



NAPOLEON

1807

Scenarios






Scenarios

NAPOLEON 1807

Napoléon 1807 offers 13 Scenarios. Scenarios 1 through 7 are campaign Scenarios and are played in 1 to 2½ hours. Scenarios 8 through 10 are battle Scenarios and are played in less than an hour. Scenario 11 is the great campaign Scenario allowing you to relive the whole Polish campaign from December 1806 to June 1807. Finally, Scenarios 12 and 13 will enable you to link both games of the series, Napoléon 1806 and Napoléon 1807. Some Scenarios work with historical placement, reflecting the historical starting locations of the opponents. Others work with free placement and enable players to consider different strategies for nearly every playthrough. Each Scenario can be played with either the Rules of the Conscript or the Rules of the Grogard. The following rating system is used as a measurement of the length and strategic challenge of each of the Scenarios:

Easy
 Average
 Difficult

Before each Scenario, prepare the game board as follows:

- Place the *Mud* card next to the dedicated space  printed on the game board, if the Scenario requires it.
- Place the *Winter Quarter* cards on spaces intended for them on the game board, if the Scenario requires it.
- Based on the selected Scenario, sort the cards into a deck of 42 cards.

P = Pultusk / **E** = Eylau / **F** = Friedland.

Cards without any of these 3 aforementioned symbols are common to all Scenarios.

- Take the Orders of Battle for the chosen Scenario and place the initial strength points of each corps where indicated.
- Take the available corps for the chosen Scenario. **Note:** some corps exist in several Scenarios (Example: *DAVOUT*). The proper corps depends on the Scenario being played:

P = Pultusk / **E** = Eylau / **F** = Friedland.

- Place the corps on the game board, and also the vedettes (if you're playing with the *Rules of the Grogard*) in the areas indicated for the Scenario. For free placement Scenarios, each Scenario specifies which player places their corps and vedettes 1st. Once finished, their opponent does the same.
- Place the *Control*, *Citadel*, *Destroyed bridge*, and *Siege* markers on the game board, as indicated in the Scenario.
- Place the *Turn* marker on the 1st box of the *Turn track* and the *End Game* marker per Scenario instructions.
- Place the *Victory Points* and *Draw* markers on the *Victory Point track* per Scenario instructions.

Players may secretly bid for the side they want to play if they find a scenario is unbalanced. For this, they write on a piece of paper the desired side and a bid in victory points. The player who has offered the highest bid will play the chosen side. Adjust the starting value of the victory points accordingly:

- If the player has bet for the French side, the victory points are increased by the value of their bid.
- If the player has bet for the Russian side, the victory points are reduced by the value of their bid.
- If players bet for different sides, each player gets the side for which they wagered and only the points of the one that has made the highest bid are counted.
- If the two players bet the same bid and side, choose randomly who plays which side without adjusting the victory points.

Markers


Turn - box 1
End of Game - box 8
Victory Points - box 10
Tied Game - boxes 8, 9 and 10

Russian Control in:
HEILSBURG, ALLENSTEIN,
OSTERODE and ELBING
French Citadel in:
THÖRN and WARSAW
Russian citadel in:
KÖNIGSBERG,
GRAUDENZ and DANZIG


Victory (VP)

(0) – automatic French
(1 to 7) – French
(8 to 10) – Tied game
(11 to 19) – Russian
(20) – Automatic Russian

Cards

Only use cards with the symbol  disregard any cards with other symbols. The Winter Quarters and Mud cards are used.

Corps (Order of Battle for PULTUSK)

Check that the following corps have a scenario  symbol: DAVOUT, LEFEBVRE, BESSIERES, LANNES, GALITZINE and TUCHKOV.

Grogard Rules

In areas containing friendly stacks, each player can place the following number of vedettes:
French: 5 / Russian: 6

Special Rules

Victory Conditions: You earn VP only by controlling the GRAUDENZ and THÖRN Citadels as well as the OSTERODE fortified town. If at the end of the game, a French stack occupies the ROZAN area alone, it's a French victory. Similarly, if a Russian stack alone occupies the WARSAW area, it's a Russian victory. If neither or both of these conditions apply, determine victory using VP as usual.

SCENARIO 1

Pultusk campaign

Historical Placement

December 19, 1806 to January 3, 1807

This Scenario displays the failure of Napoléon's maneuver against the Russian rear at the end of 1806. Taking advantage of a timid Russian offensive, Napoléon tried to surprise them by setting up a vast enveloping maneuver from the right. Delayed by awful weather, the French corps were bogged down in the mud and failed to cut the enemy's retreat. The campaign ended with the double frontal battles of Golymin and Pultusk, which resulted in many unnecessary losses for the French. The two armies decided to take their winter quarters to heal their wounds. This vast maneuver Scenario can be completed in two hours.



Markers

Turn - box 1

End of Game - box 8

Victory Points - box 10

Tied Game - boxes 8, 9 and 10

Russian Control in:

HEILSBURG, ALLENSTEIN, OSTERODE and ELBING

French Citadel in:

THÖRN and WARSAW

Russian citadel in:

KÖNIGSBERG, GRAUDENZ and DANZIG

Siege: none

Victory (VP)

(0) – automatic French


(1 to 7) – French

(8 to 10) – Tied game


(11 to 19) – Russian

(20) – Automatic Russian

Cards

Only use cards with the symbol , disregard any cards with other symbols. The Winter Quarters and Mud cards are used.

Corps (Order of Battle for PULTUSK)

Check that the following corps have a scenario  symbol: DAVOUT, LEFEBVRE, BESSIERES, LANNES, GALITZINE and TUCHKOV.

Rules of the Conscript

Ignore vedettes.

Special Rules

The Russian player places their army corps and vedettes first.

Victory conditions: You earn VP only by controlling the GRAUDENZ and THÖRN Citadels as well as the OSTERODE fortified town. If at the end of the game a French stack occupies the ROZAN area alone, it's a French victory. Similarly, if a Russian stack occupies the WARSAW area alone, it's a Russian victory. If neither or both of these conditions apply, determine victory using VP as usual.

SCENARIO 2

Pultusk campaign

Free placement
December 19, 1806 to January 3, 1807

This Scenario takes the same premise of Scenario 1, but with a more flexible and freer initial placement, and it allows players to try new strategies. It can be completed in 2 to 2½ hours.



: Corps freely chosen by the French player




Markers

Turn - box 1
End of Game - box 12
Victory Points - box 10
Tied Game - boxes 9, 10 and 11
Russian Control in:
HEILSBURG, ALLENSTEIN,
OSTERODE and ELBING
French Citadel in:
THÖRN and WARSAW
Russian citadel in:
KÖNIGSBERG, GRAUDENZ and
DANZIG


Victory (VP)

(0) - automatic French
(1 to 8) - French
(9 to 11) - Tied game
(12 to 19) - Russian
(20) - Automatic Russian

Cards

Only use cards with the symbol  + disregard any cards with other symbols.
The Winter Quarters and Mud cards are used.

