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# INTRODUCTION

## What is this game about?

In the spring of 1812 the Emperor Napoleon of France gathered the regiments of 20 nations together into the largest military force yet raised in Europe. That June he led this Grand Army of over 600,000 men across the Nieman River to begin what he believed would be his greatest triumph and perhaps final war: the invasion and subjugation of Tsarist Russia. As the defending armies fell back before this prodigious onslaught, Tsar Alexander turned to a pugnacious and crafty old warrior to help save his country, his people and his Romanov Dynasty: Marshal Mikhail Kutuzov. This game allows you to recreate the epic campaign of 1812 and explore its many possibilities.

*"I should be cursed by posterity were I regarded as the first to take any steps toward a settlement of any sort. Such is the spirit of my nation."*

—M. Kutuzov

**Cover Image:** "THE RETREAT" by Vereschagin; from the album "The Patriotic War Of 1812" (Bozherianov, St. Petersburg, 1911)

## How many players can play the game?

You can play this game with 2, 3 or 4 players. Each generally plays one or both Powers of one side of this historic conflict: French (Imperial) or Russian (Tsarist). Rule 1.1 defines player Powers; then see rules 2.1 – 2.3 starting on page 6 for detailed rules about how to split up sides with different numbers of players. You can play *Kutuzov* on your own, but you will lose much of the fog of war and surprise, those twists and turns of the unexpected, that makes the game a tense, exciting and enjoyable experience. However, playing even parts of the game solitaire will help you understand its rules more quickly.

## How do you win the game?

The French Powers' goal is to conquer Russia; the Russian Powers' goal is to defend it. The winner is the player of the side which best achieves that goal. In 3 or 4 player games, the individual winner is the player Power on the winning team which has done most to achieve that team's victory. See rules 19 and 20 for detailed victory rules.

## What pieces should you have in your game?

This game contains:

- One 22 x 34 map.
- 110 cards.
- Four sets of die cut playing pieces.
- Eight Game Set-up Headquarters Cards containing Army Holding Boxes (for each Game Set-up, one Card for each Power). Starting forces and their game start positions are listed on each Headquarters Card. Each Power has **two** cards: Card A, with one side of each card printed for the June/July 1812 Game Start (Turn 1), and the other for the Aug./Sept. 1812 Game Start (Turn 2). Another set of Cards, Card B, has the Oct./Nov./Dec. 1812 Game Start (Turn 3) printed on one side, and the non-historical Jan./Feb./Mar. 1813 Game Start (Turn 4) printed on its other side.

- Two Player Aid Cards with Game Tables, a Battle Chart and other useful rule reminders.
- This rulebook with rules index.
- A Play Book comprising Historical, Design & Players' Notes, along with a 'How to Play Kutuzov' tutorial example, a Glossary of Game Terms, Roster of cards, Game Start Set-Up Maps and other features.
- 20 plastic stands and 8 six-sided dice.
- 30 round plastic chips to represent "Scorched Earth" (16.57).

## Questions?

If there are any components damaged or missing, please contact us at:

GMT Games, P. O. Box 1308, Hanford, CA 93232-1308

If you have any questions about the rules, we'll be glad to answer them if you send them to that address with a self-addressed, stamped envelope. For faster response, we're on the Internet at:

[www.gmtgames.com](http://www.gmtgames.com)

Or send email to:

[alewis@gmtgames.com](mailto:alewis@gmtgames.com) or [mgmprsm@yahoo.com](mailto:mgmprsm@yahoo.com)

The game Developer, Fred Schachter, also monitors the *Kutuzov* webpage of ConSimWorld.com and will respond to questions via that medium as well.

## How do you get ready to play the game?

The players should set up the game according to the information on their Game Turn Start Set-Up Instructions by Power for the correct Turn. See Part Four of the Play Book for corresponding detailed starting rules.

## Before reading the rules...

**Reading the rules**—Please do not try to memorize the rules! Furthermore, on your first reading ignore the rule cross-references. After you have scanned the rules and cards, examine the game pieces. Then play through a couple of turns for practice, or follow the 'How to Play Kutuzov' tutorial in the Play Book. You should then have a fair grasp of the game's basics. Use the rules whenever you need to remind yourself or find out how to do something.

**Rules numbering**—We have numbered the rules to help organize them, and to help you find the rules you need more easily.

*Examples: To make the rules easier to understand we have included examples. We have highlighted many of the examples like this paragraph so that they stand out from the main rules text.*

**Definitions**—Like many war games, *Kutuzov* uses some words that have a special meaning in the game. For example, each of the land spaces on the map is called a Duchy or a Zone. Generally, the rules explain these words the first time they appear, or along with the main rules they affect. However, there is also an index of defined terms in the Glossary. Words with special meanings in the game are Capitalized throughout these rules.



**Play Book**—To help you understand the rules, the Play Book has a ‘How to Play Kutuzov’ tutorial starting on page 6. If there is any conflict between the tutorial and the rules, follow the rules. Additionally, the Play Book contains a Compendium of Tables, extended examples of play cross-referenced to the appropriate section of these rules, Game Set-Up Alternatives (Scenarios) with associated Players’ & Historical Notes, and the Glossary of *Kutuzov* game terms.

## 1. PLAYING PIECES, THE MAP, GAME CHARTS & CARDS

### 1.1 POWERS

Before looking at the playing pieces you should know what a Power is in *Kutuzov*. The four Powers in the game are:

- the French Northern Army;
- the French Southern Army;
- the Russian First Army; and
- the Russian Second Army.

#### 1.1.1 Camps

The four Powers are divided between two opposing Camps in *Kutuzov*. The two French Powers are known as the Imperial Camp (‘Imperials’) and the two Russian Powers are known as the Tsarist Camp (‘Tsarists’).

#### 1.1.2 Allied Nations

There are two Allied Nations in the game: Prussia and Austria. Prussia and Austria are not Powers. Both begin the game in the Imperial Camp. The Prussians begin under the command of the French Northern Army and the Austrians begin under the command of the French Southern Army.

**Colors**—each Power and Allied Nation has its own primary color for its playing pieces and the map, as follows:

PRIMARY COLORS CHART

France (Northern Army)	Blue
France (Southern Army)	Red
Prussia	Black
Austria	Grey
Russia (First Army)	Green
Russia (Second Army)	Yellow

**Note**—The terms Russian and Tsarist are interchangeable – as are the terms French and Imperial – unless a rule specifically says otherwise.

### 1.2 THE MAP

The map represents the area where Napoleon’s invasion of Russia took place. It has spaces for the playing pieces, with connections showing where the pieces may move. A land space is called a Duchy. The large boxed spaces on the sides of

the map are called Zones. The Baltic Sea is also represented; it is treated as a single, separate and unique space.

#### 1.2.1 Duchies

Each Duchy represents an historically significant area. A Duchy’s color shows which Power Controls that Duchy at the start of the game. A Duchy’s shape and other markings shows certain effects set out in the following list of the different types of Duchies.



**Capital**—a Duchy with a Dashed Border is a Capital. Moscow and St. Petersburg are the only Capitals.

**Depot**—a Duchy with a Star is a Depot. Warsaw and Kiev are Depots. Moscow and St. Petersburg are also Depots (as well as being Capitals). Riga and Smolensk are both Depots and Fortresses.

**Fortress**—a star-shaped Duchy is a Fortress. The number above it shows its built-in defence or strength rating. This is normally two, except for Riga and Königsberg, which are four each. *For example, Brest is a Fortress. It has a built-in defence rating of two.*

**Home**—a Duchy matching the color of its Power or Allied Nation is a Home Duchy. *For example, Warsaw, Lukow and Ostrolenka are all French Southern Army Home Duchies.*

**Key**—any non-circular Duchy is a Key (e.g. a diamond-shaped Duchy). A Duchy can be a Fortress and a Key. *For example, Riga, Brest and Narva are all Keys.*

**Shared**—with the exception of six yellow Keys, all of the Duchies in Russia are green. Treat all Duchies in Russia under Control of either Tsarist Power as Shared, i.e. friendly to both Russian Powers. The six yellow Duchies show where the Russian Second Army may build its Formations; the six green Keys show where the Russian First Army may build its Formations. *For example: Kiev is a Shared Duchy, friendly to both Tsarist Powers, but only Formations of that color (yellow, indicating Second Army) may be built in Kiev.* Exceptions: Moscow and Warsaw, 6.31. This concept also applies to Zones, 1.24.

**Port**—a Duchy with an anchor symbol at sea is a Port. *For example, Narva is a Port.*

#### 1.2.2 Lines of March

Duchies and Zones are linked by Lines of March. There are four types of Line of March. Each type affects movement, Attrition, Battle, retreats, Interception and Evasion. The four types are:



**Clear**—a white line outlined in black. *For example, the Line of March between Moscow and Borodino is Clear.*



**Marsh**—a dashed black line. For example, the Line of March between Pinsk and Bobruisk is Marsh.



**River**—a blue dotted line. For example, the Line of March between Masuria and Grodno is a River.



**Rough**—a brown line. For example, the Line of March between Kiev and Konotop is Rough.



### 1.23 Adjacent Duchies

Duchies connected to each other by a single Line of March are Adjacent. For example, Minsk and Lida are Adjacent. Minsk and Volozhin are not Adjacent.

### 1.24 Zones

There are 11 Zones. These represent large areas of land, equivalent to numerous Duchies. These Zones are located along the edges of the map. A Zone matching the color of its Power or Allied Nation is a Home Zone. The four Imperial Zones called Austria, Galicia, Poland and Prussia are considered to be connected by Clear Lines of March to any other Zones to which they are adjacent. For example, Galicia is adjacent to both Poland and Austria. Poland is adjacent to Galicia but not to Austria.

Poland	Galicia	Austria
French Northern Army Home Zone	French Southern Army Home Zone	Austrian Home Zone
<ul style="list-style-type: none"> <li>Always Friendly to French Northern Army</li> <li>French Northern Army may always build here</li> <li>Evading Formations May Remain</li> </ul>	<ul style="list-style-type: none"> <li>Always Friendly to French Southern Army</li> <li>French Southern Army may always build here</li> <li>Evading Formations May Remain</li> </ul>	<ul style="list-style-type: none"> <li>Always Friendly to Austria</li> <li>Austrians may always build here</li> <li>Evading Formations May Remain</li> </ul>

## 1.3 IMPULSE TRACK

The Impulse Track is a display on the map showing the normal order (1-4) in which Powers act during the Sequence of Play:

1. French Northern Army
2. Russian First Army
3. French Southern Army
4. Russian Second Army

This order is called Impulse Track Order. The rules specify other situations when players should act in Impulse Track Order.

## 1.4 TURN TRACK

The Turn Track is a display on the map. You should put the Game Turn marker on the Turn Track to show the current Game Turn.

## 1.5 SOLDIERS

Each round piece is a Soldier worth a number of Strength Points according to the type:



## SOLDIER CHART

Soldier Type	Strength Points
Infantry	1
Cavalry	2
Artillery	4

You may make change at any time. For example, you may replace two infantry (2 Strength Points) with one cavalry (worth the same 2 Strength Points). Furthermore, you can make change the other way round, replacing one cavalry with two infantry. However, the number of Soldier pieces in the game is an absolute limit; you may not create any more. If there are no pieces of the correct type available, you may have to lose some Strength Points. **Kutuzov's** Force Pool of pieces is:

## KUTUZOV FORCE POOL

Power	Infantry	Cavalry	Artillery	TOTAL
Rus 1 <sup>st</sup>	19	6	3	28
Rus 2 <sup>nd</sup>	19	6	3	28
Austrian	7	3	1	11
Prussian	4	2	-	6
Fr. North	19	6	3	28
Fr. South	19	6	3	28

There is also a counter mix of all other pieces used in the game, e.g. markers. These include: Morale Level, Morale Change, Morale Gain, Morale Loss, Will to Fight?, Battle or Failed Intercept (backprinted with Siege Resolvable), Imperial Attrition Gain, Imperial Attrition Loss, Imperial To the Bridges (with Pontoon Bridge Symbol), Retreat from Moscow Rule 19.7, Pre-emption, Keys Controlled, Attrition Level, Entrenchment, Resources Markers, etc. There are also Event Reminder markers for each card whose Event title is underlined and opaque red colored plastic "Bingo Chips" for use as "Scorched Earth" markers.

## 1.6 LEADERS AND FORMATIONS



Each oblong piece represents a Leader and the specialized support elements of his Army. (At times this could include a considerable body of troops. A Leader represents far more than just one person.) Every Leader has a Battle Rating and a Command Rating.

A Leader's Battle Rating is the first number (unboxed) on his counter (from 1 to 5; "2" on the Platov Leader example to the left). Battle Ratings feature in the rules for Interception,

Evasion and Battles/Sieges.

A Leader's Command Rating is the second number (boxed) on his counter (4, 6 or 8; "4" on the Platov Leader example above). A Leader's Command Rating is the maximum number of Strength Points and Leaders (combined) of his Power that his Army may contain (unless modified by card Event).

Insert the Leaders into plastic bases to stand upright as they enter play. When two or more Leaders occupy the same Duchy/Zone, one of the Leaders is the Commander and all the rest become Staff Officers. Players should replace Leaders who become Staff Officers with their appropriate square piece (10.54), or place the stand-mounted Leader in the appropriate Commander's Section of their Headquarters Card.

### 1.61 Formation

A Soldier, Leader or any combination of Soldiers and Leaders occupying a Duchy or Zone is a Formation. For example, an Army is a Formation and so is an Army Group. A Flag is neither a Formation nor part of one. All references to Duchies in this rule section also apply to Zones.

### 1.62 Army

A Leader may form an Army in a Duchy with Strength Points of Soldiers and Leaders up to that Leader's Command Rating. The Soldiers and Leaders must be of the same Power as the Army Leader. For the Imperials, the Soldiers and Leaders must also be of the same nationality as the Army Leader. Extra Soldiers in the same Duchy beyond the Leader's Command Rating may defend with the Army, but are not part of that Army and may not attack or move with it. A lone Leader is also considered to be an Army.

*Kutuzov has a Command Rating of 6. He may have, for example, an Army with one Leader and 5 Strength Points of Soldiers, or two Leaders (as Staff Officers, per 1.63) and 4 Strength Points of Soldiers, or just 6 Strength Points of his Power's Soldiers.*

*Kutuzov may not move or attack with more than 6 Strength Points in his Army, whether those Strength points are Staff Officers or Soldiers. For example, if Kutuzov with a 4SP artillery piece in his section of the First Army Headquarters Card enters Moscow, which contains another 4SP artillery piece, only by breaking down one of the two artillery pieces so that Kutuzov has 6SP (e.g. an artillery and a cavalry) could Kutuzov's Army have its 6SP maximum.*

### 1.63 Army Group

Two or more Friendly Armies form an Army Group (10.6) if they are in the same Duchy or Zone, or are moving together. They are led by a single Leader, called the Commander, who is placed on the map in a plastic stand to represent the entire Army Group. All other Leaders in that Army Group are placed in the Commander's section of the Headquarters Card, or replaced with their appropriate square Staff Officer piece, while remaining in the Commander's location.

## 1.7 FLAGS

A Flag is a hexagonal marker representing the inherent garrison of a Duchy and showing which Power Controls that Duchy. A Power's Flags match its color. *For example, French Northern Army Flags are on counters with a blue background.* Players use Flags to show a Power's Control of any Duchy it did not own at the start of play (where not appropriately indicated by the printed map). The number of Flags in the game – 60 French, 16 Russian and 11 Imperial Allied – is an absolute limit; you may not make any more. See Section 7



for more detailed rules about Flags. Note that a Flag is never placed to indicate control of a Zone (3.2).

## 1.8 BATTLEGROUND CHART

The Battleground Chart has a display to track losses in Battle, as well as reminders about salient Battle and other rules.

## 1.9 KEY CONTROL TRACK & KEY CONTROL MARKERS

Use the Tsarist Key Control Track printed on the map to indicate how many Keys both Tsarist Powers control. Each Camp has a marker for this Chart. Adjust the markers as a Camp gains and loses Control of Keys.



Duchy Key Control Markers are provided to help the players keep track of which Keys they each control. Use of these markers is optional. They are provided to make the game easier to play.

These markers are supplemented by additional Duchy Control Markers for the Baltic Ports and Pripet Marsh Bonus Victory Points (20.3). Use them the same as Key Control Markers.



*Standard, Imperial Home and Tsarist Home card backs*

## 1.10 CARDS

Game action is generated by the play of cards. Unless it is a Must Play card, each card has a Command Point value circled at the top left. All cards have an Event below.

- Players use Command Points to build and/or move their Leaders and Soldiers as well as place and remove Flags. Command Points may also be used in attempts to influence Morale and Imperial Attrition.
- The Events – historical incidents – happen when a player uses a card and declares the Event instead of using its Command Points (if any).

There are 24 Home Cards, 12 for the Tsarists and 12 for the Imperials.

- The Tsarists share all of their Home Cards.
- The Imperials share their Home Cards, with two exceptions:
  - “My Old Moustaches” (card 1), which is always dealt out to the French Northern Power; and
  - “Battalions du Marche” (card 9), which is always dealt to the French Southern Power.

Home Cards are special cards because no Power may use another Camp's Home Cards. *Neither Imperial Power may use*



*Tsarist Home Cards but both may use Imperial Home Cards, and the other way round. See Section 5 for detailed rules about the cards and how to play them.*

## 2. GETTING READY TO PLAY

Two to four people may play *Kutuzov*.

### 2.1 FOUR PLAYERS

Each player chooses and plays one of the four Powers: the First Army or the Second Army in the Tsarist Camp, and the French Northern Army (with its Prussian Allied Army) or the French Southern Army (with its Austrian Allied Army) in the Imperial Camp. Players may not examine each others hands of cards.

### 2.2 THREE PLAYERS

There are two options here:

#### 2.2.1 One Tsarist

In this option, one player plays both Tsarist Powers. The other players each take one of the Imperial Powers. The two Imperial Powers' players may freely examine one another's card hands.

#### 2.2.2 One Imperial

In this option, one player takes control of both Imperial Powers while the other players each take one of the Tsarist Powers. The two Tsarist Powers' players may freely examine one another's card hands.

### 2.3 TWO PLAYERS

There are three options here:

#### 2.3.1 The Regular Two Player Game

In this option one player plays both Tsarist Powers and the other plays both Imperial Powers. Each Power has its own Hand of cards. Opposing players may not examine each other's card hands.

#### 2.3.2 The Single Hand Per Player Game

In this option one player plays both Tsarist Powers. The other plays both Imperial Powers. Each player – not Power (per 2.6) – has his or her own Hand of cards (see Part Six of the Play Book for details). *This version of the game is recommended for those not yet familiar with **Kutuzov's** cards, as it spares two players needing to look back and forth between each of their Power's card Hands to make game decisions. The rulebook assumes you are playing with one Hand of Cards per Power, so the Single Hand Per Player version creates some exceptions to the standard rules. To avoid unnecessary cross-referencing, we put everything you need to know about the Single Hand Per Player version in the Play Book.*

#### 2.3.3 The Split Personality Game

In this option, one player takes the Imperial Northern Army and the Tsarist Second Army (each with its own Hand of cards) and the other takes the Imperial Southern Army and the Tsarist First Army (each with its own Hand of cards). In this option a player may only use a Power's cards to benefit its Camp, otherwise 5.1 applies.

*For example, if you are playing the Imperial North Army in the Split Personality Game, you may not play a specifically Imperial card Event, or one open to interpretation, to benefit your Tsarist Russian Second Army.*

The game may be played with both players keeping their respective card hands secret from each other OR players may reveal each other's cards (aka a Team of Two in a Three Player Game). Choose the method before commencing play.

We recommend that you do not try the Split Personality Game until you are familiar with *Kutuzov's* other versions! Playing one Power of each side can result in a convoluted labyrinth of a game with 'wheels within wheels' strategies and tactics becoming possible. For two players it can be an interesting and perplexing experience to be both partners and rivals simultaneously throughout the game. But remember, first and foremost, only a single Power can win! See 19 and 20.

