

## The Six Days of Glory 1814

# Game Rules

## *The Six Days of Glory*

Revised and Expanded Version 1.13 – 17 III 2005



### 1.0 INTRODUCTION

*Les 6 Jours de Gloire* is a two player simulation of Napoleonic warfare at the divisional level. The map is the playing surface, depicting the area where the battles actually occurred, while the playing pieces (hereafter referred to as units) represent the military formations that fought the campaign. This is a Hidden Movement game, and *Vedettes* (see 13.0) must be employed to scout enemy positions. The Players take turns moving their units and attacking enemy units in an attempt to fulfill the Victory Conditions.

A hexagonal grid overlaying the map divides the playing surface into discrete locations termed hexes. A unit pays a variable number of Movement Points to move from one hex to another, and must stop moving when it has expended Movement Points equal to its Movement Allowance, or when it enters an Enemy Zone of Control. Combat is resolved by comparing the attacking unit's strength to the strength of the opposing unit (always in an adjacent hex). This comparison is expressed in a simple odds ratio. A die is rolled and the result located on the Combat Results Table.

Leader units can "Reorganize" eliminated combat units (at reduced strength) and place them In Command.

#### 1.1 Rules Components

*The 6 Days Of Glory* revised & expanded rulebook has following components:

- Modified Rules
- Modified Combat Table
- Modified Terrain Chart

Most new things are printed in blue.

See [Text Color Key](#) and [copyright](#) on page 31 of this booklet

**1.12 The Rulebook:** This book contains Rules, Scenarios, Historical Commentary, Designer's Notes, Player's Notes and the Charts & Tables.

#### 1.2 The Map

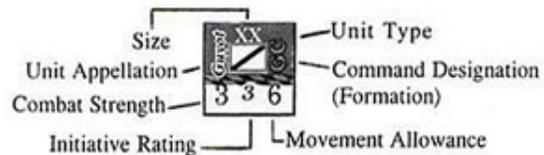
A hexagonal grid has been superimposed on the map to standardize the spatial relationship between its geographic features. Each hex is about one mile from side to side (1.700 yards, or 1557 meters). Each hex also has a four - digit code

printed within it to facilitate setting up the counters prior to play (see: Scenarios for the actual locations).

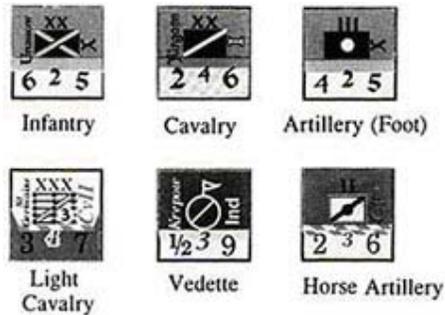
### 1.3 The Playing Pieces

The playing pieces are of four types: Combat Units, Trains, Leaders, and Markers.

**1.31 Combat Units:** These are color coded to represent the various nations that look part in the battles represented. Essentially French pieces are blue; Prussians are blue/black; Russians are dark green; and mixed Russian and Prussian units are light green. Before punching out the game pieces, first took and see how they are arranged by nationality on the cardboard frame. The numbers and symbols printed on them are significant in that they relate the Combat Strength, Initiative Rating, Movement Allowance, Unit Type, Size and Appellation.

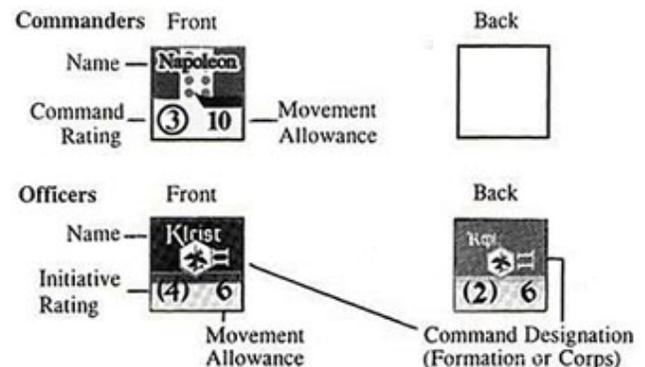


#### Combat Unit Type Symbols



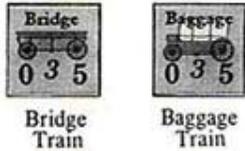
**Combat Unit Size:** Interpret the Unit Size Symbols as follows: II - Battalion or Battery, III - Regiment, X - Brigade, XX - Division.

**1.32 Leaders:** Also color coded for nationality, the numbers displayed on a Leader counter record his Name, Formation Designation, Movement Allowance, and Initiative or Command Rating. Leaders come in two types; *Commanders* and *Officers*. Commanders have Command Ratings; Officers have Initiative Ratings. The different capabilities of Commanders and Officers are thoroughly explained in the Command Rule (see 7.0).



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**1.33 Trains:** Bridge Trains have the unique ability to build Pontoon Bridges (*see 9.2*); Baggage Trains are important for Supply (*see 14.1B*). Trains move like cavalry, paying cavalry costs, and have no ZOC.



**1.34 Markers:** There are of two types: Generic, in that they are used without regard to nationality; and Non - Generic, in that they are nationality, or side, specific. (*where from ?*) Markers are placed on the map to indicate important information during play; they are depicted in the rules where their use is explained.

### 1.4 Glossary

The following are important concepts:

**Combat Strength:** The total manpower of a Combat Unit quantified in Combat Strength Points (SPs). One SP equals between 800 and 1,000 men (*for infantry or cavalry*) or one battery of guns (for artillery).

**Combat Unit:** All playing pieces (except Leaders, Trains, and Markers). Only Combat Units may attack or defend against enemy Combat Units.

**Combined Arms:** An attacking force with infantry, artillery and cavalry gains a combat odds shift of one column to the right. The cavalry may include vedettes (*see 16.1*) *but must have a strength of at least one* after all modifications. Combined Arms Attacks are not possible when (a) *any cavalry of the force is attacking through a woods hexside*; (b) attacking into a fortified town or *chateaux*, or (c) the defending hex also contains infantry and at least one SP of cavalry, (d) *through river bridge*.

**Commanders:** Leaders at the highest level who may place their subordinates (Officers and Combat Units) "In Command" so that they may move automatically during their turn.

**Command Designation:** The designation (usually a Corps's Roman Numeral) shared by an Officer and the units of his command. An Officer commands all Combat Units that share his Command Designation.

**Command Range:** The "radius of command" beyond which the Commander cannot place units and officers "In Command."

**Command Rating:** The number of Formations and individual Combat Units that a Commander may place "In Command" at one time.

**Engage:** The act of entering an Enemy Zone of Control - this requires an attack upon the adjacent Enemy unit.

**Force:** (a) a single stack, or (b) a Formation, excluding any out of command units.

**Formation** (generally Corps): A group of Combat Units and an Officer that share the same command designation.

**Fortified Town hex:** *Fortified towns include: La Ferte sous Jouarre, Chateau Thierry, Nogent L'Artaud, Rebais, Coulommiers, La Ferte Gauche.*

**NOTE:** *Chateaux (a small castle or walled farm) are not exactly the same as Fortified Towns*

**In Command:** Within the Command Range of a Commander, or of an Officer who is in turn In Command.

**Initiative Rating:** Used to determine whether or not Officers and Combat Units may move when they are not In Command, *and for recovery*.

**Leaders:** Commanders and Officers, including their staffs, necessary to link all parts of the army to its Chain of Command.

**March Order:** A March Order allows a Force to move during the Friendly *movement phase (day and night) (not Command Movement Segment)* regardless of Command Range (*see 7.4*).

**Movement Allowance:** The total of Movement Points a unit may expend during each friendly Movement Phase. Each clear terrain hex costs one Movement Point to enter. Thus, an infantry unit may move up to 5 clear terrain hexes each turn.

**Officers:** Leaders (of a Corps or 'Formation') who are in charge of all units that share their Command Designation. They are the second link in the chain of command, between Commanders and Combat Units.

**Phasing Player:** The Player whose Player-Turn is in progress (*see 2.11*).

**Reorganization:** To return units previously eliminated in combat back into play. Commanders may Reorganize any Combat Unit in the Night Half Section of the UAR box Section of the UAR box, while Officers may only Reorganize such Combat Units from their Formation.

**Repulse:** Moving forces may attempt to displace enemy units out of their path. In order for a Repulse to succeed the moving force must have 5-1 odds (*see 10.0*).

**Road March:** In order to benefit from road and bridge terrain costs a unit must be in "Road March." This can be declared freely by the player, but units in Road March may not stack and have other limits on their movement (*see 8.22*).

**Supply Line:** A Line of up to 14 connected hexes from a Combat Unit to a Baggage Train, thence up to 27 MPs along road or trail hexes to a printed supply source. The first 14 hexes of the Supply Line are termed the "Forward" Line and the remainder from the Baggage Train to the Supply Source is termed the "Trunk" Line (*see 14.1*).

**Train Units:** Bridge Trains and Baggage Trains, which pay cavalry costs, and have no ZOC (*see 9.1*). Train units (and artillery) pay double the normal terrain movement costs during mud.

**Unit I.D.:** The name of the Corps or Division General;

**Unit Type:** The combat arm, either infantry, artillery or cavalry. Cavalry and artillery have separate terrain costs for some types of terrain (*see Terrain Effects on Movement.*)

**Units Awaiting Reorganization box [UAR box]:** A holding area on the map for combat units which have been eliminated in combat, including those currently eligible for reorganization. This box is divided into sections labeled "Day Half"

(*unrecovered section*) and "Night Half." (*recovered section*)

**Vedettes:** Vedettes provide your scouting and screening abilities. Light Cavalry units can be broken-down into a number of Vedettes indicated by the small number printed inside its light cavalry symbol.

**Woods Hexsides:** *Cavalry & Artillery pays 3, Infantry 1 additional MP to cross a hexside completely covered by the woods pattern. Cavalry attacking or defending across a woods hexside has its combat value halved (no effect on Infantry Combat Strength, attacking or defending). Combined Arms Attacks are not possible when any portion of the attack goes through a woods hexside.*

**NOTE:** *Woods are treated as a HEX type in this game*

**Zone of Control: (ZOC)** All six hexes adjacent to a Combat Unit, unless blocked. A River on the hexside blocks ZOCs -

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units exert no ZOC across River hexsides (bridged or unbridged) (see 4.0).

### 1.5 Hidden Forces

At the beginning of each scenario, units are placed on the map as Hidden Forces, flag side up, obscuring the unit's identity from the opposing player. The owning player may examine his own forces at any time. **All units remain obscured until revealed (according to 1.51).**

**1.51 Revealing Hidden Forces:** A Hidden Force is revealed and turned face-up:

1. At the beginning of any Movement Phase if in an enemy ZOC - both the moving and non-moving force are revealed.
2. During the Movement Phase if involved in a Repulse - both the moving and target force are revealed. Both players reveal their own Hidden Forces involved.
3. At the beginning of any Combat Phase if in an enemy ZOC - both the attacker and defender reveal.
4. At the beginning of any Combat Phase if the weather is **not** rain and a force on a hilltop has a straight **Line of Sight** to an enemy force in a slope hex or clear terrain hex that is four (4) or fewer hexes distant, with **no** terrain, or any occupied hexes, intervening. The observer on the hilltop must be within four hexes of any friendly leader.

NOTE: *The dust and smoke from any unit, friendly or enemy, blocks the LOS.*

**(Optional)** Allow a unit with a Line of Sight as defined in 1.51 to discover only the rounded strength of the hex (to nearest 10 SPs)—instead of turning all those units face up.

For Line-of-Sight purposes, a unit is considered to be on a Hilltop if the line of sight goes downhill through a Slope Hex. The Terrain Key on the map shows this.

**1.52 Obscuring Hidden Forces:** A Force remains revealed as long as it stays in an EZOC. As soon as units are no longer in EZOCs, or the Repulse or Combat Phase has been resolved, they are once again hidden.

### 1.6 Set-up

Players first select a scenario and carefully punch out the units. The units set up on the map according to the locations in the Set Up & Reinforcement Tables. Units may be reduced (set-up their reduced strength counter). The First Player always sets up his units (Hidden Forces) on the map before the Second Player. The French Player is the First Player in all scenarios (see *Scenario Instructions, 21.0*).

**1.61 Reinforcements:** Leaders and Combat Units that are not set up in the scenario arrive later as Reinforcements. These units should be placed directly on the Turn Record Track, as Hidden Forces, in the space corresponding to the turn in which they enter play.

**1.62 Eliminated Units:** Eliminated units at start are placed in the PEU box (see 6.1). PEU box in 6 Days of Glory is the game box.

**1.63 Marker Placement:** Once all units have been set up, the Game-Turn marker is placed on the turn in which the scenario starts, and any Damaged Bridges called for in the Scenario Instructions are placed on the map on the hexsides specified. All Casualty Level markers are placed in their appropriate boxes on the Casualty Tracks (also found on the game map).

## 2.0 SEQUENCE OF PLAY

*The 6 Days of Glory* is played in a series of sequenced Game - Turns, each of which represents either 6 hours of daylight, or 12 hours of darkness. There are three Game Turns per day, two of daylight and one of night.

### 2.1 Day Game-Turns

Each Day turn is divided into two Player Turns, each of which is further subdivided into three Phases. The First Player resolves all three Phases of his Player Turn, then the Second Player does the same. After the Second Player has completed his Player Turn, the Game-Turn is complete and a new Game-Turn begins.

**NOTE:** see also 18.0 for the difference between the first and second day game-turn (morning and afternoon), due to weather conditions.

**2.11 First Player Turn:** Each of the following Phases must be resolved in the exact order given. Any action that is out of sequence is in violation of the rules.

**A. Command and Reorganization Phase:** This phase is resolved in two segments as outlined below.

**1. Reorganization Segment.** The Phasing Player may attempt to move any eliminated Combat Units Awaiting Reorganization in Day Half Section [UAR Box] to the Night Half section (see 6.13). The Phasing Player may then use eligible Leaders to bring units from the Night Half of UAR box back into play. The units are placed in the hex accompanying the Leader who Reorganized them, and the Casualty Tracks (see 12.1) adjusted accordingly. Leaders that Reorganize combat units may not be part of the "chain of command" during the immediately following Command Segment (they may not put units In Command).

**2. Command Segment:**

- a) The Phasing Player removes all "Out of Command" markers from his forces.
- b) The player allocates his Command Points, placing Officers and Combat Units "In Command" (they must be within the Commander's Command Range). If an Officer is placed In Command then any combat units of his Formation within his Command Range are automatically "In Command."
- c) The Phasing Player may attempt to remove Out of Command markers from Officers by rolling against the Officer's Initiative Rating. If the die-roll is less than or equal to the Officer's Rating, the marker is removed and the Officer and his units within Command Range are considered In Command for the remainder of the Player Turn. **A unit does not require an In Command marker to be in command. (see the Initiative Modifier below) 1809 "In Command" counters are needed.**
- d) "Out of Command" markers are placed on all forces not placed In Command during this segment.
- e) Reconfiguration of Pontoon Bridges (see 9.23).

**B. Movement Phase:**

**1. Command Movement Segment:** The Phasing Player may move all of his forces that are In Command up to the limit of their Movement Allowance. Reinforcements that enter the map at this time are automatically In Command for their turn of entry. As units move across the map, they may attempt to force enemy units out of the way by Repulsing them (see 10.0).

**2. Individual Unit Movement Segment:** The Phasing Player can attempt to move Combat units that are marked "Out of Command." For each Out of Command unit he wishes to move

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he rolls against its Initiative Rating. A die-roll equal to or less than this rating permits the unit to move up to its full Movement Allowance (*see also 7.31*); however, the unit is still considered Out of Command and keeps its Out of Command marker. If the die roll is **greater** than its Initiative Rating, the unit may not move.

**Initiative Modifier:** *The Sound of Guns:* If within 5 hexes of any engaged units, subtract one from the Initiative Die roll. The unit that succeeds using this modifier must march by the quickest route possible to engage in the nearest battle or draw as near as possible to the nearest battle.

NOTE: *Individual units within the Command Radius of their Officers, whose officer previously this turn failed his Initiative check, may not themselves roll for initiative.*

However if you roll **first** for an officer's initiative, then any of his units that are in command range cannot roll.

EXAMPLE: *Two combat units are in range of their Out of Command Officer who failed in his Initiative die roll. These combat units may not roll for Initiative.*

NOTE: *Officers which successfully roll for Initiative remove their Out of Command markers while individual units which successfully roll for Initiative do not (see 7.12).*

**C. Combat Phase:** Combat is resolved in a series of segments as outlined below:

1. Both players simultaneously reveal the identity of all their Combat Units and Leaders that are in an enemy ZOC (*see "Zones of Control," 4.0*).
2. Defending cavalry (including Vedettes) retreat before combat as desired by the owning player (*see 16.2*).
3. The Phasing Player conducts a series of Attacks using the procedures outlined in the Combat Rules (*see 11.3*). He must attack all enemy Combat Units in whose Zones of Control his units find themselves, and every Friendly unit in an enemy ZOC must attack.
4. If opposing forces remain engaged after the combat, they remain revealed - otherwise forces are again hidden.

**2.12 Second Player Turn:** The Second Player Turn is identical to the First Player Turn except the Phasing Player's identity. Command, Movement and Combat Phases are resolved exactly as described for the First Player.

**A. Command and Reorganization Phase**

**B. Movement Phase**

**C. Combat Phase**

**D. Game-Turn Marker Advancement Phase**

The Game-Turn Marker is moved into the next space on the Turn Record Track, and a new Game-Turn begins.

### 2.2 Night Game-Turns

The third Game-Turn of each 24-hour period is Night. Night Turns are resolved exactly like Day Turns except that 1) there is no Combat Phase; 2) there is an additional Supply Segment; 3) there is a limited Reorganization segment; 4) the Second Player Turn is resolved before the First Player Turn; 5) and, the only movement permissible is restricted to Force Marching and March orders.

#### 2.21 Second Player Night Turn

NOTE: *Night Game Turn Spaces on the Turn Record Track are shaded in black.*

### A. Command & Reorganization Phase

**1. Reorganization Segment:** No Reorganization takes place during Night Turns. However, all friendly units in the Day half of the Units Available for Reorganization box are shifted to the Night half.

**2. Command Segment:** All Combat Units and Leaders are "out of command" except those that can trace their "chain of command" directly to a Commander. In other words, for Combat Unit to be able to be "in command" it must have received a Command Point from a Commander, or be "in command" from its Officer who in turn is "in command" from Command Point from its Commander.

**3. March Order Dispatch Segment:** During night turns only, any one friendly Force may be sent a March Order. This March Order takes effect on the upcoming day.