Corps (Order of Battle for PULTUSK)

Check that the following corps have a scenario  symbol: DAVOUT, LEFEBVRE, BESSIERES, LANNES, GALITZINE and TUCHKOV.

Rules of the Conscript

Ignore vedettes.

Special Rules

The Russian player places their army corps and vedettes first.
Victory conditions: You earn VP only by controlling the GRAUDENZ and THÖRN Citadels as well as the OSTERODE fortified town. If at the end of the game a French stack occupies the ROZAN area alone, it's a French victory. Similarly, if a Russian stack occupies the WARSAW area alone, it's a Russian victory. If neither or both of these conditions apply, determine victory using VP as usual.
Reinforcements: The following reinforcements are placed at the beginning of the indicated turn in the specified area and on their to be Activated side, even if that area is contested. In these instances, every corps is placed without an Axis of Retreat.
Turn 2: Place in ROZAN (BUXHOWDEN, TUCHKOV, DOKHTUROV, ESSEN III, OLSUFIEV, and 2 vedettes), then place in BRZESC (Napoleon, LEFEBVRE, and 1 vedette), and lastly place in THÖRN (BESSIERES and 1 vedette).
Turn 4: Place in BRZESC (SOULT and 1 vedette).
Turn 5: Place in THÖRN (BERNADOTTE and 1 vedette).
Initiative: The Russian player has the initiative on the 1st turn.
Draw phase: Players only draw 1 card during the draw phase until the first combat occurs. After the turn following the first combat, they draw 3 cards as usual.

SCENARIO 3 In the mud of Poland

Free placement

December 11, 1806 to January 3, 1807

This Scenario covers the entire December campaign in Poland, from the initial Russian offensive to the French counterattack, and then afterwards, the failure of Napoléon's flanking maneuver. This is a very long Scenario that will require at least 2½ hours to play.



Markers

Turn - box 1

End of Game - box 9

Victory Points - box 8

Tied Game - boxes 7, 8 and 9

French Control in: OSTERODE and ELBING

Russian Control in:

HEILSBURG and ALLENSTEIN

French Citadel in:

THÖRN and WARSAW

Russian citadel in:

KÖNIGSBERG, GRAUDENZ and DANZIG

Siege: the French besiege

GRAUDENZ and DANZIG

Victory (VP)

(0) – automatic French


(1 to 6) – French

(7 to 9) – Tied game

(10 to 19) – Russian


(20) – Automatic Russian

Cards

Only use cards with the symbol  + disregard any cards with other symbols.

The Winter Quarters and Mud cards are used.

Corps (Order of Battle for EYLAU)

Check that the following corps have a scenario  symbol: DAVOUT, LEFEBVRE, BESSIERES, GALITZINE and TUCHKOV.

Grogard Rules

In areas containing friendly stacks, each player can place the following number of vedettes:
Russian: 3 / French: 6

Special Rules

Reinforcements: At the very beginning of each turn, before the Draw phase, the Russian player may decide to place the BAGHOWUT corps in the RASTENBURG or SENSBURG area. The selected area must be free of any French stacks. The corps arrives on its to be Activated side. If players use the Rules of the Grogard, add a vedette to this reinforcement. Similarly, the Russian player may place the ESSEN I Corps at ROZAN or MYSZYNIC.

Initiative: The Russian player has the initiative on the 1st turn.

SCENARIO 4

Eylau campaign

Historical placement

January 25, 1807 to February, 11, 1807

This Scenario begins after the resumption of hostilities in the heart of the Polish winter. Bennigsen went on the offensive, taking advantage of the scattered French corps, then in winter quarters. He planned to destroy Bernadotte's isolated troops and then retreat to planned reinforced positions around Heilsberg. In terrible weather conditions, both armies fought a series of bloody battles without being able to gain the upper hand over their opponent. The savage butchery at Eylau would put an end to these sterile, indecisive clashes. This Scenario can be completed in 1 ½ hours of play.



Markers

Turn - box 1

End of Game - box 9

Victory Points - box 8

Tied Game - boxes 7, 8 and 9

French Control in:

OSTERODE and ELBING

Russian Control in:

HEILSBURG and

ALLENSTEIN

French Citadel in:

THÖRN and WARSAW

Russian citadel in:

KÖNIGSBERG,

GRAUDENZ and

DANZIG

Siege: the French besiege GRAUDENZ and DANZIG

Victory (VP)

(0) – automatic French


(1 to 6) – French

(7 to 9) – Tied game

(10 to 19) – Russian

(20) – Automatic Russian


Cards

Only use cards with the symbol  + disregard any cards with other symbols.

The Winter Quarters and Mud cards are used.

Corps (Order of Battle for EYLAU)

Check that the following corps have a scenario

 symbol: DAVOUT, LEFEBVRE, BESSIERES, GALITZINE and TUCHKOV.

Rules of the Conscript

Ignore vedettes.

Special Rules

The French player places their army corps and vedettes first.

Initiative: The Russian player has the initiative on the 1st turn.

SCENARIO 5 Eylau campaign

Open placement

January 25, 1807 to February, 11, 1807

This Scenario takes the situation of Scenario 3 but with a more flexible initial placement and allowing to try new strategies. It can be completed in 1½ to 2 hours.



Markers

Turn - box 1
End of Game - box 8
Victory Points - box 5
Tied Game - not used
French Control in: ALLENSTEIN, OSTERODE and ELBING
Russian Control in: HEILSBURG
French Citadel in: DANZIG, THÖRN and WARSAW
Russian citadel in: KÖNIGSBERG and GRAUDENZ
Siege: the French besiege GRAUDENZ

Victory (VP)

(0) - Automatic French
(1 to 19) - Russian
(20) - Automatic Russian

Cards

Only use cards with the symbol **F** + disregard any cards with other symbols. The Winter Quarters and Mud cards are not used.

Corps (Order of Battle for FRIEDLAND)

Check that the following corps have a scenario **F** symbol: DAVOUT, LEFEBVRE, LANNES and GALITZINE.

Grogard Rules

On areas containing friendly stacks, each player can place the following number of vedettes:
Russian: 4 / French: 6

Special Rules

Reinforcements: The Russian LOBANOV corps is placed on the game board, if the LOBANOV card is played for its event. If the players are using the Rules of the Grogard, add 1 vedette.
Initiative: The Russian player has the initiative on the 1st turn.