### 2.3.4 Resolving Disputes While Choosing Sides

Players who cannot agree which Power or Powers they will play may either (a) roll dice to determine their selection; or (b) bid a number of Strength Points they are willing to forfeit to command that Power or Powers. The highest bidder removes the number of Strength Points bid from the chosen Power's (or Powers') Soldiers anywhere on the map before play begins. The second, third and fourth highest bidders take second, third and fourth choices of Powers but do not remove any Strength Points. Resolve ties by die roll.

## 2.4 STARTING SET-UP FOR A TURN 1 GAME START

### 2.4.1 Background, Turn 1 Game Start: "Invasion: Across the Nieman!"

See the Play Book Part Four for details. This is the standard set-up for players wishing to explore the entire 1812 Napoleonic Invasion of Russia Campaign from its beginning: Turn 1 (June/July 1812).

There are three other Game Start Scenarios if you want a shorter game or wish to explore two of the Campaign's major historical watersheds as starting points. A game starting on Turn 2 (August/September 1812) shows the situation just before Napoleon's Assault on Smolensk, and a game starting on Turn 3 (October/November/December 1812) depicts the situation with Napoleon already in Moscow, pondering what to do next.

*A Turn 1 game start should see the French and their Allies' military juggernaut smash across the border and attempt to catch and annihilate the Russians before they can mass to defend their Motherland. Can the players surpass their respective historical counterparts?*

See Section 2.9 for similar descriptions regarding the other *Kutuzov* scenarios.

### 2.4.2 Setting up the Game

The starting location of all Formations is given in the Army Set-Up description for each Power according to the Turn Start agreed on (Turn 1, 2, 3, or 4). Place each Power's initial pieces in their indicated starting positions on the map or in their re-

spective Army Holding Boxes. Refer to the appropriate Play Book section for placement of any markers. Game Set-Up Maps are provided in the Play Book for game set-up purposes. Use whichever method you prefer.

## 2.5 STARTING MARKERS & RESOURCES

The placement of other Markers including Morale, Attrition, Entrenchment, Scorched Earth, Morale Gain/Loss, and (for the Imperials) Attrition Gain/Loss are depicted. This will vary according to the Game Turn you choose to start on. See Play Book Part Four for details.

## 2.6 STARTING HANDS

Regardless of the number of players or game start Turn, give each of the four Powers a separate Hand of cards according to the details in the Play Book for the scenario.

## 2.7 HANDS, RESOURCES & POWERS

Each Hand of cards and each Resource belongs to one specific Power. Therefore, if a player is taking the side of two Powers, that player has a Hand and Resource(s) (2.5) for each Power, which must be kept separate. You may not trade cards or Resources between Powers.

Cards must be kept secret from the opposing Camp and are only revealed when played. If playing a single Power in the Four Player version of *Kutuzov*, you may not describe or show cards to any other player, including your Camp Ally, unless an Event explicitly allows this.

**Exception:** in *Three Player* games, the player with two Powers has the advantage of seeing both those Powers' Hands of cards at all times and playing them however that player sees fit, without needing to consult another player. Therefore, the Players with one Power each may examine each other's cards and cooperate with one another, as long as their card Hands and Resources are kept separate. This is also an option with the Two Player "Split Personality" Game.

## 2.8 MULLIGANS

Once the starting Hands are dealt, the player for each Power, in Impulse Track Order, decides whether to keep the Hand, or discard cards from it for replacement by drawing one fewer card. Put your discards face up in the Discard card pile with only the top card visible. Discarding in this manner is called 'doing a Mulligan'.

**Important**—You must not discard Home cards or Must Play cards. But, if you decide to discard, you must discard all the cards you can. In other words, you may not just discard the bad cards in the Hand!

*The French Northern Army Power has a starting Hand of 3 Home Cards and 5 other cards. He decides to 'do a Mulligan'. If one of the 5 non-Home cards is a Must Play card, the player must discard the other 4 cards, but keep the Home Cards and the Must Play card. He then draws 3 new cards – one fewer than he discarded – from the Draw Pile.*

After a player has done a Mulligan, he may do *another* Mulligan before the next Power goes. The Power discards all the cards it can – again keeping Home cards and Must Play cards

– and draws a new Hand, once again with one fewer card. A player can keep doing Mulligans before the next Power goes, but each time receives one fewer card.

**Note**—An accumulation of Must Play cards could prevent further Mulligan plays.

*Continuing the previous example, let's assume the player for the French Northern Army decides to do a Mulligan with his new Hand of the same 3 Home Cards, the Must Play card and 3 other new cards. One of the new cards is another Must Play card, so the French Northern Army Power may only discard the two remaining non-Must Play cards in its Hand and replace them with a single, newly drawn card. The Power must keep the 2 Must Play cards and now has a total Hand of 3 Home cards, 2 Must Play cards, and 1 newly drawn card (a total of 6 cards).*

## 2.9 KUTUZOV SCENARIOS

Play Book Part Four has *Kutuzov* Scenarios that enable players to start a game with Turn 2 or Turns 3 or 4. Each Scenario uses all rules unless specifically modified. The Scenarios are:

### 2.91 Game Turn 2 Start: "On to Smolensk!" (August/September 1812)

This permits players to skip the border battles and initial French advances and begin play at a watershed of the Campaign: the Grand Armee confronts concentrated Russian forces defending Smolensk, immediately before Marshal Kutuzov arrives to take command. Will the French overcome Smolensk's defenders and advance on Moscow, as they did historically, or seek victory in an alternative direction—north to St. Petersburg, or south to seize the Ukraine?

### 2.92 Game Turn 3 Start: "Napoleon in Moscow" (October/November/December 1812)

In this version of *Kutuzov*, the bloody Battle of Borodino has been fought. The Grand Armee reposes in Moscow, awaiting Russian surrender or at least agreement to terms. The first chill snow of Winter has fallen, a harbinger of what's to come. Should the French remain deep in Russia, hoping to conquer the country, or is it time to withdraw to better defences for the 1813 Campaign?

### 2.93 Game Turn 4 Start: "Defend the Empire" (January/February/March 1813)

In this version of *Kutuzov*, Players are confronted by a hypothetical situation. In this one-Turn contest, the Russians are under severe time pressure. They need to make every card count! Can the Tsarists use their winter advantages and superior mobility to pry the still-dangerous Imperial forces out of Russian territory and then cross the border to bring the war to Napoleon's empire?

## 3. CONTROL

### 3.1 CONTROL OF A DUCHY

Control of Duchies is an important part of the game. The Power Controlling a Duchy at the start of the game, as shown by the Duchy's map-printed color, Controls that Duchy unless there is an enemy Formation or Flag there. *For example, if there is no Imperial Flag or Formation in St. Petersburg, the Russian*

*First Army Power Controls it. If there is an Imperial Flag and no enemy Formation in a Duchy, the Power whose Flag it is Controls that Duchy. For example, if there is a French Northern Army Flag in Moscow and no Tsarist Formation there, the French Northern Army Controls it.*

An enemy Formation in a non-fortified Duchy cancels the original Controlling Power's Control, but does not yet Control it until its Power Flags it.

*Example: if there is an Imperial Formation but no Imperial Flag in Moscow, the Duchy is Uncontrolled. If there is an Imperial Flag but also a Tsarist Formation in Moscow, the Duchy is Uncontrolled.*

**Important**—A Controlled Duchy does not pass into Uncontrolled status until after the resolution of Evasion (11.7) or Battle (12.4) inclusive of any Retreat (12.6), Rout (12.7) or Overrun (12.8).

A Fortress Duchy with an enemy Formation is Friendly to the Fortress owner and Controlled by the Fortress-owning Power. However, it is considered Uncontrolled to the besieger. *For example, Brest is a Russian Second Army Fortress. If there is an Imperial Formation there, the Russian Second Army Controls the Fortress and the Duchy is Uncontrolled by the Imperials.* To change ownership of the Fortress requires successful resolution of a Siege (13).

An enemy Flagged Duchy *may* be Flagged by the Power of a Camp who did not originally control it, if that Power captures the Duchy from the enemy (8.1).

### 3.2 CONTROL OF A ZONE

A Zone is **always** Controlled by the Power which Controls it at the start of the game. A Zone may not be seized and Flagged by an enemy Formation through an attack of any kind. *Exception: Control of a Zone may change through play of an Event. See "Gustavus' Revenge" (card 28).*

- Any Formation occupying an enemy-controlled Zone is considered to be in an Uncontrolled enemy Home Duchy for all rule purposes.
- However, that Zone remains a friendly Home Duchy to the owning Power for all rule purposes.

## 4. PLAYING THE GAME

The game is played in four or fewer Turns. The first two Turns each represent approximately two months. The second two Turns, which are Winter Turns, represent three months each. After each Turn, the players determine if the game will continue into the next Turn. If so, the players carry out an Interphase to prepare for the next Turn.

### 4.1 GAME TURNS

This is an outline of what happens during a Turn, in sequence:

**Impulses**— Players play cards to trigger Events, move and build Soldiers, Leaders and Flags, spend Resources (16), and carry out other actions. Each Turn includes several Rounds of Impulses

(4.2). Once you finish all Impulses, unplayed Home cards must be discarded. Then you go on to Attrition and each of the following steps in the listed order.

<b>Attrition</b> —	This affects Formations of both Camps in Uncontrolled Duchies/Zones (14).
<b>Attrition Level</b> —	The Imperial Camp checks for a possible change to its Imperial Attrition Table Level (14.43).
<b>Cossacks</b> —	Cossacks attack every Flagged Imperial-Controlled unfortified Duchy in Russia that does not contain at least one Imperial Soldier or Leader (4.4).
<b>Morale</b> —	Players work out if each Camp's Morale Level changes (9.2).
<b>Resource Balancing</b> —	No Power may end a Turn with more than five Resources (4.6).
<b>Defeat &amp; Conquest</b> —	If there has been no Sudden Death Game End, the players check for Potential Imperial Defeat (a Tsarist Victory) or Imperial Conquest of Russia (an Imperial Victory) (19.5).
<b>Peace &amp; Victory</b> —	From Turn 2 onwards, if the game has not yet ended, one player makes a Peace Roll that may end play (19.6).
<b>End of Turn</b> —	The players carry out an Interphase if the game has not ended before the start of Game Turn 4. In the Interphase players prepare for the next Game Turn (17).

### 4.2 IMPULSES

Each Power becomes Active in Impulse Track Order; this means the active Power must play a card or Resources to buy a card as detailed below. Each Power's opportunity to be Active is called a Scheduled Impulse.

**Important**—The exception to Scheduled Impulse Track Order is a pre-emptive Impulse (4.22).

In an Impulse the Active Power:

- may spend two Resources (to acquire a non-Home card, 16.3); and
- if the Power spent two Resources to acquire a card, it may play an eligible non "+" card if it has one; and
- if the Power did not spend two Resources to acquire a card, it must play a card if it has one.

To put it another way, unless spending Resources to acquire a card, every Power must play a card out of its Hand during its Scheduled Impulse, if it has a card available. If it does not have either a card or at least two Resources willingly spent to acquire a card, it must pass (4.23). There are other ways to spend Resources (see rule 16), but these are not considered for card-playing purposes.



At the end of the Impulse, the owning players must remove all Battle or Failed Intercept markers on the map (see 11.4), and then move the Impulse marker one space along the Impulse Track. It is now the indicated Power's Scheduled Impulse. See 4.24 for the rules on ending Impulses.

When the Russian Second Army Power has played or passed, the Impulse marker returns to the French Northern Army at the start of the Track. This is known as completing a Round. See 4.24.

#### 4.21 Played & Discarded Cards

Unlike *Wellington* and *The Napoleonic Wars*, *Kutuzov* lacks map-printed areas for placing its Regular Card and Home Card (Reserve, 5.4) Decks. Players should place these three decks conveniently near the map. Put played and discarded cards (but not Home cards) face up on top of the discard pile. Put played Home cards face up on top of the appropriate Camp's Home Card Reserve Deck. *Exceptions: when "My Old Moustaches" (card 1) is played, do not put it in the Home card deck. Instead, leave it face up near the Imperial Northern Army Headquarters Card. When "Battalions du Marche" (card 9) is played, leave it face up near the Imperial Southern Army Headquarters Card.*

No player may inspect or count the discard pile, except for the top card which is of course face up and visible. No player may inspect or count the cards in their respective Home Card Reserve Deck, unless permitted to do so by an Event.

- Some cards are immediately shuffled back into the deck after their Event is played. *Example: "Fresh Disasters" (card 100) as well as cards 48, 68 & 86.*
- Other cards are immediately shuffled back into the deck with all the cards in the discard pile after their Event is played. These cards say: "Place in Discard Pile and Reshuffle". *Example: "Mud, Mud and More Mud" (card 38) as well as cards 31, 35 & 39.*
- There are 12 Must Play cards specially marked with an asterisk (\*) and "Remove from play – then 14.62". Remove these cards from the game after their Event is played. *Exception: in the first Turn, some of these cards (numbers 30, 33, 36, 40, 45, and 46) can have their Event played more than once before being removed. They are set aside for a later return to the game as French Attrition Must Play cards during Winter Turns only. See 14.62 for full details.*
- There are "leave face-up until the end of turn then return to deck" cards which stay near the Power HQ Card which played it until a Turn's Impulses are complete (4.24). These are cards 22, 47, 52 & 97.
- Some cards are removed from play: see 5.7.

#### 4.22 Pre-emptive Impulse

After completing the first Round of Game Turn 1 (June/July 1812), the Power with the most playable cards – including unplayed Home cards – may pre-empt the Order of Play. If one or more Powers tie for the most unplayed cards, none can pre-empt. Pre-empting allows a Power to take an immediate non-scheduled Impulse. A Power may not pre-empt if doing so would give it two Impulses in a row, even over the span of two Turns. Players may optionally use the game's "Pre-emption"

Marker as a reminder. Place it upon the appropriate Power's Impulse Track Box.

*For example, after the first Round of Game Turn 1, it's the French Northern Army's turn to have an Impulse. Even if the Russian Second Army had the most playable cards, it could not pre-empt. Why? Because then the Russian Second Army would have two Impulses in a row. But, if either the Russian First Army or French Southern Army Power had the most playable cards they could pre-empt the French Northern Army.*

After resolving the pre-emption, play must return to the pre-empted Power's Scheduled Impulse. Successive pre-emptions are not allowed, even if another Power has more playable cards. Note that a Power without playable cards has no *Scheduled Impulse* and therefore may not be pre-empted—even during a Siege. Do not move the Impulse Marker during a pre-emption.

#### 4.23 Pass Impulse

A Power with no card remaining in Hand has no Scheduled Impulse and must pass. However, that Power may still resolve a Siege (13.2) or spend one or more Resources (16.3) before moving the Impulse marker to the next Power on the Impulse Track.

#### 4.24 End of Round; End of Turn

After the Russian Second Army Power plays or passes, the Impulse Track has completed a Round and, unless pre-empted (4.22), the Impulse marker is returned to the French Northern Army Box. Unless Sudden Death Game End occurs (19.1), repeat this sequence until only one of the four Powers has one or more playable cards. Once that Power finishes its Impulse by playing at least one card and/or spending two Resources to acquire a card (16.3), all Impulses for that Turn are over. That ends the Impulses part of the Turn. The next part of the Turn is Attrition.

### 4.3 ATTRITION

Attrition is the game's way of representing the wear and tear of war: the ongoing losses in men, horses and materiel caused by disease, malnutrition, cold and sheer exhaustion. At this point in the Turn every Formation in an Uncontrolled Duchy or Zone suffers Attrition. (See 14 for the detailed rules about Attrition and how it relates to Morale.) After working out Attrition for Imperial Formations, the Imperial Player checks if the Imperial Attrition Level deteriorates (14.43). Surviving Formations then place their Flag, or remove an opposing one, in every unfortified Uncontrolled Duchy.

### 4.4 COSSACKS

Cossacks are Russian irregular forces not depicted by specific pieces in the game. They attack every Imperial Controlled unfortified Duchy in Russia that does not have at least one Imperial Soldier or Leader present.

Roll a die for each such Duchy. Add 1 to the die roll if that Duchy is Adjacent to one or more Tsarist Formations. (Only add 1 to the die roll, even if the Duchy is adjacent to more than one Tsarist Formation.) Modify the die roll by a further +1 if the Imperial Morale Level has been reduced to the *Sauve Qui Peut* box. The maximum modifier is therefore +2. Subtract one from the die roll if Must Play card 37, "Polish Lancers", was played during the just-concluded Turn's Impulses.

Apply the modified die roll result from the Cossacks Table. An Imperial Flag removed from the map during the Cossack Phase may not be Intercepted.

COSSACK TABLE (ONE DIE)

Modified Die Roll	Result
0–3	No effect
4–8	Remove the Imperial Flag

## 4.5 MORALE STEP

During the Morale Step, the Imperial Camp and then the Tsarist Camp carry out a Morale Check. See 9 and 9.2.

## 4.6 RESOURCE BALANCING

Each Power with more than 5 Resources (16) must immediately lose all Resources in excess of 5.

*Design Note: this represents siphoning off excess Resources to sustain the supporting war effort in off-map portions of the Imperial and Tsarist domains. It also represents (in the case of the Imperials) the pursuit of the war in Spain and (for the Tsarists) the need to maintain forces on their southern and far eastern frontiers.*

## 4.7 IMPERIAL DEFEAT OR CONQUEST OF RUSSIA

Unless Sudden Death Game End has happened (19.1, 19.2, 19.3, 19.8), players must now check for a possible Imperial Defeat or Imperial Conquest of Russia (19.5).

## 4.8 PEACE & VICTORY

If the game has not yet ended and you have finished playing the second or third Turn, one player is chosen by agreement and makes a Peace Die Roll (19.6). If the game has not yet ended and you have finished playing the fourth Turn, the game now ends and you should work out who has won. See 20.

## 4.9 END OF TURN—INTERPHASE

If the game has not yet ended, the Turn ends with an Interphase (17). The Power indicated by the Impulse marker on the Impulse Track will take the first Impulse of the next Turn, unless pre-empted.

# 5. CARDS

Players generate game action by playing cards. Apart from Must Play cards, each card has a CP value circled at the top left and an Event at the bottom. You may play such a card either as an Event or as CPs; you may not use it for both.

## 5.1 EVENTS

You make an Event happen by playing a card and declaring the Event, instead of using its CPs.

- You may play Events against any Power, including an Ally, unless the card expressly forbids it. *Example: “Conspiracy in Paris” (card 25) can only be played against Imperial*

*Powers. However, “Hungry Soldiers Riot” (card 48) may be played against a Formation of the card player’s choice; any Formation, whether enemy, Allied, or your own.*

- If an Event allows something contradicted by the normal rules of play, the card prevails. *Example: “Hapsburg Offensive” (card 67) negates any Morale Level limitation on Austrian Formations in Russia. “The Forgotten Marshal” (card 4) allows an Imperial Allied Leader to include French SPs in their Army.*
- If two Events contradict each other, the most recently played Event prevails.
- The card player chooses how to conduct an Event unless a card’s text says otherwise. A number of cards say: “card player’s choice”. However, even if these words are not there it is still the card player’s choice unless the card says differently. The words “card player’s choice” are there for emphasis in certain Events.
- If a Power has more than one Must Play card, it may play them in any order it wants, or play a non-Must Play card instead. However, a Power with only Must Play cards remaining in its Hand must play one of them during its Impulse (unless spending two Resources to ‘buy’ a card per 16.3).

**Note**—It is sometimes possible for a Power to have a Must Play card at the end of a Turn and discard it or carry it over unplayed into another Turn. See Interphase rule 17.42.

## 5.11 Shortages for Builds

Some Events allow a Power to put new Soldiers into play. In the unlikely event that the Power does not have enough unbuilt Soldiers for the Event, the Power must eliminate enough Strength Points of Soldiers of that Power’s choice to be able to place the Strength Points specified by the Event.

*“Hapsburg Offensive” (card 67) allows the Austrians to put 2 Strength Points, a cavalry, on the map. If the Nationality only has one infantry Soldier unbuilt (1 Strength Point), the Imperial Southern Power must eliminate one of its Austrian Strength Points on the map so that it can fulfill the Event and place 2 Strength Points. How the Power does this is up to the Power. Remember that players may ‘make change’ with their Soldiers at any time.*

## 5.12 Shortages for Removals

Some Events require a Power to remove Soldiers from play, either directly or in terms of Reinforcements (e.g. card 26, “Balkan Insurrection”). If the Power does not have enough Soldiers on the map to match the necessary removals, that Power must immediately pay to build the Strength Points that are needed to meet the shortfall, then remove them - even if this must happen outside of the normal Impulse sequence.

