



NAPOLEON

1806

Rulebook



NAPOLEON 1806

Welcome to Napoléon 1806, History for all!

Napoléon 1806 is a game intended to simulate the famous campaign of 1806 where the French troops were victorious over the Prussian forces during the battles of Jena and Auerstaedt.

In *Napoléon 1806* take charge of either contending army that fought during this campaign. Move your troops to surprise the enemy and earn victory through a series of decisive battles. *Napoléon 1806* is an epic game for history and strategy fans.

Can you lead your men to victory?

Overview of the game – *Napoléon 1806* is a strategy game intended for 2 players. After setting up the game, each player, in turn, will perform an operation to move and/or fight their troops on the game board. These operations will cause fatigue for the soldiers as well as losses in case of battle. Fatigue and losses will be noted on a player aid or *Order of Battle*. After completing their operations, players will be able to rest their men so they can recover from their efforts.

The player who manages to seize citadels in the game, while preserving their troops, will be declared the winner. The rules of *Napoléon 1806* are split into three parts for progressive learning. The first, named *Rules of the Conscript*, covers play for the basic game, to learn all of the core game mechanics easily. The second, *Rules of the Grogard*, brings more finesse and strategy to the game introducing a «fog of war» element, which allows players to ambush, set traps, and disrupt their opponents. Last, the *Rules of the Marshal* will allow you to play *Napoléon 1806* competitively. In addition, the 4 paged quickstart booklet allows players to learn the core game much easier, so everyone can start their first game in a few minutes.

Credits

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Pinch of ear to all
our contributors,
thanks to whom you
can play this game
today. «We are
happy with you!»

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FOR PARENTS AND TEACHERS

This game is designed to act as a fun and highly instructive working model of historical events. Engaging with the game will encourage any child to understand why certain important events occurred, as well as what may have happened if different decisions had been made. Easy starting rules and attractive components will help the younger player ease into the educational and sociable pastime of historical gaming.
Enjoy the game!

Components List



1 game board



1 rulebook



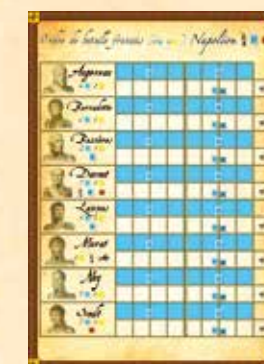
1 quickstart booklet



2 player screens:
1 Prussian grey screen
and 1 French blue screen



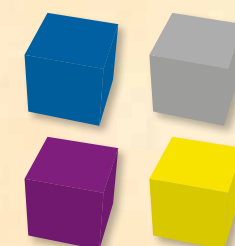
1 cloth bag



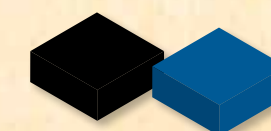
2 player aids
(Orders of Battle)



1 sheet of 54 stickers to set
on the blocks



115 wooden cubes
strength point
Blue (40), Grey (30)
Purple (15), Yellow (20)



13 Prussian black blocks,
14 French blue blocks



2 decks of 36 cards



8 wooden flags
Control markers:
4 black and 4 blue



10 combat dice
5 grey and 5 blue



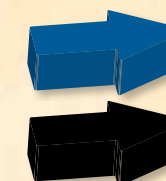
80 wooden cylinders
fatigue



2 wooden pawns
Turn and Victory
points markers



5 wooden cubes
Destroyed bridge
markers



6 wooden arrows
Axis of Retreat
markers:
3 black and 3 blue

Game Setup

Place the game board between you. This represents the «Theater of Military Operations» for the 1806 campaign. One of you takes the role of Napoléon and sits at the South end of the game board. Your opponent will play Frederick III and sits at the North end of the game board. Use the compass on the board for directional reference.

The wooden blocks represent the **army corps** and the **commanders** that participated in the campaign. The Prussian blocks are **black**, and the French blocks are **blue**. They are laid flat on the game board or placed upright if you want to conceal their identities from your opponent. Before your first game, carefully peel off the stickers and place them on the large blocks as shown below.



Ensure that the stickers are aligned in the same direction: the top A on the flag must match the alignment of the portrait or illustration on the block.

To **win** in *Napoléon 1806* you must:

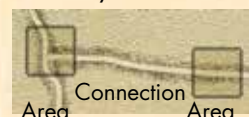
- Eliminate opponent's strength points ①
- Protect your citadels ②

The game features various pieces that are placed directly on the board as indicated:

- Turn **A** on the 1st box of the Turn track.
- Victory Points **B** on the 10th box of the Victory Point track.
- Control **C** on the citadel's areas.

Place Prussian flags in **Halle**, **Erfurt** and **Leipzig**
French flag in **Bamberg**

The game board is organized into areas linked by connections:



There are 3 kinds of areas:



A corps is always located and placed on an area, never on a connection.

The Terrain Effects Chart printed on the game board serves as a reminder for the terrain effects used in combat.

You each have a player aid displaying your army's **Order of Battle**. This is where you place the **strength points** of your corps. These **strength points** are represented by small colored cubes:

- French infantry
- French cavalry
- Prussian infantry ①
- Prussian cavalry

Each cube equals 1 strength point. During play, corps will suffer from **fatigue**, which is represented by placing orange cylinders on the Orders of Battle.

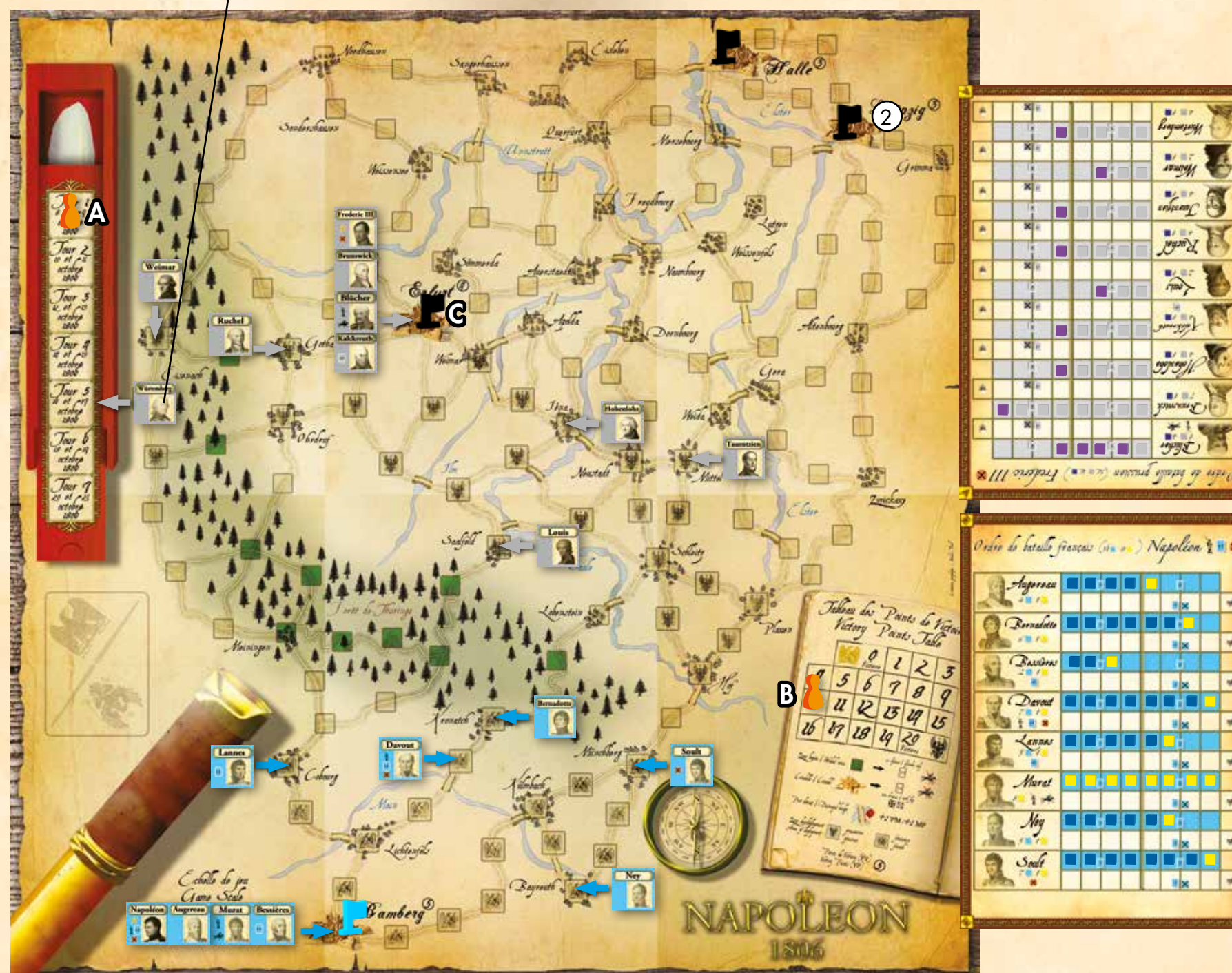
To conceal your Order of Battle from your opponent you can use your **player screen**. The screens also provide reminders for the main rules for the game.