SCENARIO 6 Friedland campaign

Historical placement

June 4, 1807 to June 19, 1807

After the terrible battle of Eylau, the two armies returned to their winter quarters to heal their wounds and prepare for the inevitable restart of hostilities in the spring. Napoléon took advantage of this pause to seize Danzig and gain a clear numerical superiority. Again, in early June, Bennigsen tried to surprise the Emperor with his own offensive. Alone, Ney's troops met and contained the Russians. Napoléon, with the bulk of his force, tried to cut them off from their lines of communications to Königsberg. The Russians retreated, like the last winter campaign, but this time they were caught and crushed during the decisive battle of Friedland. In this Scenario a draw is not possible, you must win or give up. It can be finished in 1½ to 2 hours




Markers

Turn - box 1
End of Game - box 8
Victory Points - box 5
Tied Game - not used
French Control in:
ALLENSTEIN, OSTERODE and
ELBING
Russian Control in: HEILSBURG
French Citadel in: DANZIG,
THÖRN and WARSAW
Russian citadel in:
KÖNIGSBERG and
GRAUDENZ
Siege: the French besiege
GRAUDENZ


Victory (VP)

(0) - Automatic French
(1 to 19) - Russian
(20) - Automatic Russian

Cards

Only use cards with the
symbol  + disregard any
cards with other symbols.
The Winter Quarters and
Mud cards are not used.

Corps (Order of Battle for FRIEDLAND)

Check that the following
corps have a scenario
 symbol: DAVOUT,
LEFEBVRE, LANNES and
GALITZINE.

Rules of the Conscript

Ignore the vedettes.

Special Rules

The French player places
their corps and vedettes
first.

Reinforcements: The Russian
LOBANOV corps is placed
on the game board, if the
LOBANOV card is played
for its event. If the players
are using the Rules of the
Grogard, add 1 vedette.

Initiative: The Russian
player has the initiative on
the 1st turn.

SCENARIO 7 Friedland campaign

Open placement

June 4, 1807 to June 19, 1807

This Scenario takes the situation of Scenario 6 but with a more flexible and freer initial placement, allowing players to try new strategies. It can be completed in 2 hours.




Markers

Turn - box 1
End of Game - box 4
Victory Points - box 10
Tied Game - boxes 11, 12 and 13
Russian Control in: HEILSBURG,
ALLENSTEIN, OSTERODE and ELBING
French Citadel in: THÖRN and
WARSAW
Russian citadel in: KÖNIGSBERG,
GRAUDENZ et DANZIG


Victory (VP)

(0) - automatic French
(1 to 10) - French
(11 to 13) - Tied game
(14 to 19) - Russian
(20) - Automatic Russian

Cards

Only use cards with the symbol  + disregard any cards with other symbols.
The Winter Quarters cards are not used. The Mud card is used.

Corps (Order of Battle for EYLAU)

Check that the following corps have a scenario  symbol: DAVOUT, LEFEBVRE, BESSIERES, LANNES, GALITZINE and TUCHKOV.

Grogard Rules

On areas containing friendly stacks, each player can place the following number of vedettes:
Russian: 3 / French: 3

Special Rules

Victory conditions: You earn VP only by controlling the GRAUDENZ and THÖRN Citadels as well as the OSTERODE fortified town. If at the end of the game a French stack occupies the ROZAN area alone, it's a French victory. Similarly, if a Russian stack occupies the WARSAW area alone, it's a Russian victory. If neither or both of these conditions apply, determine victory using VP as usual.

Reinforcements: The following reinforcements are placed at the beginning of the indicated turn in the listed specified area on their to be Activated side, even if that area is contested. In these instances, every corps is placed without an Axis of Retreat in this case.

Turn 2: Place in ROZAN (BUXHOWDEN, TUCHKOV, DOKHTUROV, ESSEN III, OLSUFIEV, and 2 vedettes), then place in BRZESC (Napoléon, LEFEBVRE, and 1 vedette), and lastly place in THÖRN (BESSIERES and 1 vedette).

Turn 4: Place in BRZESC (SOULT and 1 vedette).

Initiative: The Russian player has the initiative on the 1st turn.

Draw phase: Players only draw 1 card during the Draw phase until the first combat happens. The turn following the first combat, they draw 3 cards as usual.

SCENARIO 8

The russian offensive

Historical placement

December 11, 1806 to December 18, 1806

This Scenario allows players to replay Kamenski's hesitant and confused offensive. It's a Scenario where the French player is on the defensive to protect Warsaw. It can be completed in 30 to 45 minutes.



Markers

Turn - box 1
End of Game - box 4
Victory Points - box 8
Tied Game - boxes 5, 6 and 7
French Control in: OSTERODE, ALLENSTEIN and ELBING
Russian Control in: HEILSBURG
French Citadel in: THÖRN and WARSAW
Russian citadel in: KÖNIGSBERG, GRAUDENZ and DANZIG
Siege: the French besiege GRAUDENZ and DANZIG

Victory (VP)

(0) – automatic French
(1 to 4) – French
(5 to 7) – Tied game
(8 to 19) – Russian
(20) – Automatic Russian

Cards

Only use cards with the symbol **E** + disregard any cards with other symbols. The Winter Quarters and Mud cards are used.

Corps (Order of Battle for EYLAU)

Check that the following corps have a scenario **E** symbol: DAVOUT, LEFEBVRE, BESSIERES, GALITZINE and TUCHKOV.

Grogard Rules

On areas containing friendly stacks, each player can place the following number of vedettes:
Russian: 3 / French: 4

Special Rules

The BERNADOTTE corps begins with 1 less infantry SP. This loss is placed on the Winter Quarters French card.

SCENARIO 9 Battle of Eylau

Historical placement

February 4, 1807 to February 11, 1807

This Scenario focuses on the second part of the Winter campaign. Napoléon's trap was discovered, and the Russians were in full retreat before the terrible battle of Eylau. This is an ideal Scenario to discover the nuances of the game system. It can be completed in 45 minutes.




Markers

Turn - box 1
End of Game - box 3
Victory Points - box 6
Tied Game - not used
French Control in: OSTERODE, ALLENSTEIN and ELBING
Russian Control in: HEILSBURG
French Citadel in: DANZIG, THÖRN and WARSAW
Russian citadel in: KÖNIGSBERG, GRAUDENZ
Siege: the French besiege GRAUDENZ


Victory (VP)

(0) - automatic French
(1 to 19) - Russian
(20) - Automatic Russian

Cards

Only use cards with the symbol  + disregard any cards with other symbols. The Winter Quarters and Mud cards are not used.

Corps (Order of Battle for EYLAU)

Check that the following corps have a scenario  symbol: DAVOUT, LEFEBVRE, LANNES, and GALITZINE.