### B. Supply Phase

The Phasing Player removes all Out of Command markers that are stacked on Friendly Combat Units and Leaders. He then determines the Supply and Demoralization status of each of his units.

### C. Movement Phase / Forced March

Forced March Segment: Only Combat units and Leaders that may Forced March may move in this segment. No Combat Unit or Leader may enter an enemy ZOC.

The only other units which may move during night are those which have a current March Order in effect (not those who were just sent them in the Command & Reorganization Phase). They have to move according to the rules on March Orders (*see 7.4*)

### D. Night Disengagement Phase

The Phasing Player moves all of his units that are in an enemy ZOC out of the enemy ZOC one or two hexes, but may not enter another enemy ZOC. If no hex is available, the units remain in place, engaged (*see 4.2*).

NOTE: *The only other time when units may voluntarily exit an EZOC is when Cavalry retreats before combat.*

If there is no hex available for disengagement the unit remains engaged. If an in-command unit starts the Movement Phase in an EZOC, it can move out of that EZOC as its first movement (not directly into another ZOC).

**2.22 First Player Night Turn:** The First Player Night Turn is comprised of the same four phases as the Second Player Night Turn, A–D.

### E. Game-Turn Marker Phase

The Game-Turn Marker is moved into the next space on the Turn Record Track indicating the beginning of the morning turn.

## 3.0 STACKING

Players may Stack more than one Friendly Combat unit in a hex at the end of the Movement Phase. **It costs no additional Movement Points to stack one combat unit with another. You can move through a unit's hex at no extra cost.**

*Units in 6 Days of Glory are generally smaller than in 7 Days of 1809.*

### 3.1 Stacking Limits

The maximum number of Combat Units permitted in a hex is limited as follows:

**3.11 Leader in Hex:** A hex with a Leader may contain any or all parts of that Officer's formation **plus trains**.

*In other word up to an entire corps my stack in a single hex if the corps Leader is there to keep things organized. If he is not*

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there, then only two Combat Units, regardless of their size may occupy the space.

**3.12 No Leader in Hex:** If no Leader is in the hex, any two Combat Units may stack, regardless of their size or type. They may be part of any formation, **but may not include Trains.**

**3.13 Free Stacking Units:** Leaders, Vedettes, Deployed Pontoon Bridges and all other Markers do not count against the stacking limit.

**3.15 Vedettes:** Limit each hex to 3 vedettes.

### 3.2 Road March

Units in Road March may not stack (*see 8.22C*). Units not in Road March may move **through** other Friendly units **not** in Road March, and vice-versa. There is no extra MP cost to move through a friendly-occupied hex.

## 4.0 ZONES OF CONTROL

Each ZOC hex represents a battalion of infantry or a regiment of cavalry detached to harass the approaching enemy. The six hexes immediately surrounding a Combat Unit are its Zone of Control.

**EXCEPTION:** If a River hexside intervenes, or if the adjacent hex is a fortified town hex or a Chateau, then it is not in a unit's ZOC. ZOCs do not extend across river bridges.

All combat units exert a ZOC at all times regardless of the Phase or Player Turn, even if the hex is occupied by an enemy unit, or in the ZOC of an enemy unit (EZOC). Train Units do not have ZOCs.

If a Friendly Combat Unit is in an EZOC, the opposing units are equally and mutually affected by the other's ZOC.

The presence of a Friendly unit in an EZOC does not negate the effect of the EZOC (*see 7.22B*).

### 4.1 Engagement

Entering an EZOC is termed "Engagement."

**4.11** Combat Units may freely enter EZOCs but may not continue moving until (1) they Retreat **Before** or After Combat, (2) the **enemy** retreats or is eliminated, (3) they **Disengage** during a Night Turn, or (4) after a successful **Repulse** (*see 10.0*).

**4.12** Leaders and Trains may not enter EZOCs voluntarily unless a Friendly Combat Unit also occupies the hex (*see 8.14F*).

### 4.2 Night Disengagement

Units must exit EZOCs during their Friendly Night Disengagement Phase, but may only move a maximum of two hexes upon disengaging, and cannot enter another EZOC at Night. If there is no such hex available the unit remains engaged.

(*This is not the same as Retreat AfterCombat, 11.4.*)

### 4.3 ZOCs in the Combat Phase

**4.31 Engaged Units Must Attack:** During the Combat Phase every Phasing Combat Unit that is in an enemy ZOC **must** attack. Every enemy Combat Unit that is in a Phasing Combat Unit's ZOC must be attacked.

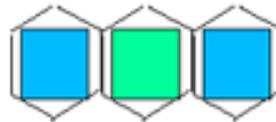
**EXCEPTION:** Attacking or Defending Cavalry or Vedettes may retreat before combat, as long as they are not in the ZOC of a cavalry unit with equal or greater Movement Allowance (*see 16.2*).

**4.32 Retreat and Advance into ZOCs:** Upon a Combat

result of "Dr" (or "Dr2," etc.) Combat Units must retreat out of an enemy ZOC. However, they may never retreat into an EZOC (even if there is a Friendly unit occupying the hex). **EXCEPTION:** (*See 4.4.*) They are eliminated if no hex free of EZOCs is available for their retreat. Victorious Combat Units may advance into the vacated enemy hex even if that hex is in an EZOC, and may even advance from one EZOC to another.

### 4.4 Vedettes' ZOCs

Vedettes have flexible ZOCs through which enemy combat units may retreat. (*See 10.0 and 13.0.*) Combat Units may retreat into the ZOC of an enemy Vedette, **but not if making a retreat before combat.**



**EXAMPLE:** Two French units surround the Russian unit - the latter may retreat - only as a result of combat - through the ZOC of either French unit only if the French unit retreated past is a Vedette.

## 5.0 LEADERS

Each Leader unit represents the named person as well as his accompanying staff and escort. Leaders perform **five** important functions:

- A.** They place Combat Units In Command (*see 7.0*) so that they may be moved as a formation and not individually.
- B.** They Reorganize eliminated Combat Units (*see 6.0*)
- C.** They facilitate the Advance After Combat of more than one victorious Combat Unit (*see 11.46*).
- D.** They facilitate stacking (*see 3.11*)
- E.** they enable revelation by units in range (*see 1.51.4*)

### 5.1 Types of Leaders

Leaders come in two distinct types: Commanders and Officers.

**5.11 Commanders:** Commanders stand at the top of the "chain of command." A Commander may Reorganize or place In Command any Officers and Combat Units that belong to his Army regardless of Formation. Each Commander has a Command Rating which is the number of Command Points he may execute in a given Command Phase. With each Command Point he can place In Command one Officer **plus** one Combat Unit.

**EXAMPLE:** A Commander with a Command Rating of 3 may place three Officers and three Combat Units In Command that turn.

**5.12 Officers:** Officers are the second link in the "chain of command." They are in charge of specific Formations. An Officer commands all Combat Units that share his Command Designation.

**EXAMPLE:** Marmont commands the VI Corps of the French Army. All Combat Units that bear the VIth Corps designation are part of Marmont's Formation, and may be placed In Command only by him or by a Commander. No other Corps Officer may place these Combat Units In Command.

**5.13 Officer Initiative:** Each Officer has his own Initiative Rating which is used to determine if he will move if not linked to the "chain of command." If the Officer obtains a die roll

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equal to or less than his Initiative Rating, he is In Command (see 2.11A2).

### 5.14 Replacement Officers:

Every Leader counter (except Napoleon) has printed on the reverse side the Replacement Leader who will come into play in the event he is captured. When a Leader is captured his replacement automatically enters play at the beginning of the next friendly Command Phase in **Command Segment** (so he can't make reorganization in this turn) stacked with any friendly Combat Unit of his Formation (if an Officer) or Army (if a Commander other than Napoleon). If no part of his formation exist, he enters during the next movement phase as a reinforcement.

**5.15 Special Leaders:** The following Leaders have special abilities that are exceptions to the preceding rules:

**A: Napoleon:** "His hat alone is worth an odds shift..."

If Napoleon is stacked with an attacking or defending force or **bombarding artillery**, the odds column for the ensuing combat is shifted one column in his favor.

**EXAMPLE:** If Napoleon is part of a one - to - one attack, the odds are shifted to one and half - to - one. If Napoleon is defending and the odds are three to one, reduce it to two - to - one.

**NOTE:** Napoleon's early training was in the artillery and he paid special attention to the deployment of that arm.

**B: Blücher:** If Blücher is with an attacking or defending stack then any one non - artillery Combat - Unit of that stack may double its Combat Strength.

**C: Ney & Grouchy:** These two French Commanders are also officers of their particular formations (Ney – Young Guard, Grouchy – Cav. Corps). Their corps are thus always in command as long as the various units are within command range of their leader. Like other Commanders Ney and Grouchy may also put in command one unit that does not belong to their corps. In the event Ney or Grouchy are eliminated their replacement is not a Commander, but an Officer. Thus, a replacement leader of Ney would need a command point from Napoleon to place Young Guard in command, or in the case of Grouchy, the cavalry corps.

**5.16 Officer Initiative** (optional rule – basing on 1x system) Each Officer has his own Initiative Rating which is used to determine if he will move if not linked to the "chain of command." If the Officer obtains a die roll equal to or less than his Initiative Rating, he is In Command (see 2.11A2).

If the die roll exactly **equals** the Force Leader's Initiative Rating, subtract 1 MP from the maximum Movement Allowance of his force for the current march.

If the die roll **exceeds** the Initiative Rating by **one** or **two**, the force can **still** expend one MP. If the next hex costs more than one MP, the force will not be able to move.

If the die roll **exceeds** the Initiative Rating by **more than Two** the officer is not In Command.

### 5.2 Leader Escorts: THERE IS A PROBLEM HERE !

When a Leader is **not** stacked with a friendly combat unit (and only then), such a lone Leader is considered a Vedette with a Combat Strength of 1/2 and all abilities of Vedettes (see 13.0) - except as follows:

**5.21 ZOCs:** A Leader **may** move and **retreat** from EZOC to EZOC if each hex is occupied by Friendly Combat Units.

**5.22 Capture:** A leader may be captured in a retreat after Combat or Repulse (see 11.42 and 5.32). If the enemy Player rolls a 6 the leader (and his escort) is captured and removed from play. On a 1–5 the leader may retreat with his

stack. (See 5.14, Replacement Officers.)

### 5.23 Capture May Occur After Ae or De Result

A Leader may be captured in a "De" (if defending) or "Ae" (if attacking) Combat Result, using the same procedure as defined in 5.22. If he is not captured, the leader must displace to the nearest friendly unit. If there is no friendly unit within the Leader's Movement Allowance, he may move to any hex within his MA (according to 8.0, Movement).

### 5.3 Advance and Retreat

Leaders stacked with friendly combat units can always **engage** and **advance** with their stack.

**5.31 Leaders and Advance After Combat:** Leaders along with **all** (undemoralized) units of their stack may advance one hex into a hex vacated by the enemy as a result of combat. **EXCEPTION:** Non-Horse Artillery units cannot advance after combat.

**5.32 Leaders and Retreat After Combat:** Before Leaders may accompany Combat Units they are stacked with in a retreat after Combat or Repulse, every Leader in the retreating stack is subject to a separate die-roll to determine capture.

## 6.0 REORGANIZATION

Reorganization allows combat units that have been eliminated in combat to return to play. Officers perform Reorganization for the units of their Formation.

### 6.1 Eligibility for Reorganization

#### 6.11 Permanently Eliminated Units

**HISTORICAL NOTE:** Units termed "Permanently Eliminated" would have been able to reorganize, it is true, but not within the time-span of this game.

Permanently Eliminated Units may not be Reorganized. The following Combat Units are ineligible for Reorganization, and are placed in the Permanently Eliminated Units box ["PEU box"] when lost in combat.

**A. Already Reduced:** A unit already at its Reduced Strength when it was eliminated.

**B. Surrounded:** A unit eliminated in combat by an **Ae, A1/2, De, D1/2, or Ex** result while surrounded by any combination of enemy Combat Units, EZOCs, or River Hexsides.

**C. Unable to Retreat:** A unit unable to retreat the full distance specified in its "Retreat" Result is liable to be placed in the PEU box on a die roll of 4,5 or 6 (see 11.44).

Vedettes are also PEU if unable to retreat.

**D. No Reduced Strength:** A unit with no reduced strength counter. **EXCEPTION:** Vedettes (see 6.3).

**E. Retreat Across Bridges:** Each unit retreating across the same River bridge in the same Combat Phase risks elimination and must roll the die (see 11.43).

**6.12 Combat Units Eligible for Reorganization:** Eliminated Combat units that are eligible for Reorganization are placed directly in the Reorganization box [UAR box] on the map, in the Day Half Section (**unrecovered section**).

#### UNITS AWAITING REORGANIZATION

Unrecovered	Recovered (Eligible for Reorg.)
Full Str. Holding	PEU

**6.13 Recovery:** At the beginning of **each** Friendly Reorganization Segment, the Phasing Player may make an

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Initiative die roll for each unit in the Day Half Section of the UAR Box (unrecovered section). On a successful die roll (equal or less), the unit (in the reduced strength version) is moved into the Night Half Section of the UAR (recovered section).

**6.14 Recovery Unsuccessful:** If the unit fails its Initiative check it remains in the Day Half Section of the UAR box (unrecovered section). At the beginning of each Friendly Reorganization Segment of the Night Turn, the Phasing Player transfers all Combat Units still remaining in the Unrecovered Section to the Full Strength Holding Box and places their reduced strength version in the Recovered Section.

**6.15 Leader Requirements:** To reorganize, Leaders must be at least 4 hexes away from the nearest enemy Combat Unit, Vedettes included (3 intervening hexes without an enemy Combat Unit). A (An) Officer does not have to be In Command in order to Reorganize Combat Units. Officers may only Reorganize Combat Units that belong to their Formation. A Commander may Reorganize Combat Units that belong to any Friendly Formation. Officers that reorganize may not be part of the Chain of Command for the remainder of that turn. EXCEPTIONS: *Reorganization of vedettes does not affect a Leader's command abilities; and there is no minimum distance to the enemy (see 6.3 and 13.13).*

### 6.2 Reorganization Procedure

**6.21 Reorganizing Undemoralized Units:** An eligible Leader may automatically Reorganize up to two Combat Units per Friendly Reorganization Segment. The Phasing Player simply removes the Combat Units from the Night Half section of the UAR box (recovered section) and places their reduced strength counter beneath the Leader who Reorganized them. (For Demoralized units, see 12.24)

**6.22 Reorganizing Leader's Hex:** Reorganization can take place in any type of terrain. If placing reorganized Combat Units in the Leader's hex would violate the Stacking Limit, the Combat Units already there may be Displaced. EXCEPTION: *See 12.24, "Reorganizing Units of a Demoralized Formation."*

**6.23 Out of Command Markers:** Each Officer that attempted Reorganization this Segment (successful or not) is marked with an Out of Command marker.

EXCEPTION: *Reorganizing vedettes does not require an Out of Command Marker.*

Officers so marked may not be placed In Command during the immediately following Command Segment.

### 6.3 Reorganizing Vedettes

Unlike regular Combat Units, a reorganized Vedette may be returned to play at full strength.

**6.31 Surrounded Vedettes:** A vedette surrounded at the time of its elimination may *not* be reorganized and is placed immediately in the PEU box.

**6.32 Elimination Results:** A Vedette eliminated in combat result goes immediately into the Night Half section (recovered section), unless surrounded when eliminated.

**6.33 Who can Reorganize:** Vedettes belong to specific Formations and must be Reorganized by that Formation's Officer (or by commanders). Vedettes that belong to a Formation without an Officer may only be Reorganized by a Commander.

## 7.0 COMMAND

Each army has a "chain of command" that represents how orders are passed down through the headquarters echelons. The lowest links in the chain are the individual Combat Units. The middle links in the chain are the Formation (Corps) Officers. At the top are the Commanders. In *The 6 Days Of Glory* these are Napoleon for the French, Blücher for the Prussians and Sacken for the Russian.

HISTORICAL NOTE: A good argument can be made that Sacken was subordinate to Blücher at this time. The allied foes of Napoleon made a conscious effort to internationalize their various army commands so that no one nation's particular agenda could hurt their common cause. Thus we find Russians serving under Blücher, as well as Prussians subordinating themselves to Sacken.

During each Command Segment, the Phasing Player determines which of his forces are within the chain of command and which are Out of Command. Out of Command Units have to check for Initiative before they can move, and cannot Advance After Combat.

### 7.1 Command Sequence

During the Friendly Command Segment, the Phasing Player uses the following procedure to determine which of his Officers (and Forces) are In Command.

**7.11 Command Point Allocation:** Commanders possess a number of Command Points equal to their Command Rating. The Command Rating is the number of Officers and individual units the Commander may place In Command. The Phasing Player allocates these to Forces (Officers and individual units) within the Command Range of the Commander (see 7.2). *Napoleon with a 3 rating, may place three officers plus three combat units in command.* If a Command Point is allocated to place an Officer In Command, then all Combat Units of his Formation within his Command Range are automatically In Command.

**7.12 Out of Command Markers:** After all Command Points have been allocated, the Phasing Player places Out of Command (OOC) markers on top of each Officer (or stack) not In Command. If an entire corps is out of command, place the OOC marker on the corps officer. If individual units of a corps are in command, while the rest of the corps is OOC, place In Command Markers on the units in command, and place the OOC marker on the corps officer.

**7.13 Individual Unit Command:** Each commander may use his Command Rating to place individual units In Command (see 7.11). In order to be placed In Command a unit must be within the Command Range of the Commander (see 7.2).

**7.14 Officer Initiative Checks:** The Phasing Player conducts an Initiative check for each of his Officers that has an Out of Command marker: Roll the die and compare the result to the Officer's Initiative Rating. If the die is equal to or less than this rating, *the Out of Command marker is removed* from the Officer. Any Combat Units in his Formation that are within his Command Range are In Command. If the die roll was greater than the Initiative Rating then his Out of Command marker remains in place.

**7.15 Combat Unit Initiative Checks:** During the Individual Movement Segment Initiative checks may be performed for all Out of Command Combat Units except those within the command range of their Officer. If the Combat Unit passes this check it *may move*, but *its Out of Command marker is*

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*not removed* and, therefore, it may not advance after combat.

**7.16. Combat Unit Initiative Checks** (optional rule – basing on 1x system) Same as 5.16 for Officer Initiative Check.

**7.17 Demoralization Effects:** If the Formation is Demoralized add one (+1) to the Initiative check die-rolls of the Officer and Combat Units.