Playing cards are used to move your corps and resolve combat. You have your own color-coded deck of cards.



This army corps enters play at the beginning of turn 5 in Halle or Leipzig if the area is free of French stack. If these 2 areas are occupied by ennemy troops, the corps does not enter play.



But when do you roll the dice? There is no mention of the use of dice in these rules. This is not a mistake, but a game option. In all combat, you may replace revealing cards with dice rolling. If a player has to reveal 3 cards, they will instead roll 3 dice. The probabilities are identical. Using dice instead of cards makes the game a little more random overall but does not favor one side more than the other (the probability of seeing a combat result is the same with a die or a card). However, the player's card deck will cycle less quickly, so a discarded event will reappear less often. Players are free to choose between cards or dice at the beginning of the game, but after choosing their option, they must stick with their choice for the duration of the game.

Rules of the Conscript

In order to understand key game concepts, players will need to be familiar with the following terms and definitions:

Commanders and Corps

Commanders and corps are represented by large blocks laid flat on the game board. If a block is face up, it means that it is still available to perform an operation. Its status is *to be Activated*. If it is placed flag up, it means that it *has been Activated* and can no longer perform any operation. You differentiate a commander block from a corps with the following symbol: ★

A commander never moves alone. He must always accompany 1 or more corps. A commander who finds himself alone in an area due to the elimination of the corps he accompanies is also eliminated.



Commander Army corps has been Activated side
to be Activated side

Stack

When 1 or more friendly corps blocks are located in the same area, possibly acting together with a commander, this is known as a stack(s).

Stack's example:



Connections and areas

The game board is organized into areas linked by connections:

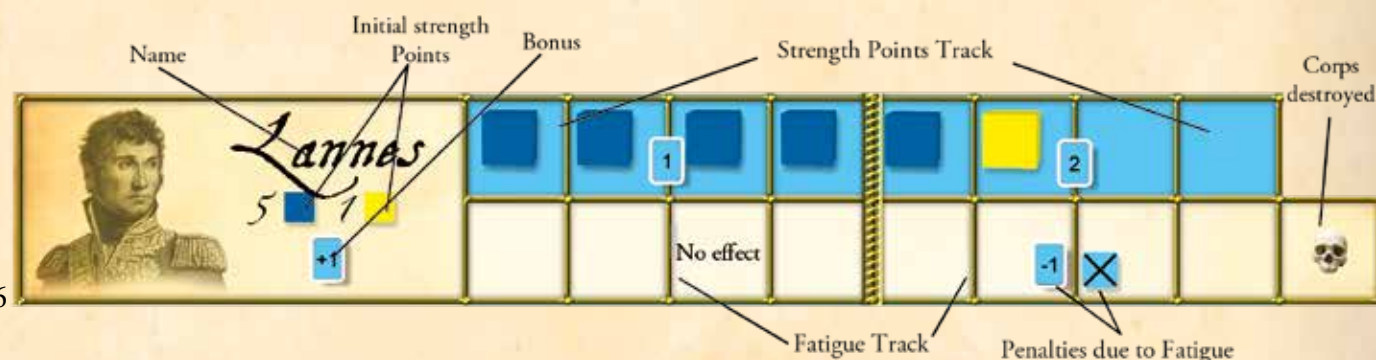


There are 3 kinds of areas (see page 4). A corps is always placed on an area, never on a connection.

Order of Battle

On the Order of Battle, the top track shows the strength of the corps. This value will change during the game depending on losses sustained and possible reinforcements gained (via card event). The bottom track shows the fatigue points accumulated by the corps. For example if 3 fatigue points are to be incurred, the player must assign

3 orange cylinders to the corps. As a corps loses strength points, remove the requisite strength point cubes and shift the remaining cubes to the left. If the corps suffers fatigue, add the fatigue cylinders from left to right. Whenever a corps recovers, remove the amount of fatigue cylinders and shift the remaining to the left.



Key Game Terms

Playing cards

The following terms are used for cards play:

Draw: Draw a card from your draw deck and add it to your hand.

Reveal: Play the top card of your draw deck.

Play: Play a card from your hand.

A card has different effects depending on when it is drawn or played:

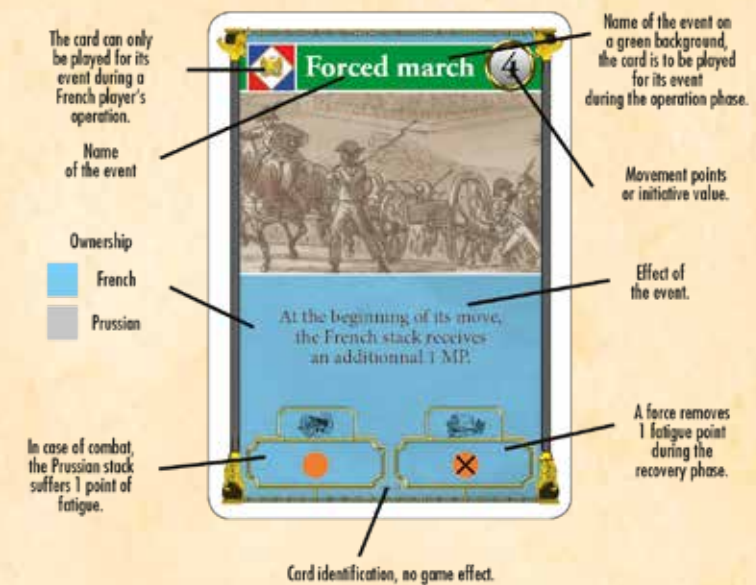
- It can be drawn and kept in hand during the draw phase.
- It can be revealed during the initiative phase to indicate the initiative value of that side.
- It can be revealed during an operation to indicate the number of movement points of a stack.
- It can be played from the player's hand as an event during the phase indicated by the card.
- It can be revealed during combat to determine the outcome of a combat.
- It can be played from the player's hand during the recovery phase to remove 1 or more fatigue from a corps.

The background color of a card's event name gives information about its use:

RAIN Red background; the card **must** be played immediately for its event during the draw phase of the game turn.

INTUITION Blue background; the card **can** be played for its event during the initiative phase of the game turn.

FORRAGE Green background; the card can be played for its event during the operations phase of the game turn.



For cards with a green background, an additional symbol indicates when the card can be played for its event:



The card can only be played during a Prussian player's operation.



The card can only be played during a French player's operation.



The card can be played at the beginning of a combat.



The card can be played during the retreat or pursuit after a combat.

There is no limit to the number of cards you can keep in your hand. Used cards are placed in the discard pile of the player. Players are not allowed to look at the discard piles. If the player's deck is empty, shuffle the cards from the discard pile and reform a new deck.

Contested and free areas

An area is said to be free for either side (French and Prussian) if corps of the opposing camp do not occupy it. An area is said to be contested if corps from both sides occupy it.

Sequence of Play

Each game turn goes according to the following sequence:

- Draw
- Initiative
- Operations
- Recovery

You must have completed 1 phase before proceeding to the next.