Grogard Rules

On areas containing friendly stacks, each player can place the following number of vedettes:
Russian: 2 / French: 3

Special Rules

The NEY corps begins with 1 less infantry SP.

Reinforcements: The Russian LOBANOV corps is placed on the game board, but only if the LOBANOV card is played for its event. If the players are using the Rules of the Grogard, then add 1 vedette.

SCENARIO 10 Battle of Friedland

Historical placement

June 3, 1807 to June 18, 1807

This Scenario simulates the final episode of the campaign with the French victory at Friedland. Returning to Königsberg, Bennigsen tried to destroy the isolated corps of Lannes. The stubborn French force managed to keep the bulk of the Russian army at bay until the arrival of Napoléon on June 14th. Despite the late hour, the Emperor launched his army into the fray, storming the Russians back to the river. He finally achieved his long awaited, decisive victory. This brief Scenario can be completed in 30 to 45 minutes.



SCENARIO 11

From Pultusk to Friedland, the Polish campaign

This large Scenario combines the campaigns of Pultusk, Eylau, and Friedland. At the end of these three campaigns, the Grand Army must control the five Citadels in Poland to defeat Prussia and her Russian ally. The players will run the campaigns one after the other, with units and conquests dependent on the results from the previous campaign. This scenario is a long ride that two experienced players can complete in a long afternoon or over several game sessions.

How to win

At the end of a campaign, the player that controls the 5 Citadel areas (KÖNIGSBERG, DANZIG, GRAUDENZ, THÖRN, and WARSAW) wins. If by the end of the 3rd campaign neither of the players have won, the Russian player wins the game.

To control a Citadel area, the area must be free of ennemy corps and the area must have 1 of the following:

- a friendly *Citadel* marker without *Siege* marker.
- a *Siege* marker under an ennemy *Citadel* marker.
- a friendly stack with an ennemy *Citadel* marker.

Note: If a Citadel area is contested no player controls it.

If Napoléon dies, it's an automatic victory for Russia.

1st campaign - Pultusk

Starting Placement:










The same as Scenario 3 from this booklet with the specified reinforcements.



Turn count:

Turn 12 or at the end of the turn where the 2 *Winter Quarters* cards have been drawn.


At the end of this 1st campaign, both players take the following actions in sequence in order to move to the 2nd campaign:

- Place a *Siege* marker under the enemy *Citadel* markers if the Citadel area is uncontested and occupied by a friendly stack.
- Remove all fatigue points from both player's Orders of Battle.
- Remove all the vedettes from the game board.
- Gather the remaining SP on both Orders of Battle to create the initial SP stock for the 2nd campaign.
- Add half of the losses of the 1st campaign to the gathered SP, separating cavalry SP and infantry SP and then rounding up. *For example, the Russian player suffered 5 losses from infantry SP and 1 loss from cavalry SP during the 1st campaign, then the Russian player adds to the initial stock: 3 infantry SP and 1 cavalry SP.*
- Add to this stock the following reinforcements for the 2nd campaign:
 - o Russian player: 2 infantry SP and 2 cavalry SP.
 - o French player: 5 infantry SP and 1 cavalry SP.
- Replace, add, or remove the following army corps from the game board, even if eliminated:

French Player	Russian Player
Replace LANNES  with SAVARY	Replace GALITZINE  with GALITZINE 
Replace BESSIERES  with BESSIERES 	Replace TUCHKOV  with TUCHKOV 
Replace LEFEBVRE  with LEFEBVRE 	Remove ESSEN III, DOKHTUROV, OSTERMANN, KAMENSKI and BUXHOWDEN
	Add ESSEN I and BAGRATION
	If BENNIGSEN has been eliminated, replace him with BUXHOWDEN — if both have been eliminated, the Russian player has no commander.


- Replace the PULTUSK campaign Orders of Battle with those from the EYLAU campaign.
- Assign the SP from the stock on the Order of Battle according to the initial SP printed on the Orders of Battle. *For example, the initial SP for the BERNADOTTE corps is 4  1 .* So, if possible, the player must place 4 infantry SP and 1 cavalry SP on the Order of Battle. If the player does not have enough SP in stock to follow these requirements, they choose which corps will start with fewer SP. If the player has extra SP in stock after completing their Order of Battle, they can add those extra SP to the corps of their choice. **Exception:** the corps of BESSIERES cannot receive additional SP.
- Return the corps to the game board, starting with the French player, while keeping placement hidden from the opponent (keeping each corps facedown). **Note:** Neither player can place any of their corps on a Citadel area that has an enemy *Citadel* marker present without a *Siege* marker:

French Player	Russian Player
Napoléon, BESSIERES, and the corps eliminated during the PULTUSK campaign in WARSAW, or THÖRN if WARSAW is besieged by the Russian player. If both are besieged, these corps and Napoléon are not placed back. Other corps still on the game board remain in place or are placed south of the area they occupied at the end of the PULTUSK campaign with the following restrictions: 1 corps per area and at least 2 areas between each corps. The 6 vedettes are added freely to areas occupied by French corps.	BENNIGSEN, all the Russian corps, and the 5 vedettes to the north of the French corps come with the following restrictions: 2 corps maximum per area. Stacks and corps must be placed within at least 2 areas between each other, while areas occupied by French stacks, aside from 1 stack, can be within 1 area of all other stacks. In addition to these options, the Russian player can freely place corps and vedettes in the areas of ALLENBURG, RASTENBURG, SENSBURG, MYSZYNIC, or ROZAN. (These are the areas that actually lead to Russia.)

- Build your draw decks by taking cards without Scenario symbols + cards with the  symbol. The *Winter Quarters* and *Mud* cards are all in play.
- Start the 2nd campaign.

Example: at the end of the PULTUSK campaign, the 4 French corps of MURAT, NEY, SOULT, and BERNADOTTE are at D.Eylau. The French player decides to leave NEY untouched and places their 3 other corps as shown in areas further south of NEY. From now on, the French corps have 2 areas separating them and each area contains only 1 corps.

It's the Russian player's turn to place their corps north of the French positions. They place BENNIGSEN, TUCHKOV, and GALITZINE in the same area — the limit of 2 corps per area is respected, BENNIGSEN being a Commander — 1 area away from NEY. The other Russian corps must be 2 areas away from any French corps. This is the case for BAGRATION and L'ESTOCQ.

2nd Campaign : Eylau

Starting Placement:






The same as according to the end of the 1st campaign. The Russian player has the initiative on the 1st turn.

Turn Count:

Turn 12 or at the end of the turn where the 2 *Winter Quarters* cards have been drawn.