### 7.2 Command Range

An Officer or Combat Unit may only be placed In Command by a Commander within Command Range. Command Range varies depending on whether it is traced through roads or trails. Command Range is the same for Officers and Commanders. Command Range is:

**A. 2** Hexes if neither hex (or only one) is road or trail.

**B. 3** Hexes if the first two or last two hexes are connected by roads or trails.

**C. 4** Hexes if traced exclusively through road or trail.

**7.21 Road March Command Range:** Units of a single formation in a Road March column can be a part of the “chain of command.” A unit is considered In Command if it is:

**A.** in Road March and

**B.** within two hexes of another unit of its formation, on a connected road, that is itself already in command.

**7.22 Command Range Restrictions:** Command Range may not be traced through:

**A.** A hex occupied by an enemy Combat Unit.

**B.** A hexside that a Combat Unit may not cross.

**NOTE:** Command range can be traced through ZOC.

### 7.3 Out of Command

If an Officer or Combat Unit is Out of Command at the end of a Friendly Command and Reorganization Phase, it remains so until the next Friendly Command Segment, when all Out of Command markers are removed. An Officer or Combat Unit that is In Command at the end of the Friendly Command and Reorganization Phase is In Command until the next Friendly Command Segment.

**7.31 Out of Command Effects on Movement:** Combat Units that are Out of Command may expend their full Movement Allowance during the Individual Movement Segment, *only* if they pass an individual *Initiative* check (see 7.15).

**7.32 Out of Command Effects on Combat:** Combat Units that are Out of Command may not *Advance After Combat*. Combat Units do not have to be In Command in order to attack. (Any unit in an enemy ZOC at the start of the Combat Phase must attack.)

### 7.4 March Orders

A March Order allows a Force to move during each Friendly Command Movement Segment that the order is in effect (and also during Night Turns) regardless of Command Range (see 7.2). A Force (see *Glossary*) may receive a March Order if it is a Reinforcement, or if it is the *one* force selected under 7.42. A March Order persists from turn to turn until the first unit in the Force reaches its destination (*EXCEPTION:* see 7.45).

**7.41 Reinforcements:** A Reinforcement Force may only be placed under a March Order on the turn of its map entry, though its arrival may be delayed indefinitely by the Player. The number of reinforcement units or reinforcement formations that may be placed under a march order on any given turn is limited only by the number of reinforcement forces arriving on that turn.

**7.42 Any One Force:** Any one on-map Force (see *Glossary*) within 27 hexes (any terrain type regardless of EZOCs) of the on-map Army Commander, may be placed under a March Order during each Night Command Phase, and prior to the Start of Play (see 19.5), regardless of command (see the *Sequence of Play*, 2.2).

**7.43 Specify Objective Hex:** The Player must secretly specify the Objective Hex on an Orders Slip when the March Order is issued. This objective must be revealed to the Enemy Player at the end of the game. The objective may be any village, town, Chateau or fortified town on the map. For each Force under a March Order, the Player must write down the name of the Officer or the designation of the individual unit(s) in question. A force may be assigned only one objective at a time.

**7.44 Movement of Forces under a March Order:**

The force must move in each subsequent turn, starting with the next morning turn, as quickly as possible, until it reaches its objective. The units under a March Order must take the shortest possible route (in terms of Movement Points) toward their Objective Hex. A Force may not enter an EZOC while under a March Order. If its path would bring it into an EZOC, the Force must stop outside the EZOC. A Force given the March Order must move at its maximum Movement Allowance each turn. The Force is *not* required to use road march.

**7.45 Forces Removed from March Orders:** When the Force reaches its objective, the March Order is removed and is no longer in effect. For the remainder of that turn, the force is Demoralized (see 12.0). A Force is removed from the March Order at the end of any phase in which:

**A.** an infantry (or mixed) unit in the force reaches its objective hex.

**B.** it moves *adjacent* to an EZOC, or

**C.** at the Player’s option, if it is *in command* during the friendly Command Phase.

**D.** If the force bumps into a friendly Road March column (see 8.22D).

**NOTE:** The march order ends the TURN that the first infantry/mixed unit reaches the destination hex (or enters an EZOC, etc.) All of the units of the Force (if multi unit Force) yet to move may move freely for the remainder of the turn.

**7.46 March Orders at Night:** A Force under a March Order may expend its full Movement Allowance at Night (subject to provisions of 7.43 and 7.44). At the Player’s option, during his Night Command Phase the objective hex in the March Order of any of his forces *in command* may be changed. This changed objective counts as the “one” March Order issued.

## 8.0 MOVEMENT

During the Movement Phase, the Phasing Player may move all, some, or none of his Units and Leaders up to their full Movement Allowance in any direction, subject to their Command status, Initiative, terrain restrictions, and the presence of Enemy units and EZOCs. A unit must be In Command, or must pass an Initiative check, to be able to move (see 7.1 and 7.31).

### 8.1 Movement Procedure

The Phasing Player may move units individually or as a stack (*EXCEPTION:* see *Road March*, 8.2). Whether moving individually or by stack, the move must be completed prior to moving the next individual unit or stack.

Units may only move from hex to contiguous hex paying MPs for each hex along the way.

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**8.11 Terrain and Movement:** Each hex costs a number of Movement Points. This number of Movement Points varies depending on the terrain in the hex and on the hexside crossed to enter the hex. A “Woods Hexside” is one completely covered by the woods pattern.

**8.12 Movement Point Costs:** The MP costs are deducted from the Movement Allowance of the unit as it moves from hex to hex. All Movement Point costs are cumulative. When the unit has insufficient Movement Points left to pay the cost of the next hex, that unit must cease moving (see 8.14).

*EXAMPLE: Moving from one clear hex to another costs one Movement Point. If a stream hexside intervened between the hexes the stream hexside would add an additional one MP. An Infantry Combat Unit moving across a woods hexside pays one additional Movement Point. Crossing a hexside which is surrounded by woods on both sides of the stream costs an additional Movement Point for a total of four.*

**8.13 Cavalry Costs:** Trains, Leaders, Cavalry, **artillery** and Vedettes pay the cavalry costs for all terrain types.

### **8.14 Movement Restrictions:**

**A.** A unit may never expend more Movement Points than its Movement Allowance in a single Movement Phase.

*EXCEPTION: If the cost of terrain in the hex and hexside exceeds the printed Movement Allowance of the unit, the unit may move one hex per turn.*

**B.** Unused Movement Points may not be saved up from turn to turn. When a unit ceases movement, all unused Movement Points are forfeit. Movement Points may not be given or loaned to other units that have not yet moved.

**C.** Once the Phasing Player has removed his hand from the playing piece he is moving he may not return to moving that piece without the consent of his opponent.

**D.** A maximum of two Combat Units may end a Movement Phase stacked in a single hex, unless a Leader is present (see 3.11).

**E.** A Combat Unit must stop the moment it enters an EZOC.  
*EXCEPTION: See 10.0, Repulse.*

**F.** A Unit cannot enter a hex occupied by an opposing combat unit (see 5.32 and 14.3). A Leader or train may enter an enemy ZOC only if the hex is also occupied by a Friendly Combat Unit. A Leader (but not a unit) **may** move from enemy ZOC to enemy ZOC if each of these hexes are occupied by Friendly Combat Units.

**G.** Units must be In Command or pass an Initiative check to be able to move (see 2.11B) or under a March Order (see 7.4).

## **8.2 Road March**

*Europeans introduced the first paved post roads only during the half-century between the Seven Years War and the Napoleonic wars. The Grande Armée knew how to take advantage of the greater mobility they afforded. In order to benefit fully from the road, a unit would have to make a long narrow column: transport in the middle, infantrymen marching on the shoulder.*

All units (including Trains) may use road march.

**8.21 Road March Procedure:** As the Phasing Player begins to move a unit on the road, he declares that it will use the road advantage and is marked with a "Road March" marker. Such a unit is “In Road March” until declared otherwise.

*NOTE: There is no cost to declare Road March, and no cost to rotate the directional arrow on the Marker.*

The player may declare the unit in Road March at any point in the unit’s movement, but does not pay Road March movement rates until it is declared. Each hex from Road to contiguous Road (not trail) costs one-half (1/2) Movement

Point in Road March, and there is no extra cost for bridges (a cavalry unit with 6 Movement Points could move a maximum of 12 hexes along a road). A unit in Road March need not remain on road hexes, but is in Road March until the Road March marker is removed (see 8.23).

**8.22 Restrictions:** The restrictions (A-J below) apply to combat units and trains. (Vedettes and Leaders ignore Road March restrictions and are ignored by units in Road March.) A unit in Road March:

**A.** **May not make a regular attack during the Combat Phase. If a unit enters an EZOC, it must attempt a repulse (except against a Fortified Town). If the repulse is successful, it is no longer in the EZOC and therefore has no attack in the following Combat Phase. If unsuccessful, it removes the Road March Marker and may not attack.**

**B.** Must attempt a repulse if it enters an EZOC.

**Unit is not allowed to enter the EZOC if they do not have enough MPs left to enter the hex occupied by the other.**

**C.** May **not** stack or move as part of a stack.

**D.** May **not** move through a hex containing other units in Road March.

**E.** May **not** enter a hex connected by road to an adjacent Friendly unit which is in Road March.

**F.** **May end the Movement Phase adjacent to Friendly units which are not in Road March.**

**G.** **May move through units that are not in Road March; however, the latter may not move through a unit in Road March.**

**H.** **Is not penalized for being in Road March if attacked, but immediately removes its Road March marker.**

**I.** May leave the road and remain under a Road March Marker.

**J.** **Is In Command if within two hexes of another unit of its formation that is already In Command.**

*DESIGN VIEWPOINT: A unit in Road March is considered to be marching for five hours, and resting for one hour out of six. A unit in Road March must Repulse (in 'B' above), because only its avant garde (probably a reinforced light infantry regiment) would be able to attack from the march. However, should that repulse fail, the unit would begin to concentrate and change to a battle formation. It's unusual for an enemy attack to catch a unit in Road March because it would have time to pull back into linear formation.*

**8.23 Removing Road March Markers:** You may not remove a Road March Marker from a unit in an EZOC. It costs one Movement Point to remove a Road March marker from a Train or Combat Unit voluntarily during the Movement Phase. *Unaccompanied Leaders and vedettes do not need Road March Markers - they always pay road movement rates. (see also 8.22.H and 10.22)*

*EXAMPLE: A Combat Unit with a Movement Allowance of 5 could move onto a road hex (1 MP), declare Road March and move two hexes along a road (1 MP), leave the road hex and move into a clear hex (1 MP), expend a Movement Point to remove the Road March marker (1 MP), and then move one more hex into an enemy ZOC (attacking the enemy Combat unit in the following Combat Phase).*

**8.24 Paying Trail Costs on Roads:** A unit that is moving along a road (or trail) pays one Movement Point per hex if moving from trail or road to connected trail/road hexes, whether in Road March or not. A unit needn't be in Road March to obtain the Trail benefit.

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### 8.3 Bridges

Only River Bridges are depicted on the map. There is no special bridge symbol to denote stream bridges. Bridges are considered to exist wherever a Road or Trail crosses a River or Stream hexside. Fords exist wherever trail cross a stream or river hexside unless indicated by a bridge on the map. Bridges can be destroyed, Fords cannot. The Allied Player also has limited ability to build temporary Bridges (Pontoons).

**8.31 Bridges and Movement:** Units may only cross a River hexside by moving over a bridge. It costs an extra Movement Point (+ 1 MP) to cross a bridge. It costs two extra Movement Points (+2 MPs) to cross a Pontoon Bridge.

*EXCEPTION: Units in Road March, Leaders, and Vedettes never pay extra MPs to cross a Bridge. Train Units and Artillery must use Bridges to cross a River or Stream hexside (at no extra MP cost) (but see 9.2).*

**NOTE: Baggage Trains may not cross pontoons.**

**8.32 River Bridges and Combat:** Combat Units may only attack across

Rivers at undamaged Bridges. If all Combat Units are attacking across a River Bridge, the Combat Strength of the defending unit is doubled (*see the TEC*). Zones of Control do not extend across River Bridges. Units are never required to attack across River Bridges.

**8.33 Damaging and Repairing Bridges:** Bridges can be damaged. Bridges may be repaired by Combat Units of either side. (*Pontoon Bridges may be destroyed or captured - see 9.17.*)

**8.34 Damaging Stream Bridges:** Any Combat Unit (excluding Vedettes) in Command may attempt to damage a stream bridge by expending one Movement Point in either hex adjoining the bridged hexside. The player must declare why this point is being expended

*NOTE: Units in an enemy ZOC may not expend the Movement Point necessary to cause the damage.*

After expending the Movement Point the Phasing Player rolls a die. The attempt succeeds on a 4 or less (mark it with a "Damaged (burnt) Bridge" marker). The number of damage attempts a Combat Unit may make in a single turn is limited only by its remaining Movement Points. (A unit with a movement allowance of 5 could make up to five damage attempts in a single turn.)

Damaged Stream Bridges do not exist for purposes of movement or tracing supply.

**8.35 Damaging River Bridges:** Except where specified below, the procedure for damaging River Bridges is identical to damaging Stream Bridges.

**A.** Infantry/Artillery Units in Command, only, may damage River Bridges.

**B.** It costs 2 Movement Points for each attempt to damage a River Bridge.

**C.** An attempt to damage a River Bridge succeeds on a roll of 3 or less.

**8.36 Repairing Bridges:** Repairing a damaged bridge is almost the opposite of the procedure for damaging it. It costs 1 Movement Point to repair a Stream Bridge; and 2 MPs to repair a River Bridge. Infantry/Artillery units in command, only, may repair a River Bridge. However, players must also observe the following:

**A.** If either end of the bridge is occupied by an enemy Combat Unit, the repair die roll is increased by +2.

**B.** The player must roll a 4 or less.

**C.** If either end of the bridge is in an EZOC, the repair die roll is increased by +1.

**D.** If Napoleon is with the Combat Unit attempting to repair

the bridge the repair die-roll is decreased by -2.

**8.37 Crossing a Repaired Bridge:** A bridge may be used the moment it is repaired. However, the cost to cross this bridge, for this Movement Phase only, is equal to the cost in Movement Points that were required to repair it. Every Combat Unit that crosses the bridge this movement phase must pay this movement penalty.

**8.38 Tracing Supply on a Repaired Bridge:** A bridge may be used for tracing Supply starting on the turn following its repair.

### 8.4 Forced march (Night March)

Only certain Leaders and Combat Units may move during a Night Turn. *EXCEPTION: Units or Leaders that were given March Orders in previous Night Turn.* Those that are permitted to move are said to be making a "Forced March". Only the following may make a Forced March:

1. All Commanders (Napoleon, Blücher, Sacken, Ney and Grouchy).
2. All Officers that are "in command" by a Command Point. (In other words, linked to the "chain of command.")
3. All Combat Units that are linked by the "chain of command". (Their Officer has been given a Command Point.)
4. All Combat Units that have been linked the "chain of command" by a Commander. (They were given a Command Point directly.)

*EXCEPTION: Demoralized units.*

5. Ney and Grouchy may Forced March, as well as all Combat Units of their respective Formations that are within their Command Range.

## 9.0 TRAINS & PONTOON BRIDGES

Only the Allied Player(s) may construct Pontoon Bridges.

*HISTORICAL NOTE: Napoleon sorely felt the lack of a Bridge Train through the 1814 Campaign; his correspondences are full of remonstrations to that effect. One was not extemporized and delivered to the front, however, until mid-march, fully a month after the events simulated in this game.*

### 9.1 Train Units

Pontoon Trains have the unique ability to build Bridges (*see 9.2*); Baggage Trains are important for Supply (*see 14.1B*). Train Units have restrictions on their movement.

**9.11 Movement:** All trains have a Movement Allowance of 5 MPs. Train units pay cavalry costs for movement. They may use Road March like any other unit. During Mud Turns, their Movement Costs are doubled for all types of terrain.

**9.12 Restricted Terrain:** Trains may not enter Slope hexes or cross streams *except* via roads and trails (*see also 9.23*).

**9.13 Trains and EZOCs:** Trains may not enter an enemy ZOC unless the hex is occupied by a Friendly Combat Unit.

**9.14 Combat Restrictions:** Trains do not have a Combat Strength and cannot defend or attack.

**9.15 Eliminated Trains:** Trains that are removed from play are placed in the Permanently Eliminated Units box [PEU box]. They may not be reorganized.

**9.16 Retreat of Pontoon Trains:** Pontoon Trains must roll prior to retreating if the Combat Result calls for their retreat. On a 5 or 6, the Pontoon Train is abandoned and the owning player rolls again (*see 9.17*). Any other result and the Pontoon Train must retreat to the same hex that the accompanying Combat Unit retreated to.

**9.17 Destruction of Pontoon Trains:** A Pontoon Train may be captured intact on a 1, 2 or 3, and is destroyed on a 4, 5 or 6.

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The owning Player must roll if it is in an enemy ZOC and not accompanied by a Friendly Combat Unit. (Baggage Trains can also be captured - *see 14.3*)

**9.18 Initiative of Pontoon Trains:** Pontoon Trains have an Initiative Rating of 3. To move Pontoon Trains you must either roll for Initiative or spend a Command Point. (*Baggage Trains move automatically, see 14.32*).

**9.19 Formations:** Unlike Baggage Trains, Pontoon Trains do not belong to a Formation.

### 9.2 Pontoon Bridges

Combat Units must pay 2 Movement Points *additional* (*see also 8.31 and TEC*) to cross a Pontoon Bridge, unless the units are using Road March. (or unless another bridge is on the same hexside). Pontoon Bridges may be deployed across Rivers or streams. A Pontoon Bridge can be built on a hexside containing an existing bridge. In this case the normal cost of +1 MP for the existing bridge no longer applies, nor would the +2 MP cost for crossing the Pontoon Bridge.

**9.21 Deploying Pontoon Bridges:** If the Pontoon Train is adjacent to a River hexside during the Friendly Movement Phase, the Phasing Player may deploy a Pontoon Bridge there by simply sliding the counter onto the hexside so that it is no longer in either hex. It costs no Movement Points to deploy a Pontoon Bridge; however, Pontoon Trains that have a "Road March" marker on them may not deploy a Pontoon Bridge.

**9.22 Deployment Restrictions:** If the hex into which the Pontoon Bridge is to extend is occupied by an enemy Combat Unit, the Pontoon Bridge may not be deployed. Pontoon Bridges may be deployed into an EZOC. For either end to be in a slope hex there must be a road or trail (*see 9.12*) in the hex.