Draw

Each player draws 3 cards from their deck and places them into their hand. There are no hand size limits and players may keep any cards they have left over from the previous turn. Cards with the name of the event on a **red** background must be played immediately during the draw phase and apply the effects of the event on the card. The player does not draw a replacement card, and the card is placed in the player's discard pile once the event is resolved.



There is a location on the game board for any mandatory card whose effects last the entire turn, like the *Rain* card, for example.

If several mandatory cards are drawn, by the same player or not, **all** those cards are discarded without effects.

Initiative

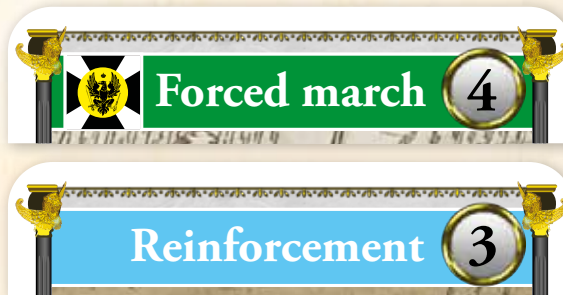
Each player can play a **single card from their hand** with the name of the event on a **blue** background. The card is placed in the player's discard pile once the effect is resolved. The French player must **declare first** if they will play a card, then the Prussian player may also declare.

Then, each player reveals 1 card from their deck. The player with the highest value will play first during the operations phase. In the event of a tie, the French player will play first. These cards are then discarded.

Example – Draw and Initiative



Draw - The Prussian player just drew their 3 cards. They must immediately play the Inactivity card for its event, because the name of that event is on a red background.



Initiative - the Prussian player has only 2 cards left. They decide to play the Reinforcement card for its event, because the background of the event name is blue. They cannot play the Forced March card as the background of the event name is green. The players then reveal 1 card from their draw deck to determine the first player:



Both players revealed a number 4 card. It is a tie, and in this case, it is the French player who will begin the operations phase. Both cards are immediately discarded.

Sequence of Play

Operations

In turn, each player may:

- **Pass:** If a player passes, they can no longer perform operations, but can still play 1 card with its name on a **green** background in order to apply events to the operations of their opponent. The opponent continues operations until they also pass. If both players have passed, the operations phase is over. A player who has activated all their corps is forced to pass.

- **Perform an operation:** During an operation the active player selects a stack where each corps has *to be Activated* status – i.e., face up. The player is not required to select all the corps present in an area. Activated corps will be able to:

- move
- initiate combat
- or both by performing a **moving attack**

At the end of an operation, flip the activated corps flag up on its *has been Activated* side, even if the corps did not actually move. Also, activate all other corps that have participated in a combat, attacking or defending.

During an operation, each player may play a single card from their hand with the name of the event on a **green** background. The card is placed in the player's discard pile once the effect is resolved.

Recovery

During the recovery phase, players perform the following actions in order:

- 1) Each corps that is still on its *to be Activated* side removes all its fatigue points.
- 2) For each of their other corps, the player can play 1 card from their hand, and only 1, and remove the number of fatigue points indicated in the recovery box located bottom right.
- 3) All corps that still have between 5 and 8 fatigue points then lose 1 strength point immediately.
- 4) Flip all corps face up to indicate that they are *to be Activated* for the next turn.
- 5) Advance the *Turn* marker and repeat the game sequence.

Very important: at any point in the game when a corps has no strength points or more than 8 fatigue points, it is immediately and permanently removed from the game.

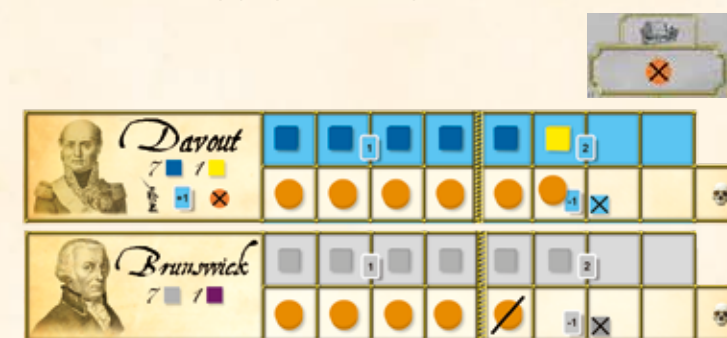
Remember that strength points lost due to fatigue award victory points to your opponent.

Example - Recovery

Both players have passed, so the recovery phase begins. The French player has no more cards, so they cannot do anything. The Prussian player has only 1 card left, which they play for the corps of Brunswick:

The corps of Brunswick will, as a result, have only 4 fatigue points left. The corps of Davout has more than 4 fatigue points and must therefore suffer the loss of 1 strength point. Victory points are increased by 1.

*The corps blocks are returned on their *to be Activated* side, the Turn marker is advanced, and a new turn can begin.*





Movement


The player can move their activated stack by following this procedure:

1) Determine Movement Points – Reveal 1 card. The value of the card corresponds to the movement points of the stack. The card is then discarded. This initial number of movement points is modified by:

A. Subtract 1 movement point per corps above the first.

B. Add or subtract movement points per the card played by each player, whose event name is on a **green** background and also has the symbol  or .

C. Add 1 movement point if Napoléon accompanies the stack.

D. Add 1 movement point if a corps with the symbol  is alone in the actual moving stack, or is only accompanied by a commander. If the stack contains several corps, the movement bonus of such corps never applies.

If the stack has 0 movement points or less it does not move and all selected blocks are turned immediately to their *has been Activated* side.



2) Move – Move the stack along a continuous path of connections up to the limits of its movement points. You cannot separate the stack during the move. Each connection crossed then counts for 1 movement point – a connection with a *Destroyed bridge* marker costs 3 movement points. It is permissible to spend less than a stack's total available movement points, but these lost points are not retained for a later operation. Once a stack has expended all its movement points or as soon as it enters an area occupied by a friendly or enemy stack, it must stop in that area.


3) Determine fatigue – At the end of the march, add up fatigue points:

A. 1 fatigue point per corps for each movement point spent above the third.

B. 1 fatigue point for the stack if it begins its move in a contested area.

C. 1 fatigue point for the stack if it ends its move in a contested area.

D. The stack adds or subtracts fatigue points depending on the card either side plays, with the name of the event on a **green** background and with the symbol  or .

E. Remove fatigue according to the bonus(es)  of the corps and the commander if the latter accompanies the stack. Unlike moving, this bonus can apply even if the corps involved is not alone in the stack.

4) Allocate fatigue - Equally distribute the fatigue points received between the corps of the stack. Any balance is allocated freely by the player controlling the stack.

Axis of Retreat: When a stack enters an area occupied by an opposing stack, the area becomes contested. The stack is forced to stop its move. The player places 1 of their *Axis of Retreat* markers on the connection the stack has just crossed.

- If a new friendly stack enters the area, regardless of the connection used, its *Axis of Retreat* will be that of the friendly stack already present.
- If a new enemy stack enters the contested area, an *Axis of Retreat* marker is not placed. Thus, there can be only 1 *Axis of Retreat* per area.
- If a new enemy stack enters the area through the *Axis of Retreat* connection, the friendly stack already present in the area suffers 2 fatigue points, to be evenly distributed, and the *Axis of Retreat* marker is removed.
- If an area is no longer contested the *Axis of Retreat* marker is removed.

At the beginning of an operation, if the owning player decides to move a stack from a contested area, the following restrictions apply:


- A stack must follow a connection with an *Axis of Retreat* marker from its side - if there is one.
- A stack cannot use a connection with an opponent's *Axis of Retreat* marker.

Movement


Example - Movement





It's the French player turn to conduct an operation. The French player selects a stack in the Neustadt area, where all the corps and their commander are on their to be Activated side. They get several options. They can activate the Augereau corps alone, or the Murat corps alone, or both corps together. It's not mandatory to activate the commander, but he can't stay alone in the area.


After revealing a card, the French player gets 4 movement point . Depending on their selection above, the stack will have the following movement points:

Augereau : No change, the stack has 4 movement points.