At the end of this 2nd campaign, both players take the following actions in sequence in order to move to the 3rd campaign:

- Remove *Siege* markers under enemy *Citadel* markers, and in these areas replace the enemy *Citadel* marker with a friendly *Citadel* marker. **Exception:** a *Siege* marker under the GRAUDENZ Russian *Citadel* marker is NOT removed.
- If the Citadel area is uncontested and occupied by a friendly stack, place a *Siege* Marker under the enemy *Citadel* markers.
- Remove all fatigue points from the Orders of Battle of both players.
- Remove all the vedettes from the game board.
- Gather the remaining SP on both Orders of Battle to create the initial SP stock for the 3rd campaign.
- Add half of the losses of the 2nd campaign to the gathered SP, separating cavalry SP and infantry SP and then rounding up. *For example, the Russian player suffered 5 losses of infantry SP and 1 loss of cavalry SP during the 1st campaign. They then add to their initial SP stock 3 infantry SP and 1 cavalry SP.*
- Add the following reinforcements to the SP stock for the 3rd campaign:
 - Russian player: 4 infantry SP and 5 cavalry SP.
 - French player: 7 infantry SP and 2 cavalry SP.
- Replace, add, or remove the following corps from the game board, even if eliminated:

French Player	Russian Player
Replace BERNADOTTE par VICTOR	Remove BAGHOWUT, ESSEN I, OLSUFIEV, SACKEN, and TUCHKOV.
Replace BESSIERES  par BESSIERES 	Add CONSTANTIN, DOKHTUROV, GORCHAKOV, OSTERMANN, PLATOV, and LOBANOV.
Replace LEFEBVRE  par MORTIER	If BENNIGSEN has been eliminated, replace him with BUXHOWDEN. If both have been eliminated, the Russian player has no commander.
Replace DAVOUT  par DAVOUT 	
Replace SAVARY par MASSENA	
Add LANNES	

- Replace the EYLAU campaign Orders of Battle with the FRIEDLAND campaign Orders of Battle.
 - Assign the SP from the stock on the Order of Battle according to the initial SP values. If the player does not have enough SP in stock to follow these requirements, they choose which of their corps will start with fewer SP. If the player has extra SP in stock after completing their Order of Battle, they can add those extra SP to the corps of their choice.
- Exception:** the corps of BESSIERES cannot receive additional SP.
- Return the corps to the game board, starting with the French player, while keeping placement hidden from the opponent. **Note:** Neither player can place any of their corps on a Citadel area that has an enemy Citadel marker present without a *Siege* marker:

French Player Deployment

Corps still on the game board remain in place or are placed south of the area they occupied at the end of the EYLAU campaign come with the following restrictions: 1 corps per area and at least 2 areas between each corps.


If any corps have been eliminated, they are put back in areas with a French Citadel marker. If none of these areas exist, these eliminated corps are not placed back.

The 6 vedettes are added freely to areas occupied by French corps.

Russian Player Deployment

BENNIGSEN, all the other Russian corps, and the 5 vedettes, to the North of the French corps come with the following restrictions: 2 corps maximum per area. Stacks must be placed at least with 2 areas between each other, while areas occupied by French stacks, aside from 1 stack, can be within 1 area of all other stacks.

In addition to these options, the Russian player can freely place corps and vedettes in the areas of ALLENBURG, RASTENBURG, SENSBURG, MYSZYNIC, or ROZAN. (Again, these are the areas that actually lead to Russia.) The LOBANOV corps is not placed, instead it comes in as a reinforcement when the LOBANOV event is played.

- Build your draw decks by taking cards without Scenario symbols + cards with the  symbol. The *Winter Quarters* and *Mud* cards are not used.
- Start the 3rd campaign

3rd campaign - Friedland

Starting Placement:

The same as according to the end of the 2nd campaign. The Russian player has the initiative on the 1st turn

Turn Count:

Turn 12

SCENARIO 12

The russians come to the aid of the prussians in Saxony

This what-if Scenario proposes an alternative to the main Scenario of *Napoléon 1806*. Instead of scoring 1 VP at the end of each turn when a player controls 3 of the 4 Citadel areas, the Prussian player puts 1 of the *They are coming!* cards in their draw deck, then shuffles it. They can, thus, add at most 6 cards, the last turn having no effect.

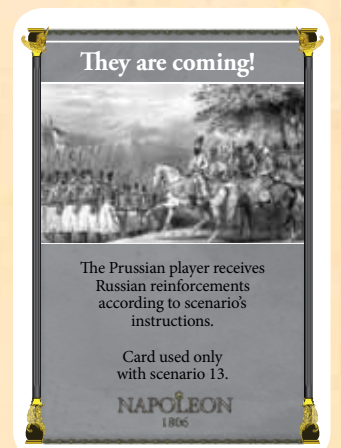
When 1 of these cards is drawn during the Draw phase, it is set aside, and Russian reinforcements arrive. If this card is revealed at another time, it produces no effect and is placed in the player's discard pile. The player will reveal another card to replace it. The reinforcements are placed immediately on HALLE or LEIPZIG on their *to be Activated* side. If the 2 areas are occupied by a French stack, the Russian reinforcements cannot arrive. The card is discarded, and the player draws another card to replace it. There can only be 1 reinforcement per turn:

- For the 1st card drawn, the Prussian player receives SACKEN's corps as reinforcement with 4 infantry SP and 1 cavalry SP.
- For the 2nd card drawn, the Prussian player receives GALITZINE's corps as reinforcement with 4 infantry SP and 1 cavalry SP, and additionally BENNIGSEN.
- For the 3rd card drawn, the Prussian player receives OSTERMANN's corps with 3 infantry SP and 1 cavalry SP.
- Cards drawn after the 3rd drawn have no effect.

If the players use the *Rules of the Grogard*, each reinforcement arrives into play with a Russian vedette on its *to be Activated* side.

The Prussian player will have to use the PULTUSK Campaign's Russian Order of Battle and blocks from *Napoléon 1807*. However they will still use the cards from *Napoléon 1806* - events played will affect indifferently Prussian and Russian stacks.

In this Scenario, it is recommended you don't use dice for combat so that the Prussian cards can replenish quicker in player's hands.