**9.23 Reconfiguring a Pontoon Train:** A Pontoon Bridge may be reconfigured into a Pontoon Train during the Friendly Movement Phase simply by flipping the unit over to its Flag side. The Pontoon Train can be reconfigured in either of the two hexes adjacent (you can reform a pontoon at one end if the other end is in an EZOC). Pontoon Trains must be reconfigured at the start of the Movement Phase. (Nothing may cross a Pontoon Bridge in the turn it is reconfigured into a Pontoon Train.) A Pontoon Train may move in the same turn that it is reconfigured but may not deploy into a Pontoon Bridge.

**9.24 Turn of Deployment:** If the Phasing Player wishes to cross Combat Units over a Pontoon Bridge in the same turn it is deployed he rolls a die immediately prior to the first unit's crossing (it must move up to the Bridge before rolling the die). The result indicates the number of Movement Points that it will cost any unit to cross the bridge this turn. Die roll of 1, 2 = 2 MPs; 3, 4 = 3 MPs; 5, 6 = 4 MPs.

*EXCEPTION: see 8.14 A. If on an existing bridge there is no extra cost (see 9.2)*

**Modifier:** If Napoleon is adjacent to the pontoon bridge Subtract - 2 from the die roll.

**9.25 Combat Effects of Pontoon Bridges:** Pontoon Bridges do not have a Combat Strength, Movement Allowance, or a ZOC. Once deployed they are fixed in position like all other bridges. (*See 11.31F.*)

**9.26 Crossing an Enemy Pontoon Bridge:** Leaders and Combat Units may freely Move, Advance After Combat, and Retreat across enemy Pontoon Bridges. A Pontoon Bridge *may* be reconfigured into a Pontoon Train by the enemy Player and may be captured or destroyed (*see 9.17*). The enemy can deploy a captured bridge.

## 10.0 REPULSE

During the Movement Phase (only) the Phasing Player may attempt to displace enemy units out of way of his units. This process is called Repulse. In order for a Repulse to succeed the units must have 5-1 odds.

NOTE: *A Repulse is not Combat - it is part of Movement.*

### 10.1 Repulse Procedure

Combat Units that start in (or enter) an enemy ZOC may Repulse the enemy unit projecting it. The Combat Units attempting Repulse must first expend the Movement Points to enter the contested hex.

**10.11 Resolving a Repulse Attempt:** The Phasing player reveals the identity of the Combat Units attempting Repulse as well as the enemy unit. The Repulse succeeds if the odds are five-to-one (5:1) or greater. Combat Strengths on both sides may be modified by Terrain (*see Terrain Effects on Combat*); other Combat modifiers do not apply.

### 10.12 Terrain Effects on Repulse

**A.** Combat Strengths on both sides may be modified by Terrain (*see Terrain Effects on Combat*); other Combat modifiers do not apply. The Repulsing stack pays the highest Movement Point cost of all the hexes occupied by the enemy units.

**B.** A Repulse against a Fortified Town and a Chateau is not allowed.

**C.** Retreating units may not enter or pass through River Hexsides (*see 11.43*)

### 10.2 Repulse Effects

**10.21 Effects of a Successful Repulse:** If the Repulse succeeds then the Repulsed enemy units immediately retreat two (2) hexes. The Repulsing stack must enter the vacated hex (it has already paid the Movement Point cost). If there is more than one vacated hex, the Repulsing Player chooses one. After a successful Repulse the units may continue moving to the limit of their Movement Allowance, and may even attempt subsequent Repulses. There is no limit to the number of times a Combat Unit could be Repulsed in a single turn.

**10.22 Effects of a Failed Repulse:** If the Repulse attempt is unsuccessful, the Repulsing *unit* immediately ceases movement. This unit must attack the unit it attempted to Repulse in the following Combat Phase. Other Friendly units may join this attack. This attack is conducted at two odds columns less than the actual odds. NO other column shifts apply.

NOTE: *If in Road March the Repulsing stack immediately removes its Road March marker.*

EXAMPLE: *14 Strength Points attacking 3 would normally resolve at (4:1); after a two column shift, the combat is resolved at (2:1).*

**10.23 Repulse of Vedettes.** Vedettes are Repulsed as any other combat units (*Leader Repulse, see 5.22*).

## 11.0 COMBAT

All Combat between opposing units occurs during the Combat Phase. Only adjacent Combat Units may be attacked.

### 11.1 Combat Phase Sequence

A Combat Phase is resolved in a series of steps which must be played through in their exact order. Throughout the following sequence the Phasing Player is referred to as the Attacker, the non-Phasing Player is the Defender.

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1. Both the attacker and defender reveal their Hidden Forces in enemy ZOC.
2. Designate which units are to attack which defending units.
3. The defender may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat at his option (see 13.22 and 16.2). If stacked with infantry they may not Retreat Before Combat.
4. The attacker may have any or all of his cavalry (including Vedettes) make a Retreat Before Combat.
5. The attacker conducts a series of Bombardments and Attacks. Each is resolved separately, and in the order the attacker desires. Attacks are resolved one at a time, and their results fully applied before proceeding with the next attack. This ends the Combat Phase.

**EXECPTION EXCEPTION:** *If a hex is to be bombarded and attacked, the bombardment must take place first.*

6. **Adjust Casualty Level Markers to reflect results.** After all attacks are resolved, all stacks that are not in EZOCs are once again hidden

*NOTE: Bombardment is not an a regular attack (but see 11.52).*

### 11.2 Defining Combat

The Phasing Player must define all his attacks before resolving them.

**OR [optional rule] reveal only one combat at a time. This increase uncertainty and reduces attacker control over allocating his resources once his forces are engaged.**

**11.21 All Engaged Units Must Attack:** The attacker may define his attacks freely - provided all enemy units in his ZOCs are attacked, and all of his engaged Combat Units attack (exception 11.52 diversionary attack). All of the defending Combat Units in a stack must be attacked as a single combined combat strength. They may not be attacked separately. All attacking Combat Units in a single stack must attack as one combined Combat strength.

*NOTE: Phasing Cavalry that retreats before combat does not count as attacking that unit.*

**11.22 Adjacent units not in ZOCs:** Adjacent units that are not in a Zone of Control (because of Primary River or Fortified Town or Chateau) may be attacked so long as there isn't a River hexside between the opposing units. However, all of the enemy units that exert a ZOC into the attacking unit's hex must be attacked in the same Combat Phase by this unit or some other unit.

**11.23 Multi-Hex Defense:** A defending stack may be attacked by up to six enemy stacks (one in each adjacent hex). However, a single stack may only be attacked once per Combat Phase. All attackers must combine their various attacks into one single attack strength if they are to attack the same enemy stack.

**11.24 Multi-Hex Attack:** An attacking stack may attack up to six adjacent stacks (assuming it is surrounded). If an attacking stack is located in the ZOC of several enemy stacks, and no other Friendly stack is adjacent to the enemy stacks, it must attack all of the enemy stacks as one attack (and the defender may choose the one applicable terrain modifier that is most beneficial to him).

### 11.3 Resolving Combat

To resolve each attack the attacking Player divides the total Combat Strength of his Combat Units by the total Combat Strength of the defending stack. This is expressed as an odds ratio.

*EXAMPLE: 14 Attacking Strength Points divided by 6 defending Strength Points reduces to two and one-third to one (2 1/3 to 1). The remaining fraction is rounded off in the favor of the defender, to two-to-one (2:1). 15 SPs attacking 10 would be resolved at 1.5-to-1 odds.*

Having calculated the combat odds ratio, the attacking player locates the appropriate column on the Combat Results Table and rolls the die. Cross referencing the die roll with the odds column gives the Combat Result, which is applied immediately (before another combat may be resolved).

*NOTE: The combat odds column may be modified by terrain and other factors (see 10.22, 16.0) or by Napoleon (see 5.15).*

**11.31 Terrain Effects on Combat:** The terrain in the defending force's hex, or the hexside separating the defending force from the attacker, may affect their respective Combat Strengths.

**A. Towns:** Defending Combat Units have their Combat Strengths increased by 50%.

**B. Slopes, Streams & Stream Bridges:** If all of the attacking stacks are attacking across Streams, and/or uphill across Slope hexsides, the defending force has its combat strength increased by 50%. A defender only gets the slope benefit if defending in a hilltop and attacked from the slope hex (see Terrain Key on the map).

**C. Fortified Town and Chateaux:** (see 11.6 and 11.7)

**D. Woods Hexsides:** Cavalry attacking or defending across a woods hexside has its combat value halved.

**E. River Bridges:** If all Combat Units are attacking across a bridged river hexside, the defender is doubled.

*NOTE: Combat modifiers for one side are not cumulative.*

*In other words, a Combat Unit defending in a town, and being attacked from across a stream is not doubled and then increased by half. Always use the one best modifier available to the defender.*

*EXAMPLE: Cavalry attacking across a Woods Hexside into a town occupied by the enemy is halved while the defender (in the town) is increased by 50%.*

**11.32. Odds Determination** (optional)

At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result, however, can be greater than 6 or less than one.

### 11.4 Applying Combat Results

Combat Results are applied as follows:

**Ae (De):** All attacking (defending) Combat Units are eliminated.

**A1/2 (D1/2):** *At least 1/2 of the attacking (defending) Combat Strength Points are eliminated (owning player's choice of units). Other remains engaged, which means they remain in EZOCs at the end of turn.*

**Ex** (Exchange): All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least 50% of the Combat Strength of the weaker side.

**EXCEPTION:** *If one side (not both) is an all-vedette force, the other side loses 0%.*

*If both sides are exactly equal in strength points then both sides lose at least 50% of their Combat Strength.*

Compare (unmodified) face-value SPs of all units.

**Ar (Ar2, 3, 4):** All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

**Dr (Dr2, 3, 4):** All Defending Units must retreat 1 (2, 3, or 4) hexes.

**HISTORICAL NOTE: EXAMPLE: Ex** (Exchange). *The weaker side has 11SPs and the other side has four units, with*

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2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.' If the weaker side had 16 SPs instead, the other force would still lose the 8.

Napoleonic battles often swung back and forth -one side then the other gaining a temporary advantage. After six hours of this constant swing both sides are bloodied to very little effect. That is why there are so many Exchange results. In play with Hidden Forces - which is recommended once the basics are mastered - both sides can make the Exchange work to their advantage. Large units need small units to protect their flanks. In general deploy small and large forces side by side, and use your Vedettes to prevent surprises. The changes to the Combat Results Table (new with Seven Days of 1809), are designed to remove some imbalance in Exchange losses. When a unit is eliminated, that means it has lost its cohesion and is disordered. In Napoleonic battles, a disordered unit has no combat value. This usually means the unit has sustained 30% to 40% casualties. If the unit's formation is disordered it loses its capacity to attack and defend. Units relied for their effectiveness upon hundreds of muskets firing in the same direction, or the physical presence of a line of men to receive a charge.

**11.41 Reorganization Eligibility:** If a full-strength Combat Unit is eliminated the owning Player must determine if it could have retreated 1 hex. If able to retreat (even though the result does not specify a retreat), it is placed in the Day Half Section of the UAR box (**unrecovered section**). If not, the unit will be placed in the PEU box (see 11.44). Combat Units that are already at their reduced

strength, or do not have a reduced strength counter, are automatically placed in the Permanently Eliminated Units box. *EXCEPTION. Eliminated Vedettes (see 13.2).*

**11.42 Retreat After Combat:** On a Result of "Retreat," the owning Player must move his units 1 or more hexes (as specified by the result) from the hex they occupied at the moment of combat. A retreating Combat Unit may not cross a prohibited hexside, enter an enemy ZOC, enter hexes occupied by enemy Combat Units, or exceed stacking limits. A leader or train unit that is stacked with Combat Units that are forced to retreat must roll for capture.

*EXCEPTION: Combat Units may retreat into the ZOCs of an enemy Vedette, or even into a hex currently occupied by an enemy Vedette if no other path of retreat is available (the enemy Vedette is Displaced; see 11.45).*

**11.43 Retreat Across Bridges:** If units or stacks must retreat across a River Bridge, each unit retreating across the same River bridge in the same Combat Phase risks elimination and must roll the die: the first unit to cross is permanently eliminated on a 6; the second is eliminated on a roll of 5 or 6, etc. The owning player chooses the order of retreat. Such units are not eligible for reorganization.

**11.44 Units Unable to Retreat:** Units which are forced to retreat off the map are eliminated and placed in the Day Half section of the UAR box. If a Combat Unit cannot retreat the specified number of hexes because of a prohibited hexside, EZOC and/or enemy Combat Units, it is eliminated and is liable to be placed in the PEU box whether it was at its reduced strength or not. Roll one die. On a roll of 1, 2 or 3 place the unit in the Day Half section of the UAR Box. It will enter the PEU box on a result of 4, 5 or 6.

### **Modifiers:**

**A.** For each odds column below 1:1 in the combat which caused the unit's elimination, add one to the die roll. If

the unit was defending, add one to the die roll for each odds column above 1:1.

*EXAMPLE: A unit attacking at 1:1.5 (or defending at 1.5:1) will add one when determining whether to enter the PEU.*

**B.** Subtract the unit's Initiative.

**11.45 Displacement:** If the only path available to a retreating force would cause it to exceed the stacking limits for the hex, then one or more Combat Units in the hex must be displaced to make room for it. Displaced Combat Units retreat one hex, observing all restrictions governing retreat after combat. However, if the Combat Units to be Displaced cannot themselves retreat, the originally retreated force is eliminated instead (see 11.44).

*NOTE: A force that is displaced may displace other Combat Units if no other path of retreat is available. Displaced units may not enter Enemy ZOCs.*

Enemy Vedettes may be Displaced if no other legal path of retreat is available to the retreating force, and if the Vedettes are not accompanied by other Combat Units.

### **11.46 Advance After Combat:**

Whenever an enemy stack is eliminated or forced to retreat after combat, one or more friendly units that participated in the combat - whether as attacker or defender - may advance and occupy the vacated hex.

**A.** One (1) Infantry Unit plus all cavalry in a given stack may advance if no leader is present (or he doesn't advance).

**B.** All Combat Units may advance if a leader is in the stack and advances along with them.

*EXCEPTIONS: No Demoralized or Out of Command units may advance after Combat or Non-Horse artillery.*

If the enemy force occupied two or more hexes before retreating, the attacking units may advance into only one of the vacated hexes. Combat Units may choose not to advance. The option to advance must be exercised immediately. A unit may never be attacked, or attack again, after it has Advanced After Combat (even if it advances into an EZOC that has yet to have its Combat resolved).

### **11.47 Optional Cavalry Impetus and Control**

In any Advance After Combat, where cavalry is included in the advancing force (not demoralized), and there is no leader in the stack, roll the die. On a roll of "1" or "2," no advance of any kind may take place by any unit type. On a roll of "3" or "4," the Player maintains control and may advance any unit type, or not advance, freely. On a "5" or "6," **all** cavalry **must** advance after combat.

**11.48 French Guard and the Ex Result:** Attacking and Defending French Guard Infantry never suffer an Exchange result. If all parts of an attacking or defending force are exclusively French Guard Infantry (not YG) then the combat result is automatically changed to a De if the Guard is attacking, or an Ae if the Guard is defending. If the attacking or defending force contains Combat Units that are both Guard Infantry and other Combat Units of the French Army, then the Ex result only applies to the non - Guard - Infantry portion of the force (that portion of the force that is not Guard Infantry is removed to satisfy the result, any further losses required to satisfy the result are ignored). In other words, if a stack of Guard Infantry and one other Combat Unit are defending a hex and the attacker rolled an Ex result, the defending non Guard Infantry Combat unit would be removed from the defending stack, while all attacking Combat Units would be removed also. *NOTE: "The Guard dies but does not Exchange."*

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### 11.5 Artillery Bombardment

Artillery Combat Units perform a special kind of attack called Bombardment. Artillery may only perform Bombardment upon enemy Combat Units in an adjacent hex.

**11.51 Bombardment Procedure:** The following procedure is used to resolve bombardment attacks.

**A.** Artillery may Bombard or it may **make a regular** Attack in a given combat round. It may not do both.

**B.** Any number of artillery units may bombard a single hex as long as all artillery units are adjacent to the target hex.

**C.** If stacked with a friendly infantry or cavalry combat unit the artillery unit may bombard a hex different from the one the other units attack. Artillery stacked together that bombard, however, must bombard the same hex.

**D.** An Artillery unit may not bombard several enemy occupied hexes. It may not split its strength.

**E.** All enemy units in a hex that are bombarded are bombarded as one target. All bombardment of a hex must occur as one bombardment attack (a hex may not be subject to bombardment more than once in a combat phase).

**F.** Enemy Combat Units on the far side of an unbridged river hexside may be bombarded.

**G.** If the bombarding artillery unit's hex is a woods hex, then the artillery unit in question may **not** bombard. [from LDGA]

**H.** If the target unit's hex is a woods hex; or if the hexside between it and the artillery is a woods hexside, then the attack in question may **not** be a bombardment. [from LDGA]

**11.52 Diversionary Attack:** When an Artillery unit conducts a bombardment and the target Combat Unit is adjacent to other units friendly to the artillery, it satisfies the obligation that all units in an enemy ZOC must attack, or be attacked. In other words, for all intents and purposes, Bombardments are considered attacks.

**NOTE:** These attacks, conducted at whatever the odds, may save the Phasing Player the risk of attacking at very low odds, in that Bombardment attacks do not incur any type of loss to the bombarding unit regardless of the combat result. Such bombardments are called Diversionary Attacks.

**11.53 Combining Bombardment and Attack:** An enemy force may be the subject of a bombardment and a **regular** attack during the same combat phase. Bombardments, however, must be resolved and their results applied prior to the force being **regularly** attacked. Also: See Combined Arms 16.1.

**11.54 Resolving Bombardments:** A Bombardment is resolved by computing the combat odds ratio just as it would be in the case of a regular attack (a SP vs. SP comparison) **except for the effect of terrain, see below**. However, Bombarding Artillery are never effected by a combat result. Thus, Bombarding Artillery are never subject to the ill effects Ae, Ar or Ex result.

**11.55 Horse Artillery Options:** Bombarding Horse Artillery only, have the option to advance as a result of successful bombardment, or retreat as the result of an Ae, Ar or Ex. This option to advance or retreat must be exercised immediately after the target units of the bombardment have applied the effects of the bombardment (a target unit may never advance as the result of an unsuccessful bombardment).

Horse artillery can advance after battle combat, if it has participated in battle the combat and there is a leader present.

**11.56 Artillery in Combat:** Artillery that have not attacked or bombarded, but are stacked with infantry or cavalry that have been forced to retreat, or are eliminated as a result of combat, must conform to the result suffered by those other units stacked with them. If the units they are stacked with

suffer an Ex result they may be used to satisfy the required losses.