Murat : The stack gets 1 more movement point thanks to the Murat  symbol, and has 5 movement points.

Augereau + Napoléon : The stack gets 1 more movement point thanks to the Napoléon  symbol, and has 5 movement points.

Murat + Napoléon : The stack gets 2 more movements point thanks to the Murat and Napoléon  symbols, and has 6 movement points.


Augereau + Murat + Napoléon : The stack doesn't get 1 more movement point thanks to the Murat  symbol, because he is not the only corps in the stack. However, the stack gets 1 more movement point thanks to Napoléon. The stack loses 1 movement point because it is made of 2 corps and has 4 movement points.

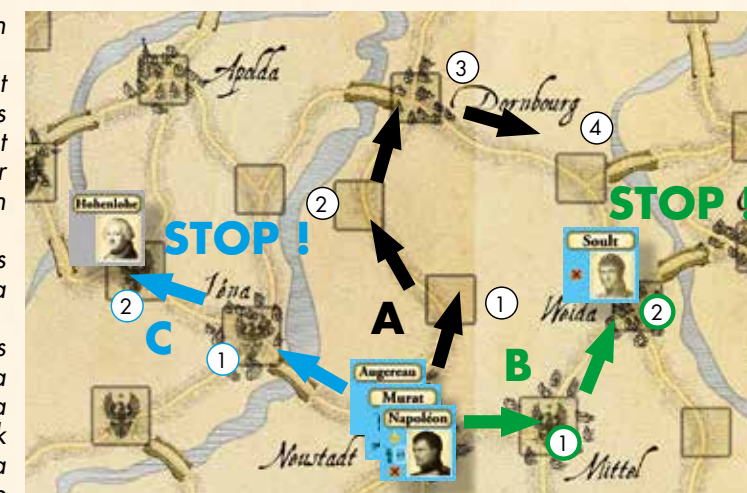
The French player chooses to move with both corps and Napoléon.

Case A – the stack uses 1 movement point per connection for a total of 4. Each corps suffers 1 fatigue for the 4th movement point used , but the French player ignores 1 of them thanks to the Napoléon  symbol.

Case B – the stack uses 2 movement points and must stop, because it enters an area occupied by a friendly stack.

Case C – the stack uses 2 movement points and must stop, because it enters an area occupied by an enemy stack. The area becomes contested. The French stack suffers 1 fatigue  because it enters a contested area but ignores it thanks to the Napoléon  symbol. The French player places their *Axis of Retreat* on the last connection crossed pointing to Iéna.

At the end of the move, the corps and the commander are flipped flag up on their *has been Activated* side .



It's now the Prussian player's turn to perform an operation.



The French player placed an *Axis of Retreat* at the end of their move following **Case C**.

If during a subsequent operation, Hohenlohe wants to leave the area, then he will only be authorized to use a connection with the white arrows on the picture.

As an area can only have 1 *Axis of Retreat*, if a new French stack enters the area, regardless of the connection used, its *Axis of Retreat* will be the same one, pointing to Iéna. If a Prussian stack enters the area, there is no Prussian *Axis of Retreat* added. If a Prussian stack enters the area using the connection coming from Iéna, the French *Axis of Retreat* marker is removed and the French stack suffers 2 fatigues immediately.


Combat

A player may initiate combat with their activated stack that is in a contested area at the beginning of its activation or following a move.

The player who initiates the combat is called the attacker, their opponent the defender. The defender must defend with all corps present in the area, whether on their *to be Activated* or *has been Activated* side.

A combat ensues using the following procedure:

1) Determine the number of combat cards – Each player must reveal:

A. First the attacking player and then the defender may play a card from their hand with the name of the event on a **green** background and with the symbol .

B. Add 1 or 2 cards based on the number of strength points of each corps: 1 card if it has between 1 and 4 strength points, 2 cards if it has between 5 and 8 strength points.

C. Subtract 1 card if the corps moved during this operation performing a **moving attack**.

D. Subtract 1 card per corps that has more than 4 fatigue points. If at this step the number of cards to reveal is 0 or less, then the attack is cancelled. The attacking corps are returned to their *has been Activated* side. It is now the defender's turn to perform an operation.




E. Add 1 card to the defender, if the defender is in a wooded area.

F. Add 1 card to the defender, if they are in an area with a citadel and the area has 1 of their *Control* markers.

G. Add the bonus(es) of the corps and the commander, if he is part of the stack. Unlike moving, all such bonuses apply even if the corps involved is not alone in the stack.

H. Add or subtract cards according to the events chosen by the players.

2) Reveal the number of cards counted simultaneously.

3) Determine the effects of combat – Each player consults the box, combat effect, at the bottom left of the cards. Each symbol  or  corresponds to 1 loss inflicted on their opponent, and each symbol  equals 1 fatigue point inflicted on their opponent.


4) Allocate the results of the combat – First fatigue and then losses, equally distributed between the corps in the stack. Any balance is allocated freely by the

player controlling the stack. If a stack suffers more than 1 loss, at least 1 of them must be assigned to a cavalry strength point.

5) Determine the winner of the combat – The player who inflicted the highest number of losses is declared the winner. In the event of a tie, there is no winner or loser. If there is no winner, the 2 stacks remain in the combat area and there is not retreat and pursuit.

6) Retreat – The stack that lost the combat must retreat a number of connections equal to the difference in losses inflicted on the 2 sides. If the losing stack has an *Axis of Retreat* marker of its color, the first retreat connection must be the one where its marker is located. The retreat direction is then freely determined, save that a stack cannot use the same connection twice and must move away from the combat area when retreating. If the losing stack does not have an *Axis of Retreat* marker in place, it is free to retreat in whichever direction at the player's option, except by using the *Axis of Retreat* marker of the winner if there is one. If during retreat it enters an area that is either solely occupied by an enemy stack or is contested, it must stop and undergo 2 additional fatigue points per opposing corps present.


If it enters an area occupied by a friendly corps, it stops without suffering additional fatigue. A stack can retreat through a connection with a *Destroyed Bridge* marker but must undergo 2 additional fatigue points. All fatigue points suffered during retreat are cumulated and equally distributed by its owner.

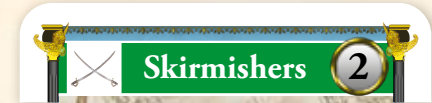
7) Pursuit – If the winner has more cavalry strength points than their opponent and the combat area does not prevent pursuit – wooded or citadel – then there is pursuit. The winner reveals a card, adding 1 card for each corps with the symbol  is present on the winning side, and also adding or subtracting cards according to the events chosen by the players. Look at the box, combat effect, at the bottom left of the revealed cards. The retreating stack suffers fatigue but not the losses, which are ignored; fatigue is equally distributed among the corps of the stack.

Combat

This is the beginning of a new turn. The French player won the initiative and decides to fight. The Prussian player defends with its 2 corps, even if Brunswick is on its *has been Activated* side.



The French player, being the attacker, decides first to play 1 card for its event for this combat. This card must have its name on a **green** background with the symbol .



They play *Skirmishers*, meaning the Prussian stack undergoes 1 fatigue point, which is attributed to the corps of Rachel, so that Brunswick does not go up to 5 fatigue points and then avoids losing 1 combat card. The Prussian player doesn't play a card.

The French player counts how many combat cards to reveal: 6 strength points on Lannes (2 cards), and a bonus from Lannes (1 card) for a total of 3 cards.

The Prussian player counts how many combat cards to reveal: 8 strength points on Brunswick (2 cards), 3 strength points on Rachel (1 card) but 7 fatigue points (minus 1 card), for a total of 2 cards.

Both players reveal cards simultaneously from their draw pile and consult the box, combat effect, at the bottom left of the cards.