SCENARIO 13

From Napoléon 1806 to Napoléon 1807

This what-if Scenario allows players to link *Napoléon 1806* with either Scenario 3 or 11 from *Napoléon 1807*. Depending on the results obtained from *Napoléon 1806*, the beginning of the Scenario is modified as follows:

- If the French player won a victory in *Napoléon 1806*, they choose 1 option + 2 options per turn before the 7th that will change the setup of the *Napoléon 1807* Scenario. They can choose the same option several times. *Example: if the French player wins on turn 7, they can choose 1 option, on turn 6, they can choose 3 options, on turn 5, 5 options and so on.*

The possible options:

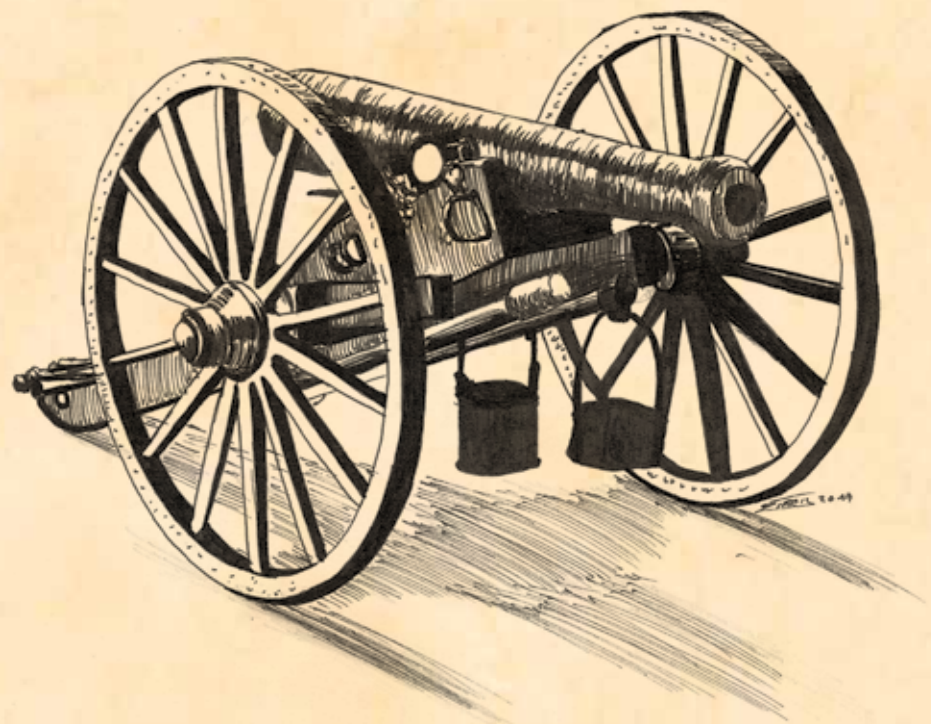
- o LESTOCQ's corps has 1 less infantry SP.
- o The French player has the initiative at the beginning of the 1st turn. This option can be chosen several times, so the French player can gain the initiative in the 2nd turn, then in the 3rd, and so on.
- o The Russian player draws 1 less card during the draw phase on turns 1, 2, and 3. This option can be chosen only once.
- o Place 1 Russian infantry SP from the reserve on the Russian player's *Winter Quarters* card.
- o A Siege marker is placed under the Russian *Citadel* marker in GRAUDENZ. This option can be chosen only once.

- If the Prussian/Russian player achieved an automatic victory in *Napoléon 1806*, then *Napoléon 1807* will not be played, and the Prussian/Russian player is declared the winner. History has been rewritten!

- If the Prussian/Russian player wins at the end of the 7th turn of *Napoléon 1806*, they choose 1 option automatically and 1 additional option for every 4 VP scored. *Example: 3 options if the VP are at 9, 4 options if the VP are at 12.*

Each option can only be chosen once:

- o Napoléon, LEFEBVRE, and 1 vedette arrive as reinforcements on turn 4 instead of turn 2.
- o DAVOUT's corps has 1 less infantry SP.
- o MURAT's corps has 1 less cavalry SP.
- o The Russian player has the initiative at the beginning of the 2nd and 3rd turns.
- o The French player draws 1 less card during the draw phase in turns 1, 2, and 3.
- o Place 2 French infantry SP from the reserve on the French player's *Winter Quarters* card.



Campaign history and design notes

For the second time in two years, the Russian czar's army arrived too late. The boldness, spirit, and verve ensured that the Grand Army defeated Russia's ally, Prussia, in the battles of Jena and Auerstedt. Subsequently, the retreat of the very last of the Prussian troops led the French Army into Poland, where the Russian battalions are assembling. To put an end to this new coalition, Napoléon must quickly defeat the Russians and conquer Königsberg, where the King of Prussia Frederick III fled. Napoléon wanted to prepare the next campaign, which he planned for the year 1807. He intended to lock the coalition into a field of battle he has selected. The Vistula river would serve as a barrier for the upcoming clashes. The first objective of the Grand Army was to secure the crossing points of the river, particularly Warsaw, the offensive starting point and center of operations. Learning that the Russians moved to Warsaw at the end of November 1806, Napoléon launched his troops into forced marches to flush the Russian forces out. On November 24th in Lowicz, Murat repelled the forward moving enemy forces, engaging in a classic cavalry confrontation. Frightened by Murat's masses advancing towards them, the Russians crossed back over the Vistula river and defensively positioned themselves near Pultusk.

Russian troops facing the Grand Army were split into two groups. The first group under Bennigsen's orders were already at work in Poland. The second, under Buxhowden's command, came directly from Russia to offer support. It was mainly composed of the defeated troops from Austerlitz, and their sole purpose was to support Bennigsen. The czar desperately sought a commander-in-chief to unite and lead them on the offensive, because he wished to wash the affront of the previous campaign. Field Marshal Kamenski, at 69 years of age, was his favored choice. Glorified, following his victories against the Turks, Kamenski left St. Petersburg for Poland on November 22, 1806. A month later, he was present at Bennigsen's side, and yet already shows his first failings. Completely overwhelmed by his task, Kamenski asked the czar to be relieved due to his diminishing health. The czar, however, did not relinquish his command, and Kamenski then launched his offensive to the West. Meanwhile, Napoléon began his movement from Warsaw and crossed the Ukra river. The first clashes gave the French the advantage. Panicked, Field Marshal Kamenski ordered a full retreat back toward Russia and left the army, moving to Ostrolenka. Bennigsen was left alone to face the French corps, who already have started to envelop the Russian right.

The Scenario of the Pultusk campaign in Napoléon 1807 shows 3 commanders on the Russian side: Bennigsen, Buxhowden, and Kamenski. They follow the standard rules of Napoléon 1806 and must be stacked with corps from their army. Kamenski, by his mere presence, activates a negative modifier to the movement of the stack he accompanies.

Taking advantage of the Russian staff's hesitations, Napoléon launched his offensive from the Vistula river. Faithful to his principles, he relied on the speed of his troops to outflank the enemy, cutting them from their lines of communication: Ostrolenka to Russia. Davout and Augereau's corps, associated with the Grand Army's cavalry reserve, began their bypass maneuver while Lannes' corps aimed to fixate directly on holding them in place. But Poland in December was nothing like Saxony a few months earlier; movement was laborious due to the mud, snow, and bitter cold. The Russians managed to retreat easily without being surrounded, and Lannes, with his 20,000 men, had to face 45,000 strong opponents and was determined to hold the town of Pultusk and

its bridge over the Narew river. On December 26, 1806, despite a precarious situation, Lannes attacked the emboldened Russian positions. A fierce and indecisive battle was fought where neither side could force a decision. The bogged down cavalry could not capitalize the victorious efforts of the infantry. The battle ended in a bloody status quo, a prelude to the clashes of future Napoléonic campaigns.

