform actions and your opponent continues their operations until they also **PASS**.


If all of your corps are already flipped , you must **PASS**.

When the 2 players **have PASSED**, move the **Turn marker** 1 space forward. All of the corps are flipped back to their face up side.

The game lasts 3 turns.



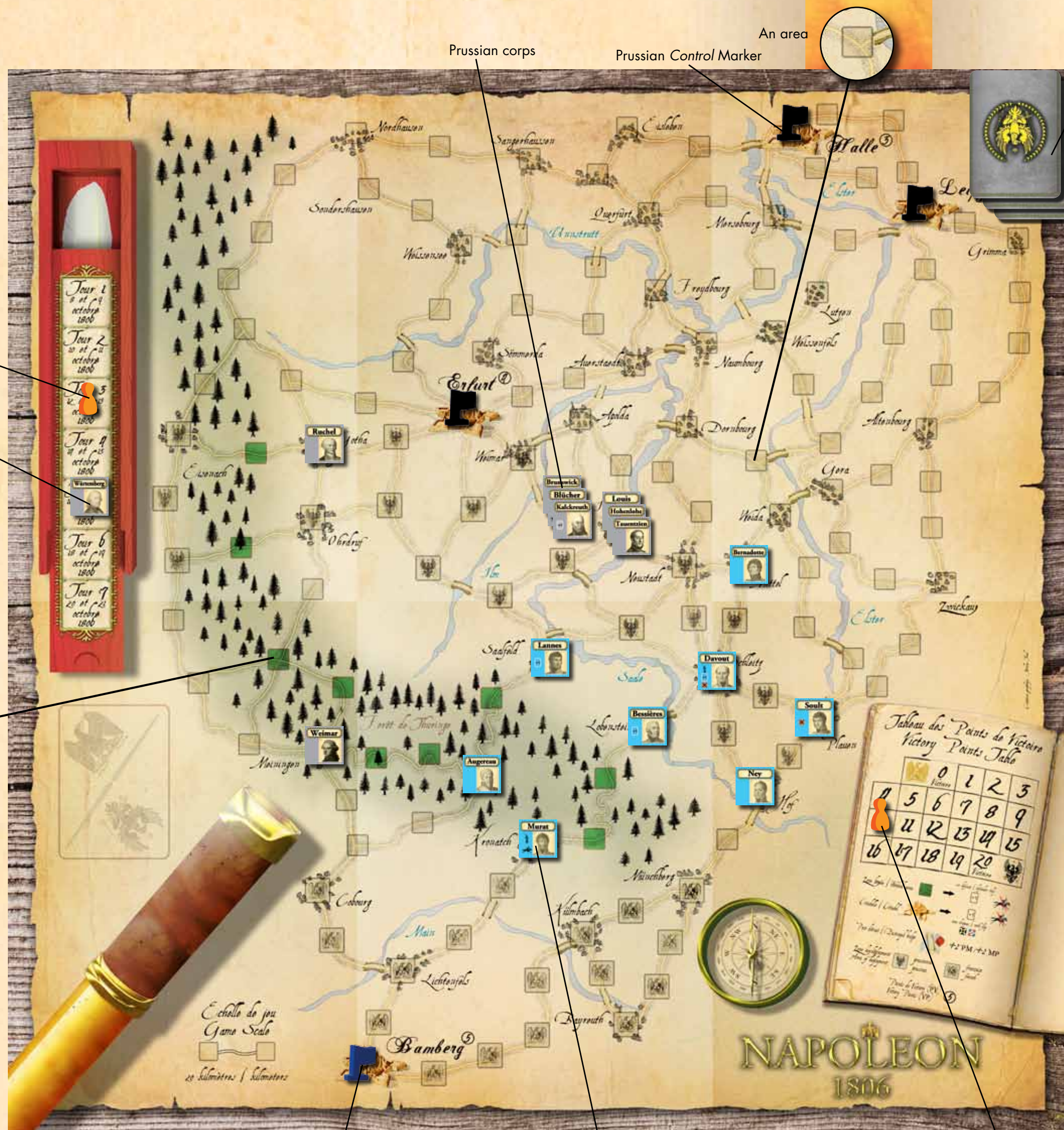
Turn Marker

Arrives at the beginning of turn 5, on its  side in Halle or Leipzig if free of French stacks.

A wooded area



French player cards



Prussian player cards

Prussian Order of Battle

Cavalry (purple) and infantry (grey)
Strength Points (SP)



In case of combat, the Prussian stack suffers 1 point of fatigue.



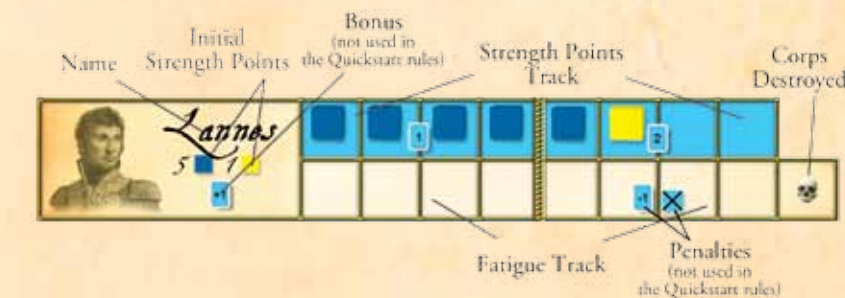
Movement points

Cards are central to the game.