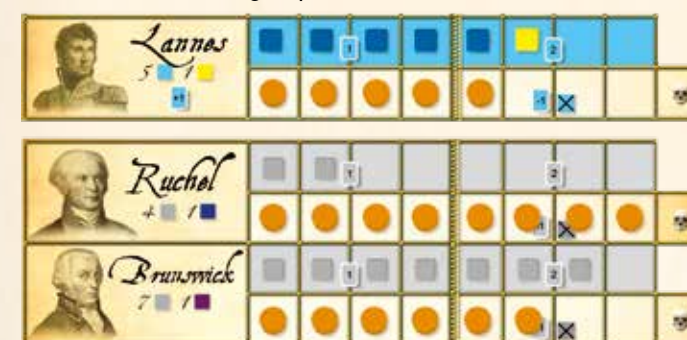


The Prussian stack suffers 2 losses and 3 fatigue points. The fatigue points are distributed as equally as possible: 1 for each corps and the last 1 to Brunswick.

Since there is more than 1 loss, the Prussian player must remove at least 1 cavalry strength point from the stack. 1 infantry strength point is removed from Rachel and 1 cavalry strength point from Brunswick. Victory points are decreased by 2.



Lannes suffers 4 fatigue points



The Prussian stack loses the battle since it has suffered more losses than the French stack. It must therefore retreat 2 connections (2 losses suffered for 0 inflicted) while moving away from Naumbourg and without using the connection with the French *Axis of Retreat*. The Prussian stack has less cavalry strength points than Lannes, so there is pursuit. The French player reveals a card:



The fatigue points are distributed equally: 1 for Rachel and 1 for Brunswick. The corps of Rachel has more than 8 fatigue points, so it is eliminated and removed from the game board. Its 2 remaining strength points are lost and the victory points are decreased by 2.

The corps of Lannes and Brunswick are flipped to their *has been Activated* side.

Note: If Lannes had moved before fighting, he would have revealed 1 less card (moving attack).

Determining Victory

Victory is determined by increasing or decreasing the number of victory points on the game board track. Every change in victory points is made immediately:

- 1 victory point per opponent strength point eliminated, either due to combat or excessive fatigue.
- Value in victory points (Bamberg 5, Erfurt 4, Halle 3, Leipzig 3) when a player places a *Control* marker on a citadel area. To change the *Control* marker of a victory area, you must cross or occupy the area with 1 of your stacks and the area must not be contested.
- 1 victory point at the end of each turn where the Prussian player controls 3 of the 4 victory areas (Bamberg, Erfurt, Leipzig and Halle).

When the French player gains victory points, decrease the number of victory points on the track situated on the game board.

When the Prussian player gains victory points, increase the number of victory points on the track situated on the game board.

If the number of victory points is equal to 20, the game ends immediately with a Prussian victory. If the number of victory points is equal to 0, the game ends immediately with a French victory. At the end of the 7th turn, if the number of victory points is still greater than 0, the Prussian player wins the game.

Special case: if the commander Napoléon is eliminated, the Prussian player immediately wins the game. The elimination of commander Frederick III has no effect.

Team play. Napoléon 1806 was designed for two players but it is easily conceivable to play with teams of two players. One of the players takes over the Order of Battle, the other the cards. They talk about the strategies to be put in place and move the corps together. A real headquarters from the period!



Short Scenario

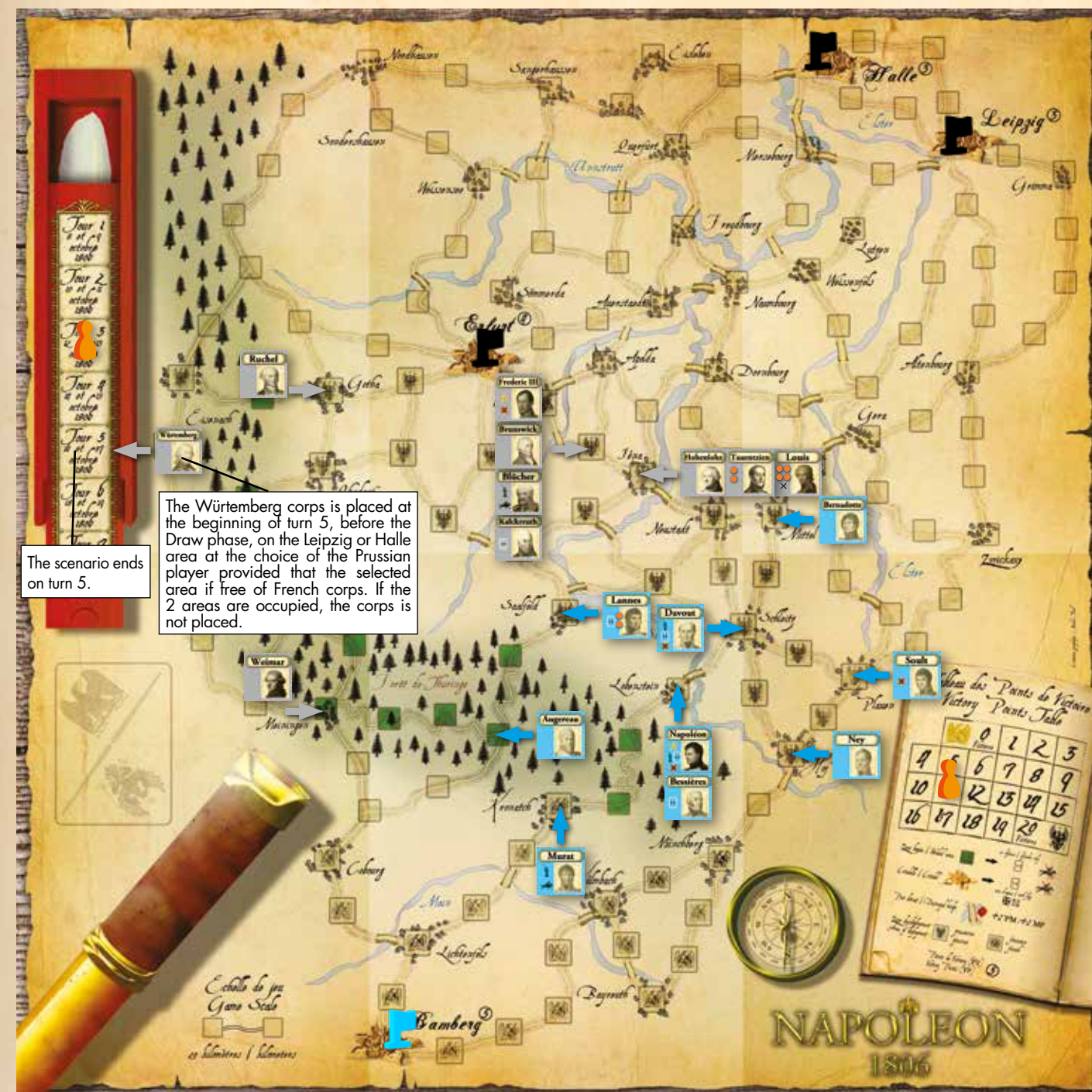
This scenario is intended for players who have limited playing time and it can be completed in about 30 to 45 minutes. It simulates the great French victories at Jena and Auerstaedt.

The scenario begins on turn 3 and ends on turn 5, so it lasts 3 full turns.

Unless otherwise stated, the corps have their maximum strength points and no fatigue.

The French player controls Bamberg, the Prussian player Erfurt, Halle and Leipzig.

Victory points are counted normally, as per scenario for the *Rules of the Conscript*. The Prussian player, however, starts with 11 victory points. Moreover, if at the end of the 3 turns no camp has won, the Prussian player wins the game if the number of victory points is 4 or more, otherwise the French player wins.



Rules of the Grognard

Hidden Setup

At the beginning of the game the players place their corps in the areas of deployment indicated on the game board hiding them using the 2 player screens. They add the cavalry vedettes (5 for the French, 3 for the Prussian) with the following restrictions:

- **Prussian player:** Frederick III and at least 1 Prussian corps at Erfurt, 2 Prussian corps between the Ilm and Saale rivers and 1 Prussian corps between the Saale and the Elster.
- **French player:** Napoléon, Murat, Bessières and 2 vedettes in Bamberg, for the other corps, 1 corps per area.

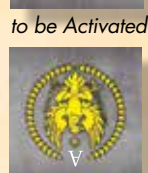
When both players are ready, the screens are removed and placed in front of the *Order of Battle* to conceal it.