Treacherous mud makes its appearance in Napoléon 1807. After a round of rain, the mud card is played, which means fatigue and increased movement costs. The players will soon find out that the great rides and swift movement of Napoléon 1806 are no longer doable.

At the same time, further north, the second Russian force under Buxhowden was in full retreat. Completely scattered by the bad weather and Kamenski's hesitation, the troops were in full disarray. Prince Golitsyn, in charge of the 4th Russian division, tried gathering the lonely regiments that he integrated into his division around the crossroads at Golymin, four miles North of Pultusk. Unfortunately for him, the village was also on the road where the 3rd and 7th French Corps tried to overflow the Russians. There, Lannes' 5th Corps attempted to cut Bennigsen's lines of communication. The battle was unavoidable and the Prince's dream of escaping with his troops now impossible. Nevertheless, like the Russians, the French units under Augereau and Lannes stretched into long columns. Burdened by non-stop rain, it turned into a confrontation of exhausted men and horses. The irresistible momentum of the French regiments and their great mobility, along with the intrinsic, spirited quality of the Grand Army itself as a force, were useless at Golymin. It was a matter of courage, tenacity, and the sheer results of a frontal assault. The Russian army had nothing to envy in this area. The battle was bloody and indecisive, but at night, the Russians, as was in Pultusk, could withdraw without being greatly damaged. Napoléon's intended maneuver to quickly defeat the czar's army failed.

With the casualties suffered, the Grand Army will lose its veterans from the wars of Italy, Austerlitz and Jena. The raised Conscripts, even if they match the courage of their elders, will weaken, due to lack of military experience, the overall strength of the Grand Army. In Napoléon 1806, for every battle card draw, the French Player had 1 chance out of 2 to force a loss to his opponent. With Napoléon 1807, this probability drops to 1 chance out of 3. The Grand Army finds itself down to the level of its opponents.

The battles of Golymin and Pulstuk ended the first phase of Napoléon's campaign. Unable to surround and destroy the Russian Army, the Grand Army couldn't risk itself any further East. The troops exhausted by incessant fighting and terrible weather had an urgent need for rest. The Russians, on their side, were in a similar situation, too happy not to be pursued by Murat's squadrons. The two armies therefore entered their winter quarters. Napoléon returned to Warsaw to prepare his Spring offensive, but Bennigsen's intentions were going to be completely different...

Napoléon 1807 must simulate the entry of the armies into their winter quarters. For this, each side has a card of the same name. As soon as a side totals 5 points of losses during the scenario, they add this «winter quarter» card to their deck. When both players have drawn this event, the game ends at the end of the current turn. End of games will therefore be more random than for Napoléon 1806.

With great maneuvers being pushed back to the spring, Napoléon hopes to enjoy the winter truce to consolidate his rears. The Russians have retreated, so the Prussian fortresses are at his mercy.

Danzig is of a strategic importance. Situated at the mouth of the Vistula river, seizing it would consolidate the left wing of the Grand Army. In a letter dated February 18, 1807, Napoléon orders Marshal Lefebvre: «your glory is linked to the taking of the city, you must go there». At the same time, another siege of a lesser size is starting January 22. The city of Graudenz, located upstream on the Vistula river, is blocked by Hessians troops who have just joined the Grand Army via the Confederation of the Rhine. But Bennigsen is not going to let Napoléon organize himself quietly and the Russians leave their winter quarters and go on the offensive on January 24.

The theatre of operations of Napoléon 1807 is partitioned by the Vistula and its numerous fortresses: Danzig, Graudenz, Thorn and Warsaw. These cities, unlike in Napoléon 1806, require a siege to be taken. The rules therefore changed to simulate the impossibility of seizing it by a simple assault. It is no longer sufficient to repel opposing forces to win the associated victory points. Corps can siege a citadel but have to wait for the siege train to hope for a surrender.

Taking advantage of French Corps being scattered in search of forage and wishing to show authority, Bennigsen went on the offensive from his encampments North of the Passarge river. He intended to conduct a limited assault to respond to the will of the Czar and then retreat to strong defensive positions to protect Königsberg. His prey was the 1st corps of Marshall Bernadotte, scattered around Mohrungen. On January 25, General Markov leading the Russian vanguard faced French troops. The struggle was again fierce and indecisive. At Night, Bernadotte remained master of the battlefield and the Russians began their retreat. This resistance was not at the taste of Napoléon - he wished to attract Bennigsen more to the West in pursuit of the 1st corps to cut his rears. Once again the Russians were elusive.

The Eylau campaign scenario is most certainly the most tense of the three offered in Napoléon 1807. Bennigsen has the initiative in the first round and must accumulate a maximum of victory points before Napoléon's counter-offensive. For his part, the French player will have to gather his forces to regain initiative as quickly as possible. The troops on both sides are of high quality and strategic choices are numerous.

In search of his decisive battle, Napoléon tries to catch the Russians in their retreat. However he does not face a defeated army but an enemy intact and well informed of his intentions. Every battle is a bloody and uncertain confrontation. In Hoff on February 6, Murat launches a charge with his cavalry but cannot break the Russian regiments. On The 7th at Ziegelhoff it is Soult's turn to try and defeat the Russian resistance. Again the French remain master of the field but at the cost of heavy losses for both sides. These clashes peak on February 8 in Eylau where the Russians finally decide to accept the battle. This mythical day, under appalling weather conditions, leads again to a terrible human toll. The disappearance of the 7th corps of Marshall Augereau, the great charge of Murat, the broken Russian regiments, the intervention of the Imperial guard, so many moments of legend in this battle that will testify to the immense courage of the men engaged. Even if Bennigsen retreats again at night, it is too much for both armies. Each side needs to heal their wounds and the soldiers return to their winter quarters, thus ending the second part of the Polish campaign.