**11.57 Artillery Bombardment Modifiers:** (optional rule) If the target hex contains fewer than 10 SPs, shift one to the \*left\*; if more than 18 SPs shift one to the \*right\*; if something in between, no shift.

*Note: This has been taken from Last Days of La Grande Armees rules.*

**11.58 Artillery in Combat during mud turns.** [optional] During mud turns, use negative bonus +1 for artillery bombardment.

### 11.59 Terrain effect and bombardment

**A. Towns :** defending combat units have their combat strength increased by 50%

**B. Woods :** may not bombard into

**C. Fortified towns and chateaux :** (see 11.6 and 11.7)

**D. Everything else :** no modifier

### 11.6 Fortified Towns

Fortified Towns include: La Ferte sous Jouarre, Chateau Thierry, Nogent L'Artaud, Rebais, Coulommiers, La Ferte Gauche. The defender in fortified town hexes is considered to be "a Garrison" inside the fortification. The defensive benefits apply to all Infantry (only).

**11.61 Stacking in Fortified Towns:** There are no additional stacking limits in Fortified towns.

**11.62 ZOCs and Fortified Towns:** The ZOCs of enemy units do not project into Fortified Towns. Fortified Towns **do** exert a ZOC at all times and must be attacked if enemy combat units are in their ZOC.

**11.63 Attacks by Units in Fortified Towns:** Units inside a Fortified Town are not forced to attack. If they choose to attack out of the Fortified Town hex, all of the enemy units in their ZOC must be attacked

**11.64 Attacks upon Units in Fortified Towns:** When Infantry unit(s) in a Fortified Town are attacked:

**A.** Regardless of the number of attacking SPs involved, the combat odds may not be higher than 1 to 1.

**B.** All **Dr** (and **Dr2**, etc.) results are ignored, unless the defender wishes to accept them.

**C.** **D**<sup>1/2</sup> results are treated as **Ex** results.

**D.** The attacker may not receive a Combined Arms odds shift, but may receive one for Napoleon (5.15).

**11.65 Supply in Fortified Towns:** French Combat units occupying a Fortress hex are not demoralized for being Out of Supply (see 14.0). However, Out of Supply Garrisons may run out of ammunition (see 11.66).

*NOTE: This Rule is compilation of 6DoG rules and 6D09.*

*Fighting on "French soil", French Combat units should have some advantage.*

### 11.66 Surrender of Units in Fortified Towns:

*Troops carried 50 rounds—enough for 2 or 3 turns of combat. Without ammunition they had to surrender.*

On any turn after a Night they are judged Out of Supply, friendly units in a Fortified Town may not attack; and when defending, must enter the PEU box on a Combat Result of "S" (Surrender).

*NOTE: All units other than Out of Supply units in Fortified Towns ignore "S" results.*

**11.67 Repulse Against Fortified Towns:** Repulsing a Garrison is not permitted.

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### 11.7 Chateaux

Chateaux can be any large, walled farm; a walled or fortified village; a manor house or true castle. Fortresses are essentially fortified towns mostly dating from the time of Vauban, defended by a system of walls, ramparts and ditches.

**11.71 Chateaux:** There are no special stacking restrictions regarding these hexes. However, if a player wishes to receive the defensive benefits of occupying a Chateau hex then no more than one infantry unit counter may be in the hex at a time. If more than one Combat Unit occupies a Chateau hex, or if just one, then an artillery or cavalry Combat Unit, the defensive benefit given to these units by occupying the hex is that of the terrain in the hex other than its Chateau. In other words, if two Combat Units occupy a Chateau hex that is also a woods hex, and the hex is attacked or bombarded, the defending units receive the benefit of the woods and not the Chateau.

**11.72 ZOCs and Chateaux Hexes:** A single infantry unit may ignore the ZOCs of enemy units that project into the chateau hex it occupies. It is not forced to attack these units. If, however, it chooses to attack out of the chateau hex, then all of the enemy units that exert a ZOC into the chateau hex must be attacked (by this unit or some other as per the rules governing Zones of Control and Combat). Contrarily, Chateau hexes occupied by a single infantry unit do exert a ZOC at all times. Thus, they must be attacked if enemy combat units are in these effected hexes.

**11.73 Chateaux and Combat:** When a single infantry unit in a Chateau hex is attacked:

- A. Regardless of the number of attacking SPs involved, the combat odds may not be higher than 2 to 1.
- B. All **Dr** (and **Dr2**, etc.) results are ignored, unless the defender wishes to accept them.
- C. **D<sup>1/2</sup>** results are treated as **Ex** results.
- D. The attacker may not receive a Combined Arms odds shift, but may receive one for Napoleon (5.15).

### 12.0 DEMORALIZATION

Units become demoralized either of two ways - if their formation reaches its Demoralization Level due to Combat losses (12.11), or if the unit is out of supply (14.0). Demoralized units may not Advance After Combat; they may end up in the PEU box as they attempt to Reorganize; and their Initiative Die Rolls are increased by one (see 12.2).

#### 12.1 Demoralization Levels

Each player has a Casualty Track which he uses to record Friendly losses. The Scenario Information (21.0) and/or the March Tables will indicate which units (if any) have been lost prior to the start date. When the first Friendly Combat Unit of a Formation is eliminated, this unit becomes the "Casualty Level Marker" for its Formation. Individual units which have been eliminated prior to the start date must be placed on the Casualty Track to record the strength already lost. As further units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to the unit's full Combat Strength.

NOTE: *Vedettes, train, Independent Units (see 17.2) and Leaders do not count toward Demoralization.*

**12.11 Becoming Demoralized:** A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (where its Command Designation is printed on the Casualty Track). Place a

"Demoralized" marker on the Officer commanding the formation.

EXAMPLE: *The French VI Corps Demoralization Level is 6. When the Casualty Level marker reaches or passes the "VI," the VI Corps becomes Demoralized.*

**12.12 Rallying From Demoralization:** When an eliminated Combat Unit is Reorganized, that Formation's Casualty Level marker is reduced by an amount equal to the unit's full (not reduced) Combat Strength. The moment the casualty Marker for that Formation moves below its Demoralization Level, the Formation is rallied from Demoralization and the Demoralized Marker is removed.

*If an eliminated unit is reorganized, the Casualty Level Marker of that Formation should be reduced by an amount equal to the unit's full Combat Strength. If the reduced Strength Counter will be eliminated later then the Casualty Level Marker should be reduced by an amount equal to the reduced Combat Strength.*

**12.13 Demoralization of Individual Combat Units:** Combat Units can also become Demoralized if out of supply (see 14.0). However, in this case the out-of-supply Combat Unit receives the Out of Supply Marker, and the unit rallies from Demoralization during the next Supply Phase in which its Supply Line is reestablished.

#### 12.2 Demoralization Effects

**12.21 Initiative:** One is added (+ 1) to all Initiative die rolls checked by Demoralized Officers and Combat Units.

**12.22 Road March:** *Demoralized Leaders and Combat Units may Road March normally. They may be given March Orders.*

**12.23 Advance After Combat:** Demoralized Combat Units may not Advance after Combat.

**12.24 Reorganization:** Reorganization of a Combat Unit that belongs to a Demoralized Formation does not automatically succeed (per 6.21). Instead, the Phasing Player must roll a die for each Combat Unit of that Formation he attempts to Reorganize. If this die-roll is a "5" or "6" the reorganization attempt fails and the unit is permanently eliminated and placed in the PEU box.

### 13.0 VEDETTES

Light Cavalry have the ability to generate a number of Vedette units (each Vedette is roughly a regiment in size - between 250 and 500 men). These fast-moving patrols were used to screen an army against enemy reconnaissance, to perform reconnaissance themselves, and to protect the flanks of the larger units. Vedettes function exactly like other cavalry units except as explained below.

#### 13.1 Vedette Breakdown and Reassembly

Each unit with vedettes has a number printed on its counter, to indicate the number of Vedette units provided for that unit. EXAMPLE: *Colbert's light cavalry division of the French Guard Corps has "2" printed within its light cavalry pelisse. There are two Vedettes counters in the French counter mix with "Colbert" printed on them.*

**13.11 Creating Vedettes:** Prior to moving, any light cavalry unit may break-down into its corresponding Vedette units. It may only do this during its own Movement Phase. The Phasing Player simply removes the unit from the map and replaces it with the Vedettes. The unit is then placed in the Vedette Box. Vedettes may move in the same turn in which they are deployed.

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**13.12 Reassembling the Unit:** The light cavalry unit may return to the map. To Reassemble the unit, all of the Vedettes from that unit still on the map must end their movement phase in the same hex, and they must arrive with one MP remaining to expend as the cost of Reassembling. Then, simply remove the Vedette units and replace them with the parent unit. All the remaining Vedettes belonging to the parent unit must be present in order for Reassembly to occur.

NOTE: *Vedettes may not reassemble in an enemy ZOC (see 6.3).*

Vedettes can't breakdown and reform in the same turn.

**13.13 Vedettes and Reorganization:** Vedettes that are eliminated as a result of combat are placed *immediately* in the Night Half Section (instead of rolling for Initiative) unless they were surrounded by enemy units and/or EZOCs and River Hexsides at the moment of combat. In this case they are placed in the PEU Box (*see 6.3*).

Reorganized (reduced-strength) parent units may not put their Vedettes into play for the remainder of the game.

**13.14 Vedettes and Stacking:** Vedettes do not count against the stacking limit. However, no more than 3 vedettes may occupy the same hex at any one time.

### 13.2 Vedettes in Combat

Vedettes that suffer an adverse combat result are automatically eliminated (not retreated). Vedettes are placed *immediately* in the Recovered box (instead of rolling for Initiative) *unless they were surrounded by units and/or ZOCs and River Hexsides at the moment of combat. In this case they are permanently eliminated.*

**13.21 Vedettes and Retreat:** Vedettes's ZOCs do not block enemy retreats. Enemy Combat Units may retreat into the ZOC of a Friendly Vedette. Vedettes may be displaced (*see 11.45*). *Exception see 4.4.*

**13.22 Retreat Before Combat:** Vedettes may voluntarily Retreat Before Combat. (*Cavalry can also retreat before combat - see 16.2.*) After an attack has been declared and the Hidden Forces of both sides have been revealed, some or all of the Vedettes, on both sides, may retreat up to two (2) hexes prior to the odds calculation. The defending player executes this retreat before the attacking player. Vedettes may not retreat if they are stacked with Friendly infantry units. Vedettes stacked with Friendly cavalry may retreat before combat if the cavalry also retreat. Attacking units may not advance into the hex vacated by Vedettes that retreat before combat.

**13.23 Vedettes and Combined Arms:** Vedettes do count as cavalry for Combined Arms (*see 16.1*) if the combined strength of the Vedettes is at least one SP *after all modifications.*

**13.24 Vedettes and Supply:** Supply Lines may not be traced through hexes containing enemy Vedettes, but may be traced through any EZOCs.

**13.25 Vedettes and Movement:** Vedettes, with their Movement Allowance of 9, move like Leaders.

Vedettes ignore road march restrictions and are ignored by other units in road march.

**13.26 Vedettes and Exchange:** In any Exchange result involving an all-vedette force, all the vedettes are eliminated and the stronger side is not affected (no units are lost by the stronger side). EXCEPTION: *This does not apply if both sides comprise only vedettes.*

### 13.3 Vedette Scouting (Repulse)

When Vedettes attempt a "Repulse," this is not an attempt to push through an enemy concentration. Rather, it is merely an

attempt to "scout." This "Scouting attempt" is executed exactly like a Repulse, with the exception that there is no enemy retreat. Instead, information may be obtained by the owner of the Scouting Vedette (*Step 3 below*).

**13.31** In order to declare a scouting attempt, the vedette must be in an EZOC at the end of its Movement, and within 4 hexes of any friendly leader (counted without regard to prohibited terrain and/or EZOCs). A Vedette may declare *one* hex as its target. Additional vedettes may *not* make separate scouting attempts on that same hex this turn.

#### 13.32 Procedure:

Both sides will check Initiative to determine whether the vedette gets through the enemy screen to catch a good look at other units there. If the scout doesn't get through the screen he finds no information; on the other hand the Scout may find out the unit types in the target hex (i.e., specifying infantry, artillery, cavalry, vedette, and train) and leaving the units themselves hidden; or, the scout may discover the units and leaders (face-up). (*To discover leaders they would have to capture an enemy soldier.*)

Step 1: The target player reveals whether he has at least one light cavalry or vedette unit in the target hex. If he has none, he will not check Initiative in Step 2.

Step 2: Each Player may make an Initiative check (*exception: see step 1*) by rolling the die —success means rolling equal or less than its Initiative Rating. Check Initiative for the scouting vedette and the highest-rated vedette or light cavalry target.

#### Step 3: Scouting Results

1. Target (only) passes Initiative Check— Scouts Driven Off (no information).
2. Both sides fail their Initiative check— (no information)
3. Both sides pass their Initiative check— Scouts Have a View (reveal unit types).
4. Scout (only) passes initiative check—Scout Gets Through (actual units are shown, face-up).

Step 4: Displace the Scouting Vedette two hexes. It cannot participate in combat (its mission for the turn is to scout and report back). The Vedette may not attack in the Combat Phase, unless it has no displacement hex free of EZOCs.

**13.33 Vedette Loss:** Any die roll result of "one" in the initiative check eliminates one opposing Vedette.

## 14.0 SUPPLY

The Phasing Player must determine the supply status of each Friendly Combat Unit during the Supply Segment of each Friendly Night Player Turn. Out-of-supply units are marked "Out of Supply" and suffer the effects of Demoralization (12.0). When a unit is judged to be out of supply in a night turn it stays out of supply until the next night turn. The marker is removed at the next Supply Phase if its Supply Line is reestablished. If already Demoralized, there is no further effect for being out of supply (*see 12.12*).

### 14.1 Tracing Supply Lines

A Combat Unit is in supply if it can trace a Forward Supply Line, no more than 14 hexes long (not counting the unit's hex), through any type of terrain, either:

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A. Directly to a Friendly **Supply Source**, or

B. To its **Baggage Train**. If the Baggage Train is not on a **road** hex, with a “Trunk” Line of 27MPs or less to a Friendly Supply Source, units may not trace a Supply Line to it. A **Trunk Line** may comprise up to 27MPs of connected road and/or trail hexes including the Baggage Train and a Friendly Supply Source (inclusive).

**14.11 Passable Terrain:** The Forward Supply Line (only) may traverse any type of passable terrain. Each counts as one hex.

**14.12 Impassible Terrain:** Supply Lines may not run across **Pontoon Bridges** nor through unbridged River Hexsides, **Stream Hexsides** nor through a hex occupied by an enemy Combat Unit or Vedette. Supply Lines are blocked by the physical presence of enemy units. **EZOCs do not block Supply Lines.**

**NOTE:** *Supply Lines may not run across Pontoon Bridges cause Baggage Trains may not cross pontoon bridge.*

### 14.2 Supply Sources

**14.21 Supply Source Hexes:** Each side has Supply Source hexes which are indicated on the map by the half-circle.

**French:** (in blue) 1007 and 4825.

**Allied:** (in red) 3000 and 6510.

**14.22 Baggage Train units:** Each nationality has its own baggage train. Each Baggage Train can provide supply to all units within range (*see 14.3*). **Prussian can trace supply line to Russian Baggage Train and vice versa.**

### 14.3 Baggage Trains

There are 3 Baggage Trains in the game; one for each nationality. A Baggage Train serves to extend a unit’s supply line (*see 14.1*).

**14.31 How Baggage Trains Move:** Baggage Trains move like trains (*see 9.1*). However, Baggage Trains may not cross a pontoon bridge.

**14.32 Automatic:** Baggage Trains move automatically without requiring command, **nor** do they have to roll for Initiative. Their Movement Allowance is 5. In Mud they double their Movement Point costs.

**14.33 Capturing Baggage Trains:** In Combat, Baggage trains retreat like trains (*see 9.14*). A Baggage Train is captured when an enemy Combat Unit comes adjacent to it, if the Baggage Train is not accompanied in its hex by a friendly Combat Unit. Captured Baggage Trains are removed from play and do not reorganize. One Victory Point is awarded to the side that captures a Baggage Train (*see 20.14*). Captured Baggage Trains may not be used by the capturing player.

**14.34 Out of Supply:** If an out of supply unit captures an enemy baggage train the unit's OOS marker is removed. If the enemy baggage is captured by a larger force, all friendly out-of-supply forces which participated in the capture remove their OOS Markers.

### 14.4 Fortified Towns

**French** Units defending in a Fortified Town are never considered demoralized; however, if Out of Supply they will surrender on an “S” Combat Result (*see 11.56*).

## 15.0 REINFORCEMENTS

Both sides receive reinforcement Leaders and Combat Units through the course of play. Reinforcements enter play on the turn and hex specified on the Reinforcement Track and on the March Tables. Reinforcements always enter during the

Friendly Command Movement Segment of the indicated Game-Turn (*unless delayed, see 15.22*).

### 15.1 How Reinforcements Enter the Map

Reinforcements may move (In Command) and attack freely on their turn of entry. Reinforcements may be placed under a “March Order” on the turn of entry at the Player’s discretion (*see 7.41*).

If entering forces have commander to put those forces under command, they are consider to be in command.

**15.11 Stacking:** When more than one Combat Unit is scheduled to arrive at the same entry hex in the same turn, they may arrive stacked as long as they do not violate the stacking limit.

**15.12 Additional Stacks:** Each subsequent stack to enter at the same hex that turn pays one more Movement Point.

**EXAMPLE:** The second stack to enter will pay one extra Movement Point; the third stack enters at two additional Movement Points.

**15.13 Road March:** Reinforcements may enter the map using Road March (unstacked). In this case the first unit pays only the road value of the first hex, and each subsequent unit to enter pays one additional MP.

### 15.2 Changing Reinforcement Entry

**15.21 Blocked Entry Hexes:** If the entry hex is occupied by an enemy combat unit, or EZOC (except Vedette ZOC), the Reinforcement may instead enter along that map-edge in the nearest hex to the entry hex clear of enemy units and EZOCs.

**15.22 Delayed Entry:** **Players may delay the entry of Reinforcements indefinitely. However, no other scheduled Reinforcement may enter at this entry hex until the delayed Reinforcements have been brought onto the map (the follow-on reinforcements may enter in the same or subsequent turns). No one portion of a Reinforcement force may be delayed. Either all the units scheduled to arrive at that hex are brought onto the map, or none.**

## 16.0 SPECIAL UNIT ABILITIES

### 16.1 Combined Arms

If an attacking force includes infantry, artillery and at least one SP of cavalry, or had Bombarded the hex immediately prior to the attack (*see 11.5*), the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1 to 1 attack becomes a 1.5 to 1).