Fog of War

During play both players will keep the identity of their corps concealed by placing their blocks upright. These always move with their flag side presented to the opponent.

Corps' identities are only revealed when 1 of the 2 players initiates combat in an area, and this is prior to playing an eligible card for its event during that combat. The friendly and enemy corps in the area are then placed flat, face up. At the end of the combat, after resolving any pursuit, all participating corps are put back upright with their identities again concealed.

To indicate whether the corps status is *to be Activated* or *has been Activated*, the following procedure is used: if the A of the flag is at the top, the status is *to be Activated*; if the A of the flag is upside down, at the bottom, the status is *has been Activated*. Thus, there will no longer be a face up or face down status as in the *Rules of the Conscript*.



has been Activated

Cavalry Vedettes

To add uncertainty, players will now use cavalry vedettes. They represent patrols of light cavalry, such as the hussars of the period that armies employed to



discover the whereabouts of the opposing army as well as screening the movement of friendly forces. Vedettes are large blocks presented in the color of the army to which they belong, and have a vedette sticker on one side and the usual flag sticker on the other.

During an operation, the player can select 1 or more vedettes in an area and move them. The basic rules are applied as if the vedettes were corps, but any fatigue points have no effect. To fool the opponent, each player must hide part of the reserve of fatigue cylinders behind their screen and pretend to place them on 1 or more of their corps at the end of the vedette move.

Vedettes cannot combine with corps for an operation. They have to move alone.

Any vedette in an area with an enemy stack is eliminated instantly regardless of the situation:

- A vedette that enters an area occupied by an enemy stack is eliminated, even if the area is contested.
- A stack that enters an area with an enemy vedette, irrespective of whether it is alone or not, eliminates the vedette unit(s) present. If the vedette is alone (or just with other vedettes) the active stack doesn't receive fatigue points to enter the area and can continue to move.
- A retreating stack that enters an area with an enemy vedette, alone or not, eliminates it. If the vedette is alone, the retreating stack can continue its retreat if necessary.
- When 2 opposing Vedettes end up in the same area, they eliminate each other.

As a result, a vedette entering an area occupied by an opposing stack cannot determine the exact composition of that stack, but does reveal whether the area contains 1 or more corps and/or opposing vedettes. Any vedettes from either side are eliminated by this reconnaissance.

Special cases:

- Vedettes may occupy citadel areas with an opposing *Control* marker and place them under control of their side.
- A friendly vedette doesn't prevent the move or retreat of a friendly stack. Conversely, a friendly stack doesn't prevent the move of a friendly vedette.
- A vedette that enters a contested area from a connection with an enemy *Axis of Retreat* marker has no effect. Do not remove the marker, and the enemy stack doesn't receive fatigue points.

Rules of the Marshal

The *Rules of the Marshal* are intended for people who wish to organize a tournament of *Napoléon 1806*.

The games must be held within 2 hours, including bid and setup.

The rules used are the *Rules of the Conscript* with only the hidden placement of the *Rules of the Grognard*.

Before the start of the game, each player must secretly bid for the side they want to play. For this, they write on a 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 Prussian 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 the side without changing the victory points.

- Player A bets 2 points to play the French side and the player B, 4 points also for the French side. Player B will play the French side and player A will play the Prussian side. The victory point marker is placed on box 14 (starting at 10 + 4 of the bid).
- Player A bets 3 points to play the French side and player B, 1 point for the Prussian side. Player A will play the French side and Player B will play the Prussian side. The victory point marker is placed on box 13 (starting at 10 + 3 of the bid).

For the ranking, each player receives 3 points of «ranking» per win and 1 point of «ranking» per loss. To break ties, refer to the following table:

Tie break	Prussian winner	French winner	Loser
Victory on turn 1	+14	+7	-7
Victory on turn 2	+12	+6	-6
Victory on turn 3	+10	+5	-5
Victory on turn 4	+8	+4	-4
Victory on turn 5	+6	+3	-3
Victory on turn 6	+4	+2	-2
Victory on turn 7	+2	+1	-1
Victory at the end of turn 7	+1	X	0

A Prussian victory by elimination of Napoléon corresponds to a Prussian victory with +14 of «tie break» and -7 for the opponent. If the game is not completed, the two players do not receive ranking points and lose 7 «tie break» points.

- A player won the first game on turn 5 with the French, then lost the second in the last round with the Prussians and finally unfortunately failed to finish the 3rd. The player has 4 «ranking» points (3 for the first game, 1 for the second and 0 for the last game) and -5 «tie break» points (+3 to the first game, -1 to the second game and -7 to the last).

Details on Playing Cards

REMINDER - Each player may play only 1 card with a **green** background to apply its event during an operation. This means, for example, that players making a moving attack and using a card while moving their stack will not be able to use cards during the following combat. Another example is that if the defending player uses a card during a move by an opposing stack, he will not be able to play a card in an ensuing combat.

Cards are listed alphabetically.

AMBUSH – the French stack immediately suffers 1 fatigue point, to be assigned by the French player.

ANTICIPATION – choose a card in the deck and place it in your hand without revealing it to your opponent. A card with the name of the event on a **red** background cannot be selected. Mix the remaining cards and replenish the deck.

AUDACITY – event can only be played in combat when a French stack is attacking. The Prussian stack does not earn an extra combat card by defending in a wooded area or an area with a citadel.

BERNADOTTE – event can only be played at the beginning of a move of the Bernadotte corps alone. The stack loses 3 movement points. For the *Rules of the Grogard*, the card must be played without knowing the exact composition of the opposing stack. If this stack is the Bernadotte corps alone, the stack loses 3 movement points. If this stack is a corps alone, other than the Bernadotte corps, the stack loses 1 movement point.

CANNON SOUNDS – a single corps, previously activated or not, in an uncontested area adjacent to a declared combat – i.e., separated by a single connection from the area where the combat is taking place, even with a *Destroyed bridge* marker, is moved to the combat area and takes part in either the attack or defense. Commanders can accompany the aforementioned corps. The corps doesn't suffer fatigue. If it enters through a connection with an opposing *Axis of Retreat*, it is removed and the enemy stack suffers 2 fatigue points immediately, to be evenly distributed.

CARE – place a fatigue cylinder on a French corps that has lost 1 or more infantry strength points. During the recovery phase of this turn, if the corps is still on its *to be Activated* side, that corps will recover 1 infantry strength point and remove all its fatigue points. Subtract 1 victory point.

CHARGE – event can only be played in a combat where Blücher's corps is part of the engaged Prussian stack. The Prussian stack receives 1 additional combat card and Blücher's corps receives 2 fatigue points immediately, before resolving the combat.

CONFUSION – event can only be played when an opposing stack enters a free area with at least 3 connections. The stack must stop moving regardless of the number of movement points it has left and is flipped to its *has been Activated* side.

COORDINATION – event can only be played at the end of a French operation. The French player immediately performs a new operation with another stack.

COUNTER ORDER – event can only be played after the opposing player has played a card for its event. The opposing player's event is canceled.

COURAGE – event can only be played during a combat if the current victory points are 5 or less. The Prussian stack receives an additional combat card and removes 2 fatigue points immediately, before resolving the combat.

DESTROYED BRIDGE – at any time during its move, if a Prussian stack (except vedettes) is in a free area adjacent to a connection with a bridge, it can place a *Destroyed bridge* marker on that connection. The Prussian stack spends 1 movement point after destroying the bridge and can continue its move. If the Prussian stack does not have a movement point at the beginning of its move, the stack can still destroy an adjacent bridge. In any case, the stack is then returned to its *has been Activated* side. It will be necessary to spend 2 additional movement points to cross a connection with a *Destroyed bridge* marker, thus 3 in total. You can only destroy 1 bridge per event played.

Details on Playing Cards

ELAN – event can only be played during a combat where a French stack is the attacker. The French stack receives 1 additional combat card.

FATIGUE – event can only be played at the end of the move of an opposing stack. The opposing stack suffers 1 or 2 additional fatigue points. If the stack is composed only of vedettes, the event has no effect.