- Such Soldiers may come from either Builds (6.1) or the Regroup Box (6.2). The Power does this by using any of its remaining card(s) and/or Resources (16.3).
- If the Power does not have enough CPs or Resources to satisfy the required loss, put the card and/or Reminder Counter in front of the Power on the table as a reminder; any remaining removals must be fulfilled at the first opportunity. The

Power may not put any Soldiers or Leaders on the map until the outstanding removal requirement has been fulfilled.

*A Power could satisfy the losses from Reinforcements, or, if the removal requirements still remain, the Power could build new Soldiers with CPs from that Power's first card play of a new Turn.*

## 5.2 RESPONSES

### 5.21 Response Card Events General Description

Response Events have an R within a blue colored ribbon at the top left of the card below its CP value. Any Power may play a Response during any Impulse – not just its own. The Power does not need to have pieces involved in whatever action is taking place. Resolve Responses in the order they are played. The most recently played Response prevails when there is any conflict.



*A Power may play a Response in any one of several ways: to interrupt an Active enemy or Allied Impulse, to influence a Battle or Siege, to reply to another Event, or as a normal Impulse play.*

The wording of Events vary, but in some cases later Events will change an earlier result.

*Example: a Power plays the Battle card “A Wasted Day” (card 74) as an Event, to limit a Battle to a single Round. Another Power then plays “Another Day of Battle” (card 57) as a Response. This subsequent Response takes precedence and so Battle continues for another Round. (Since there was no Inactive Power victor to the first one-Round Battle, a Scorched Earth Marker may not be placed.)*

### 5.22 Response Card Play Priority

In all cases, once action has moved on to the next CP expenditure, card play, or die roll, it is too late to play a Response that will affect the previous action unless the Event played specifically allows it. Gaming etiquette requires that all players have an adequate opportunity to play a Response before action moves past that point. You should always play in a deliberate fashion, declaring each CP expenditure, or dice roll for an Interception or Evasion, to allow players an adequate chance to respond. Only when a card specifically allows the overturning or adjustment of a die/dice roll, may such die/dice rolls be affected and their effect influenced (e.g. “Train des Equipages”, card 73).

If two or more Responses are played simultaneously, the playing Power which is next on the Impulse Track is considered to have played first. Use this method of dispute resolution, as needed, in face-to-face play.

### 5.23 Special Use of Cards to ‘Emergency Recover’ from a Second Morale/Attrition Level Deterioration

Any card is considered a Response card, even if the card is not printed with an “R”, if that card’s CPs are used for either Morale (9) or Imperial Attrition (14.44) recovery after a first Level deterioration has been sustained. Players may at option, place the appropriate Morale/Attrition change reminder counter on

the appropriate track when a first change occurs so if a second change happens the potential use of this rule is more apparent.

### 5.24 Playing More than One Response Card

Response Cards may also be played in combination. There is no limit on the number of Responses that may be played.

*To stymie movement of the Army led by Napoleon, the Russian First Army Power plays “Too Old for This” (card 75) to reduce the Emperor’s Battle Rating to zero. This is immediately followed by the Russian Second Army Power playing the Response card “Lost His Way” (card 76). Consequently, Napoleon’s Army cannot move any more for the balance of the Impulse.*

## 5.3 BATTLE CARDS

Battle Events have a B within a black colored ribbon at the top left corner of the card below its CP value. Only a Power with a Formation participating in the Battle may play a Battle card. You may play any number of Battle cards as Events in a single Battle (See 12.1). Some Battle cards can affect Sieges (See 13.3).



## 5.4 HOME CARDS

Each Camp has its own set of Home cards. Do not discard used Home cards. Instead, keep them face up on top of the Camp’s Reserve Deck [Exception, Imperial Home cards 1 & 9. See 4.21]. They are reshuffled with that Camp’s Reserve Deck at the start of each Turn or due to the “Imperial Largesse” Event (card 58). Home cards are never subject to a random draw except through play of “The General Staff” Event (card 92). Unplayed Home cards must be discarded at the end of a Turn’s Impulses Phase.

## 5.5 COMMAND POINTS (CPs)

When played for its Command Points (instead of its Event), a card provides CPs equal to the circled gold colored number at its top. Powers may use CPs to build and remove Flags, as well as to build and move Soldiers and Leaders. They may also be used in an attempt to remove Morale Loss Markers: one CP allows a single die roll, with a result of 5 or 6 removing one Morale Loss Marker. The Imperial Powers may also choose to attempt removal of an Attrition Loss Marker in this manner.

A Power may combine or separate CPs to perform more than one action. A Power does not have to declare in advance how it wants to spend all of its CPs. Powers spend CPs as they use them. Powers may not carry over CPs from one Impulse to another.

*A Power plays “This Sanguinary Combat” (card 84) for CPs. This gives the Power 5 CPs. The Power may, for example, use 3 CPs to move Formations and 2 CPs to build or any other combination, as long as the player does not spend more than 5 CPs for that card.*

## 5.6 MULTIPLE CARD PLAY

The Active Power may usually play only one card in an Impulse. However, cards with a “+” symbol may be played in addition to another card during the Power’s Impulse. You do not need to declare





this multiple card play in advance, and the cards may be played in any order with the “+” card played first or second. However, a Power may never play two “+” cards during an Impulse (except as Battle and/or Response Events) unless an Event allows that Power to play additional cards.

An Event which results from the draw and play of a new card during the same Impulse counts as a continuation of play of the card which allowed the new card to be drawn. It is not considered a distinct and separate Event towards the Impulse card limit.

*Example One: if a Power plays a “+” card followed by the “No Peace” Event (Must Play card 36), this allows that Power the opportunity to play a third card in that Impulse, as long as it’s not another “+” card. If the third card is another Must Play card, it allows play of a fourth card, again as long as it’s not another “+” card.*

*Example Two: Imperial Army South plays “Hapsburg Offensive” (card 67) as an Event, in combination with the “Für Marie-Louise” Event (card 11, a “+” card). This means it is possible to move Schwarzenberg (now rated a 3-4 Leader) with four new SPs, using 8 CPs as if the Austrians were a French Formation.*

*Example Three: Imperial Army North plays “Men of Bronze” (card 106) for its CPs. During movement, an Imperial Formation enters a Scorched Earth Duchy. Before resolving Attrition, Army North plays the “+” card “Depots and Trains” (card 6) as an Event, in order to place a “Supply Trains” Marker in the Scorched Earth Duchy and thereby avoid having to resolve Attrition.*

## 5.7 REMOVING CARDS

### 5.71 In General

Some cards specify you must Remove them from the game when you play them as an Event (4.21). Put such cards aside. Do not reshuffle them or otherwise return them to play [*Exception: Special Must Play Imperial Attrition cards. See 14.62*]. Keep the removed card or its Reminder Counter visible, as some removed cards have an effect on reinforcements, others may be returned to play, and so on.

### 5.72 Napoleon and The Old Guard

Elimination of the Napoleon (5-8) Leader piece by Attrition does not Remove the “My Old Moustaches” (card 1) from the game. That card, along with the “Vistula Legion” (card 10), may only be Removed as specified on the card itself.

## 6. BUILDING & REGROUPING

Building means bringing new or previously eliminated Soldiers or Leaders into play. Regrouping means bringing Soldiers or Leaders back into play from the Regroup Box. Pieces may be in the Regroup Box because of Events, Battle and other causes.

You may only build and regroup the Soldiers and Leaders provided with the game. Remember that you may always ‘make change’ using the Soldiers in the game.

## 6.1 BUILDING

Building costs are shown on the Building Costs Chart. *For example, if you build an infantry Soldier it costs 2 CPs; if you build a cavalry Soldier it costs 4 CPs. It costs 3 CPs to rebuild Kutuzov because he has a Command Rating of 6.* See 6.3 for where you may place the pieces you build. Rebuilding a Leader costs half of the Leader piece’s printed Command Rating; ignore any adjustments to the Leader’s Command Rating because of Events.

BUILDING COSTS CHART

Type	Cost
Soldier	2 CPs per Strength Point
Leader	CPs equal to half of that Leader’s Command Rating

## 6.2 REGROUPING

Regrouping costs are shown on the Regroup Costs Chart. *For example, if you regroup an infantry Soldier it costs 1 CP; if you regroup Napoleon it costs 1 CP.* See 6.3 for where you may place the pieces you regroup.

REGROUP COSTS CHART

Type	Cost
Soldier	1 CP per Strength Point
Leader	1 CP

## 6.3 PUTTING PIECES INTO PLAY

### 6.31 Placing Built Soldiers & Leaders

If a Power builds Soldiers or Leaders, it may only place them on the map in any of its Home Zones or Controlled Home Keys. The Imperials are further restricted in that only pieces of an Imperial Allied nationality may be placed in a Home Key or Zone of that nationality. For example, only Austrian pieces may be placed in their two Key Duchies or the Austria Zone.

**Note—**

- Warsaw is a Dual Controlled Imperial Home Key in which both the North and South Imperial Powers may place pieces.
- Moscow is a Dual Controlled Tsarist Capital Home Key in which both the First Army and Second Army Tsarist Powers may place pieces.
- If a Key has a Scorched Earth Marker on it, a maximum of one Strength Point or one Leader (not both) may be built there each Impulse. However, there is no limit for returns from the Regroup Box or built Reinforcement pieces during an Interphase. Remember that pieces placed in a Scorched Earth Key Duchy must immediately resolve Attrition.

### 6.32 Placing Regrouped Soldiers & Leaders

If a Power regroups Soldiers or Leaders, it may place them in any friendly Home Duchy or Zone.

Regrouped Soldiers and Leaders may also be placed in their own Power's unbesieged Friendly Flagged Key Duchies anywhere on the map, if the chosen Duchy

- a) was formerly enemy controlled, and
- b) can trace a line of friendly Duchies or Zones to any friendly Home Zone unoccupied by enemy Formations. This Home Zone should be on the West map edge for the Imperials (Prussia, Poland, Galicia, or Austria), and on the South/East map edges for the Tsarists (Rus, Volga, Saratov, or Ukraine, but **not** Moldavia). *[Exception: if the Russian First Army occupies a friendly port, including a besieged friendly Fortress port, it may trace a line via sea to another friendly port, which may then trace a line of friendly Duchies back to a South/East map edge as previously described. Note that **only** the Russian First Army may do this, not any other Power.]*

*For example, if the Imperial Northern Power flagged Smolensk and Riga and there is a line of Friendly Duchies connecting them to Poland, the Northern Imperial Power could place Soldiers and Leaders into either Key Duchy directly from the Regroup Box.*

#### Note—

- A Friendly “Supply Trains” marker (see cards 6 & 13) may serve as a Friendly Flagged Key Duchy for the purpose of putting Regrouped Soldiers or Leaders on the map. This ability ends when the “Supply Trains” marker is removed from the map.
- 
- A Power's Deployment Mobilization Centre Marker (‘DMC’, 17.2) makes a non-Key Duchy equal to a Friendly Flagged Key Duchy for the purpose of placing Regrouped Soldiers or Leaders on the map.
- 
- A Power may mix Regroup placement options – e.g. place some pieces in a Friendly Home Key and others in a former enemy Key which has been now Friendly Flagged – as long as there are sufficient CPs available. A Power may choose more than one permitted alternative to putting pieces in a Friendly Home Key; the only limitations are the number of CPs and pieces the Power has available.

### 6.33 Placing Pieces in a Zone (Building or Regrouping)

When placing pieces in a Zone which is already occupied by a Friendly Formation, add any such new pieces directly into that Friendly Formation as if placement occurred in a Friendly occupied Duchy. Any attack after placement is optional and requires expenditure of 1 CP per 10.72. Any piece(s) placed into one of its Power's Zones which is occupied exclusively by an enemy Formation must immediately attack that enemy Formation, per 10.71, after all CPs being used for the purpose during an Impulse are expended.

### 6.34 Building in a Fortress Under Siege

Building Soldiers/Leaders in a Fortress under Siege triggers an immediate Battle after placement of all Formations during an Impulse (e.g. through play of more than one card and/or

multiple CPs), unless the Besieger successfully evades. After building a Leader through CP expenditure, placing a Formation in a Duchy through an Event is considered a build. *Example: “Holy Mother Russia” (card 17).* If this or other newly built Formations are compelled to retreat, the Formation is placed in the Regroup Box, unless it was joined in Battle by another Friendly Formation which overland entered into the Fortress from outside that Duchy through play of an offensive interception Event (11.2).

*For example, Riga is besieged by Yorck's Prussian Army. The Tsarist First Army player plays “Imperial Largesse” (card 58) to bring a previously eliminated Kutuzov (4-6) with 2 new Strength Points and 1 Regrouped Strength Point into the Fortress Duchy. That uses up the card's 8 CPs. The player then obtains 6 more CPs through play of “The Emperor's Wife” (card 107), a “+” card, to build 3 more Russian Strength Points. Kutuzov and his 6 Strength Points then attack Yorck.*

### 6.35 Kutuzov

The first time (only) that the Kutuzov Leader is built or brought into the game by play of a card Event (e.g. “The Old Soldier Returns”, card 42, or “Peace of Bucharest”, card 27), reduce any Tsarist Morale Loss Markers in the Holding Box by half or receive four (4) Morale Gain Markers: Tsarist First Army Power's choice.

## 7. FLAGS

A Flag is a hexagonal piece representing the inherent garrison of a Duchy and showing which Power Controls that Duchy. There can never be more than one Flag in a Duchy. If you put a Flag in a Duchy you must remove any other Flag in the Duchy. The original game start owner of a Duchy never places a Flag there. That Power's Control is shown by the Duchy's intrinsic color and the absence of a Flag.

- If you remove an enemy Flag from one of your Home Duchies it reverts to your Control.
- If you remove an enemy Flag from one of your ally's Home Duchies, you may choose either to put your own Flag there – taking Control for your Power – or leave the Duchy without a Flag so that your ally regains Control (8.1).

### 7.1 FLAGGING DUCHIES

Flagging means putting your Power's Flag in another Power's Duchy to show that your Power now Controls that Duchy. You may need to remove another Power's Flag before replacing it with one of your own. It costs 1 CP to change the Flag in a non-Scorched Earth Duchy unless a Flag Overrun (12.9) has happened. (The cost remains 1 CP whether simply placing your own Flag or removing another Power's Flag before replacing it with your own Flag.) Removing a Flag without replacing it restores Duchy Control to the Power indicated by the Duchy's map-printed color.

It costs 2 CPs to Flag a Scorched Earth Duchy. A Scorched Earth Duchy may be subject to Flag Overrun (12.9).

An Austrian or Prussian Formation, if under the effects of cards which allow an Allied Army to be considered as French (“The Forgotten Marshal”, card 4, “Für Marie-Louise”, card 11;

“Prussian Courage”, card 12; “Hapsburg Offensive”, card 67), may place EITHER their Imperial Allied Flag OR the appropriate Imperial French Power’s Flag when seizing control of a Duchy.

Flag requirements are determined as CPs are spent. Moving a Formation may make a newly occupied or newly Adjacent Duchy eligible for Flagging with the next CP expenditure.

**Note**—The presence of an Allied Formation in an Uncontrolled Duchy does not affect Flag placement or removal. There are possible Flag placement restrictions for Imperial Allied Formations depending on Morale Level.

You may Flag a Duchy as follows:

### 7.11 Flagging an Unfortified Duchy

A Formation in an unfortified Duchy may Flag the Duchy it occupies.

### 7.12 Flagging a Fortified Duchy

A Formation in an enemy Controlled Fortress Duchy may only Flag that Duchy by a successful Siege (13.2).

### 7.13 Flagging an Adjacent Duchy

An Army or Army Group in a Friendly Duchy may Flag an Adjacent “target” Duchy if:

- there is no enemy Formation or Fortress in the target Duchy; and
- there is no enemy Army which is both Adjacent to the target Duchy and capable of intercepting the Flag placement. An Army/Army Group which is unable to intercept cannot prevent a change of Flag.

## 7.2 MORALE LOSS OR GAIN FOR FLAG PLACEMENT—See p. 38 of the Play Book and 9.3 Morale Loss Marker Table.

## 8. DIPLOMACY

### 8.1 DIPLOMACY AND CAMPS

Camps are fixed and players may not change them. A Duchy or Zone Controlled by another member of the same Camp is Friendly for Attrition and movement. You may not attack Formations of the other Power in your Camp, or place your own Flag on your Camp partner’s Home Zone or Home or Controlled Duchies. You may, however, replace an enemy Flag in a Camp partner’s Home or any formerly Allied Controlled Duchy with your own Flag (7). Exceptions: the “dual controlled” Duchies of Warsaw and Moscow—these may never revert to control by a single originally controlling Power.

*Example: if the Imperial Northern Power has possession of Smolensk and a Russian Army commanded by Bagration captures that Fortress via successful Siege, the Russian Second Army Player could either return the captured Depot/Key to the First Army, or Flag Smolensk for Bagration’s own Second Army Power. The decision as to which Tsarist Power should control Smolensk must be made immediately upon the Fortress’s capture from Imperial control.*

## 8.2 NEGOTIATIONS

Players may bargain freely but agreements must be made in public and are unenforceable. Game cards may not be traded, described, or shown to another player unless an Event allows this. (See 2.2 and 2.3 for two- and three-player game card viewing restrictions.) You may not exchange Control of Duchies, although you may agree in advance about the Flagging of enemy-controlled Duchies yet to be captured. But remember: agreements are unenforceable.

## 9. MORALE

The key points about Morale are as follows:

- The game tracks the Morale Level for each Camp collectively. So, for example, both Tsarist Powers will always have the same Morale Level.
- A Camp’s Morale Level can go up or down (improve or worsen). However, it may not go up more than one Level during a single Impulse or Interphase. A Camp’s Morale Level could, however, both increase and decrease during a single Impulse, resulting in no overall change. Use the “Morale Change Gain” or “Morale Change Loss” Marker as an optional reminder when needed.
- A Camp’s Morale Level can drop any number of Levels during a single Impulse. However, as of the second or subsequent Morale Level loss during an Impulse, either Power of the Camp may make an *immediate* attempt to recover from that other than first Morale Level Loss by spending card CPs (5.23, 9.52), Resources, or both. The goal of this “emergency” expenditure is to remove enough Morale Loss Markers so that the trigger precipitating the additional lost Level is removed and the Morale Level loss does not take place.

*A Camp with 6 remaining Morale Loss Markers takes a second Morale Check during an Impulse. The Camp rolls a five (5), triggering a second Morale Level decrease. By making an immediate attempt to recover, the Camp only has to remove a single Morale Loss Marker to prevent the second Morale Level loss that Impulse, since rolling a five with 5 Morale Loss Markers in the Holding Box does not trigger a Morale Level worsening.*

- Players must make a Morale Check (9.2) in the Morale Step. A Morale Check may raise or lower a Camp’s Morale Level.
- Players must also make a Morale Check at certain times during the game. See 9.4.
- Camps incur Morale Loss Markers – used in Morale Checks – for various events detailed later; Morale Loss Markers are bad for your Camp and Morale Gain Markers are good for your Camp.
- There are several Morale Level effects detailed in the appropriate part of each rules section and summarised on the game map, Player Aid Cards and Play Book.
- The player controlling the French Northern Army always carries out Imperial Morale Checks.

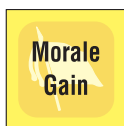
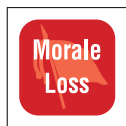


- The player controlling the Russian First Army always carries out Tsarist Morale Checks.

## 9.1 MORALE LOSS AND GAIN MARKERS, AND TRACKING A CAMP'S MORALE LEVEL

### 9.11 Morale Loss and Morale Gain Markers

These markers are awarded as shown in the table on the Player Aid Card and in Part Five of the Play Book. Place or remove the appropriate marker(s) from the Camp's Morale Loss Markers Holding Box printed on *Kutuzov's* map.



### 9.12 The Morale Track

Track the Morale Level for each Camp by placing the relevant Morale marker on the Morale Display on the map. Each *Kutuzov* 'At Start' Scenario in the Play Book explains where to place the two Camps' markers.