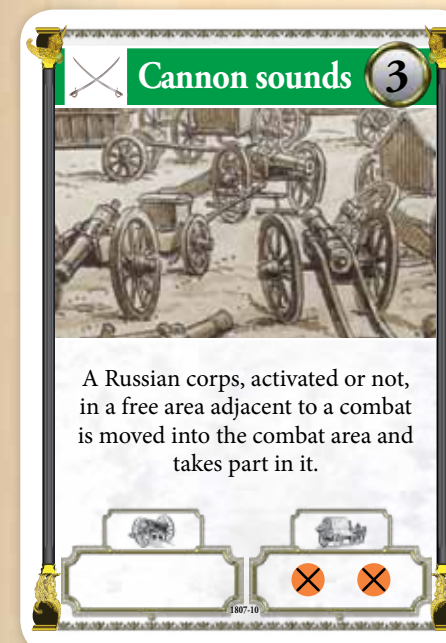
Snow and cold accompany the opponents throughout these months of January and February 1807. These appalling weather conditions are simulated in the Napoléon 1807 by events that did not appear in Napoléon 1806 :



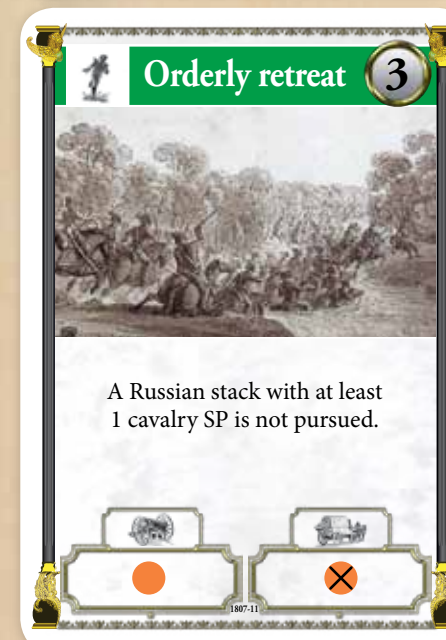
In June 1807, Prussia still stands. Inspired by Russian resistance in Eylau, all enemies of France are hoping again. Napoléon has no choice but to defeat Russia quickly. He gathers the means to this, bringing together a strong army of 200,000 men after having secured his rears with the capture of Danzig. The Emperor will, however, be surprised again by the early hostilities launched by Bennigsen who intends to renew his winter campaign. The Russian General hopes to destroy the Marshal Ney's 6th corps and then retreat to solid positions. He thus wishes to respond again to the Czar's offensive expectations while preserving his army from a full commitment. The winter campaign seems to be restarting. Unable to break the troops of the intrepid Ney, the Russians retreat away to Heilsberg June 7th. There is a terrible frontal collision at Heilsberg on the 10th where Murat is heading to attack the opposing redoubts. Finally outflanked by Davout, Bennigsen resumes his retreat movement towards Königsberg. But this time, he is going to make the mistake that Napoléon no longer hoped for. On June 14 the Russian army takes the risk of crossing the Alle river to crush the regiments of Marshal Lannes, which formed the most advanced point of the Grand Army. French troops will hold the entire morning at odds of 1 against 3 and allow French troops and Napoléon in person to gather. At the end of the afternoon, the Emperor orders the counter-attack. The Bridges on the Alle river are quickly taken and despite undeniable courage the Russians are scattered in a precarious position, backed against the river. The pursuit of the following days finishes the destruction of the Russian army. The Grand Army is victorious and Prussia the great loser of these clashes. Peace is signed July 7 at Tilsitt, finally.

The Friedland campaign scenario is the most explosive of the three proposed in Napoléon 1807. The game will be brief with very close opponents and a French player who must win at all costs. As in Napoléon 1806, they will have to get an automatic victory to win. The Russian player will have to take advantage of their initial position to last.

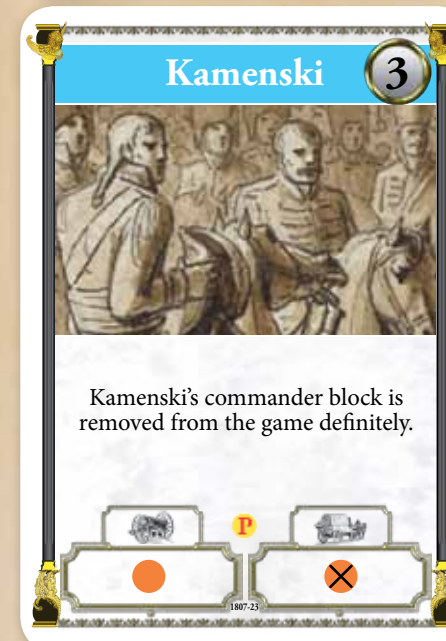
Sample Cards and Events



The Napoléonic armies did not have the sophisticated means of nowadays. Each General and Marshal had to trust his intuition when events occurred. When a battle was fought, the cannon could be heard roaring far and away. The commander joined the battle by marching to the sound of the cannon.

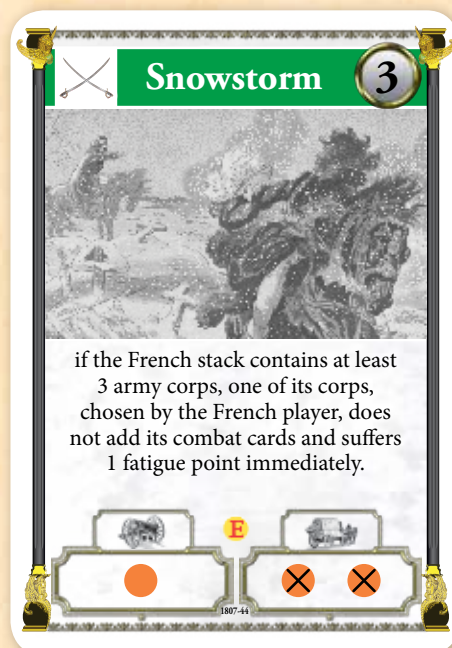


After a lost battle, the defeated army broke down under repeated cavalry charges. To avoid this disaster, the regiments of light cavalry, hussars, mounted chasseurs and uhlans, protected the retreat by interposing themselves between the retreating infantry and the pursuing enemy force.



Field Marshal Kamenski, hastily appointed by Czar Alexander at the beginning of the campaign, was completely overwhelmed by the magnitude of this command. Orders and counter orders prevented the Russian army from following a coherent campaign plan. He himself left the army, begging the emperor to relieve him of his duties. He will be replaced by Bennigsen, the leader at the furious battles of Pultusk and Eylau.

Challenge the emperor to his zenith with



During the battle of Eylau, Napoléon asked Marshal Augereau to launch an attack at the center left of the Russian side to support the enveloping movement of Davout's troops. A snowstorm built up as the French regiments advanced, completely disrupting the assault columns. The Russians counterattacked and almost completely destroyed the oncoming French army corps.



The Polish campaign sees the emergence of a new use of artillery as a breaking force. During the Battle of Friedland, General Senarmont gathers the batteries of several corps and advances them within grapeshot range of the enemy forces. In a few moments, the Russians are mowed down and dispersed, allowing Marshal Ney's battalions to seize the town of Friedland.



NAPOLEON

1807