FORCED MARCH – card can only be played at the beginning of a friendly stack's move. The stack receives 1 additional movement point. A stack that otherwise has negative or 0 movement points can always move 1 connection with this card even if there is a *Destroyed bridge* marker.

FORAGE – event can only be played at the beginning of a stack's move if it has at least 2 movement points. Remove 2 fatigue points from the stack, but the stack loses 2 movement points. This event can be used if the stack is in a contested area. In this case, combat is possible after the use of the card; however, the stack will reveal 1 less combat card as it is considered as performing a **moving attack**.

GREAT CHARGE – event can only be played at the end of a combat where the French stack carries out a pursuit. The French stack draws 1 additional pursuit card.

HUSSARS – randomly draw a card from your opponent's hand and discard it.

INACTIVITY – event must be played as soon as it is drawn. The player selects an area where one of their stacks is located. All corps and vedettes of the stack occupying the area are flipped to their *has been Activated* side. Stacks containing only vedettes cannot be selected.

INTUITION – event must be played before the initiative is determined. The player who plays the event wins the initiative automatically without drawing a card. If the opposing player also plays this event, both cards are discarded without effect and the initiative is determined normally.

LONG LIVE THE QUEEN – the Prussian player selects a Prussian stack and removes 1 fatigue point from each corps of the stack.

LOST BULLET – event can only be played during combat. The Prussian corps suffers 2 additional fatigue points in the combat results.

ORDERLY RETREAT – event can only be played if the retreating stack still has at least 1 cavalry strength point. In this case, it cannot be pursued.

ORGANIZATION – event can only be played when a French stack enters an uncontested area with another French stack. The moving stack is not required to stop.

PANIC – event can only be played following a combat lost by a Prussian stack, after its retreat. The Prussian stack must retreat through an additional connection and suffer 2 fatigue points, to be allocated evenly by the Prussian player.

PONTONNIERS – at any point during a move, if a French stack (except vedettes) is in a free area adjacent to a connection with a *Destroyed bridge* marker, remove the *Destroyed bridge* marker from that connection. The French stack spends 1 movement point after repairing the bridge and can continue its move. If the French stack does not have a movement point at the beginning of its move, the stack can still repair an adjacent bridge. In any case, the stack is then returned to its *has been Activated* side. You can only repair 1 bridge per event played.

RAIN – event must be played as it is drawn and is valid for the whole turn. Whenever a player activates one of their stacks, it suffers 1 fatigue point immediately, to be allocated freely. **Exception:** A stack that is turned to its *has been Activated* side because it was attacked does not experience this fatigue. If the stack moves, it loses 1 movement point.

REACTION – event must be played at the beginning of your opponent's operation, after they select their stack, but before they reveal their card. Whether previously activated or not, a friendly stack can then move from a free area to another adjacent free area. It is possible to cross a connection with a *Destroyed bridge* marker.

REINFORCED POSITION – event can only be played in a combat where a Prussian stack is defending. The Prussian stack draws an additional combat card.

Details on Playing Cards

REINFORCEMENT – the Prussian player adds 1 infantry strength point to any corps on the board. A previously eliminated corps cannot be recreated via this reinforcement. This strength point doesn't add victory point.

RESERVE – the player draws 2 cards and adds them to their hand. Cards drawn with the name of the event on a red background are discarded without taking into account their event. Do not draw a replacement card in this case.

SACRIFICE – the Prussian stack engaged in this combat receives 1 additional combat card and suffers 2 fatigue points immediately, to be distributed to any corps in the stack by the Prussian player.

SAXON DEFECTION – if Taumentzen's corps is in a contested area, it loses 1 strength point. Remove 1 victory point. For the *Rules of the Grogard* the card must be played without knowing the exact composition of the opposing stack. If this stack does not contain the corps of Taumentzen, the card is discarded without effect.

SECOND BREATH – event must be played as soon as it is drawn and is valid for the whole turn. If the event is played during turns 1 to 4, it has no effect and the card is discarded immediately. If the event is played during turns 5 to 7, all moving French stacks have 1 less movement point.

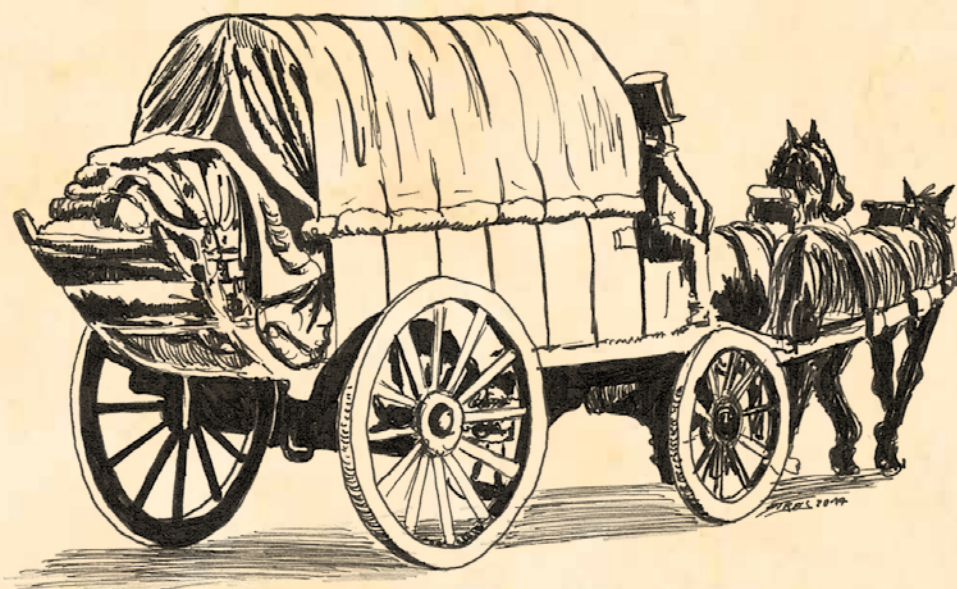
SKIRMISHERS – the Prussian stack immediately suffers 1 fatigue point, to be freely allocated by the Prussian player.

SQUARE – the French stack receives 2 less fatigue points in the combat results if the Prussian stack that it fights has at least 1 cavalry strength point at the beginning of the combat.

STRATEGIC RETREAT – event is valid for the entire turn. Each time a Prussian stack moves, it receives 1 additional movement point but must move closer to Halle or Leipzig. Moving closer means having fewer connections separating it from the Halle or Leipzig area at the end of its move than at the beginning. If the stack cannot move closer to Halle or Leipzig, the move is prohibited.

SUPPLY – the Prussian player chooses a Prussian stack and removes 2 fatigue points in total from any corps of the player's choice.

THE GUARD – event can only be played in a combat where the corps of Bessièrès is part of the French stack engaged. The French stack receives 1 additional combat card. If the French player loses the combat, each corps of their stack suffers 1 extra fatigue point in the combat results.



Campaign history and design notes

Following the resounding victory at Austerlitz, the enemies of Napoléon are shocked but do not disarm. Despite the forced withdrawal of Austria from the coalition, England and Russia remain fiercely opposed to French expansion. Prussia has not yet openly entered the war against France, but no one is duped by her alleged neutrality. Frederick William III, pushed by his wife and many warlike generals, is on the verge of joining the coalition.

Napoléon, well aware of these threats, orders the Grande Armée still in Austria to make its way toward France in small steps, while being ready to fork to the north to meet the Prussian threat. As early as October 7, 1806, Frederick William sends an ultimatum of insane arrogance: he demands the withdrawal of the French troops beyond the Rhine and the return to the borders of 1794. This intrepidity can only lead to a casus belli. Napoléon has already anticipated the moves of this new adversary. He expects to surprise and crush him quickly before the arrival of the Russian forces. This strategy is a major component of the emperor's military philosophy: to place himself between the enemy forces and destroy them one after the other in order to enjoy a temporary numeric superiority.