## 9.2 MORALE CHECK

To carry out a Morale Check before the Interphase (4.5), the controlling player rolls 2d6. The procedure is then as follows:

- If the Camp has no Morale Loss Markers, add 1 to the dice roll for each Morale Gain Marker the Camp has. On a modified result of 9 or more, raise the Camp's Morale Level by one (unless the Morale Level is already at the top), and remove any Morale Gain Markers to a maximum of nine (9). Any other result has no effect. (As the Morale Check is a mandatory dice roll, a Camp at the highest Morale Level can lose accumulated Morale Gain Markers for no benefit.)
- If the Camp has Morale Loss Markers, compare the dice roll to the number of Morale Loss Markers. If the result is less than the number of Morale Loss Markers, (a) lower the Camp's Morale Level by one, and (b) remove all the Morale Loss Markers up to a maximum of nine (9). Any other result has no effect.

### 9.21 Morale Check Effects on Morale Loss Markers

If a Camp has 1-9 Morale Loss Markers and the Camp fails the Morale Check (i.e. the dice roll is less than the number of Morale Loss Markers) the controlling player should remove all the Morale Loss Markers. However, if the Camp fails the Morale Check and there are 10 or more Morale Level Markers, the controlling player must remove nine (9) of them—no more, no less.

*A Camp with 6 Morale Loss Markers takes a Morale Check. If the roll is 2-5, the Camp's Morale Level goes down one and all 6 Morale Loss Markers are removed. If the roll is 6 or higher, the Morale Level stays the same and the 6 Morale Loss Markers stay too.*

A change in Morale Level caused by the play of an Event has no effect on the number of Morale Gain or Morale Loss Markers accumulated within the Holding Box.

### 9.22 Below Sauve Qui Peut Morale: Sudden Death Victory

If a Camp's Morale Level falls below Sauve Qui Peut for any reason, the game ends instantly in Automatic Victory for the

other Camp. If more than one player is on the winning side, individual player Victory is determined according to Rule 20.

## 9.3 MORALE TABLE—See p. 37 of the Play Book and the Player Aid Card #2

### 9.31 Morale Table Notes

The conversion of disrupts to kills is a moot point if there is a Rout (12.7).

If an Allied Nation (Austria/Prussia) is affected by Hesitancy, that Nation's pieces are affected as follows:

- They must stay behind if they are part of an Army Group moving into an enemy space (Duchy or Zone in Russia);
- If in a Duchy or Zone in Russia and they must retreat from it into another Duchy or Zone in Russia which is not already Friendly Flagged (or otherwise are in a non-Friendly Flagged Russian Duchy the instant "Hesitancy" takes effect); they immediately go to the Regroup Box. *For example, they may have to go to the Regroup Box if an Event removes a friendly Flag or are Besieging and Morale worsens.*

## 9.4 OTHER TIMES TO CHECK MORALE

As well as during the Morale Step, Morale Checks must be taken as follows:

- as soon as a Camp accumulates 9 or more Morale Loss Markers;
- after a Battle in which an entire Army or Army Group is eliminated (Overrun) or Routed and the victor gains one or more Loot. The defeated Camp must take a Morale Check if the victorious Camp obtains one or more Resources as Battlefield Loot (12.10). The victorious Camp may then, at its option, try to improve its Morale (9.53);
- when called for by a Card Event. *Example: "The Thunder of Hooves" (card 50).*

*Therefore, a Camp could be required to check Morale multiple times from a single occurrence, e.g. if an Army is defeated through use of "The Thunder of Hooves", card 50. There could be as many as three Morale checks: 1) for the Event Card, if triggered; 2) for accruing nine or more Morale Loss Markers through elimination of the Army; and 3) for the enemy receiving one or more Resources as Battlefield Loot. Of course, if the first Morale Check resulted in removal of all Morale Loss Markers in the Holding Box, any ensuing Morale Checks would have no effect and need not be resolved.*

### 9.41 9+ Morale Loss Markers

If a Camp accumulates 9 or more Morale Loss Markers, the controlling player carries out an immediate Morale Check using the same procedure as during the Morale Step. Once a Camp has resolved such a Morale Check – even if it is left with 9 or more Morale Loss Markers – it does not need to take a Morale Check for having Morale Loss Markers, unless it gets more Morale Loss Markers and still has 9 or more. (It would still have to take a Morale Check during the Morale Step, or as a consequence of the enemy gaining Battlefield Loot.) This Morale Check takes place when the additional Morale Loss Markers are placed in the Camp's Holding Box.

*A Camp with 7 Morale Loss Markers accumulates 3 more, for a total of 10 Morale Loss Markers. Fortunately the controlling player rolls a 10 and passes the Morale Check. The Morale Level stays the same, and the Morale Loss Markers stay, too. Later in the Impulse, the Camp gets another Morale Loss Marker for making an evasion attempt. Now it must take another Morale Check.*

It is possible for so many Morale Loss Markers to be accumulated that a Morale Check will inevitably result in that Camp worsening its Morale by one Level (i.e. by accruing more than 12 Morale Loss Markers). However, only remove 9 Morale Loss Markers from the Holding Box when a Morale Level changes. Any excess Markers remain.

#### 9.42 Morale Check After Battle—Morale & Attrition

A Camp must take a Morale Check after a Battle in which one of its Armies or Army Groups is eliminated (Overrun) or Routed and the enemy gains at least one Resource as Battlefield Loot. See 12.10.

The Imperial Camp's Morale may be affected by that Camp's Attrition Level (14.47, 14.48, 14.5).

#### *Extended Example: Morale Resolutions—*

*It's the August-September Turn and the Imperials have Overrun a Tsarist Army Group defending Borodino. This results in their obtaining Loot, per 12.10, and triggering an immediate Morale Check. This Tsarist disaster has resulted in 12 accumulated Morale Loss Markers and a failure to roll the needed "box cars"—12 with two dice. (It's been a tough Turn for the Tsarists: the Overrunning of the Borodino Army Group added 4 Morale Loss Markers to 8 already in the Holding Box). Nine Morale Loss Markers are removed from the Holding Box and three remain. The second Morale Check (required because the Imperials gained Loot) is passed easily: with just three Morale Loss Markers remaining, the Tsarists only needed a dice roll in excess of "snake eyes" (two).*

*Due to the Overrun, the victorious Imperials are able to proceed to Moscow where they Rout a Tsarist Army defending the Capital and earn **another** Resource as Loot. This Battlefield Loot precipitates a further Tsarist Morale Check. There are now six Morale Loss Markers in the Russian Holding Box, as three were just added: two for the Routed Russian Army, and one for the loss of the Depot. The unlucky Russian First Army player rolls a 4 with two dice.*

*However, this loss of a second Morale Level during a single Impulse may be countered. Had the Russian player rolled a 6 or more, there would have been no loss of Tsarist Morale Level. The player must immediately negate 2 Morale Loss Markers to avoid the loss of a second Morale Level during this Impulse. To do this he spends a 2 CP Card, which is considered a Response Card for this purpose, and puts it on the Discard Deck. With two dice only a single 5 is rolled removing one Morale Loss Marker.*

*In desperation, the Tsarists spend a Resource to roll 8 dice. The eight dice rolled result in two 6s and a 5, allowing the Tsarists to remove three more Morale Loss Markers. Only two Morale Loss Markers remain in the Tsarist Holding Box.*

*The immediate crisis is averted. Two Tsarist Morale Loss Markers remain in place. Of course, the next Impulse could see yet another threat to the Tsarist Morale Level.*

## 9.5 IMPROVING MORALE

A Camp may improve Morale by getting Morale Gain Markers. A Camp receives Morale Gain Markers as follows:

- gaining Loot (12.10);
- capturing an enemy Fortress (13.51);
- spending CPs (9.52);
- spending Resources (16.54);
- Imperial Change of Attrition Level (14.48); or
- a Card Event.

### 9.51 Morale Gain Markers

Each Morale Gain Marker cancels a Morale Loss Marker on a 1-to-1 basis. If a card Event calls for the removal of a Morale Loss Marker when there are none to remove, Morale Gain Markers may be placed instead if so stated on the card (e.g. Tsarist Home Card 18: "Rush to the Colors" does not allow that option, Must Play card 18: "No Surrender" does.). There is also a Special Morale Loss Removal for the Tsarist Camp when initially building/placing Kutuzov (6.35).

### 9.52 CPs and Morale

A Camp may reduce the number of Morale Loss Markers in its Holding Box by spending 1 CP for a single die roll. If the result is a 5 or 6, remove one Morale Loss Marker and return it to the counter mix. If there are no Morale Loss Markers in the Holding Box, place one Morale Gain Marker in the Box for each 5 or 6 rolled.

Resources may also be used to remove Morale Loss Markers (see 16.54). See 16.51 for how to remove Imperial Attrition Loss Markers.

**Remember**—Gain Markers cancel Loss Markers on a 1-to-1 basis.

### 9.53 Opportunities to Improve Camp Morale

In addition to the Morale Step (9.2) when the Impulses part of a Turn concludes, if Battlefield Loot (Resource[s]) is gained, or after a Camp Flags a former enemy-held Fortress or Depot, or captures a Deployment Mobilization Centre (DMC) or as part of a "Will to Fight?" resolution (19.82); it may choose to make a dice roll to improve its Morale Level. Note that a maximum of one such dice roll is available, even if a single Duchy fulfils two or more of these criteria. (*For example, Riga, which is both a Depot and Fortress, would still only allow a single attempt—even if it also contained an enemy DMC piece when it is Friendly Flagged.*)

If a Camp is already at the highest Morale Level, "Elan du Guerre", it cannot make the attempt, nor may it accumulate more than four (4) Morale Gain Markers at the end of a Turn (during a Turn, this limit may be exceeded). This Turn end limit does not apply to the other Morale Levels. However, if a Camp is below the "Elan du Guerre" Morale Level and has at least two Morale Gain Markers in its Holding Box, an attempt to Improve Morale may be made. Should a Camp wish to make the attempt, it rolls two dice. If the result is equal to or less than the number of Morale Gain Markers in the Morale Holding Box:

- a) that Camp's Morale immediately improves one level (e.g. "Les Grogards" improves to "Marchez Vous"); and
- b) the Camp removes any Morale Gain Markers, to a maximum of nine (9), from the Holding Box. Morale Gain Markers in excess of nine remain (maximum of four if "Elan du Guerre").

**Remember**—A Camp's Morale Level may not go up more than one Level during a single Impulse or Interphase from where it began. Use the Morale Change Gain Marker as an optional reminder.

## 10. MOVEMENT

### 10.1 IN GENERAL

Leaders and Soldiers may be moved on the *Kutuzov* map by spending CPs.

**Moving an Army**—You must spend one CP for each Duchy or Zone a Leader enters, whether alone or with Soldiers. Remember that a Leader on its own is considered an Army in its own right. A move is defined as expending a CP to go from one location to another (i.e. 2 CPs is two moves).

#### 10.11 Moving Individual Soldiers

You may move infantry, cavalry and artillery Soldiers on their own, without a Leader, spending one CP for every Duchy/Zone the Soldier enters. [*Exception: 10.12.*] However, you must move each infantry, cavalry, or artillery Soldier individually. Soldiers moving without a Leader never move together with any other piece. Accordingly, two or more Soldier pieces may never enter Battle together unless part of an Army. A Power may spend CPs only to move its own Soldiers and Leaders, unless moving an Allied Army Group.

*An infantry and artillery Soldier each cost 1 CP to move one Duchy, but they must do so separately and therefore may not enter Battle together. However, if the infantry and artillery are part of an Army, they may move together as an Army.*

#### 10.12 Moving Austrian and Prussian Armies, and Imperial Allied Formations in General

The Austrian and Prussian Allied Armies were reluctant and at times unwilling participants in the invasion of Russia. To represent this, an extra CP must be spent to move any Austrian or Prussian Formation into any Duchy or Zone in Russia that is not already Controlled by that Allied Army; a French Control Marker does not negate this penalty. This extra 1 CP cost also applies if:

- a) an Army Group (1.1) containing an Allied Army moves into a Duchy or Zone in Russia that is not already Controlled by that Allied Army; or
- b) French Soldiers join an Allied Army through play of "The Forgotten Marshal" Event (card 4), and there is only a single French SP with the Allied Army.

*An Army Group consisting of Yorck (Prussian) and Ney (French) would cost 3 CPs to move into any Duchy in Russia that is not already Prussian Flagged (whether French controlled or Tsarist controlled). Note: per 10.2, Ney could not have any Prussian Soldier as part of his individual Army, nor Yorck any French Strength Point(s).*

### 10.2 STACKING

Unlimited Formations can occupy and defend a Duchy or Zone. However, an Army may move and attack with only as many Strength Points as its Leader's Command Rating allows. The Strength Points must be of the same Power as the Army Leader and, for Imperial Camp, the same Nationality. Some card Events allow exceptions. *For example, "The Forgotten Marshal" (card 4) and "The Emperor's Wife" (card 107).* (See also 10.54 about Leaders stacking.) Multiple Friendly Formations in a Zone must be consolidated into a single stack.

### 10.3 ENTRANCE

Pieces may only enter a Duchy or Zone from an Adjacent Duchy or Adjacent Zone. [*Exceptions: Tsarist sea movement (15), and pieces entering play through an Event, Build, or Regroup.*]

### 10.4 MOVEMENT AND ATTRITION

Certain moves incur Attrition:

- moving over a Marsh Line of March (Imperials only);
- Forced March;
- Ambush;
- Retreats, Interceptions, and Evasions under specific circumstances (these do not cost Command Points);
- entering a Scorched Earth Duchy.

Resolve any Attrition incurred for these reasons immediately, according to the rules in Section 14.

#### 10.41 Marsh

Links shown by dashed black lines are Marsh. Regardless of Duchy control, entering or leaving any Duchy through a Marsh Line of March incurs Attrition for all Imperial Formations only. Tsarist Formations treat a Marsh Line of March for interception purposes as Rough in Turns 1 and 2 and Clear in Turns 3 and 4. See 12.42 for Battle effects.

#### 10.42 Forced March

Attrition through Forced March is triggered differently during Winter and non-Winter Turns:

- **Turns 1 and 2 (non-Winter)**—Formations incur Attrition through Forced March in the fourth and each subsequent Duchy or Zone they enter during movement in an Impulse as a result of spending CPs. You may move Formations or move a Soldier or Leader alone or as part of the same or a different Army, but Attrition applies to each Strength Point and Leader that moves more than three Duchies or Zones with the fourth and any subsequent CP spent. Place an appropriately numbered March Counter next to a Formation that has moved, as a reminder of its vulnerability to Forced March Attrition, in case it moves later during the same Impulse. Note: a Duchy Intercepted, Retreated into or Evaded into does not count as a Duchy entered for the purpose of Forced March, because no CPs are spent for these actions.
- **Turns 3 and 4 (Winter)**—Formations incur Attrition through Forced March in Winter as described for Turns 1 and 2, except that Attrition is triggered on entry into the third Duchy or Zone the Imperials enter by spending CPs; it



is still triggered by the fourth Duchy or Zone entered by the Tsarists by spending CPs.

*Design Note: this reflects the Russians' superior ability to move troops during Winter Turns.*

- **Important Reminder:** Place the appropriately numbered 'March Counter' next to any Formation which moved during an Impulse to keep track of how many Duchies or Zone which it has entered through expenditure of CP. Entering a Duchy/Zone through Interception, Evasion or Retreat does not count for Forced March Attrition purposes. Since any additional Duchy/Zone moved into after 4 CPs are expended will cause Forced March Attrition, 4 is the highest denomination of 'March Counter' provided.

### 10.43 Ambush

Entering an Enemy Duchy from an Uncontrolled or Enemy Controlled Duchy incurs Attrition through Ambush. [*Exception: Fortress Duchies (13.41).*]

### 10.44 Retreats

Retreat into an Enemy Duchy causes Attrition. Attrition is also incurred by retreats across a river, across a Marsh Line of March (Imperial only), or to sea (after a failed amphibious assault, or a failed Convoy into a besieged Fortress). As applicable, these principles apply to evasions and interceptions (e.g. evading from an uncontrolled Duchy into an enemy-controlled Duchy).

### 10.45 Scorched Earth

Any Imperial or Tsarist Formation entering a Scorched Earth Duchy incurs Attrition.

## 10.5 MOVEMENT RESTRICTIONS

You may not move Leaders or Soldiers through Enemy Formations or Fortresses (13.41).

### 10.51 Zones

A Formation must stop and end all movement on entering any Zone. That Formation may not move further through spending CPs for the rest of that Impulse. Place an 'Enter Zone Movement Complete' Marker to indicate such a Formation. *Note: such a Formation may still intercept, evade or retreat during that Impulse, because these actions do not use CPs.*

Formations may move in and out of friendly-controlled Zones during an Interphase Deployment (17.3).

After a successful Evasion, it is possible for a Formation already in a Zone to remain there without needing to fight a Battle (10.72).

### 10.52 Duchy or Zone with Enemy Formation

If a Formation enters a Duchy with an Enemy Formation, the entering Formation must immediately stop and engage in Battle, unless the enemy Formation successfully evades (11.6). If entering a Duchy with an enemy Formation, the entering Formation may not move any more during the Impulse unless the Battle is an Overrun (12.8). Use a "Battle or failed Intercept" marker as a reminder that the Formation may no longer move or intercept from the Duchy. If a Formation enters a Zone with an Enemy Formation, it has the choice of immediately initiating a Battle (10.71, 10.72).

### 10.53 Duchy with Enemy Fortress

If a Formation enters a Duchy with an Enemy Fortress, the entering Formation must immediately stop and may not move any further in the Impulse unless a Siege Overrun occurs (13.42). Use a "Battle or failed Intercept" marker with the Siege Resolvable side up as a reminder.

### 10.54 Duchy or Zone with Friendly Leader

A Leader may move through a Duchy occupied by a Friendly Leader. However, if a Leader ends its movement in the same Duchy as another Friendly Leader, you must designate one Leader as the Commander of the Army or resulting Army Group. Replace the other Leader with the appropriate Staff Officer counter and put the Staff Officer with the Commander's Army/Army Group. The Staff Officer is considered a part of the Commander's Army/Army Group. The Staff Officer becomes an independent Leader as soon as it is no longer in the same Duchy or Zone as the Commander. In a Zone, all Friendly Formations are consolidated into one stack. If there are two or more Armies in a Zone, they must form an Army Group (10.6). Friendly Formations in a Zone or Duchy may not form separate stacks.

## 10.6 ARMY GROUPS

An Army Group is formed in the following circumstances:

- a single Power has two or more Armies in a Duchy or Zone, with more Strength Points in total than any single Leader present can command;
- two or more Allied Armies (of any strength) are in the same Duchy or Zone;
- through play of a card Event (e.g. "The Old Soldier Returns", card 42).

One Leader must be chosen as the Army Group's Commander. The other Leaders are put in the Army Group Holding Box of his Headquarters Card as Staff Officers. You may have to form an Army Group after a retreat (12.6), an Interception (11.1), or an Evasion (11.6).

### 10.61 Moving Through Friendly Armies

You do not need to form an Army Group while one Army moves through another Army's Duchy, but you may choose to do so. A stationary Allied Army may join the currently moving Army as it continues its Impulse, but only if the Power controlling the stationary Army agrees and the stationary Army is capable of movement. You must form an Army Group if an Army ends its movement in a Duchy or Zone with another Army and no single Leader can command all of the Strength Points present.

### 10.62 Dual-Power Army Groups

If a Dual-Power Army Group cannot agree on a Commander, the Power with the most Strength Points present within the involved Armies decides. If tied, the most recently Active Power decides. That Leader remains Commander until a new Leader eligible to be Commander joins the Army Group, or the Powers agree on a new Commander during that Leader's Impulse.

When placing Flags, the Army Group places only the Flag of the Commander's Power. [*Exception: see 8.1.*] A Leader and his Army are not compelled to remain within an Army Group during his own Impulse.

### 10.63 Army Group CP Costs

Regardless of its Commander's Command Rating, an Army Group must pay one CP per Duchy or Zone entered for each Army that moves as part of the Army Group. *Note: An Imperial Allied Army requires one extra CP to enter any Duchy or Zone in Russia that is not already controlled (Flagged) by that Allied Army.*

An Army Group may move as many Strength Points and Staff Officers (combined) as the Command Ratings of its respective Army Leaders allow.