**NOTE:** *The cavalry in this attack must have a strength of at least one after all modifications.*

**EXCEPTION:** *If the defending hex also contains infantry and cavalry the Combined Arms is negated.*

**NOTE:** *There is never an odds shift because of defender's Combined Arms.*

**16.11 Woods Hexside:** Combined Arms Attacks are not possible when the cavalry portion of the attack goes through a woods hexside.

**16.12 Fortified Towns:** Combined Arms Attacks are not possible against Fortified Towns, **Chateaux**.

**16.13 Bridge:** Combined Arms Attacks are not possible through Bridges.

**NOTE:** *Combined Arms are permitted against Stream Bridges.*

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### **16.2 Cavalry Retreat Before Combat**

Attacking or Defending Cavalry and Vedettes (plus any accompanying leaders) may elect to retreat one or two hexes out of an EZOC prior to combat, as long as they are not in the EZOC of a *unit with equal or greater Movement Allowance*. During this retreat units may not enter an EZOC.

EXCEPTION: Vedette EZOCs. The enemy units may not advance into the hex vacated by cavalry retreating before combat. A unit can take only one retreat before combat per turn.

NOTE: Cavalry and Vedettes may not retreat before combat if stacked with infantry or non-retreating cavalry, or if they are surrounded.

**16.21 Vedette Reconnaissance:** Vedettes and regular cavalry can engage without any intention of attacking, just to discover the enemy force during the Combat Phase and then retreat before combat (*see 11.1*).

**16.22 Supply and Morale:** Supply and Morale do not affect a cavalry unit's ability to retreat before combat.

**16.23 Leaders:** Leaders retreating before combat must roll for capture (*see 5.22*).

### **16.3 French Guard Infantry**

*Imperial Guard Infantry were elite troops who were thrown into battle very rarely. Only in the 1814 campaign, after the disasters in Russia and Germany had depleted Napoleon's available manpower to a desperate few, were these veterans used with any frequency. But, though their impact on the battlefield remained profound, their use also entailed a certain degree of risk. Because they were believed unstoppable by their comrades in the line regiments any untoward result they experienced could be interpreted with calamitous effects for the army's morale as a whole.*

**16.31 Le Garde Recule:** If either division Friant or Michel are involved in an attack resulting in an Ae or Ar, the Demoralization Levels of all French formations are immediately reduced by one-third (1/3) until end of turn.

**16.32 Le Garde Irresistible:** If either of the Combat Units mentioned above are in an attacking force, the combat odds for that attack will shift one to the right (a two to one attack becoming a three to one attack).

NOTE: *See also 11.48 Guard Infantry and the Ex Result.*

## **17.0 COMMAND STRUCTURE**

### **17.1 Coalition Army Command Structure**

The Coalition Player controls both Prussian (blue) and Russian (green) Armies. There is, however, a difference in the way the Blücher and Sacken army commanders may be employed. Sacken may only place in command Russian (dark green) Combat Units and their Officers while Blücher may place in command Prussian (blue) and Mixed (light green) Combat Units and their officers.

NOTE: *York may thus, not be placed in command by Sacken.*

### **17.2 French Independent Combat Units**

Unlike Coalition Independent Units (*see 17.1 above*), French Independent Combat Units may rely on their own initiative to move; etc., or may be placed "in command" directly by Napoleon, Ney, or Grouchy.

### **17.3 Independent Units and Casualties**

Casualties incurred by Independent Units are not tallied on the Casualty Track as if they are a part of some formation. They are tallied, however, in the Overall Casualty Level for that

Army and must be kept track of therein. Independent Combat Units do not have a "Corps" morale. As such their losses do not effect the morale of other Independent Combat Units but will effect the overall morale of the army to which they belong.

## **18.0 WEATHER**

Narratives of this campaign are full of talk about frozen nights, in which the trails became rock-hard, and the gradual warming as morning wore into afternoon; in which a thaw occurred turning these same trails into ribbons of deep, glue-like mud. Napoleon, himself, writes of canon up to their axles in the stuff which sometimes got six feet deep and swallowed whole wagons! And then the onset of night which, once again, froze this mud into ruts causing many horses in the dark to lose their footing and break their legs. Needless to say, this shifting from frost to thaw and back again has found its way into the game.

### **18.1 Mud**

Each day is broken into three turns: These being a Morning (AM) turn, an Afternoon (PM) turn, and a Night turn. Frost occurs in the Night and Morning turns. Frost does not effect the play of the game. Mud is in effect during each Afternoon (PM) turn. Mud only effects the movement of wheeled units (all types of Artillery, Bridge Trains and Baggage Trains). During Afternoon (Mud) Turns the movement cost per non road hex for all wheeled units is doubled.

NOTE: *Movement along a trail hex thus costs the same as a clear hex.*

## **19.0 TEAM PLAY**

Command of the Coalition forces may be split between two players. One player controls Yorks` Corps along with Sacken`s army, while the other commands Olsufief`s Corps and Blücher`s army. Even the French may be split up between a Napoleon player who then delegates which of the various French Leaders and their formations the second player controls.

### **19.1 Communication Among Players**

Players on the same side may not discuss the game with one another unless the leaders they represent are in the same or adjacent hexes. Players may exchange written messages carried by aides de camp.

#### **19.11 Aide -de-Camp Messengers**

Originating in the hex of the commander sending them, written notes may be passed among team players. They are carried by aides-de-camp who have a Movement Allowance of 14 MPs per turn.

**19.12 Messengers move** paying cavalry Movement Point costs for all terrain. Messengers may not cross Prohibited Terrain. Messengers do not physically appear on the map; their route is plotted on the Orders Slip instead. (Have your opponent(s) step away from the map while this is figured.)

**19.13 Content:** A written message may be of any length but may not reference hex numbers. A message may reference geographic locations such as, "Move York to guard the bridge over the Marne at Chateau Thierry". With the exception of hex numbers, subject matter in these messages is unrestricted.

**19.14 Reading Messages:** A message may be read during the Command Phase in the turn it arrives. Opposing players may not examine these messages.

EXCEPTION: *If a Leader is captured, the capturing player may examine all messages so far received. At the end of the game opposing players may examine all messages.*

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### 20.0 COUNTER ADDENDUM

Note that the Coalition Corps change color once they are deployed on their reduced strength sides. Also note that in Lieven's XI Russian Corps, the *Sass* Infantry unit should have a reduced strength of 1 (not 3 as it is shown on the counter).

### 21.0 SCENARIOS

*The 6 Days Of Glory* includes three Battle Scenarios and one Campaign Game. Players must first decide what they intend to play. Once their choice is made all Exclusive Rules unique to that scenario are assumed to be in effect.

#### 21.1 Set-Up and Reinforcement Tables

Each Player has a Set-Up and Reinforcement Table that is organized in a *series of* vertical columns. Each vertical column corresponds to a particular Game Turn. The horizontal rows intersecting these columns list hex numbers where units and leaders (listed along the left) are located at the start of that particular Game Turn, or will enter the game map as a Reinforcement. If this space is blank the unit or leader in question is not available in the theater of operations represented by the , game at that time (if exited or eliminated, it will be so noted).

**21.11 Start Time:** Each Scenario has a Start Time listed in this section of the rulebook (See 25.0). Players must start a particular scenario in the Game Turn corresponding to this Start Time, and will find the starting locations of all units and leaders involved in the scenario by locating the Game Turn on their Set-Up and Reinforcement Table. Players have the option of varying the Start Time of the Campaign Game. Each Scenario also has an End Turn. Any units and leaders that appear on their Set-Up and Reinforcement Table between the Start Turn and the End Turn that do not start the scenario on the map will enter the game as Reinforcements.

**21.12 Reinforcements:** If the 4-digit number is preceded by the letter "R" on the Set-Up and Reinforcement Table, then that combat unit or leader will enter the game at that hex as if it is arriving from off the map edge.

*NOTE: In order to ease play, while setting up a scenario players may wish to set up units and leaders that will arrive as reinforcements stacked on the Turn Record Track (printed on the game map) in the box of the turn in which they enter.*

**21.13 Reduced Strength Units:** If the 4-digit hex code for a combat unit or leader is in parentheses (4221), they begin the scenario or enter the map as a reinforcement in a reduced state (flipped to their weaker side). This indicates that the unit got clobbered in some previous misadventure and is currently in a very brittle condition.

**21.14 Supply in scenarios:** [Ignore Supply in Scenarios 1,2&3.](#)

**21.15 March Order:** [One March Order per player may be issued prior to the start of any scenario, to any friendly force in play on the map \(ignore the requirements of 7.47\).](#)

#### 21.2 Overall Demoralization

The rules for Demoralization require players to keep track of the separate demoralization levels of each Formation. Players may forgo this in the Battle Scenarios and just keep track of the Overall Demoralization Level for each side.

**21.21 General Rule:** Whenever a combat unit is eliminated or Reorganized, the value of the Overall Casualty Level Marker for the side to which it belongs is increased or decreased by the number of SPs represented by the unit counter. The moment a

side's Overall Demoralization Level is reached or surpassed, every unit on that side becomes Demoralized. Likewise, if through Reorganization this number drops beneath the Overall Demoralization Level for that side, every unit ceases to be Demoralized.

#### 21.3 Victory Conditions

Each Scenario has its own Victory Conditions. At the end of a scenario consult these to determine who has won, or if the game will result in a draw. In the Campaign Game there is also the possibility of an Automatic Victory which may occur prior to the end of that scenario.

**21.31 Victory Points:** Victory is defined as the side that has accumulated the highest number of Victory Points. Each Scenario details the totals needed to win. Players keep track of Victory Points as they are earned on the Victory Point Track printed on the game map. As the total is adjusted beyond ten (10) accumulated Victory Points for a side place the Victory Point marker "x10" in the one box to indicate that there are, in addition to the number indicated by the "x1" marker, ten more victory points. If more than twenty Victory Points have been accumulated then place the "x10" marker in the two box, and so forth for all increments of 10.

**21.32 How Victory Points are Awarded:** 1/2 Victory Point is awarded for each enemy Strength Point eliminated. These must be awarded the moment the loss is incurred. Victory Points are not deducted from the accumulated victory point total when enemy units return to play through Reorganization.

**21.33 Capturing Baggage Trains:** The amount of Victory Points awarded for capturing an enemy Baggage Train varies according to when it occurs:

February 9-11.....11 VPs  
February 12.....8 VPs  
February 13.....5 VPs  
February 14.....2 VPs

**21.34 Victory Points for Hex Occupation:** Sometimes Victory Points will be awarded for occupying strategically important hexes. To be considered as "occupying" one of these hexes the player's Combat Unit must physically occupy the hex, or, have been the last Combat Unit to have occupied it (or just moved through it).

**21.35 Victory Points for Exiting the Map:** Sometimes the Coalition Player(s) will receive Victory Points for exiting friendly Combat Units off the map at his Depot/Supply Source hex.

*A coalition unit which was on its depot/supply source hex and was attacked and forced to retreat off-map is not eliminated. The coalition player receives VP like for exiting off the map.*

#### 21.4 Automatic Victory

A Scenario immediately ends in a Coalition Victory the moment the Napoleon counter is captured.

#### 21.5 Scenario 1: *La Bataille de Champaubert*

This Scenario is here primarily for historical interest. Playing it will take roughly one-half an hour.

**First Player:** The French move first.

**Start Turn:** February 9, Night

**End Turn:** February 10, Night

**Set-Up:** Only the following units and leaders are in play:

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**French:** Set up according to the Start Turn on the Set-Up and Reinforcement Table.

**Prussian:** Set up only Olsufief's IX Corps. **Russian:** Set up only the Independent Units.

**Reinforcements:** There are no Reinforcements in this scenario.  
**Demoralization Level:** French: 16 Coalition: 5

**Victory Conditions:** End the Scenario with the most Victory Points.

In addition to the usual method of receiving Victory Points, the Coalition Player receives 8 Victory Points for holding Baye at the end of the Scenario and/or 5 Victory Points for holding Champaubert.

*NOTE: Olsufief had been given orders to hold Baye. Players will note early in the scenario that this is virtually impossible. What the Russian should have done was conduct a fighting withdrawal, causing as much delay as possible to the French.*

### **21.6 Scenario 2: La Bataille de Montmirail**

This is one of the least known of Napoleon's most famous victories, and ranks right in there with Castiglione, Rivoli and Arcole. Unfortunately for the Emperor its result was indecisive, and only bought him a little time. It should take you less than an hour to play.

**First Player:** The French move first.

**Start Turn:** February 11, A.M.

**End Turn:** February 12, Night

**Set-Up:** Only the following units and leaders are in play:

**French:** Napoleon, and the Corps of Nansouty, Mortier and Ney; and division Ricard from VI Corps.

**Russian:** All Units of Sacken's army +Independent unit *Wassil*. **Prussian:** York's I Korps.

**Demoralization Level:** French: 32 Coalition: 21

**Automatic French Victory:** The French win an automatic victory if at any time they occupy Fontenelle (hex **3509**) and the Coalition accumulated casualty total is at 13 SPs or more.

**Damaged Bridges:** The scenario begins with Damaged Bridge markers between the following hexes: **1506/1507; 1408/1508; and 3000/3100.**

**Victory Conditions:** The French Player must force the Coalition Army to reach its Demoralization Level without suffering two-thirds as many losses himself (or 14 SPs). The Coalition Player wins by depriving the French Player of Victory. Regardless of losses to himself, the Coalition Player wins decisively if the French reach their Demoralization level. Anything that can be construed as a draw is considered a Coalition Victory.

*NOTE: Aside for the pounding each army took in the course of this battle, Napoleon's real margin of victory occurred during the pursuit of the Coalition forces to Chateau Thierry. But that is a matter for the Campaign Game.*

### **21.7 Scenario 3: La Bataille de Vauchamps**

This is by far the shortest of the battle scenarios and should take experienced players less than half an hour to complete.

**First Player:** The French move first.

**Start Turn:** February 13, P.M.

**End Turn:** February 14, P.M.

**Set Up:** As per the Set-Up and Reinforcement Tables (note that there are many units missing as a result of the battle of Montmirail).

**Demoralization Levels:** French: 28 Coalition: 13

**Damaged Bridges:** In between hexes **1506/1507**

**Victory Conditions:** The French win if the Coalition forces are Demoralized at the end of the scenario without suffering 18 SPs of loss themselves. They can win decisively if they cause twice the number of SP losses required to demoralize the Coalition forces, or, if they win and cause Blücher to become a casualty. The Coalition wins decisively if the French are demoralized at the end of the scenario. Anything that can be construed as a draw is a Coalition win.

*NOTE: Napoleon could have bought very favorable terms at the negotiating table if the battle of Vauchamps had ended decisively in his favor. He could even have brought the campaign of 1814 to a successful conclusion (won the war) had Blücher been crushed at this time. Using Vauchamps as a springboard and driving down from the north Napoleon would have most certainly caused Schwarzenburg to panic resulting in the abandonment of France by the remaining Coalition armies. As it turned out, however, a few solid Russian battalions sacrificed themselves and held the road open for the rest to escape.*

### **21.8 The Campaign Game: Les Six Jours de Gloire**

Napoleon is about to catch Blücher and Sacken completely off their guard... *alea jacta est!*

**First Player:** The French move first.

**Start Turn:** February 9, Night (Players have the option to begin the campaign game on any turn they choose, however.)

**End Turn:** February 14, P.M.

**Set Up:**

As per the Set-Up and Reinforcement Tables. However, for the Coalition only set up Olsufief's Corps, Blücher, and the three Independent Units.

**Coalition Special Activation:** Starting with the Coalition Command Phase of the February 10, A.M. Turn, the Coalition Player rolls the die twice. The first die roll will attempt to activate Sacken, his Baggage and Bridge Trains, and the Corps of Tscherbatov and Lieven. The second die roll will attempt to activate Blücher's Baggage and Bridge Trains, and the Korps of Kleist and Kapzevitch. On a modified result of six (6) these forces are deployed on the map according to the set up for the turn in question. If either Sacken or Blücher's army are not activated on the first attempt, they may be rolled for again at the start of the next Coalition Command Phase, and so on. Each successive attempt to activate these leaders is modified by the number printed on the Turn Record Track in the box particular to that turn (in other words, rolling on the February 10 Night Turn will see the die modified by a +2).

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The forces of Blücher and Sacken, as defined above, may not enter the game on the same turn. Blücher's forces may only be rolled for if the attempt to activate Sacken has failed that turn.

**Vedettes at Start:** Vedettes may be deployed at the beginning of a scenario, at the owning player's option. The first player deploys all his Vedettes first, then the second player deploys his. They may be deployed only within two hexes of the parent unit.

**Coalition Reinforcements:** Regardless of the outcome of these activation rolls, York will enter with his I Korps as a scheduled Reinforcement.

**Automatic Activation:** The moment a French Combat Unit or Vedette moves east of the 5800 hex row (inclusive) and Blücher's force has yet to be activated, play immediately ceases while all of Blücher's force is deployed on the map in the hexes appropriate to that turn. Once this deployment has been completed the French player resumes his Movement Phase. Or, west of the 3900 hex row inclusive, prior to Sacken's activation, automatically activates Sacken's force.

If French attacks (but do not move) into hexrow 3900/5800 there is no activation.

On 11, A.M. Blücher and Sacken forces are activated automatically.

**French Reinforcements:** All French Reinforcements enter the game according to the French Set-Up and Reinforcement Tables with the exception of Marshal MacDonald's ersatz corps.

**The Uncertain Arrival of Marshal MacDonald:** The French Player may attempt to bring Marshal MacDonald into the game prior to his scheduled time of arrival. The French Player may roll once per game turn to effect this lucky happenstance, but may not roll prior to the French Command Phase of the February 10 PM turn. A die roll result of 2 or less will see this Marshal of France and his battered Corps arrive in hex 1015 or 1002 (French Player option).

**Demoralization Levels:** French: 34 Coalition: 34

*NOTE: If an alternate starting time is chosen for the Campaign Game Players must adjust their Casualty tracks according to the casualties already incurred by their units if their arrival slot on the Set-Up and Reinforcement Track indicates they arrive reduced or eliminated.*

**Exiting The Map:** The Coalition Player receives Victory Points for exiting Combat Units including his Bridge and Baggage Trains (not Vedettes) off the map. For each such counter exited he receives one-half (1/2) a Victory Point. Units may only exit the map at a Coalition Depot/Supply Source hex. The VP award for exit may not exceed Coalition total VPs gained per Rule 21.3.

**Damaged Bridges:** Bridges spanning the following hexsides begin with a "Damaged Bridge" marker: **1506/1507; 3000/3100; 1408/1508**

Prior to Feb. 11 the status of the bridge at 3000/3100 on alternate start is unbroken.