In these Quickstart rules you will only use:

- The value in the top right to determine the **Movement Points (MP)** to **MOVE** your corps.
- The bottom left box to determine the results of a **COMBAT**.

A played card is added in the player discard pile. When your draw deck is empty, shuffle discarded cards and reform a new draw deck.



The top track on the **Order of Battle** shows the strength of the corps. This value will change during the game depending on losses sustained.

The bottom track shows the **Fatigue** points accumulated by the corps.

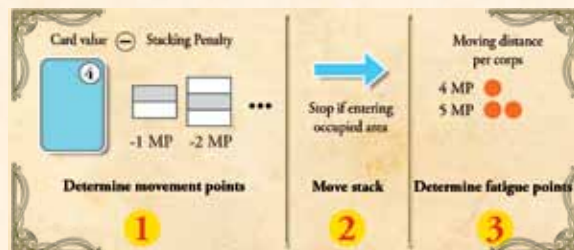
- As a corps loses **Strength Points (SP)**, remove the requisite strength cubes and shift the remaining cubes to the left.

- If the corps suffers **Fatigue**, add the **Fatigue** cylinders from left to right.

Cavalry (yellow) and infantry (blue)
Strength Points (SP)

French Order of Battle

HOW TO MOVE?



To **MOVE** a stack:

1 Draw a card and look at the value at the top right . In this example the value 4 means that the selected corps will have 4 **Movement Points (MP)**. If the stack is made of 2 corps, it will have 1 MP less, if it is made of 3 corps, minus 2 MP, and so on. **It may therefore be possible for a stack to remain "stuck" in place.** But the chosen corps is/are still flipped over afterwards.

2 The stack can move through as many linked areas as the **MP** you have. With **4 MP**, it could move 0 (stay put), 1, 2, 3 or 4 areas. A stack cannot pick up corps on the way or drop any off. If, during its move the stack reaches an area occupied by a friendly or enemy stack, it must stop.

3 Based on the number of **MP** spent, the stack will suffer **Fatigue**. Between **0 and 3 MP** spent, the stack will not be **Fatigued**. With **4 MP** spent, **1 Fatigue** is placed for each corps on the **Order of Battle**. For **5 MP** spent, **2 Fatigue** per corps are placed, and so on.

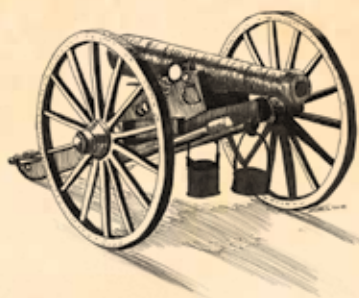
FATIGUE

During **MOVES** and **COMBATS**, units will get **Fatigued**. **Fatigue** is represented by the orange cylinders placed on the **Order of Battle**: . A corps having between 1 and 8 cylinders suffers no ill effects, but with the 9th, the corps is eliminated. Remove the block from the game board and the **SP** cubes from its **Order of Battle**. **Reminder: Each eliminated cube awards 1 VP to the opponent.**

At the end of each turn, any corps that are still face-up (they did nothing all the turn) remove all their **Fatigue** cylinders because they rested during the whole turn. In addition, each player may remove 1 **Fatigue** cylinder from a corps of their choice.



Lannes corps has suffered **5 Fatigue**.



HOW TO ENGAGE IN COMBAT?



You can engage in **COMBAT** in an area currently occupied by friendly corps and enemy corps with the stack you selected.

1 Determine the number of cards to draw for the **COMBAT** by the attacker and the defender. Count for each corps:

1 to 4 SP → 1 card

5 to 8 SP → 2 cards

Add up cards for all corps within a stack.

For example:

1st corps in the stack → 1 card

2nd corps in the stack → 2 cards

Total : 3 cards for the stack

The defending stack adds a card if it defends in a wooded area , or in a citadel area with a **Control** marker of its side. If the attacking stack moved before the **COMBAT (MOVING ATTACK)**, the attacking stack will draw **1 less card**.

2 Draw the number of cards matching attacker and defender totals and consult the bottom left of those cards .

3 Determine the effects of **COMBAT** by adding **Fatigue** and **SP** losses.

- Each inflicts 1 **Fatigue** to your opponent.
- Each inflicts the loss of 1 **SP** to the French player.
- Each inflicts the loss of 1 **SP** to the Prussian player.

4 Distribute evenly the results among your corps in your stack. **Fatigue** first and then **SP** losses.

5 Each **SP** loss awards **1 VP** to your opponent. The stack that suffered the most **SP** losses is declared defeated. It must leave the **COMBAT** area and move to an adjacent area. If there is no winner, the two stacks remain in the **COMBAT** area. All the corps of both stacks, attackers or defenders, are flipped .