Note that a Leader can either be an Army on its own, or part of another Leader's Army (as a Staff Officer, thereby counting against the Command Rating limit).

*Kutuzov (Command Rating: 6) and Barclay (Command Rating: 4) could move 10 Strength Points as an Army Group. Each Duchy entered would cost 2 CPs (1 for each Army). Alternatively, Kutuzov could take 5 Strength Points of Soldiers, plus Barclay - as his Staff Officer - for a total of 6. They would move as an Army at a cost of 1 CP for each Duchy entered.*

*Kutuzov (Command Rating: 6) and Platov (Command Rating: 4) could also move 10 Strength Points as an Army Group (6 from Russian First Army and 4 from Russian Second Army). This Army Group would also cost 2 CPs to move (one for each Army), regardless of each Army's composition, since two Powers are involved. In this instance, if Kutuzov took 5 Strength Points of Russian First Army Soldiers, plus Platov - as his Staff Officer - for a total of 6 and moved as an Army Group, the cost would remain 2 CPs for each Duchy entered, since two Powers are involved. Pieces from one Power cannot become part of another Power's Army.*

*Play Note: Generally speaking, when multiple Leaders of the same Power are in a single Duchy, each Leader of that Power other than the Commander should be indicated as a Staff Officer and treated as part of the Commander's Army - counting against his Command Rating - until such time as that Commander's Command Rating is exceeded. Then another Leader should be chosen to exercise his own Command Rating and changed from Staff Officer to Leader status. This Leader will then command his own Army as part of the newly formed Army Group.*

### 10.64 Army Group Movement

An Army Group moves during its Commander's Impulse.

- All or some of the Armies in an Army Group may move together if the movement cost in CPs is paid for by the Commander's Power. A two-Power Army Group can therefore move twice or more during a single Round, by alternating the Commander between the two Powers. Every Duchy entered costs 1 CP per moving Army.
- An Army Group and its component Armies may freely pick up or drop off Formations of their respective Powers and Nationalities along its path, so long as each Army keeps to the Command Rating limits of its Commander.

### 10.65 Disbanding An Army Group

A Power's Formations may leave an Army Group over its Commander's objections only during its own Impulse, a retreat, or by intercepting independently of the Army Group.

## 10.7 ENTERING BATTLE

### 10.71 In a Duchy or Zone with an Enemy Formation

Entering a Duchy with an enemy Formation immediately causes Battle unless the defender evades (11.6).

Entering a Zone with an enemy Formation gives the moving Formation the choice of immediately attacking any enemy occupying that Zone (10.72). The inactive Formation may not force a Battle without a successful Interception (10.3).

A Battle may not be delayed while another Formation moves into the same Duchy with another CP expenditure, even if it started in the same Duchy or Zone with the other moving Formation.

### 10.72 Into a Zone Already Occupied by a Friendly Formation

A Friendly Formation already occupying a Zone with an Enemy Formation may attack that Enemy Formation by spending 1 CP. The Enemy Formation then has the option of accepting Battle or evading (11.6). Hostile Formations which occupy a Zone are not required to attack each other.

### 10.73 Multiple Formations Entering Battle Simultaneously From Different Locations

Unless within the Command Rating of a single Leader, Multiple Formations can only enter Battle together by (a) simultaneous movement as an Army Group, or (b) multiple Interceptions. *For example, through the "Call for Reinforcements" Event, card 66.*

## 11. INTERCEPTION AND EVASION

### 11.1 INTERCEPTION IN GENERAL

Interception is an attempted response by an eligible inactive Army or Army Group, either to (a) enemy movement or (b) placement of Flags through Events, i.e. "Count Rostopchin" (card 52) and "Cossack Raiders" (card 108). If successful, the Intercepting Army or Army Group may advance one Duchy or Zone. Some Events allow a two-Duchy Interception. *Example: "Concentration of Forces", card 72.*

Interceptions are only allowed if no enemy Formation is already the sole occupier of the Duchy.

**Important**—The Active Formation whose movement into the Interception Duchy prompted the Interception attempt is not considered to occupy the Interception Duchy.

If Interception is successful, any applicable Attrition (14) is applied; the surviving Interceptors must then engage in Battle. The Battle is fought as if the Inactive Intercepting Formation was the original occupier of the Duchy or Zone (i.e. terrain Battle benefits apply to them, if the Duchy or Zone is under Friendly Control).

*There is an Imperial Army in Smolensk. There is a Tsarist Army in Elnya. The Tsarist Power is the Active Power and moves the Tsarist Army from Elnya to Mstislavl, which is unoccupied and Imperial Controlled. The Imperial Army in adjacent Smolensk may attempt an Interception. If successful, the Imperial Army moves into Mstislavl and there is a Battle. In the Battle it is the Imperial Army which is considered to be the original occupier, and as Mstislavl is Friendly Controlled the Imperial Army receives the terrain benefit (+1 die for a Rough terrain Line of March).*

If another Tsarist Formation was already in Mstislavl, the movement of the Tsarist Army into Mstislavl would not allow an Imperial Interception attempt, because there was already an enemy formation solely occupying the Duchy.

## 11.2 MULTIPLE INTERCEPTIONS

An Army may attempt Interception during each Impulse until it either fails an Interception attempt or fights a Battle/Siege that does not result in an Overrun. Regardless of the outcome, there may be further Interception attempts into the same Duchy or Zone, either by other Armies, or through Events, or both.

The **Active** player may only conduct an Interception during an Impulse by playing an appropriate Event. This is done after resolving all Inactive player Interceptions. However, such Interceptions do not affect any terrain Battle effects.

See p. 14 of the Play Book for an Example.

## 11.3 INTERCEPTION RESTRICTIONS

You may not intercept:

- in response to Evasions, retreats, and Interceptions;
- into or in a Zone already occupied by an enemy Formation, unless a friendly Formation is already in that Zone before the Interception attempt;
- using Soldiers on their own: they must be controlled by the Command Rating of a Leader. However, some Events give Leaderless Soldiers the ability to Intercept *as if they had a Leader with them*. This simulated Leader is only used to resolve the Interception. It does not affect the ensuing Battle. Example: “*Distant Gunfire*”, card 109.
- with an Army that has failed an Interception attempt, or with an Army or Soldier that is part of an Army Group that has failed an Interception attempt;
- with an Army or Soldier that has already fought a Battle or Siege (other than an Overrun) during the Impulse;
- using a River Line of March, unless it is negated through play of an appropriate card Event, e.g. “*Over the River*”, card 65;
- using a Marsh Line of March (Imperials only). Tsarist Armies and Army Groups may intercept using a Marsh Line of March. Tsarist Formations treat a Marsh Line of March for Interception purposes as Rough in Turns 1 and 2, and Clear in Turns 3 and 4.

In addition, a two-Duchy Interception may not:

- cross a Zone;
- cross a Duchy occupied by an enemy Formation or enemy-held Fortress;
- drop off or pick up Soldiers or Leaders.

## 11.4 RESOLVING INTERCEPTIONS

To resolve an Interception attempt, the owning player rolls two dice and modifies the result as follows (all modifiers are cumulative):

- +1 if intercepting **into** a Friendly Flagged Duchy or Zone;
- –1 if intercepting **from** an Enemy Flagged or Uncontrolled Duchy Adjacent to the Duchy or Zone being Intercepted into;

- +? for the Battle Rating of the intercepting Leader;
- –1 if the Interception crosses a Rough Line of March Adjacent to the Duchy or Zone being Intercepted into;
- –1 intercepting via a Marsh Line of March Adjacent to the Duchy being Intercepted into (Tsarists only, Turns 1 and 2). Imperials may not intercept using a Marsh Line of March (10.41).
- +?/–? for any Event cards used to influence the dice roll. (An Event may also cancel the Interception.)

INTERCEPTION TABLE (TWO DICE)

Modified Dice Roll	Result
8 or less	Interception fails
9 or more	Interception succeeds

**If the Interception fails**—put a “Battle or failed Intercept” marker on the affected Army or Army Group (or pieces, if a card Event was used). It remains in the Duchy/Zone in which it made the Interception attempt. At the end of the Active Power’s Impulse, the marker is removed and its effect cancelled. Failed Interception attempts never incur Attrition.

**If the Interception succeeds**—move the intercepting Army or Army Group to the Interception Duchy/Zone, and apply any Attrition required. After resolving all other Interception attempts into the same Duchy/Zone, surviving Interceptors engage in Battle.

Once the dice have been rolled, the intercepting player may not decline an Interception result.

## 11.5 INTERCEPTION AND ATTRITION

An Interception may incur Attrition in the same way as normal movement, except that movement by interception does not count for the purposes of Forced March. See 10.4.

### 11.51 Army Groups and Interceptions

If an Army Group attempts Interception, the Inactive Power must declare which Formations in that Army Group are attempting to intercept *before* the attempt is resolved. Only the Army Group Commander’s Battle Rating is used for the entire Army Group. If successful, any Army or Army Group that it leaves behind keeps its own interception capability. However, the Army Group may decline to intercept as a whole, and instead send a lone Army or a smaller Army Group to attempt Interception under independent leadership. However, once *any* interception attempt from that Duchy or Zone fails, *all* remaining Formations in that Duchy/Zone receive a “Battle or failed Intercept” marker and therefore lose their interception capability for that Impulse.

## 11.6 EVASION

Inactive Formations may avoid Battle by evading to an Adjacent Duchy or Zone other than the Duchy/Zone from which the enemy entered. An Army or Army Group may attempt Evasion only once, and the whole force must evade to the same Duchy or Zone. Evading Soldiers that are not under a Leader’s command must check individually for each piece.



*[Exception: an inactive Formation already occupying a Zone may successfully evade and remain in that Zone. The enemy may again attempt to attack it by spending 1CP, and the Inactive Formation may again attempt Evasion.]*

The presence of a “Battle or failed Intercept” Marker on a Formation does not prevent it attempting Evasion. The Marker moves with the evading Formation. If such a Formation enters a Duchy/Zone containing another Army, the evading Formation would remain separately identified with its “Battle or failed Intercept” Marker, either appropriately placed in the stack of pieces, or on those pieces in their Headquarters Card Section.

Whether it succeeds or fails, an Evasion attempt by an Army or Army Group results in the evading Camp being forced to take one or more Morale Loss Markers.

## 11.7 EVASION RESTRICTIONS

You may not evade:

- to sea;
- into a Duchy containing either enemy Formations or an un-besieged enemy Fortress;
- into a Zone containing an enemy Formation, unless the Zone is already occupied by a Friendly Formation;
- using a River Line of March.

## 11.8 RESOLVING EVASIONS

To resolve an Evasion attempt the owning player rolls two dice and modifies the result as follows (all modifiers are cumulative):

- -1 if evading from an Enemy Flagged or Uncontrolled Duchy or Zone;
- +1 if evading into or within a Friendly Duchy or Zone;
- -1 if the Evasion crosses a Rough Line of March;
- -1 if the Evasion crosses a Marsh Line of March (Tsarists ignore this modifier during Turns 3 and 4);
- +? for the Battle Rating of an evading Leader; and
- +?/-? any Event cards used to influence the dice roll. (An Event may also cancel the Evasion.)

EVASION TABLE (TWO DICE)

Modified Dice Roll	Result
8 or less	Evasion fails
9 or more	Evasion succeeds

**If the Evasion fails**—the evader does not move and forfeits any terrain dice (12.2 and 12.4) it would otherwise have had. Furthermore, the Active Formation gains a Battle die in the first Round of Battle for each failed Evasion attempt.

**If the Evasion succeeds**—move the evader to the chosen Adjacent Duchy or Zone. Alternatively, the evader may remain in a Zone after successfully evading.

The evader may not decline an Evasion result once the dice have been rolled.

See 9.1 and the Play Book for Morale effects.

## 11.9 EVASION AND ATTRITION

Evasion incurs Attrition in each of these cases:

- a) into an Enemy Controlled Duchy;
- b) into a Scorched Earth Duchy;
- c) into an enemy Fortress Duchy besieged by a Friendly Formation;
- d) if an Imperial Formation evades across a Marsh Line of March.

## 11.10 PURSUIT

Given sufficient CPs, an Active Formation may:

- a) pursue an evading Formation into an Adjacent Duchy/Zone (but not from one Zone to another); or
- b) move in a different direction.

If a pursuing Formation has occupied the Zone from the beginning of an Impulse and spends 1 CP to pursue, or a pursuing Formation chooses to enter the Duchy/Zone of an evading Formation, the evading Formation may again attempt Evasion.

## 11.11 EVASION AND INTERCEPTION SEQUENCES

Formations attempting Evasion or Interception must do so before the Active Power resolves any Attrition incurred by the Active Power’s movement. The inactive Power may not wait to see the effect of Attrition before deciding whether to evade or Intercept.

*An Imperial Army is moving and the Tsarist player wants to intercept. The Tsarists must resolve their Interception before the Imperials resolve any Attrition incurred by their own move.*

An Active Power and its Inactive Power Ally may only conduct an Interception during the Active Power’s Impulse by playing an appropriate Event. Such an Event may only be played after all inactive Power Interceptions are resolved. Other than that, there is no required order or sequence for Evasion and intercept attempts; the results of one attempt can be known before declaring another.

## 12. BATTLE

### 12.1 BATTLE EVENTS

Any Power with a Leader or Soldier in a Battle may play one or more Battle Cards to affect that Battle.

*For example, a Power with an Army that is part of an Army Group commanded by one of its Camp partner’s Leaders, or even a Power with just a single Soldier in the Battle Duchy.*

- The Active Camp declares all Battle Events first, followed by the Inactive defender, before any Battle dice rolls are made. If the Active Camp plays Battle cards requiring any dice resolution (e.g. card 66, “Call for Reinforcements”), the Inactive Camp must first play any Battle card(s) of their own **before** all such dice resolutions are made.
- Any Battle or other Events that affect the number or resolution of Battle dice to be used influence only one Round of Battle unless explicitly stated otherwise.

“Militia Levies” (card 24) adds four Russian Battle dice and adds one “5” disrupt casualty to the Russian’s Battle casualties, for one Round of Battle only. However, “Naval Support” (card 51) adds two dice for all Rounds of the Battle.

Any Power – whether or not it has a Formation participating in the Battle – may play one or more Response Event cards (5.2) that specifically state an effect on Battle.

## 12.2 BATTLE DICE

Resolve Battle by rolling dice. The number of dice rolled is the total of the following:

- one for every Strength Point of Soldiers;
- one for every Leader serving as a Staff Officer side;
- +? Morale Level Battle Dice Bonus (12.3);
- +? the Commander’s Battle Rating (this may be modified by an Event, e.g. “Leader Wounded”, card 71);
- +? any terrain bonus for the defender, in the first Round only (12.4);
- +1 for each failed enemy Evasion attempt, in the first Round only (11.8); and
- –1 for each “5” Disrupt Result, if the Battle enters a second Round (12.53).

## 12.3 MORALE LEVEL BATTLE NATIONALITY BONUS

Apply this Bonus according to the Morale Table below:

MORALE TABLE

Morale Level	Camp	Effect
Elan Du Guerre	Imperial	French: +2 Battle Dice; Austrian/Prussian: +1 Battle Dice
	Tsarist	Russian: +2 Battle Dice
Vive L’Empereur	Imperial	French: +1 Battle Dice
	Tsarist	Russian: +1 Battle Dice

### 12.31 Battle Dice and Mixed Imperial Formations

Bonuses for Battle dice only apply if at least 50% of the combined total of the Formation’s Strength Points and Battle Ratings involved in a Battle or Siege are of the stated nationality. (Use only the Battle Ratings of Commanders and Leaders present; Staff Officers are not included in this total, as they are counted as 1SP each towards the Formation’s total Strength Points.) In an Army Group or Duchy/Zone occupied by mixed French and Allied Imperial Formations, the player receives the greater of the Morale Level bonuses if at least 50% of the total of Strength Points and Battle Ratings combined in the Duchy are French.

*The Imperials have a Morale Level of Elan Du Guerre. Napoleon and Yorck are in a Napoleon-led Army Group. Napoleon (Battle Rating 5) has 2 Strength Points of French Soldiers (5 + 2 = 7). Yorck (Battle Rating 1) has 4 Strength Points of Prussian Soldiers (1 + 4 = 5). In a Battle, since the French total of Strength Points and Battle Rating (7) is at least 50% of the total Army Group’s strength of 12, the Army Group receives the French Nationality Bonus (+2), giving a total Army Group strength of 14.*

## 12.4 TERRAIN

Certain terrain types provide Formations which occupy a Duchy or Zone with terrain bonuses in Battle. An Inactive intercepting Army is considered to have reached the Interception Duchy first and may therefore earn a terrain bonus. This terrain bonus is not affected by any subsequent Active Power Event-facilitated Interceptions (e.g. “Distant Gunfire”, card 109).

All terrain bonuses require that the Duchy be Friendly Controlled before the Battle is resolved. Control of a Duchy may not change until after Battle is resolved, including retreats. Therefore a Formation which has just moved into a Duchy does not change Control of the Duchy at the time of entry.

*There is a Tsarist Formation in Ryazan and an Imperial Formation in Moscow. The Tsarists Control Ryazan. The Imperials have Flagged Moscow and therefore Control it. The Tsarist Formation moves into Moscow causing a Battle there. The Imperials Control Moscow at least until the Battle ends. This means that the Imperials benefit from the terrain bonus, in this case a River, so they add three Battle dice for the first Round only.*

### 12.41 Rough

If any Formation entered the contested Duchy in this Impulse across a Rough Line of March, the opposition gains one Battle die during the first Round of Battle.

### 12.42 Marsh

If any Imperial Formation entered the contested Duchy in this Impulse across a Marsh Line of March, the Tsarist opposition gains two Battle dice during the first Round of Battle.

During Turns 1 and 2, the Imperials gain +1 Battle die in the first Round of Battle when Tsarist Formations enter a Duchy across a Marsh Line of March, as the Tsarists treat the Marsh as Rough. In Turns 3 and 4, the Imperials do not gain any Battle dice when Tsarist Formations enter a Duchy across a Marsh Line of March, as the Tsarists treat the Marsh as Clear (frozen).

### 12.43 River

If any Formation entered the contested Duchy in this Impulse across a River, the opposition gains three Battle dice during the first Round of Battle.

### 12.44 Zone

Any Inactive Power or Allied Army engaged in Battle in one of its own Home Zones gains one Battle die for the first Round of Battle. This is cumulative with any of the preceding terrain effects. Remember, all Friendly Formations are consolidated into one stack; you may not have multiple stacks of friendly Formations in a Zone.

### 12.45 Entrenchments

Entrenchments are extensive but temporary defenses (e.g. fieldworks). They are represented by the placement of an Entrenchment marker on a Duchy or nearby with the red triangle ‘pip’ pointed towards it. Other than those specified by Game Set-Up instructions, Entrenchments only appear through the play of Resources (16.6) or Event (e.g. “Masked Batteries”, card 83).

You may only put Entrenchments on a Duchy that has at least 4 SPs or an Army/Army Group of any strength. *For example,*



a Leader piece alone can entrench. Entrenchments may not be placed in a Zone.

You must remove an Entrenchment the instant fewer than 4 SPs or no friendly Army/Army Group is in the Duchy (although that does not negate the Entrenchment's effect on any Round of Battle that just took place). This includes cases when the requisite SPs or Army/Army Group in the Entrenchment evade, retreat or are Routed, Overrun or eliminated through Battle, Attrition or card play.

Other Friendly Formations entering a Duchy with an Entrenchment immediately receive the Entrenchment's benefits. It is not possible for some Formations in a Duchy to be in Entrenchments while others are not.

Any Power engaged in Battle in a Friendly Controlled Duchy with Entrenchments gains the following advantages, as long as it has either at least 4 SPs, or its own Army (or an Allied Army) in that Duchy:

- the enemy rolls one fewer Battle dice (first Round of Battle only);
- an entrenched Formation chooses one enemy-inflicted casualty result to ignore at the end of the first Round of Battle;
- an entrenched Formation only Routs (12.7) if it suffers five or more casualties than it inflicts on the enemy;
- a Flag Overrun (12.9) is not possible. Any excess elimination Battle results are lost without effect.