At the start, the three Russian independent units are out of supply. Their supply should be checked from Sacken's baggage train which is on 2711.

### **Victory Conditions:**

**Victory:** The player with the greatest number of Victory Points at the end of the Campaign Game is the winner.

**Critical Victory:** Either side may win a Critical Victory if the ratio of Victory Points is two-to-one in their favor, and there are at least 20 casualties en toto currently recorded on the combined French and Coalition Casualty Tracks.

**Decisive Victory:** Either side may achieve a Decisive Victory if the other side reaches its Overall Demoralization Level yet has not recorded 17 casualties of its own.

**Draws:** All Draws go to the Coalition Player(s) as Victories.

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## The Six Days of Glory 1814

### 23.0 HISTORICAL COMMENTARY

After their disastrous defeat at the Battle of Leipzig (October 14-19, 1813) Napoleon's army fled as quickly as it could toward the French frontier. Crossing the same ground upon which it had won so much glory in the year 1806 (it actually marched through Auerstaedt) they reached Erfurt on October 23rd with approximately 90 thousand men; or roughly half the number it mustered just ten days before. Napoleon hoped to make a stand here, defeating the Allies in detail as they pursued him. However, as his men gathered he learned that Bavaria had defected to his enemies. At that moment a mixed force of Bavarians and Austrians under the command of Count Wrede were marching from the south to sever his line of communications with the Rhine around Mainz and Frankfurt.

Wrede labored under the illusion that the French had been utterly defeated at Leipzig and were incapable of anything but flight. What remained of any organized force was thought to be taking a northerly route to link up with Jerome in Westphalia, and this was reinforced by the unusual circumstance that the French stragglers had actually outpaced the main column. Wrede occupied a blocking position at Hannau accordingly. He was soon to reap his reward for underestimating the Emperor he had so recently served.

Napoleon abandoned Erfurt in the mean time and was methodically moving his divisions down the same road Wrede now occupied. Between October 29 and 31 Wrede's 40 thousand men were pinned by Nansouty's cavalry and then smashed by Drouot's 12 pound batteries of the artillery of the Imperial Guard. As Elting and Esposito tell us in their *West Point Atlas of the Napoleonic Wars*: "The only thing Wrede accomplished was to allow the French to leave Germany as victors." Napoleon crossed the Rhine into France on November 1st with roughly 80 thousand men under arms.

In the Allied camp Blücher and Tsar Alexander urged for an immediate invasion in the hope that by keeping the pressure on Napoleon France might quickly collapse. The overall Allied commander, Prince Schwarzenberg, however, advised against throwing caution to the wind and ordered a halt at the Rhine. A more methodical approach would have to be employed as count Wrede had just proven.

The Allied armies were spread over hundreds of miles. Typhus and dysentery were taking their toll (the French were suffering terribly from these as well). Tens of thousands of men were committed to watching the many fortress garrisons Napoleon had left in Germany (the French had roughly 100,000 men bottled up in such places as Dresden [St. Cyr], Torgau, Danzig [Rapp] and Hamburg [Davout] requiring at least as many Allied soldiers to keep them in place). These would have to be reduced in number, or, at least if long sieges were involved, second line troops shifted in place of veterans who would be needed once the invasion began. The invasion also had the potential of stretching the Allied supply lines through hundreds of miles of hostile territory. The logistics involved were especially staggering for the Russians.

Napoleon hoped these problems would compel his enemies to delay their offensive until the coming spring. He went forthwith, then, to Paris to prepare the nation.

In December, at Frankfort, the Allies offered Napoleon "the natural boundaries of France, the Rhine, the Alps, and the Pyrenees." In effect, where the armies stood. Given the current situation, this was not a bad deal by most stretches of the imagination. Only Napoleon could have believed that he was capable of taking his recruits on an offensive to the "banks of the Vistula" once again. He did have a point, though. Italy was still his, and Prince Eugene, his stepson, still had a sizable army there. Giving up Italy, the land where he had his first taste of glory, where he was a king, where most of his Dukes drew their titles from, this was too much. In any case, captured dispatches conveniently revealed that these fairly generous terms were a ruse intended to cast the Allies in a favorable light in the eyes of the French populace; in particular the malcontents who hovered around Tallyrand and wished to form their own government. These terms were mere propaganda. The Allied Sovereigns had no intention of honoring them.

Joachim Murat, Napoleon's brother-in-law and famed cavalry commander, chose this dark moment to treat with the Allies and try to save his own throne. (As an interesting aside, Metternich dispatched Count Neipperg to woo the wayward King. The same Count Neipperg would later use a like talent, again, on the orders of Metternich, to lull the Empress Marie-Louise into bliss-filled adultery while her husband fretted and raged on Elba.) Murat struck a bargain and withdrew to Naples.

On December 19, an Austrian ultimatum bullied Switzerland into allowing free passage of its troops through the Basle area. They entered the Swiss frontier on December 21st. Blücher crossed the Rhine at Koblenz on January 1, 1814. In the north the Low Countries were invaded by a combined English, Russian and Prussian force, while Ber-nadotte, their erstwhile commander, sent his Swedes into Denmark on a mission of personal conquest. Winzingrode led a Russian column into Belgium by crossing the Meuse at Liege. Bellegarde led 70,000 Austrians into Italy while Wellington and Clinton debouched from the Pyrenees in the face of Soult's and Suchet's weakened forces. (Napoleon had drawn off 15,000 veterans from Soult and 10,000 from Suchet in an effort to add backbone to the tens of thousands of recruits who were arriving at their staging areas.)

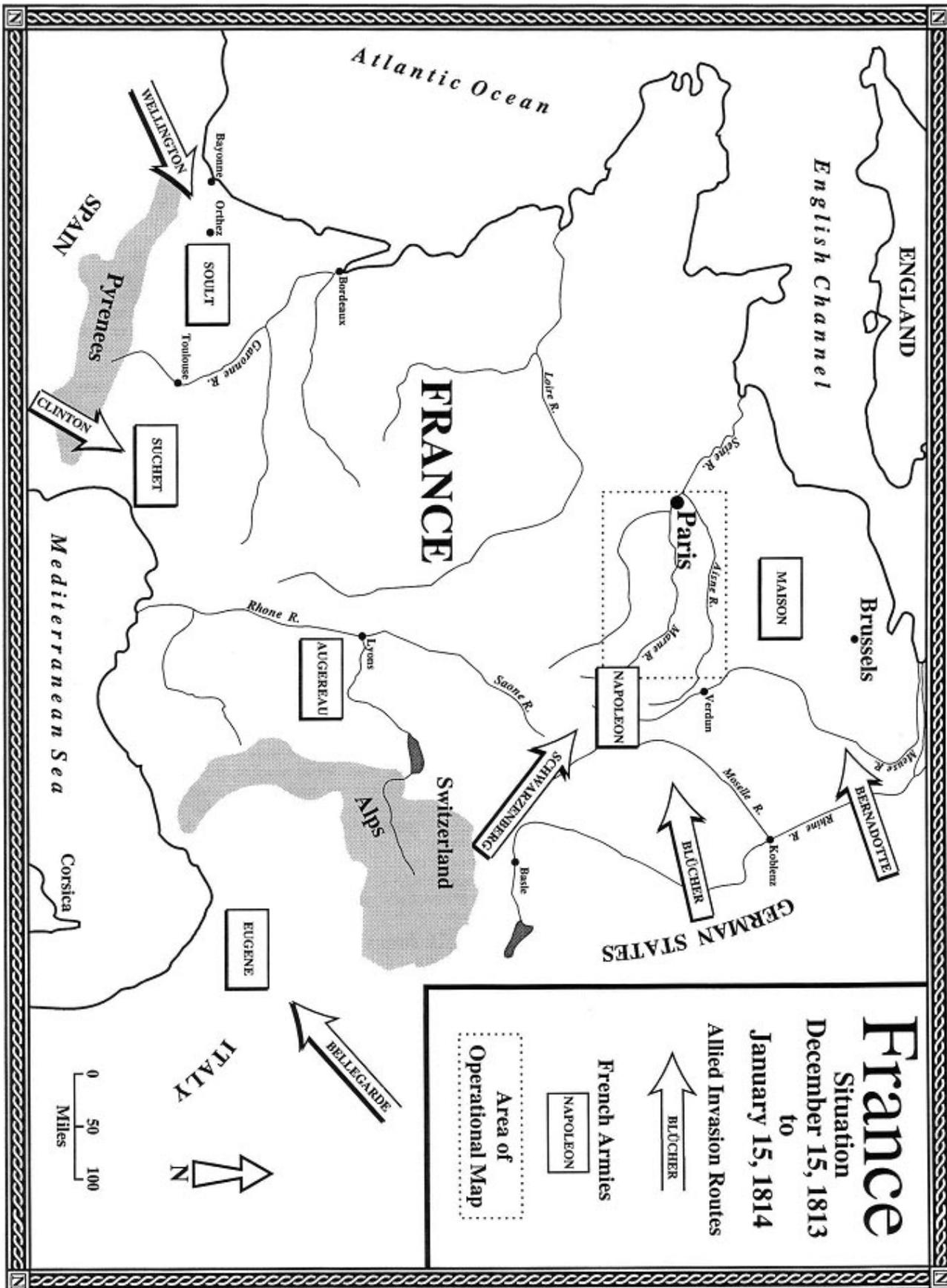
Although coming earlier than he had hoped they would, these disparate Allied offensives did not catch Napoleon off his guard. The two closest at hand, Schwarzenberg's and Blücher's columns, were consequently the greatest threat to Paris. It was against these he concentrated his greatest force. Even so, he had but 70,000 men to oppose 200,000.

#### **La Patrie en Danger!**

Schwarzenberg advanced in a stately and ponderous manner up the river valleys of the Aube and the Marne. Remonstrate as he may he could not curtail Blücher's impetuous progress which advanced without regard to its flanks. "They (Blücher and Gneisenau) rush on like mad bulls," he wrote to his wife, "as if they have nothing to do but plan the fine parties they are going to enjoy in the Royal Palace." Their headlong rush slammed right into Napoleon who was marching to meet them.

The Emperor had left Paris in the small hours of January 25. He reached Vitry-le-Francois on the 26th after a brief stop at Chateau Thierry. Reports were confusing but it appeared that the two Allied columns were still separated, and Blücher's

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seemed to have outdistanced the other. He ordered Marshal Victor to hit the nearest enemy position at St. Dizier. He hoped to draw Blücher ever forward while the other French Corps converged from opposite directions. The troops Victor encountered, however, melted into the countryside. They were but Cossacks. As he rode up, reconnaissance parties reported that Blücher had deployed his most advanced corps in and around the Chateau of Brienne; the same place where the young *Napoleone* had received his first taste of military instruction some thirty years before. Pushing ahead with speed that would become a characteristic of the French operational maneuvers in this brief campaign, they covered the thirty miles to Brienne and were in position to launch an attack by 3 p.m. on the 29th. Victor had but ten-thousand men. So few were the attackers, in fact, that Blücher left the field to partake of a particularly savory repast that was then being served in the chateau. Blücher's summation of the threat these French posed would have been on the mark if it were not for a single enemy battalion that, under the cover of the early winter darkness, infiltrated his line, boldly scaled its heights, and took the chateau by a *coup-de-main*. The intrepid Prince escaped by the seat of his pants.

Taking the loss of the chateau as *une affaire d'honneur*, Blücher wasted his victory on repeated attempts to retake it. By 10 p.m. he was forced to give up. He withdrew his army eight miles to the south. While not much of a victory, Blücher's stubbornness had given Napoleon a valuable ounce of propaganda with which to bolster the sagging morale of the nation. Napoleon pursued as far as *La Rotherie*.

For the next two days Napoleon planned the *campagne de France*. With his army gathered around him couriers sped off to the more distant corps. Roads and bridges were ordered repaired along the interior lines he planned to conduct his operations; others were ordered destroyed. Hospitals and depots were established. The wounded were to be sent to Picardy, not Paris, where the sight of them might effect the ever-so-fragile Parisian morale. In fact, the route the wounded were to take bypassed the city altogether. Vigorous cavalry patrols, however, failed to reveal to him the imminent arrival of the foe. While he thought and planned Schwarzenberg's huge force arrived to reinforce Blücher.

February 1st dawned with 112 thousand men advancing from cover against Napoleon's meager force of less than half of that. What made matters worse was that fully a third of the enemy were already bearing down upon them from the flank, and they were commanded by Wrede, hot to avenge his humiliating defeat at Hannau.

For the first time in his career Napoleon commanded troops who were decidedly inferior to his opponents. Whereas the average Russian, Austrian and Prussian had at least one campaign and several battles under their belts, the average *Marie-Louise*, as the French recruits were dubbed, had been issued a musket just a few weeks before. If they had received any instruction as to its use they certainly had not received any instructions as to how to deploy. The few veterans among them arranged their platoons in firing lines. Some even went so far as loading each musket!

What saved the French at La Rotherie was the weather. It was cold enough to snow, which it, in fact, did. It was not cold enough to make the ground freeze, however. The earth turned

into mud that resembled brown glue. The advancing enemy columns took several hours to reach their positions. They did not begin their assault until 1 p.m. by which time the French were ready. In addition to this darkfall at this time of the year is around 5 p.m. This did not leave much time for the Allied superiority in artillery to play upon the tightly packed ranks of French recruits. In a word, the French line was bent but did not break. Even the vengeful thrust of Wrede's Bavarians in Napoleon's flank was swallowed by the darkness and mud.

What truly hurt Napoleon (but proved a blessing in disguise) was that he had but one bridge over which to effect his escape. By 4 a.m. on the 2nd the entire force had made its way to the far side of the Aube River, but it left piles of supplies and equipment, and over 60 cannon as spoils. This was quite a haul for the Allies, and the amount of captured cannon did much to exaggerate the degree of success their victory warranted; at least, in so far as the loss of the guns effected the ability of the French army to continue the war. They chose to believe what they wished to believe (their morale also needed bolstering on occasion). Blücher was optimistically toasted by the Tsar with these words, "Today you have set the crown upon all your victories; mankind will bless you." Blücher wrote to his wife that it was the happiest day in his life. That night he reoccupied the Chateau of Brienne.

Needless to say, if it was one of the happiest days in Blücher's long life, it certainly was one of Napoleon's darkest in spite of his narrow escape, and the bleeding of his recruits. Crestfallen, he informed Caulincourt at the ongoing negotiations at Chatillion "to get what he could." Needless to say, emboldened by their success, the negotiators for the Allies chose to forestall any settlement. Their pot was about to boil, it seemed. In a few days even Paris might fall.

Napoleon fell back one more river line and reformed his corps behind the Seine at Troyes. The Allied High Command planned what appeared to them the final stage of the Paris campaign. Napoleon had little to do but wait for more recruits to join their units, and see how events would unfold.

The Allied High Command planned simultaneous and parallel thrusts down the two great east-west avenues that led to the French capital. Schwarzenberg would take the southern track running from Bar-sur-Aube to Troyes, and from thence to Paris via Sens (see theatre map). Blücher, meanwhile, would first march north to Vitry le Francois. From there he would continue to Chalon sur Marne and then follow the banks of this famous river all the way to Paris. Thus, he would pass through Epernay, Dormans, Chateau Thierry, La Ferte sur Jouarre and Meaux. The middle track running from Arcis Sur Aube, and through Nogent sur Seine and Nangis would be used to maintain contact between the two wings and ease the traffic that was sure to accumulate especially in the southern column. Blücher took with him only Sacken's and Olsufief's corps, but would rendezvous with York who was coming down from the north. He would also be joined by the corps of Kleist and Kapzevich who were about to arrive from Germany.

Austrian columns probing to the south received a sharp rebuff when they bumped into Augereau in and around Lyons (see strategic map). Augereau had received the bulk of Suchet's veterans and was forming them into an army. This concerned Schwarzenberg to the point of distraction and he detached a sizable force against what turned out to be an imagined threat

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(Augereau's lack of activity in this campaign would later see him severely censured by Napoleon during the Hundred Days.). Schwarzenberg then probed timidly ahead toward La Guillotiere. But here he ran into Mortier and the Imperial Guard which shook him to the core. He recoiled further south to Bar sur Seine. Compounding his error he drew Wittgenstein from the middle track that linked him with Blücher. By February 8 he had hedge-hogged his forces around him in the belief that he was about to be attacked by Napoleon in person.

Blücher, however, had accepted his role with vigor and was running pell mell toward Paris (though MacDonald was doing what he could to slow him down). His forces were in a grand parade spread along twenty miles of road. When news of Schwarzenberg's plight reached him he duly grabbed the nearest of his corps and set off to relieve his beleaguered comrade. As the tail of Blücher's column marched south, however, (toward Fere Champenoise) the head continued to pursue MacDonald (reaching La Ferte sous Jouarre) doubling the distance that separated them. This time, by doing nothing, Napoleon found himself between his foes, with the column to his north stretched out like some complacent beast, just asking to be jabbed in the guts.

### **Les Six Jours de Gloire**

Blücher planned to spend the night of February 9 in the chateau of Etooges (see game map). Around 8 p.m., as he and his staff pondered situational maps, a Russian officer arrived and breathlessly announced, "The enemy is here!" As it turned out his report was somewhat exaggerated. French cavalry had skirmished with Olsufief's outposts around Baye. Needless to say, when it came to spending the night in a chateau within striking distance of the enemy, Blücher was, having once been bitten, as the saying goes, twice shy. He ordered his unhappy staff to move their headquarters to an open field near Vertus.

Riders went out to inform Sacken that the French had been reported in the area, but it was reasoned that they were merely occupying a blocking position in Sezanne. York, however, was warned to maintain close contact with the latter, and to repair the bridge at Chateau Thierry in the event they would have to shelter on the far bank of the Marne. At least this is what von Muffling's memoirs tell us. It's more than likely that nothing was done other than report the presence of the enemy. (If any reports of French in the area were made, they were Olsufief had his head handed to him in an effort to obfuscate the fact that the column had been caught so flat footed.)

Olsufief had but 4,000 infantry and 24 guns. He was in no position to stand and fight once it became clear to him that Napoleon was present and in strength. He was, however, smarting under the censure he had received for letting the Chateau of Brienne fall (it was his troops who were holding the town; Sacken had even threatened him with a court-martial). Udom's division was sent to hold Baye. Ricard's division attacked the area around the chateau while the French cavalry swept around its flanks. Olsufief tried to reinforce Udom but Ney's infantry was now up in overwhelming numbers driving through Bannay.