Victory Conditions in Napoléon 1806 are based on this strategic approach by Napoléon. Quickly defeat the Prussians while cutting them off from Russians. So Halle and Leipzig are targets to reach, being at the same time on the Prussian communications lines to Berlin but also on the direct arrival path of the army of the tsar. The duration of the game, very brief, and the bonus given to the Prussian player at the end of each round pushes the French player to prevail quickly and to take risks.

While the Prussians are still mired in their initial plans of campaign, the Grande Armée crosses the borders of Saxony, allied to Prussia, and strikes through the Thuringian forest. The difficult terrain forces the emperor to divide his army on several approach roads while maintaining mutual support. Each army corps is within a day of one of its peers. Within a few days Lannes and Bernadotte, to the frantic pace of 35 to 40 kilometers a day, enter the plains of Saxony and surprise enemy outposts at Saalfeld on October 10 and at Schleitz on October 9. Prince Louis is killed and his troops broken while the Saxon corps of Taumentzen are dispersed. The Prussians who have just started are already on the defensive and retreat back towards Jena.

The strategy of the period was to achieve aggregation at the right time for the battle. The road infrastructure of the time did not allow the excessive concentration of troops. For this reason, the movement with stacks of several corps is restricted in Napoléon 1806 and it is virtually impossible to pass a corps placed upstream on the route chosen. The French superiority was also based on the ability of their soldiers to cover distances greatly superior than their opponents. In game terms, the French move capability goes from 1 to 6 movement points for an average of 3.5 points while the Prussians are limited from 1 to 5 points for an average of 3.

Now controlling the exit points from the Thuringian forest, Napoléon can now launch his maneuver of envelopment of the Prussian army, on October 11. He force marches the corps of Davout and Bernadotte towards Halle while he himself coordinates the concentration of the rest of the army towards Jena. On his side, the Duke of Brunswick, who is in charge of the Prussian operations, finally decided to react. Aware of the threat now facing his rear, he orders his troops to fall back to Leipzig while Hohenlohe is charged with gathering beaten regiments from the first days and protect Erfurt from any threat. These repeated marches interspersed with skirmishes with enemy detachments exhaust the soldiers. With the burden that each carries on his shoulders, weapons and baggage, coupled with extensive distances to cover, it is not uncommon to see men literally collapse from fatigue. Statistics of the time show that one soldier in five was lost in combat, the other four perish from the incredible efforts that the soldiers must perform or resulting from illnesses. Marauders, deserters and stragglers are multiplying as the campaigns grow.

The notion of fatigue is at the heart of the Napoléon 1806 game system. Marches and combat result in cumulative fatigue that will require the corps to stop or to take the risk of losing their troop's combat effectiveness. Seeing an army corps eliminated from fatigue does not indicate that all its soldiers are killed or injured, but that its combat value has become zero.

During the following days, the two armies will move blindly without really knowing enemy intentions. The French light cavalry, however, is superior in its reconnaissance and even if Napoléon does not exactly know the location of different enemy troops, he has no doubt about the fact that, on October 12, Brunswick is concentrated between Weimar and Erfurt. Cutting him off from Leipzig and Halle implies controlling Naumburg. It is the role given to his moving wing, the 1st and 3rd corps. Thus, he hopes to surround his opponent whom he believes is without recourse. But while he goes to confront on the 14th, the secondary army under the command of Hohenlohe, Davout will meanwhile sign one of the most brilliant feats of arms of the Imperial epic at Auerstaedt.

The fog of war addressed in the Rules of the Grogard of Napoléon 1806 is the second priority of the game system. By hiding orders of battle and exact composition of the corps on the map, bluffs and traps are enabled for both sides. The cavalry reconnaissance is simulated by the vedette blocks which can be sacrificed to discover the enemy setup or preserved as a decoy of one's own intentions. The French superiority in this area translates into a greater number of these vedette blocks the 5 versus 3 for the Prussian player.

Indeed, Brunswick began with nearly 60,000 men including the reserve of the Prussian Guard at Leipzig. He moves like Davout towards Naumburg. On 14 October, 1806 the sun struggles to pierce the fog that covers the plains of Saxony thus reinforcing the overall uncertainty. Whether at Jena or Auerstaedt, both sides will commit to a doubly decisive battle without actually knowing the balance of power in presence.

At Jena Marshal Lannes with his 5th corps starts hostilities with his 19,000 men to allow other corps on the move, those of Augereau, Soult and Ney to get the space and the time required for their deployment. The fiery Marshal only has in front of him the troops beaten a few days earlier at Saalfeld and Schleitz. Despite the density of fog, the attack builds up and the battle gains in intensity when Augereau and then Soult come out. The latter's role is to roll up the left of Hohenlohe. The first Prussian line is pushed but Hohenlohe has excellent reserve troops he throws in front of the French.

This offensive return matches the entry of Ney's 6th corps, who, as usual, without taking into account the general situation of operations, commits fully while the French regiments prepare to receive the shock of the Prussian reserve. It is the culmination of the fighting and, despite the opposing courage, the outcome is in no doubt as the ratio of the forces numbers and tactical superiority are in favor of the dominant French. Prussians and Saxons are repressed and the army of Hohenlohe crumbles. It is Murat and his horsemen's turn to do the rest and take advantage of the opposing disarray. The great charge pulverizes everything in its path, retreating soldiers but also reinforcements under Ruchel coming from Erfurt to support Hohenlohe. Napoléon's victory is complete. He completely defeats the Prussian army. What a surprise when on the evening of the battle he is informed of the exploits of Davout. French superiority in combat is not a display of a lack of courage of the Saxon and Prussian soldiers. It is based on the modernity of the tactics, the experience of many years of war, and the youth and energy of the generals, while marshals and other officers who advanced through merit and bravery in combat. There was nothing of the sort for the Prussian army, which rests on the laurels of Frederick the Great and an obsolete structure of command stuck in privileges. Momentum and liveliness are on the French side, carried by a Napoléon at his zenith.

Combat in Napoléon 1806 had to be simple to resolve to maintain game pace. The rules are the same for both players. The French superiority translates into the bonus granted to some leaders as well as the odds of causing losses during the card draw: one out of two for the French, one out of three for the Prussian. The cavalry is not differentiated during combat but is crucial in a possible pursuit.

At Auerstaedt, the confrontation begins with a cavalry shock between vanguards coming out of the fog. Both sides are surprised. A battle of encounter will take place and it is the side able to put forth their troops fastest that will ultimately prevail. Despite repeated calls to his counterpart of the 1st corps, Marshal Bernadotte, Davout knows that he will have to rely on himself. He guesses his obvious numerical inferiority, where the 27,000 men of his powerful corps will face the 60,000 under Brunswick, but does not hesitate a second. He resolutely goes on the offensive, launching his three divisions into the fray. Nothing resists the French momentum which takes over the Prussian lead division. Yet, the Duke of Brunswick reacts promptly and orders the counterattack. Unfortunately, he commits his army in steps, as one after another of his divisions arrive to the battlefield, allowing the French to beat them individually. To add to the confusion, Brunswick is killed by a stray bullet. Disorder takes hold of the Prussian ranks and everyone is trying to fight on their own without coordinating units between themselves. The large charges under Blücher are repelled by the squares quickly formed by the regiments of the 3rd French corp. Unstoppable, the French columns advance until the panic seizes the enemy forces which collapse and flow back to Erfurt. Davout and his soldiers cannot pursue as they are exhausted. His success remains indisputable. On the evening of October 14, the whole Prussian army collapses. Retreaters from Auerstaedt blend with those from Jena and converge in a large crowd northbound. Only 14,000 men from Würtemberg coming under Halle are able to resist the French advance.

It is now time for the looming pursuit and Murat will run it brilliantly. It will make his fame by capturing thousands of scattered Prussian soldiers. Würtemberg will be beaten himself under Halle by a vengeful Bernadotte. In ten days the Prussian army is annihilated by a flamboyant French army led by determined leaders. Yet a second campaign comes against a more experienced opponent; the army of the tsar is still intact. It will take three hard battles at Pultusk, Eylau and Friedland to overcome the tsar's army. The golden age of the Grande Armée has happened.

NAPOLEON

1806