## 12.5 BATTLE RESOLUTION

Losses are simultaneous. "5" and "6" die results inflict casualties. The number of '5's and '6's rolled by each side should be recorded using the appropriate Camp's Marker(s) on the Casualty Display on Player Aid Card #1's "Battleground" section.

- Each 6 die roll kills (eliminates) an enemy Strength Point.
- Each 5 die roll disrupts one surviving Strength Point for the duration of the Battle. A disruption is not considered to affect a particular piece, but players may find it convenient to flip a Soldier to its disrupted side as a reminder. Disrupted SPs still count for total Battle dice and are vulnerable to elimination via Rout (12.7). Additionally, each 5 causes a -1 Battle die modifier. See 12.53 for an example of how to calculate Battle dice with disrupted Soldiers.
- If there are insufficient Soldiers and Leaders to absorb all casualties, all Kill results must be fulfilled before applying any disrupts.

**Remember**—You can make change with your Soldiers at any time. Record casualties by placing/moving the appropriate Power's markers along the Casualty Display on the Battle-ground Chart.

TERRAIN SUMMARY	
Terrain	Battle Dice and Other Effects
Rough	+1
Marsh	+2 (inactive Tsarist only) +1 on Turns 1 & 2; no effect on Turns 3 & 4 (inactive Imperials only)
River	+3 (and incur Attrition if forced to retreat across)
Home Zone	+1 (to Owning inactive Power)
Entrenchments	<b>Attackers:</b> -1 Battle die <b>Occupants:</b> ignore 1 casualty after first Round Attacker may not Flag Overrun

### 12.51 Distributing Losses (kill results)

Distribute Soldier losses (not Leader losses) as evenly as possible by Power. No Leader may be eliminated if a Soldier is available to meet the loss. The Commander of a multi-Power Formation determines which Power suffers any excess kill.

If only Leaders remain and there are kill results to apply, the Army/Army Group Commander must be the last Leader eliminated. The only exception to this is the Napo-

leon Leader. This Leader is always the last Imperial piece to be eliminated.

In a two Power Army Group, when a French Power takes losses, those losses must be shared as equally as possible between the other French Power and any Imperial French Allied pieces that were engaged in Battle.

*An Imperial Army Group consisting of one French Northern Army under Davout (4-6) and two French Southern Armies, one under Murat (2-4) and another Austrian Army under Schwarzenberg (2-4) is obliged to take Kill casualty losses. If 2 losses were sustained, 1 SP each from the Northern Power and Southern Power would be eliminated, with the Southern Power free to choose either a French or Austrian SP. If 3 Strength Points had to be eliminated, a third Strength Point would have to be chosen. One French Northern, one French Southern, and one Austrian Strength Point would be eliminated to fulfil the requirement to equally share the losses.*

### 12.52 Determining the Victor

If all Soldiers and Leaders on one side are eliminated by kills and the other is not, the eliminated side loses the Battle and is Overrun (see 12.8). Otherwise, add up the kill and disrupt results of each side. The side with the most casualties retreats, unless the Battle occurred in a Zone (see 12.6).

- If casualties are equal, fight a second Round with all engaged Formations. New Battle Event cards (including Response Events that specifically affect Battles) may be played before resolving the second Round's dice counts and results.
- If casualties are still equal after two Rounds, the Active Formation retreats back to the Duchy from which it entered the Battle Duchy (12.6). Battles never exceed two Rounds unless so dictated by an Event. *Example: "Victory or Death", card 104.*

At the conclusion of a Battle, unless an Overrun has happened, place a "Battle or failed Intercept" marker with the surviving attackers (Active Formations) and any surviving defenders (Inactive Formations) in their respective Duchies or Zones. This shows that the attackers may no longer move or Intercept during that Impulse, and the defenders may not intercept. Remove all such markers at the end of the Active Power's Impulse.



### 12.53 Disrupt Results

In the second Round of a Battle, a side that has more disrupt results than Strength Points and Leaders may still have Battle dice, depending on its Leader or Commander's Battle Rating, Events, and any nationality bonus. Subtract the excess disrupt results from these bonuses to find the number of Battle dice to be rolled. Ignore any reduction below zero.

*In other words, add up all the Battle dice the side would normally have, and then subtract the number of disrupts suffered in the first Battle Round. Remember: disrupt results do not apply to particular pieces but to the overall strength a Camp has for a given Battle, represented by the number of Battle dice it rolls.*

*A French Northern Army Formation under Davout (4-6) contains 4 Strength Points of Soldiers and benefits from two additional dice due to the "Naval Support" Event (card 51) and another two dice due to the "Elan du Guerre" Morale Level. Davout's Army suffers 6 disrupt results during the first Round of a Battle. In a second Round of Battle this Army would roll 6 Battle dice, as follows: 4 (Davout) + 4 (Strength Points) +2 ("Naval Support", card 51) + 2 (Morale Bonus) = 12, minus the 6 disrupt results = 6 Battle dice.*

- If a Battle goes into a second Round (or more), apply kill results to disrupted Soldiers before affecting any Leader.
- Flip disrupted Soldiers to their non-disrupted side immediately after a Battle. [Exception: Rout (12.7).]

### 12.54 Morale Level and Disrupts

The current Morale Level may affect the severity of casualties in a Battle/Siege.

#### MORALE LEVEL EFFECTS ON DISRUPTS

Morale Level	Proportion of Disrupts which become Kills	
Les Grognards	1/3	round fractions up!
Tu Felix Austria	1/2	
Sauve Qui Peut	2/3	

Inflict these kills at the end of the Round of Battle/Siege in which they occur. Put pieces lost in this way into the Regroup Box.

*For example, if the Imperials' Morale Level is at Tu Felix Austria and they suffer 5 disrupts, 3 of these become kills. (5 x 1/2 is 2½; round up the fraction, giving 3.) 3 SPs are eliminated and go to the Regroup Box.*

*If the same Imperial Morale Level was at Sauve Qui Peut, 2/3 of the 5 disrupts would become kills: 5 x 2/3 = 3 1/3, which is rounded up to 4. 4 SPs would be eliminated and placed in the Regroup Box.*

## 12.6 RETREATS

The victor remains in the Battle Duchy or Zone. If the Battle was in a Duchy the loser must retreat. If the Battle was in a Zone, the loser may choose to stay in the Zone or retreat.

If required to retreat, an **Inactive** loser (defender) must retreat to one or more Adjacent, Friendly Duchies or Zones if possible.

- A defending Formation may split up and retreat into more than one Duchy or Zone.
- A defender who is unable to retreat to a Friendly or Uncontrolled Duchy/Zone may retreat to any Adjacent Duchy/Zone that does not contain an enemy Formation, or to a Friendly Army besieging an enemy Fortress, but incurs Attrition for doing so (in addition to any other applicable Attrition).
- A defending Inactive Formation may not retreat to any Duchy/Zone from which the enemy entered the Battle, nor may it retreat out to sea.

Unlike Active interceptors, retreating Inactive interceptors do **not** have to retreat to the Duchy(s) or Zone(s) from which they came, because they reached the Battle Duchy/Zone first.

If required to retreat, an **Active Camp** loser must retreat to the Adjacent Duchy or Zone from which it entered the Battle Duchy/Zone (if that Adjacent Duchy/Zone is an enemy Fortress, it must already be besieged by its Camp). If there were Event-initiated Active Interceptions from more than one Adjacent Duchy/Zone, including Formations from that player's Inactive Power Ally, the Active player must choose one eligible Duchy/Zone for **all of its pieces** to retreat to.

### 12.61 Morale Level and Retreats

The current Morale Level may change the Battle result. If the **Inactive** (defending) Power's Morale Level is *Sauve Qui Peut*, the Inactive power is considered to have lost the Battle if casualties are tied and must retreat. This would also apply to the Active Power if it is at *Sauve Qui Peut* Morale. In the unlikely event both Camps are at *Sauve Qui Peut* Morale, only the Active Camp's Formation would retreat if a Battle results in tied casualties.

*See p. 38 of the Play Book for a Retreat Result's effect on Morale.*

### 12.62 Retreat and Attrition

A retreat may incur Attrition, which must be resolved immediately. *For example: retreating across a river (10.44), entering a Scorched Earth Duchy (10.45), or Imperials retreating along a Marsh LOC. Losses incurred from Attrition during a retreat may change the Battle result into an Overrun (12.8), or turn the retreat into a Rout (12.7)—as happened to the French during the Winter retreat across the Berezina River.*

*"Barclay (a 1-4 Leader)'s Russian Army of 4 SP loses a Battle. The Imperials inflict two Disrupt results upon the Russians while suffering no casualties themselves. The defeated Tsarist Army retreats across a River Line of March and rolls five dice for Attrition. One of those Attrition dice causes the loss of a single Russian SP. This is the third casualty and it precipitates a Rout. 2 more Russian SP are eliminated by the two Disrupt results becoming Rout "Kills". Barclay and a single SP survive the river crossing."*

### 12.63 Formations Unable to Retreat

Formations which are unable to retreat are Overrun; place them in the Regroup Box.

## 12.7 ROUT

If the victorious side inflicts at least 3 more casualties than it suffers (regardless of in which Round they were inflicted, and including any losses due to Attrition retreat, 12.62), the losing side suffers a Rout. *[Exception: Entrenched Formations only Rout if they suffer at least 5 casualties more than they inflict.]*

The effects of a Rout are as follows:

- All disrupted pieces on the Routed side are eliminated.
- A Rout may result in the victor acquiring Loot, causing the defeated Camp to suffer a possible drop in Morale Level (12.10).

Note that there are card Events which reduce a Rout to a retreat (e.g. “Victory or Death”, card 104). When such an Event is played, only Kill results are sustained by the loser and unless the Event states otherwise, there is neither a roll for Loot (12.10) nor a possible Morale Loss for Rout.

Other Events do not change the Rout result, but may change the number of disrupt results and therefore reduce the number of pieces eliminated by Rout. *Example: “Men of Bronze”, card 106.*

See p. 14 of the Play Book for a Rout result’s effect on Morale.

## 12.8 OVERRUN

An Overrun happens if all Formations belonging to one side in a Battle are eliminated, even if the elimination was due to failure to retreat or Attrition incurred during a retreat (12.62). An Active, Overrunning Formation may continue to move with any remaining CPs. An inactive Overrunning Formation may continue to Intercept, unless previously marked with a “Battle or failed Intercept” marker.

**12.81**—See 9.11 and the Play Book for an Overrun’s effect on Morale.

### 12.82 Worst Case Infliction of Morale Loss Markers Applied

In situations when an Army or Army Group is forced to retreat, and that retreat either becomes a Rout or Overrun, only apply the worst possible infliction of Morale Loss Markers for the situation. Only a single Morale Loss Marker result may be applied.

See p. 14 of the Play Book for an example of how this rule works.

## 12.9 FLAG OVERRUN

If the victor inflicts more eliminations in Battle than the loser can sustain, even if by a single elimination, the victor gains a free Flag placement (or removal, as applicable) in the Battle Duchy, unless it is a Fortress or had an Entrenchment which defensively influenced the Battle. *[Exception: in a Scorched Earth Duchy, Flag Overrun only applies if the victor inflicts at least two more Battle eliminations than the loser is able to sustain.]*

*The Imperials inflict 6 eliminations on Wittgenstein with 4 SPs in Schlavii. This would be a Flag Overrun unless Schlavii was Scorched Earth, in which case the Imperials would need to inflict at least 7 eliminations.*

**Note**—The Tsarists and Imperials receive a Morale Loss Marker if one of their Depots is Flagged by the enemy and the Imperials (only) receive a Morale Loss Marker if one of their Home Duchies is Flagged by the Tsarists. These are per occurrence.

## 12.10 BATTLEFIELD LOOT AND MORALE

In any Battle in which an entire enemy Army or Army Group is eliminated (i.e. Overrun) or Routed, the Power controlling the victorious Formation must take the opportunity to gain one or more Resources.

- If a victorious Army Group is involved, only the Army Group Commander is eligible to collect Loot.
- Roll one die and add to that result the Strength Point value of Soldiers and Leaders lost by the loser of the Battle (Leaders count as 1SP, whether or not they were Staff Officers. The Commander is worth 1SP). Apply the result from the Battlefield Loot Table. *The greater the size of the defeated Formation, the greater the chance of gaining battlefield booty, supplies, draft animals, prisoners to be exchanged and so on, as represented by a Resource.*
- If a Camp acquires Loot, remove one Morale Loss Marker from that Camp for each Resource taken. If no Morale Losses accrued, take a Morale Gain Marker instead.
- If the result on the Battlefield Loot Table causes a Morale Check, the losing Camp must place that Battle’s Morale Loss Markers into their Holding Box before taking the Morale Check.
- After gaining one or more Resources by Loot, the victorious Camp may attempt to improve its Morale Level (9.53).
- Some Events can influence the Loot die roll result.

See pp. 39 and 37 of the Play Book for the Battlefield Loot Table and Morale Table, respectively.

**Note**—Certain Events allow the victor to tabulate cumulative enemy losses for multiple Rounds of Battle when calculating Loot die roll results, viz. “Another Day of Battle” (card 57), “Victory or Death” (card 104), and “To the Death” (card 70). Additionally, in certain circumstances, “To the Death” allows **two** Loot die rolls (one for the first Battle, if a Rout, and another if the second Battle is a Rout or Army elimination). Remember, even if a Formation is victorious in the second Battle and gains Loot in both Battles, the losing Camp has the opportunity to “Emergency Recover” after it incurs a second and any subsequent worsening of Morale Level during that Impulse, in an attempt to prevent the reduction of Morale Level (9).

## 12.11 LOOTING A DEPLOYMENT MOBILIZATION CENTRE

A Power which eliminates an enemy’s Deployment Mobilization Centre (DMC) may get a Resource as Loot. Remove a DMC from the map immediately if it is the only piece in a Duchy that an enemy Power has just Flagged. If the DMC is alone in a non-Fortress Duchy, the enemy Power gets 1 Resource as Loot if it rolls a 6 on one die. See 13.52 for DMCs in Fortresses.

## 13. FORTRESSES

### 13.1 IN GENERAL

Fortresses do not affect Battles, but do affect Duchy Control, retreat, and movement. Formations are never considered to be inside a Fortress. A Fortress Controls its Duchy regardless of the presence of enemy Formations. To Flag a Fortress you must defeat it by Siege.

### 13.2 SIEGE

A Siege is similar to a Battle but with some important differences.

- A Power may only play an Event card to influence a Siege if the card text specifies that it may apply to a Siege.
- An Active besieger may resolve a Siege only if there is no enemy Formation in the Fortress Duchy, and the besieging Army has not already fought a non-Overrun Battle there during that Impulse.
- A Siege may be resolved at no CP cost during the besieger's Impulse, even before playing a card or Resource for that Impulse. This may happen even during a Pass option in which the besieger has no cards and therefore no Impulse except for the Siege. As soon as it has no cards in its Hand, a besieging Power may place an optional 'Siege to Resolve' marker on its map-printed Impulse Box or near the Fortress, as a reminder.

#### 13.21 Only an Army May Resolve A Siege

A Fortress is under Siege ('Besieged') when a Camp's Formation is the sole occupant of an enemy Fortress Duchy. However, the Camp may only try to resolve the Siege and capture the Fortress if an Army is present. Only one Army may attempt to resolve Siege at a time. (See 13.36 for Army Groups and Sieges.) No other Formation may resolve a Siege.

*An infantry, cavalry or artillery Soldier, or any combination of Soldiers without a Leader, may not resolve a Siege. You may use an optional Siege Resolvable marker (printed on the reverse of each 'Battle or failed Intercept' marker) to indicate Fortresses which an active Power's Army could attempt to capture.*

#### 13.22 Siege Rounds

A Fortress may be subject to a Siege only once per Impulse, whether during a Scheduled or Pre-emption Impulse. However, a Siege may last several Rounds: one Round for each point of its inherent defence rating. The defence rating of the Fortress is, therefore, also the maximum number of Rounds it may be besieged in an Impulse. Remember that only one Army may conduct a Siege.

*For example, Königsberg (defence rating: 4) may only be subjected to a maximum of 4 Rounds of Siege.*

#### 13.23 Event Cards in Siege

Not all Battle cards are playable during a Siege. Battle card play is limited to those Battle cards that specifically note they apply to a Siege. Contrary to normal Battle card Events, the owning Power of a Fortress defender may play one or more

Siege Battle cards without having a Friendly Formation present in the Duchy.

### 13.3 SIEGE RESOLUTION

#### 13.31 Siege Dice

A Fortress rolls dice equal to its defence rating. A Power's National Bonus applies to the besieging Army but not to Fortresses. The strength of a Fortress never changes (4 for Riga and Königsberg; 2 for all other Fortresses). The besieger calculates Battle dice using the same procedure as for Battle (12.2).

**Special Rule: Riga**—Riga is a unique Fortress when besieged by the Imperial Camp. To reflect its formidable defensive advantages, any Imperial Army attempting to resolve a Siege Round against Riga **halves** its Battle Dice (rounded up). Card Events are unaffected by this.

*Historical Note: Known as the "Gibraltar of the North", Riga was situated upon a difficult-to-access peninsula which could be defended by the Russian (and potentially also the British) Fleet.*

*Napoleon (5-8), with 8 Strength Points at the Elan du Guerre Morale Level, attempts a Siege resolution against Riga. Before resolving the first Siege Round, the French play "Twelve Pounders" (card 7) and immediately roll 4 dice against the Fortress. They next play "Naval Support" (card 51). The "Naval Support" card Event adds 2 dice for all Rounds of a Siege. Napoleon's Army has 2 dice for Elan du Guerre Morale, 5 dice for Napoleon's Battle Rating, and 8 dice for the 8 Strength Points = 15. This total must be halved because an Imperial force is besieging Riga, giving 8 (the fraction is rounded up). With 2 extra dice for the "Naval Support" Event, and 8 for their Army, the French will roll a total of 10 Battle dice in the Siege's first Round.*

#### 13.32 Resolving the Siege

A Siege resolution succeeds if (a) a Fortress suffers a number of 6 results (hits) equal to or greater than its defence rating, **and** (b) the attacking Power has at least its Army Commander piece left in the Fortress Duchy after applying all casualties inflicted by the Fortress. 5 results have no effect against a Fortress.

#### 13.33 Another Siege Round

If a Fortress is not captured after a Siege Round, the besieger may choose to start another Siege Round with any remaining undisrupted SPs. However, this is only allowed if (a) the besieger suffered fewer casualties (i.e. 5s and 6s) than it inflicted hits on the Fortress (i.e. 6s) in the previous Round, **and** (b) the new Siege Round will not exceed the limit of one per Fortress defence rating point (see 13.22). Some card Events also allow additional Siege Rounds. A Fortress always defends with the number of dice specified by its defence rating regardless of how many hits it incurred in previous Rounds.

*The besieger may use a die, or the Battleground Casualty Display on Player Aid Card #1, to keep track of the cumulative number of 6 hit results accrued during a Siege.*

#### 13.34 Besieger Retreat from Siege and Capturing an Enemy Fortress

Besieging Formations do not retreat except by Event. Example: "A Wasted Day", card 74. A Besieging Formation **may not** be



Routed, no matter how many cumulative casualties it sustains compared to the ‘6’ hits inflicted. Besieging Formations are affected by their Camp’s Morale (12.54). A fallen Fortress is Flagged at no cost and immediately becomes a Fortress for its new owner. Hits on the Fortress do not carry over from one Siege resolution Impulse to the next.

### 13.35 Siege End

At the end of a Siege, put a “Battle or failed Intercept” marker on the surviving besiegers, unless it was a Siege Overrun (13.42). If a Siege Overrun occurred, the surviving besiegers may keep moving.

*See p. 14 of the Play Book for examples of Siege Resolution.*

### 13.36 Army Groups and Siege

A subordinate Army in a multi-Power Army Group may conduct a Siege during its Impulse, but receives no Leaders, Soldiers, or nationality bonus from the inactive Power. Strength Points of the same Power and Nationality which are present but exceed the besieging Army’s Command Rating may replace any disrupted or eliminated Soldier in the besieging Army during subsequent Siege Rounds.