Realizing he was in jeopardy of becoming surrounded the Russian sent most of his guns in a headlong run for Etoges. He formed a rearguard in Champaubert of two regiments and 9 cannon with orders to hold to the last. French cavalry were now all around the high road and Olsufief was forced to attempt his

escape on a side track through the woods towards Montmort. Only about half of his infantry and guns escaped; Olsufief himself being captured.

Napoleon wrote to Marshal MacDonald at 3 a.m. announcing his victory over Olsufief. MacDonald was to move his corps eastward towards La Ferte sous Jouarre and block the river there while he (Napoleon) would drive westward along the road to Montmirail. Mortier and the Guard, who had just arrived at Sezanne, would converge on Montmirail also. Marmont was to remain at Etoges with his cavalry and LaGrange's division to block the road to the east from where Blücher might arrive. It was hoped Sacken and possibly York would be trapped in the bend of the Marne; the only bridges being at La Ferte sous Jouarre and Chateau Thierry. Leval's division (Peninsular veterans from Soult's army now serving under Oudinot) was ordered to march to the sound of the guns once reaching La Ferte Gauche.

Sacken and York labored under two contrary perceptions of what immediate course should be followed. Sacken believed that he should advance post haste and attack the French in concert with York who would support his left. York, on the other hand, believed he should only advance far enough so as to allow Sacken to pass behind him and effect an escape across the Marne River. Both plans, at least initially, saw York moving south and Sacken marching east, which was enough to convince the other that their perception of events was correct! Sacken actually aimed his assault to strike to the south of the high road at Mar-chais, thinking he could follow the banks of the Petit Morin while York attacked Montmirail almost perpendicularly from the left.

Ricard's division occupied Marchais with Nansouty's cavalry supporting its right. Tscherbatow's corps struck him and a terrific fight broke out. The village fell around 11 a.m. and remained in Russian hands despite repeated counterattacks. Around 2 p.m. Ney moved forward and attacked the Russian left along the high road to the north. Nearly all the Russian reserves were committed to stem this impetuous assault.

Wassiltchikow's cavalry was all that was containing Nansouty until it finally made contact with York, and thus became the center of the Allied line which now described an arc from Marchais to Fontenelle. Sacken realized the error that he and York had made and began shifting troops to the north side of the high road. Guyot led four squadrons of the Emperor's personal escort and routed this movement. Just as the Prussian cavalry and infantry came to stabilize the Allied center the Old Guard division of Michel arrived and shattered it once again. As darkness fell the Prussians still held Fontenelle but a reinforced assault took Marchais from the Russians (it was the village fell that DeFrance's four regiments of *Gardes de Honneur* made their famous charge).

MacDonald received Napoleon's orders while at Meaux (see theatre map). Having, however, already destroyed the Marne bridge at Tril-port he could not immediately comply. Even once he did clear the place the bridge at La Ferte sous Jouarre was also broken. It was thus impossible for him to cut the Russian and Prussian escape route at Chateau Thierry in any timely manner. Napoleon, in the meantime, pursued with vigor. The Prussians made a stand at Les Caquerets and then again at Chateau Thierry, but each time were driven back. They were able to establish a large battery of guns on the far side of the



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Marne which did much to forestall Ney; though two Russian regiments were forced to surrender having not yet crossed the bridge. Napoleon bagged roughly 3 thousand of the enemy and 9 cannon during this pursuit, effectively doubling the losses the Allies had experienced at the battle of Montmirail. Not bad, but still a far cry from what could have happened if MacDonald had been able to cut the bridge altogether. Mortier took over the pursuit once the bridge could be cleared, but by that time Sacken and York had escaped.

Napoleon began the morning of the 13th by ordering Ricard to march his division from Montmirail to Etoges where it could rejoin Marmont. As the Emperor left Chateau Thierry he decided upon a new course of action whereby Schwarzenberg would be the recipient of his favors. He accordingly ordered everyone to march for Sezanne once again. Blücher, however, had surmised this very same idea upon observing the utter lack of activity exhibited by Marmont. He chose, then, to drive the Marshal back and perchance fall upon the rear of Napoleon's force as it marched to the south. Marmont chose wisely to merely fall back before Zieten's advanced elements. By night on the 13th Blücher had his headquarters at Champaubert.

Napoleon heard of the Prussian advance around 3 a.m. on the 14th and decided to teach him a lesson. Ney, St. Germaine, Friant and Leval were immediately ordered to march on the road east of Montmirail.

Marmont formed up Ricard's and Lagrange's divisions just to the west of Vauchamps. Zieten attacked him here at 10 a.m. Blücher along with Kapzevich and Pirch started three hours after Zieten and only arrived in time to see Beaumont's cavalry threatening to drive down from the north side of the road, isolating Zieten's Prussians. Marmont, with reinforcements in sight, chose this moment to send Ricard on the offensive to fix them from the front. Zieten was able to deal with this thrust, but then, echeloned from their left came Lagrange's division. What was worse, beside Lagrange came Grouchy's cavalry. Zieten's command was destroyed with only about a quarter of his men able to escape. Some Russian battalions formed square and were able to retreat in good order which bought some time for Blücher. Seeing the mass of Grouchy's cavalry arcing ever more to his right the Prussian Prince ordered an immediate retreat on Etoges. Grouchy harassed this retreat constantly; Kleist to the right of the road, Kapzevich on its left. (The reader will note the almost complete absence of cavalry in Blücher's force.) Roeder's cavalry had come up during the night and now fell in to cover Kleist's retreat. Around 4:30 Grouchy deemed the enemy's position sufficiently turned and launched his cavalry in a series of charges that carried Roeder away. Simultaneously Laferriere's Guard cavalry struck Kleist's infantry. Many Prussian squares were broken. It was only by exposing themselves to extreme danger on several occasions that Muffling, Kleist, Gneisenau and Blücher managed to force a way through the French cavalry to Etoges. If Grouchy's horse artillery had been able to maneuver in the muddy fields there can be little doubt that the whole of Blücher's command would have been smashed. As it was, the battle of Vauchamps had cost the Allies more dearly than that of Montmirail. Over 6 thousand men were lost and 16 guns taken. Napoleon suffered roughly a tenth as many casualties. As Petre sums up the four days fighting at Champaubert, Montmirail, Chateau Thierry and Vauchamps... "Blücher's army of about 56,000 men had lost over 16,000 men and 47 guns. Napoleon's loss had been about 4,000."

Blücher fled to Chalons and crossed to the safety of the opposite bank of the Marne river there. While the results of the past four days had yielded a brilliant victory for the Emperor, the army of Silesia (as it was known among the Allies) had not been annihilated. In fact, having rested in Chalons for but two days it had been reinforced to the point where it amounted to 53,000 men. Such were the resources of the Allied cause that the effects of Napoleon's victory were hardly felt at all, that is, except to add to the history of the First Empire six more days of glory.

Napoleon turned south once again to deal with Schwarzenberg who was active now that the Emperor was operating in the north. Away in the deep south of France Wellington was approaching Soult's position at Orthez.

- Ed Wimble

### **24.0 PLAYER'S NOTES**

A read of the Historical Commentary should impress upon the French player the need for quick and decisive maneuver. Napoleon does not have any time to dally. The Coalition will be flat-footed for only a day at most. The few tools at their disposal, namely the Cossacks of Krepow's and Karpow's brigades, will be used to their maximum potential in the early going. The French absolutely have to move, move and move some more. This will make the positioning of their baggage train critical, and supply line vulnerable.

The best way to deal with a vedette is to oppose it with another vedette. Again, the French player has to perform a balancing act: how many of their excellent light cavalry units are they willing to waste on a few Cossacks? In one game even the French Imperial Guard were sent chasing these light horsemen; a terrific misappropriation of time and talent.

The Coalition player has to watch what he does with the Blücher counter. Remember, this impetuous old fellow is always getting himself in trouble, and there is a real temptation in the first few turns to gamble away his liberty. Keep Gneisenau's wise counsel in the back of your mind: sometimes it is better to lose a few battalions and give up some ground than take a chance on losing a war to the conspiracy of a moment's good fortune. Remember also that Blücher is sorely lacking in cavalry until well into the game. (There was a reason for his uncharacteristic slowness in responding to the sound of the cannon on the morning of *Champaubert*.)

In a word, the French player must remember Napoleon's comment prior to launching the 1806 campaign, "Activity, always activity... we will overwhelm them with our activity." Although the rules for stacking seem generous, their peculiarities can also make them surprisingly cumbersome. If your troops are making a road march you have to make sure there isn't a baggage or bridge train, or some out of command combat unit sitting in your path. Move them out of the way first if possible. Bypassing these units sometimes works but there are always those darn slopes and streams that make off road movement maddeningly slow. (It's not so much the height of the hills, or depth of the streams that makes them so costly. It's all the intermittent rain and snow that has slushed them up. After all, this is February.)

Remember that you cannot road march into an enemy ZOC! Advancing into combat requires that you at least spend a

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movement point getting your men gathered into some sort of battle formation, and you cannot do this when "under the cannon of the enemy."

Should Napoleon be used in combat? You'll probably have to. His column shift, plus the shift for combined odds and the guard can turn a mediocre attack into something to write home about. (And if you have either Friant or Michel accompanying him you don't have to worry about an exchange result leaving him standing naked in an enemy controlled field.) How often should you tempt fate? Well, if your throne was hanging by a rather tenuous thread I suspect you'd be prone to recklessness. For the French this campaign is all or nothing; the same said for their Emperor. Dying in battle? Neither Alexander nor Caesar can lay claim to that, and they are your only peers.

- **Kevin Zucker and Ed Wimble**

### **25.0 NEW VERSION NOTES**

New rules for 6 Days of Glory are based on rules (version 3.27 from IX 2004) from "The Seven Days of 1809" and some clarifications from the Q&A found on [www.grognard.com](http://www.grognard.com).

#### **And a little tip...**

A special Coalition activation rule in the Campaign game is a very interesting issue for the entire game. The Coalition forces under the Prussian Sacken and Russian Blucher cannot move unless they roll a modified result of 6 or more (the rule says a modified result of 6).

To avoid the early activation, the French may choose to take on one force before another, usually Sacken first because Blucher can only roll for activation should Sacken failed his.

Automatic activation of the Sacken forces, however, can occur if the French appears east of hex 3900. On closer look, the French St. Germain II Corps enters the game on Feb 10 PM as a reinforcement at hex 1021. This could automatically activate Sacken and his forces, thus foiling Napoleon's interior strategy.

On the map's turn record track, however, Coalition forces can be automatically activated only on the Feb 11 AM turn. As a result, the French reinforcement activates Sacken inadvertently 2 turns earlier.

Players may delay the entry of reinforcements indefinitely per 15.22 and that is what the French should do .

The French reinforcement on both Feb P.M. and Night turns should be delayed at the French player's own discretion. The Coalition player, however, can still activate Sacken or Blucher before Feb 11 on a modified die roll of 6 or more. The above-mentioned French reinforcements should enter the game immediately upon Sacken successful activation.

by Lawrence Hung from [www.boardgamegeek.com](http://www.boardgamegeek.com)

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<b>TERRAIN EFFECTS CHART</b>	<b>TERRAIN EFFECTS: MOVEMENT</b>	<b>TERRAIN EFFECTS: COMBAT</b>
		The basic cost to enter a Hex is one Movement Point (MP). The actual cost to enter a given Hex may be more or less, depending upon the terrain in the Hex, on the Hexside being crossed, and the unit type. For units in Road March the cost of connected Road hexes is one-half Movement Point.
<b>Terrain Type</b>	<b>MPs to Enter or Cross</b>	<b>Effect on Combat</b>
Clear Hex	1MP	No Effect
Slope Hex	No additional MPs to enter. Trains may enter Slope Hexes only via Roads or Trails	No Effect.
Slope Hexside	1 additional MP to cross moving up hill.	Defender's strength increased by 50% when attacked exclusively through Slope Hexsides.
Chateau	1MP No Repulse Allowed (see 10.12 B )	Against a single infantry unit, the combat odds may not be higher than <b>2-1</b> - no Combined Arms odds shift. All Dr and Dr2 results are ignored, and <b>D1/2</b> results are treated as Ex results (see 11.6)
Fortified Town	1MP No Repulse Allowed (see 10.12 B )	The combat odds may not be higher than <b>1 to 1</b> - no Combined Arms odds shift. All Dr and Dr2 results are ignored, and <b>D1/2</b> results are treated as Ex results (see 11.5)
Woods Hex	<b>Cav. &amp; Art.: 4MPs ; Inf.: 2MPs (see p.2)</b>	<b>Cav. Strength Halved when attacking into or being attacked in Woods Hex. (see p.2)</b>
Woods Hexside (covered by woods)	Cavalry & Artillery: 3 additional MPs Infantry: 1 additional MP	Cav. Strength Halved when attacking or being attacked across Woods Hexside. Inf. no effect. <b>Combined Arms not allowed if Cavalry attacks through Woods Hexside.</b>
Road Hex	1/2 MP if entered through road Hexside in Road March; otherwise same as Trail. <b>1/2 MP for leaders and vedettes</b>	Depends on other terrain in Hex.
Trail Hex	1 MP if entered through trail Hexside.	Depends on other terrain in Hex.
Town Hex	1MP	Defender increased by 50%.
Village	<b>No additional MPs to enter.</b>	<b>No effect.</b>
River Hexside	Prohibited. May only cross at Bridges.	May only attack across Bridges.
Stream Hexside	1 MP additional to cross. Wheeled units must use Bridge or Ford. <b>Supply lines may not cross.</b>	Defender increased by 50% when attacked exclusively through Stream Hexsides.
Ford Hexside	1 MP additional to cross	Same as Stream.
Stream Bridge Hexside	1 MP additional No additional in Road March or <b>Vedettes or Leader.</b>	Defender increased by 50% when attacked exclusively through Stream Bridge.
River Bridge Hexside	1 MP additional No additional in Road March or for <b>Vedettes or Leader.</b>	Defender doubled when attacked exclusively through River Bridge.
Pontoon Bridge	2 MPs additional (see 9.24). No additional in Road March or <b>Leader.</b> <b>Baggage trains and Supply lines may not cross (however see under 8.31 &amp; 14.12)</b>	<b>Defender doubled when attacked exclusively through Pontoon Bridge.</b>
Marsh Hex	May only enter on road or trail.	No Effect.
Stacking	<b>No additional MPs to enter. (see 3.0)</b>	No Effect.

## The Six Days of Glory 1814

### COMBAT RESULTS TABLE

Die Roll	Probability Ratio (Odds) Attacker : Defender												Die Roll
	1-5	1-4	1-3	1-2	1-1½	1-1	1½-1	2-1	3-1	4-1	5-1	6-1	
1	Ar2	Ar	Dr	Dr	Dr/S	Dr/S	Dr2/S	D1/2	De	De	De	De	1
2	Ar3	Ar2	Ex	Dr	Dr	Dr	Dr	Dr2/S	D1/2	D1/2	D1/2	De	2
3	A1/2	Ar3	Ar	Ex	Ex	Ex	Dr	Dr	Dr2	Dr2	Dr2	D1/2	3
4	Ae	Ar4	Ar2	Ar	Ar	Ex	Ex	Ex	Dr	Dr3	Dr3	Dr2	4
5	Ae	A1/2	A1/2	Ar2	Ar	Ar	Ex	Ex	Ex	Ex	Dr4	Dr3	5
6	Ae	Ae	Ae	A1/2	A1/2	Ar2	Ar2	Ar	Ar	Ex	Ex	Ex	6

### EXPLANATION OF COMBAT RESULTS

#### 11.4 Applying Combat Results

Combat Results are applied as follows:

**Ae (De):** All attacking (defending) Combat Units are eliminated.

**A1/2 (D1/2):** *At least* half of the attacking (defending) Combat Strength Points are eliminated (owning player's choice of units).

Other remains engaged, which means they remain in EZOCs at the end of turn.

Example: *The French Player's unit Deroy (8SP) is defending against 24 Austrians SPs. Austrian rolls a 2 (D1/2). Deroy is eliminated. If Deroy had been stacked with Wrede (8SP) a result D1/2 would mean that just one division would have been eliminated.*

**Ex (Exchange):** All Combat units on the weaker side are eliminated; the stronger side eliminates units which total at least half of the Combat Strength of the weaker side. Compare (unmodified) face-value SPs of all units.

EXAMPLE: **Ex (Exchange).** *The weaker side has 11 SPs and the friendly side has four units, with 2, 3, 8, and 10 SPs. Half of 11 is 5.5 and he must lose more, so he removes the '8.'* *If the weaker side had 16 SPs instead, the friendly force would still lose the 8 (16 x 0.5 = 8).*

**Ar (Ar2, 3, 4):** All attacking Combat Units must retreat 1 (2, 3, or 4) hexes.

**Dr (Dr2, 3, 4):** All Defending Units must retreat 1 (2, 3, or 4) hexes.

**S (Surrender):** Applies only to Out of Supply units in Fortified Towns (see 11.56).

#### COMBAT RATIO SHIFTS and DIE ROLL MODIFIERS

**Napoleon:** If Napoleon is stacked with an attacking or defending force **or bombarding artillery**, the odds column for the ensuing combat is shifted one column in his favor.

**Blücher:** If Blücher is with an attacking or defending stack then any one non - artillery Combat - Unit of that stack may double its Combat Strength.

**Combined Arms:** If an attacking (not bombarding) force includes both infantry and at least one SP of cavalry, the combat odds for the attack are shifted one column to the right before the dice are rolled (a 1 to 1 attack becomes a 1.5 to 1).

**Odds:** At odds less than 1 to 5 add one to the die roll for each ratio less than 1 to 5. At odds greater than 6 to 1 subtract one from the die roll for each ratio greater than 6 to 1. No die roll result, however, can be greater than 6 or less than one.

#### Capture of Leaders

##### Die Roll

1-5 Retreat O.K.  
6 Leader Captured

##### Die Roll Modifiers:

1. Add 1 to the die roll for each odds column on the 'bad' side of 1:1.
2. Subtract any Command Rating from the die roll.

#### Command Range Summary

Command Range for Commanders and Officers 2 Hexes  
Cost of Terrain When Tracing Command in Hexes  
Road / Trail 1 / 2 Hex  
All Other Terrain except (unpassable) 1 Hex  
Road March Command Range (see 7.21)

Unit is consider in Command if it is:

- in Road March and
- within 2 hexes of another unit of its formation, on a connected road, that is itself already in Command

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#### Key to Text:

**Blue text:** recommended changes from original edition  
**Red text:** changes by Michel Lepetit, Editor  
**Green text:** Comments by Mikolaj Lenczewski.

Operational Studies Group would like to express thanks to Mikolaj Lenczewski for his work in creating this edition.

**The Six Days of Glory 1814**