## 13.4 FORTRESS EFFECTS ON MOVEMENT

### 13.41 Unbesieged Enemy Fortress

Formations may not retreat or evade to an unbesieged enemy Fortress. This means that a retreating or evading Formation may not put an enemy Fortress under siege; a retreating or evading Formation may only enter an enemy Fortress Duchy if a friendly Formation is **already** besieging the Fortress. All forms of movement, retreat, Interception and Evasion from an Enemy Fortress Duchy must be to an Adjacent Friendly or Uncontrolled Duchy. (See also 10.5.)

### 13.42 Siege Overrun

Besieging Formations may not move any further during an Impulse in which they resolve Siege, unless the Siege is a Siege Overrun. A Siege Overrun happens when:

- the besieging Army inflicts more hits in a single Siege Round than were needed to capture a Fortress; or
- the besieging Army captures the Fortress in fewer Rounds than the Fortress’s defence rating.

*Example One: Königsberg has a defence strength of 4. The besieger will achieve a Siege Overrun if the Fortress is captured in Rounds 1, 2 or 3.*

*Example Two: Brest has a defence strength of 2. The besieger needs to inflict at least 2 hits to capture it. The besieger needs to inflict at least 2 hits in the first Siege Round to achieve a Siege Overrun of Brest. If the besieger inflicts 1 hit in the first Siege Round, he will achieve a Siege Overrun in the second Round if he inflicts 2 or more hits, because that would be at least 1 more hit than needed to take the Fortress.*

- If an Overrun occurs, remove any “Siege Resolvable” marker (10.53). If a Siege Overrun did not occur, flip the “Siege Resolvable” marker to its “Battle or Failed Intercept” side.

## 13.5 MORALE, SACK AND PILLAGE

### 13.51 Fortress Capture

When a Fortress is captured:

- the victor immediately removes 1 Morale Loss Marker from the besieging Army’s Camp. If no Morale Losses accrued take a Morale Gain Marker instead;
- the loser, if Tsarist, adds Morale Loss Markers equal to the Fortress’s defence strength;
- the loser, if Imperial, adds 1 Morale Loss Marker.

### 13.52 Sack and Pillage

*Design Note: the fall of a Fortress could lead to the capture of vital supplies, but for besieging Russians also often resulted in the undisciplined sacking and pillaging of the captured city.*

Any victorious besieger must roll one die on the Sack & Pillage Table. The besieger must add one to the result for each Round fewer than the maximum normally allowed in which the Fortress fell. *For example, taking a 2-rated Fortress in one Round would give +1 to the die roll, while taking a 4-rated Fortress in one Round would give +3 to the die roll.*

SACK & PILLAGE TABLE (ONE DIE)

Modified Die Roll	Result
5 or less	No effect
6 or more	Success: gain 2 Resources

If the adjusted result is 6 or higher, the besieger gets 2 Resources and:

- an extra Resource, if there is an enemy Deployment Mobilization Centre in the Fortress Duchy;
- puts a Sacked Marker in or next to the Fortress Duchy to show that the Fortress, if recaptured by a subsequent Siege, does not trigger a roll on the Sack & Pillage Table (*because there’s nothing left to take*);
- if Tsarist, the Formation immediately rolls for Attrition. The owning player may not use Resources acquired by the sacking of the just-captured Fortress to reduce the number of Attrition dice rolls, but may use other Resources for this purpose. Put any eliminated pieces into the Regroup Box.

**Note**—Unlike Battlefield Loot, the victor’s receipt of Resources by sacking does not trigger possible adjustment to the losing Camp’s Morale.

If the adjusted result is less than 6, there is no effect. If the Fortress changes hands later in the game, the besieging player rolls on the Sack & Pillage Table using any applicable modifier, as before.

## 14. ATTRITION

### 14.1 RESOLVING ATTRITION

Whenever the rules (e.g. 10.4) or cards require you to calculate the effects of Attrition, you must roll a die for every affected Leader and Strength Point. In Game Turns 1 and 2 you must

lose one Strength Point for each 6 you roll. See 14.6 for Attrition during Game Turns 3 and 4 (Winter).

The Commander, or affected Power if no Commander is present, may choose how to satisfy any losses incurred. However, you may not eliminate a Leader if Soldiers are available to fulfil an Attrition loss.

Attrition losses are not considered Battle casualties, unless an Event specifically says so or an Overrun or possible Rout is involved. A successful Interception (11.1) or Evasion (11.6) may incur Attrition. *For example, evading from an Uncontrolled Duchy to an Enemy Controlled Duchy triggers Attrition.* However, Interceptions and Evasions are not counted for the purpose of calculating Forced March, as Interception and Evasion do not cost CPs.

If only Leader pieces are available, the Army/Army Group Commander must be the last piece eliminated by Attrition. However, Napoleon must always be the last Imperial piece eliminated by Attrition.

## 14.2 DEPOTS, SCORCHED EARTH, DEPLOYMENT MOBILIZATION CENTRES AND ATTRITION

Halve the number of Attrition rolls a Formation must make if:

- it is in a friendly Depot Duchy, unless it is a Scorched Earth Duchy; or
- there is a friendly Deployment Mobilization Centre (DMC) in the Duchy.

These effects are cumulative: a Formation in a friendly Depot Duchy with a friendly DMC would halve the number of Attrition rolls twice. Fractions are rounded up when halving Attrition for Depots and DMCs. The amount calculated is the number of dice removed from the Attrition resolution per 14.3.

*For example, Moscow is French controlled with an Imperial Southern Army DMC placed on it. The Napoleon Leader and 8 Strength Points must roll for Attrition. The Imperial Northern Power would only roll 2 dice for Attrition: 9 halved (for the Moscow Depot) is 4.5, rounded to 5, that leaves 4 dice; 4 halved (for the DMC) is 2,*

*If Napoleon had two Strength Points, the Imperial Northern Power would roll for Attrition: half of 3 is 1.5 rounded to 2, then half of 1 leaves a half which is rounded up to one (see 14.3).*

*Design Note: a DMC Marker represents a concentration of traditional logistical resources. Imagine a multitude of ox-, horse-, and mule-drawn wagon trains depositing loads of supplies at a central point. It therefore retains its ability to reduce Attrition Losses by half in a Scorched Earth Duchy.*

## 14.3 CUMULATIVE AND MULTIPLE ATTRITION CHECKS

All modifiers to Attrition are cumulative. If numerous Attrition conditions apply, calculate the number of dice to be rolled, then resolve each check for the entire Formation before removing losses.

*A Formation of a Leader, three infantry and one cavalry – i.e. 5 Strength Points of Soldiers – forced to take Attrition for two reasons, would make a single roll of 12 dice: one for the Leader plus five for the Soldiers, making six, then doubled.*

*If that same Formation was being forced to check twice while at the Problematic Level, it would make one roll of 14 dice: one for the Leader, plus five for the Soldiers, plus one more for the Problematic Attrition Level penalty, making seven, then doubled.*

When resolving Attrition, first work out the number of dice to be rolled (including any extra for the Imperial Attrition Level, see 14.41) and **then** work out the applicable reductions. **Round fractions down, but never below 1.** This final resolution and 14.4 are the exceptions to the general rule of rounding fractions up in *Kutuzov*.

## 14.4 IMPERIAL ATTRITION MODIFIERS

### 14.41 Levels of Imperial Attrition

Imperial Formations may suffer additional losses from Attrition due to the play of certain events. Play of certain cards, such as “Distribute Rations” (card 78) or “Imperious Hunger” (card 86), affect Imperial Attrition for the remainder of the game, unless subsequently modified. The level of Imperial Attrition is noted on the Imperial Attrition Chart. The Chart, unique to the Imperial Camp, has six levels of Attrition. As the level of Attrition worsens, because of Events and the accumulation of Attrition Loss Markers (14.42), the Imperials will need to roll additional dice. Round fractions down when calculating the additional penalty dice.

*An Imperial Army of Davout and four Strength Points of Soldiers must incur Attrition. At a Normal level they would roll 5 dice – one for each Strength Point and Leader – and would suffer one elimination for each 6 rolled. The Imperial Attrition Level, however, is at Difficult. This means that for every three Attrition dice the Imperials normally roll, they must roll one additional die. This same Formation must now roll 6 dice – one for each Strength Point and Leader, and one more for the Difficult level ( $5/3 = 1\frac{2}{3}$ , rounded down to 1). Furthermore, if it is Game Turn 3 or 4 (Winter) they would suffer an elimination for each 5 or 6, instead of a 6 only (14.61).*

There is a correlation between the lower levels of Imperial Attrition and Imperial Morale.

### 14.42 Imperial Attrition Loss Markers

Put an Imperial Attrition Loss Marker in the Holding Box printed near the Imperial Attrition Table each time:



- a French or Imperial Allied (Austrian or Prussian) Strength Point or Leader is eliminated by Attrition; or
- a French or Imperial Allied (Austrian or Prussian) Strength Point or Leader is eliminated, either in Battle or Siege.

*Example: the French lose 3 Strength Points through Attrition. The French receive 3 Imperial Attrition Loss Markers.*

### 14.43 Triggering A Worsening Imperial Attrition Level

The Imperial Attrition Level may worsen in the Impulses and the Map Attrition parts of a Game Turn.

**During Impulses**—If the Imperials have 9 or more Attrition Loss Markers, immediately:

- return 9 Attrition Loss Markers to the counter mix. Any extras remain in the Attrition Marker Holding Box; and
- worsen the Imperial Attrition by one Level. For example, Difficult worsens to Harsh.
- add the indicated number of Attrition Table-indicated Morale Loss Markers to the Imperial Morale Holding Box. The addition of these markers may trigger an immediate Imperial Morale Level Change if it results in the accumulation of nine or more Morale Loss Markers (9.2, 9.4).

**On the Map Attrition part of the Game Turn**—After resolving all Attrition die rolls for Imperial Formations occupying non-friendly Duchies/Zones (4.3), the player controlling the French Northern Army rolls two dice:

- If the dice roll is equal to or greater than the number of Imperial Attrition Loss Markers in the Holding Box, there is no effect.
- If the dice roll is less than the number of Imperial Attrition Loss Markers in the Holding Box, the Imperial Attrition Level worsens by one. The player should then remove whatever Attrition Loss Markers are in the Holding Box to a maximum of 9 and return them to the counter mix. Any Attrition Loss Markers remaining in the Holding Box are carried over into the next Turn.

#### 14.44 Limitation on Worsening the Attrition Level

If Imperial Attrition should worsen more than one Level during a single Impulse, either Power of the Imperial Camp may immediately attempt to recover an Attrition Level by spending CPs (14.46) or Resources (16.51) as soon as Attrition worsens by a second or greater level. The game mechanism for doing this is the same as for Morale recovery. Any card played for this purpose is considered a Response card. See 5.23. Such “Emergency Recovery” attempts may be made more than once during a single Impulse, if the Imperials are so unfortunate as to require them.

Should the Imperial Attrition Level reach the worst Level possible, “Crippling”, and another worsening of Imperial Attrition is required for any reason, reduce Imperial Morale by one Level instead. Imperial Attrition cannot become worse than “Crippling”.

#### 14.45 Limitation on Improving the Attrition Level

Imperial Attrition may not improve by more than one level (see 14.47) during a single Impulse or Turn End. Retain Attrition Gain Markers (up to a maximum of three) until the next Imperial Impulse, if Imperial Attrition would otherwise improve by two levels. *Exceptions: “Distribute Rations” (card 78) and the Retreat from Moscow rules (19.7) may allow the Imperial Attrition Level to improve by more than one level.*

#### 14.46 Reducing Imperial Attrition Loss Markers

Either Imperial Power may reduce the number of Attrition Loss Markers in the Holding Box by:

- spending one or more Resources. (See 16.51.)

- spending one Command Point (ICP) for a single die roll. If the result is a 5 or 6, remove 1 Imperial Attrition Loss Marker and return it to the counter mix. If there are no Imperial Attrition Loss Markers in the Holding Box and a 5 or 6 is rolled, put one Imperial Attrition Gain Marker in the Box instead.

**Important**—The limit in changes to the Imperial Attrition Level has the following effects:

- If the Imperial Camp is already at Normal Attrition Level, it may carry over a maximum of 3 Attrition Gain Markers from one Impulse to the next. Any excess Attrition Gain Markers are lost.
- The same limit of three Attrition Gain Markers applies at lower Attrition Levels during an Impulse in which the Attrition Level has already improved by one.

Other than the preceding, there is no limit to the number of Resources or CPs an Imperial Power may spend for this purpose.

#### 14.47 Improving the Imperial Attrition Level

If the Imperial Camp accumulates **four** or more Attrition Gain Markers, improve the Imperial Attrition Level by one and remove **four** Attrition Gain markers.

- A change in Attrition Level will add the Attrition Table indicated number of Morale Gain Markers which are indicated by a minus sign and numeral.
- A change in Attrition Level caused by a card Event has no effect on the number of Attrition Gain or Attrition Loss Markers accumulated within the Holding Box.

#### 14.48 Imperial Attrition and Imperial Morale Levels

The Imperial Attrition Level affects the Imperial Morale Level. At all times apply the limits in the following table.

#### IMPERIAL ATTRITION & MORALE CHART

Attrition Level	Morale Loss Markers	Maximum Possible Morale	Attrition Dice
<b>Normal</b>	−1	<i>Elan du Guerre</i>	1 die for each SP and each Leader
<b>Problematic</b>	±2	<i>Elan du Guerre</i>	+1 die for every 4 dice rolled*
<b>Difficult</b>	±3	<i>Vive L'Empereur</i>	+1 die for every 3 dice rolled*
<b>Harsh</b>	±3	<i>Vive L'Empereur</i>	+1 die for every 2 dice rolled*
<b>Severe</b>	±4	<i>Marchez Vous</i>	+1 die for every die rolled
<b>Crippling</b>	+6	<i>Les Grogards</i>	+1 die for every die rolled

\* Round fractions down but never below 1. For example, if the Attrition Level is Difficult and there is 1 Leader and 7 Strength Points, roll 10 dice: 8 plus 2 extra for the Attrition Level. If the Attrition Level is Difficult and there is 1 Leader and 1 Strength Point, roll 2 dice: 2 plus 0 extra for the Attrition Level (the fraction is dropped).



*For example, if the Imperial Morale Level was due to increase to Elan Du Guerre but the Attrition Level was Harsh, the Morale Level could not improve. Similarly, if the Imperial Morale Level was at Vive L'Empereur but the Attrition Level became Severe, the Morale Level would immediately become Marchez-vous. These Morale Level limits are absolute and may not be overridden by spending CPs or Resources on Morale. Only by altering the Imperial Attrition Level is there a chance of improving Morale.*

Changes in the Imperial Attrition Level also cause the removal or addition of Imperial Morale Loss Markers. The number of Imperial Morale Markers to be removed or added is shown on the map's Imperial Attrition Level Table. *For example, improving Attrition from Crippling to Severe removes 4 Imperial Morale Loss Markers as soon as the change happens.*

The two ends of the Attrition Track are exceptions to the “+/-” notation. When the Attrition Level Marker goes from the Problematic to Normal Box, remove 1 Morale Loss Marker. If the Imperial Level Marker goes from the Severe to Crippling Box, add 6 Morale Loss Markers.

#### 14.5 Imperial Morale Loss Penalty or Gain For Attrition Level Change(s)

Morale Loss Markers are added into the Imperial Holding Box when the Attrition Level worsens. Morale Gain Markers are awarded when the Attrition Level improves. These may be retained when there are no Morale Loss Markers to remove (9.51).

#### 14.6 WINTER ATTRITION

##### 14.61 Effect of Winter Attrition

During Game Turns 3 and 4, the following Winter Attrition rules apply to both Camps:

- a die roll of 5 or 6 causes an elimination through Attrition (not just die rolls of 6).
- all losses from an Attrition die roll of 5 go to the Regroup Box.

##### 14.62 Special Must Play Imperial Attrition cards

Some Imperial Must Play cards have a special effect on Winter Attrition. The relevant cards all have a note referring to this rule.

Where this rule applies to a card, players must put the card to one side after playing the Event, unless the card says otherwise (e.g. cards 33 & 36 if Turn 1). You should use the special markers to track each such card so that every player can see which have been played. *For example, “Pay the Devil His Due” (card 33) is an Event which will be reshuffled back into the deck in Turn 1, but later must be set aside.*

- During the Interphase before Turn 3, when doing Card Preparation for the Next Turn Shuffle and Draw phase (17.41), return half of all these special Must Play cards to the deck immediately before play commences with Impulses.
- During the Interphase before Turn 4, when doing Card Preparation for the Next Turn Shuffle and Draw phase (17.41), return all available special Must Play cards to the deck immediately before play commences with Impulses.

This includes any special Must Play cards played during Turn 3.

**Effect**—Whenever one of these cards is played in a Winter Turn (Turns 3 and 4), the Tsarist Camp players alternate selecting any Duchy or Zone occupied by an Imperial Formation (roll a die to determine which Tsarist player gets first choice). That Imperial Formation immediately resolves Attrition as in 14.61. Discard each played Winter Attrition card played in this manner.

**Remember**—A Special Must Play card only triggers Attrition after its regular Must Play Event is played.

**Note**—*There is a chance that the Must Play cards “A Great Blunder” (card 29) or “No Peace” (card 36) may not be selected and played as Events until Turn 4 is underway. In this instance, these cards would not have their Events played first, since there is no Interphase or Peace Die Roll at the conclusion of Turn 4. Instead use either card’s first playing as an Event for Imperial Winter Attrition resolution. This same principle applies to “No Surrender” (card 34) if the Retreat from Moscow Rule 19.7 has been activated for Turn 4.*

## 15. SEA MOVEMENT

### 15.1 IN GENERAL

Only the Russian First Army Power may conduct naval operations. There are two types of naval operations: Convoys and amphibious assaults.

### 15.2 CONVOYS

A Convoy is a naval transport of a Leader or Soldier or both. A Convoy may carry up to five Leaders, five Strength Points of Soldiers, or any combination up to five. *For example, a Convoy could carry two Leaders and three Strength Points of Soldiers.*

Convoyed Formations may not combine sea movement with land movement. They must begin the Impulse in a single Friendly Port and end their Impulse in another single Friendly Port.

The Russian First Army Power may send a Convoy once per Impulse. The cost to send a Convoy is 1 CP for each Leader or Strength Point in the Convoy.

*A Convoy of Kutuzov and two cavalry pieces (four Strength Points) would cost 5 CPs.*

A Convoy into a besieged friendly Fortress triggers immediate Battle unless the defender successfully evades. If the Convoyed Formation must retreat after the Battle, it suffers Attrition and goes back to the Port from which it began the Convoy.

A Convoy into an enemy Fortress Duchy being besieged by a friendly Formation is an amphibious assault (15.3). *Note: this is only possible through the play of the Event card “Hornblower”, card 21.*

### 15.3 AMPHIBIOUS ASSAULT

An amphibious assault requires the play of the Event card allowing such an assault: “Hornblower” (card 21).

To make an amphibious assault, form a Convoy and move its Formation to an uncontrolled or enemy controlled Port. The normal Convoy limits of five Leaders or five Strength Points or any combination up to five apply (15.2).

The assaulting Formations first receive fire from the Port's shore batteries. The Power which controls the Port rolls two dice (four if the Port is a Fortress) and any casualties are applied. (Rolls of 5 disrupt and rolls of 6 kill one Strength Point, as in regular Battle). Surviving Leaders and Soldiers may then enter the Port. No further shore battery fire occurs.

- If an enemy Formation is present, it must either attempt evasion or engage in Battle with the assaulting Formation. Casualties of the previous shore battery fire add no dice to any Battle or Siege resulting from the landing, and are considered casualties from the first Battle Round or Siege Round.
- If the surviving amphibious assaulting Formations are forced to retreat, they incur Attrition and go back to the Port from which they began their assault.
- If a Siege results from the amphibious assault, or was already underway before the assault took place, the amphibious assaulting pieces may remain in the enemy Fortress Duchy to conduct Siege resolution and all other operations, as if they had entered the Fortress Duchy by an adjoining land Line of March. Assaulting Formations may also join a Siege which is already underway against the Fortress.

## 16. RESOURCES

### 16.1 IN GENERAL

Resources represent the acquisition of additional supplies and other materials useful for the prosecution of the war effort either by routine means or through windfalls. Powers gain Resources in a number of ways and may use them for a variety of purposes: to buy additional cards, improve morale, lessen attrition, acquire Entrenchments, and (Tsarists only) create Scorched Earth. Alternatively a Power may hoard Resources for their value as victory points.

### 16.2 RECEIVING AND SPENDING RESOURCES

A Power may receive Resources as follows:

- Two Resources in each turn Interphase for having too many cards (17.43).
- As specified by Events. *For example, a Power playing "Imperial Largesse" (card 58) receives one Resource.*
- One or two Resources through Battlefield Loot (12.10).
- Two Resources through Fortress Sack & Pillage (13.5).
- One Resource through capture of an enemy Deployment Mobilization Centre (DMC) (12.11).
- One Resource for each extra Tsarist "Will to Fight?" marker placed on the Turn Record Track after the first one is deployed. (A maximum of two Resources each game are available in this way. 19.81.)

- During the Interphase, each of the four Powers receives two resources.
- During the Interphase, each Power receives one Resource for each Depot under its Control. This includes Depots originally controlled by the enemy. The Imperial Powers may award the Dual Controlled Warsaw Duchy Depot's Resource to either the French Northern or Southern Army. The Tsarist Powers may award the Dual Controlled Moscow Duchy Depot's Resource to either the First or Second Army.
- Special First Interphase Imperial Resource allocation (before Turn 2), and the Retreat from Moscow Rule (19.7), if triggered and used by the Imperial Camp (before Turn 4): for each of these circumstances, the Imperial Camp receives two extra Resources, for this Interphase only, for allocation to one or both Imperial Powers at the Imperial Northern Power's discretion.

### 16.3 USING RESOURCES TO BUY CARDS

A Power may use two Resources during its Impulse to draw a non-Home card. Resources do not affect Hand limits or pre-empt capabilities. Resources can be used instead of a card as an inherent "+" card (whether the Power has cards or not).

A Power with no cards may pass in one or more Impulses and play two Resources during a subsequent Round. However, a Power may not spend Resources to buy a card and thereby extend the Turn if the last Power with a playable card has already taken its Impulse.

You may not play two Resources to acquire a card **and** play a "+" card in the same Impulse. The Resource play is just like a "+" card in that it allows you to do one thing more than usual.

#### *Resource Use Examples: Buying Cards*

**One:** *In a single Impulse you could use two of your Resources to draw a card, then play that card or another card, as long as neither is a "+" card.*

**Two:** *You could not play your last card and then use two Resources to draw and play another card; that would be like playing three cards.*

**Three:** *You have two cards left in your Hand, and two Resources. You could spend the Resources to draw another card, giving you three cards in your Hand. You could then either end your Impulse, or play one of the three cards in your Hand as long as the card selected is not a "+" card.*

### 16.4 USING RESOURCES TO OFFSET ATTRITION

A Power may spend a Resource to reduce the effect of a single Attrition check, either for itself or its Ally. Each Resource spent halves the number of dice to be rolled. The reduction is made after all modifiers and multiples are counted. *For example, spending 2 Resources would halve the number of dice twice.* The Power must spend the Resource(s) before rolling the dice to resolve the Attrition.

*Example: an Army Group must roll 15 dice for Attrition. If 1 Resource is spent, the roll becomes 7 dice. If 2 Resources are spent, the roll becomes 3 dice.*

## 16.5 OTHER USES OF RESOURCES

You may also use Resources to attempt the following: remove Imperial Attrition Loss Markers, obtain Imperial Attrition Gain Markers and thereby improve the Imperial Attrition Level, remove Morale Loss Markers, obtain Morale Gain Markers and obtain potential to improve a Camp's Morale Level. They may be used to construct Entrenchments and, for the Tsarist Camp only, create Scorched Earth Duchies.

### 16.51 Removing Imperial Attrition Loss Markers

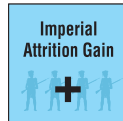
Each Imperial Power may spend Resources during its own Impulse to try to remove Attrition Loss Markers. For each Resource spent, the Power rolls 8 dice. For each roll of 5 or 6, remove one Attrition Loss Marker. The Power does not need to declare in advance how many Resources will be spent, and may therefore wait to see the result of each Resource's dice rolls. A Power may only spend Resources for this once per Impulse, although this 'once' may involve spending more than one Resource.

*For example, the Northern Army Power decides to spend Resources on attempting to remove Attrition Loss markers. The player spends 1 Resource but rolls badly. The player may immediately spend another Resource and apply the results of another 8 dice rolled. If the second set of 8 dice rolls is also a disappointment, yet another (third) Resource may be spent and so on. The point is that once the Imperial Camp stops spending Resources for this purpose during the Impulse, neither Imperial Power may repeat the action during the same Impulse (other than for "Emergency Recovery").*

If one Power spends Resources on trying to remove Imperial Attrition Loss Markers during its Impulse, this has no effect on the ability of the other Imperial Power to do the same during its own Impulse.

### 16.52 Obtaining Imperial Attrition Gain Markers

If an Imperial Power tries to remove Imperial Attrition Loss Markers, according to 16.51, and there are no Imperial Attrition Loss Markers in the Holding Box, each 5 or 6 die roll instead results in the placing of an Imperial Attrition Gain Marker in the Holding Box.



- Imperial Attrition Loss Markers cancel Imperial Attrition Gain Markers on a 1-to-1 basis. Simply remove both Markers from the Box when this occurs.
- It is permissible to have a reserve of Imperial Attrition Gain Markers, even if the Imperial Attrition Level is Normal, to a maximum of three Imperial Attrition Gain Markers. However, any excess Attrition Gain Markers are lost at the end of the Impulse during which they were obtained, and have no effect.

### 16.53 Improving the Imperial Attrition Level

Whenever the Imperial Attrition Level is less than Normal, if the Imperial Camp accumulates 4 Imperial Attrition Gain Markers, remove the 4 Markers and improve the Imperial Attrition Level by one, to a maximum of Normal.

**Remember**—The Imperial Attrition Level may not be increased more than one level during a single Impulse or Turn End sequence (4.3, 14.45).

### 16.54 Removing Morale Loss Markers

Either Power in a Camp may spend a Resource once during its Impulse to attempt to remove Morale Loss Markers. The Power must declare it is spending a single Resource before rolling any dice. For a single Resource spent, the Power may roll 8 dice. For each 5 or 6 rolled, remove one Morale Loss Marker.

If there are no Morale Loss Markers in a Camp's Holding Box, instead put one Morale Gain Marker in the Box for each 5 or 6 die roll.

- A subsequent Morale Loss Marker cancels a Morale Gain Marker on a 1-to-1 basis. Simply remove both Markers from the Box when this occurs.
- It is permissible to retain a reserve of Morale Gain Markers, to a maximum of four Morale Gain Markers if a Camp's Morale Level is at the highest Elan du Guerre Morale Level (9.53). Excess Morale Gain Markers are lost at the end of the Impulse during which they were obtained, and have no effect.

### 16.55 Using More Than One Resource

A Power may spend more than one Resource during a single Impulse to attempt to remove Morale Loss Markers per 16.54, and/or to improve their Camp's Morale Level. Each Resource is spent individually. The Power does not need to declare in advance how many Resources will be spent in these ways during a particular Impulse.

### 16.56 Constructing Entrenchments

A Power may spend one Resource to put an Entrenchment on any one friendly controlled Duchy occupied by either a friendly Army or Army Group, or at least 4SPs of Soldiers. Such an expenditure may be made only during a Power's own Impulse, and before any Formations move. There is no limit, other than available Resources, to the number of Entrenchment Markers placed in this way. See 12.45 for Entrenchment Battle effects.

### 16.57 Using Resources to Create Scorched Earth

Starting with the Second Round of Turn 1, a Tsarist Power may spend one Resource at any time during its Scheduled Impulse (not a pre-emption Impulse) to put a Scorched Earth Marker on any Tsarist controlled Duchy that is within two Duchies of an Imperial Formation or Flag. The Duchy need not be occupied by a Tsarist Formation. However, the Tsarist Power may not place the Scorched Earth Marker in a Duchy which an Imperial Army or Army Group is Adjacent to and could theoretically Intercept into (if the Army or Army Group is marked with a "Battle or failed Intercept" marker, or would be unable to intercept into the Duchy for any other reason, it may not prevent placement of a Scorched Earth marker). A Duchy so marked is known as a Scorched Earth Duchy.



*The Tsarists control Staraya Russa but do not have any Formations in the Duchy. The Tsarists could put a Scorched Earth Marker in Staraya Russa as long as there is no Imperial Army or Army Group in Cholm, Novgorod, or Tver capable of intercepting into Staraya Russa. An Imperial Army in Chudovo could not impede placement of a Scorched Earth marker due to being separated from Staraya Russa by a River Line of March (although Imperial Response Home Card 3, “General Elbe’s Pontooniers”, could change that!).*

- Until the Kutuzov Leader is placed on the map, a Tsarist Power may spend no more than one Resource to place a Scorched Earth Marker each Scheduled Impulse. However, there is no limit to the number of Scorched Earth Markers that may be placed as a result of card Events.
- Once the Kutuzov Leader enters play, and no matter what happens to him after that, there is no longer a limit to the number of available Resources a Tsarist Power may spend on Scorched Earth Markers during **any** Impulse.

### 16.58 Effect of Scorched Earth

A Scorched Earth Duchy has the following effects.

- A Formation entering it, for any reason, must make an immediate Attrition roll (applies to both Imperial and Tsarist Formations).
- It costs a Power 2 CPs to Flag a Scorched Earth Duchy.
- A Flag Overrun remains free of CP cost, but requires the winner to inflict at least **2** more Battle eliminations than the loser’s total of Strength Points and Leader pieces (12.9).
- If it is a Key Duchy, new piece builds are limited to one Strength Point of Soldiers or one Leader during an Impulse. There is no quantity effect on pieces being returned to the map from the Regroup Box (6.32).

### 16.6 Resources and Victory

At the end of the game, each unused Resource is worth half a Victory Point (20.2). In games where players have the same number of Victory Points, the number of unplayed Resources may break the tie 20.1. *Exception: if The Retreat from Moscow applies (19.7), at the end of the game each unused Imperial Resource (not Tsarist) is worth 1 Victory Point.*

## 17. INTERPHASE

In this part of the Game Turn players prepare for the next Game Turn, unless the game has already ended (19). You may not play Events or make Interceptions during the Interphase. The Interphase has these main steps:

- Resources (17.1);
- Reinforcements (17.2) and Deployment (17.3);
- Card Preparation for the Next Turn (17.4).

### 17.1 INTERPHASE RESOURCES

Each of the four Powers receives Resources as described in Rule 16.2 (last three bullet points).

## 17.2 REINFORCEMENTS

Starting with the Power due to take the next Scheduled Impulse on the Impulse Track, each Power in turn builds reinforcements from among those Soldiers and Leaders which were previously eliminated, have not yet entered play, or are in the Regroup Box. The Power may choose reinforcements from any combination of those pieces available, as long as the required CPs are available.

Each Power pays the normal CP cost to build or regroup Soldiers and Leaders during the Interphase. See 6.1 for building and 6.2 for regrouping.

Powers must place their built reinforcements (6.1) in any one (only) of their unbesieged Home Key Duchies under their control, or in one of their enemy unoccupied Home Zones (of the appropriate nationality for Imperial Allied pieces). Place a Troop Staging Magazine Marker on the selected Duchy/Zone, to indicate a Deployment.



Powers placing Soldiers/Leaders back onto the map from the Regroup Box (6.2) may place these alone or with newly built pieces in any unbesieged Home Key Duchy, enemy unoccupied Home Zone of the Power, and/or in any friendly unbesieged Key, Supply Trains or DMC Marker per 6.32. Pieces returning from the Regroup Box may be placed in multiple sites.

Additionally, each Power receives one Deployment Mobilization Centre (DMC) Marker during the Interphase before Turn 2, and a second DMC during the Interphase before Turn 3, for a total of two DMCs per Power.



- Any eliminated DMCs from a preceding Turn are automatically replaced during this portion of an Interphase, at a rate of one replaced DMC per Power each Interphase.
- A Power may place one available DMC in any friendly controlled Duchy on the map which can trace a line of Friendly controlled Duchies/Zones back to its Camp’s primary Friendly map edge: East Edge for the Tsarists and West Edge for the Imperials. No more than one DMC may be put in a single Duchy.
- Deployment Mobilization Centres have an effect on Regroup Builds (6.32), Loot (12.11), and Attrition (14.2).

### 17.21 Imperial Reinforcements

The two Imperial Powers each receive Reinforcements according to the Imperial Reinforcements Chart:

#### IMPERIAL REINFORCEMENTS CHART

Reinforcements to each Imperial Power			
Case	Before Turn 2	Before Turn 3	Before Turn 4
Automatic Reinforcements	16 CPs	10 CPs	6 CPs
<b>Austria only:</b> extra, if Austria has not become neutral	4 CPs	4 CPs	2 CPs
<b>Prussia only:</b> extra, if Prussia has not revolted	2 CPs	2 CPs	2 CPs

- French Reinforcements may be used for their Allies (Austria/Prussia), but not the other way round.

### 17.22 Tsarist Reinforcements

The two Tsarist Powers each receive:

- 7 CPs of Russian Reinforcements automatically;
- 1 CP for each Key in Russia the Power Controls;
- 1 CP for each Depot in Russia the Power Controls.

*At the end of Turn 1 the Tsarist 2nd Army has lost Minsk and Brest to the invading Imperials. 2nd Army is awarded the CP value of Moscow with consent of its Tsarist 1st Army ally, for 2 CPs (Key and Depot), plus it receives 2 CPs for Kiev (Key and Depot), 1CP for Kharkov, 1CP for Voronezh, 1 CP for Ryazan. Added to the Tsarist 2nd Army's Base Reinforcement Rate of 7, this becomes a total of 14 CPs of Reinforcements.*

## 17.3 DEPLOYMENT

Once a Power finishes placing its reinforcements, it must immediately deploy them before the next Power on the Impulse Track takes its reinforcements/deployment.

### 17.31 In General

Starting with the Power due to take the next Scheduled Impulse on the Impulse Track, each Power in turn, may freely deploy its pieces from the Home Key Duchy or Zone which is designated with the Troop Deployment Magazine Marker. Each Soldier being Deployed is treated as if it temporarily had a Leader. Carry out the Deployment immediately after placing reinforcements on the map (17.2). Each Imperial Power may include its Allied Nation pieces in its Deployments.

Deployment is by land, using any combination of:

- a) Friendly Duchies, and
- b) Friendly Zones unoccupied by an Enemy Formation, which in both cases no Enemy Army could theoretically Intercept into.

Before Turn 2 and Turn 3, Powers may freely Deploy pieces up to 8 Duchies/Zones. Pieces may Deploy further but must roll for Attrition for each Duchy or Zone entered after the initial 8. (See 17.33, Attrition, which applies whether or not the Deployment goes beyond the allowed number of Duchies/Zones.)

During a Deployment:

- a piece may not gather Soldiers or Leaders from the Duchies or Zones it enters;
- the pieces moving from a Troop Deployment Magazine may only drop off Soldiers or Leaders (or both) in the Duchy/Zone from which the Deployment began. However, remember that pieces may be individually deployed.
- movement does not cost CPs. (Therefore, for example, a Deployment is immune from the effect of "Mud. Mud, and More Mud", card 38.)

### 17.32 Winter Deployment(s) for the Interphase Before Turn 4

Due to the extraordinary severity of Winter in the area depicted by *Kutuzov*, before the start of Turn 4, both Camps incur

tighter limits on how far each of their eligible pieces may freely proceed during the Interphase Deployments

- Russian Soldiers/Leaders may Deploy up to 6 Duchies/Zones. Roll for Attrition for each Duchy or Zone entered beyond the initial 6.
- Imperial Soldiers/Leaders may Deploy up to 4 Duchies/Zones. Roll for Attrition for each Duchy or Zone entered beyond the initial 4.

The other rules about Deployment in 17.31 still apply. *For example, the limit on what type of Duchy or Zone a piece may Deploy into or through.*

### 17.33 Deployment Attrition

As well as Attrition for entering each Duchy/Zone beyond the limits set out in 17.31 and 17.32, each Power must resolve Attrition for:

- each Scorched Earth Duchy entered during Deployment (and into which reinforcement pieces are placed); and
- each Marsh Line of Communication along which **Imperial** pieces Deploy.

### 17.34 Tsarist First Army Convoy Deployment

The Russian First Army Power (only) may use a Convoy (15.2) to deploy pieces from a Friendly Port to a Friendly unbesieged Port, if the Port of departure is designated with the Home Key Duchy Troop Deployment Magazine marker. As with other Deployments, a Deploying Convoy may not enter a Duchy that an enemy Army could, theoretically, intercept into. The Russian First Army Power may not combine this type of Deployment with any other Deployment.

### 17.35 No Deployment for Regroup Placed Pieces

Powers may not Deploy pieces from the Regroup Box which were placed in a friendly Key Duchy/Zone, DMC or Supply Trains Marker that was not designated with the Power's Troop Staging Magazine Marker. These pieces are placed on the map and are not moved.

### 17.36 Leader Theatre of War Strategic Transfer

After a Power has completed all of its Deployments, it may voluntarily eliminate one or more Leaders from anywhere on the map, as if killed in Battle (except the opposing Camp does not roll for Battlefield Loot per 12.10). Such Leaders are immediately available for purchase as replacements during the upcoming Turn (6.1). *Exception: the Napoleon (5-8) Leader piece may not be selected for Strategic Transfer.*

*Play Note: After a Power completes its Reinforcement and Deployment, the next Power follows in Impulse Track Order until all four Powers have completed their Reinforcement and Deployment. Then go to Card Preparation (17.4). This is different from **Wellington** but similar to **The Napoleonic Wars**.*

## 17.4 CARD PREPARATION FOR THE NEXT TURN

This part of the Interphase has the following steps:

- Shuffle and Draw (17.41);
- Mulligans and Unplayed Cards (17.42);

- Excess Cards (17.43);
- Home Cards (17.44).

### 17.41 Shuffle and Draw

Shuffle all the cards in the discard pile back into the deck (do not include the Home cards!). In Impulse Track Order, each Power draws 5 cards (starting with the Power due to move next). If a Winter Turn is about to begin, incorporate any eligible Special Must Play Imperial Attrition cards (14.62) into the deck before dealing the cards.

### 17.42 Mulligans and Unplayed Cards

In Impulse Track Order, each Power (starting with the next to move) decides whether to do a Mulligan (2.8) with the newly drawn cards. Once the Power finishes doing any Mulligans, it must deal with any unplayed card(s) it has remaining from the previous turn. After making a Mulligan decision, the Power must randomly discard half of those unplayed cards from the previous Turn, shuffle them back into the deck, and then draw the same number of replacement cards from the newly shuffled deck. All cards are then combined into a single hand.

### 17.43 Excess Cards

In Impulse Track Order, each Power (starting with the next to move) declares if it has more than 6 cards. If so, the Power must randomly discard **all** excess cards (one or more) in exchange for **two** Resources. (The number of Resources gained in this manner is fixed at two; it does not vary according to the number of excess cards.) Because the choice is random, the card(s) may be a Must Play card. If this happens you must immediately shuffle it back into the draw deck.

The Power then selects the cards it wishes to keep – up to an allowed hand limit maximum of 6 non-Home cards – and discards the rest for their CP value in extra reinforcements or Morale/Attrition Loss/Gain Marker adjustment die roll(s). This 6-card limit reverts to the normal 5-card maximum hand size the instant a Power's Hand is reduced to five cards or fewer for any reason.

- A Power receiving the CP value in reinforcements loses any odd CPs if they cannot be used.

*For example, for a 5 CP discard, the Power builds two Strength Points of Soldiers and loses one CP (unless something is available from the Regroup Box, or a die roll is made to remove a Morale Loss Marker/Attrition Loss Marker).*

- The Power must place these reinforcements in Impulse Track order in any one Friendly Home Key Duchy or Zone. Unlike regular reinforcements, this placement is not followed by any Deployment.
- A Power may not voluntarily discard a Must Play card for reinforcements.

### 17.44 Home Cards

Collect each Power's discarded Home cards and unplayed Reserve cards. Shuffle them and proceed as follows:

- Separate "Battalions du Marche" (card 9) and – if not already removed – "My Old Moustaches" (card 1) from the Imperial Home Cards. *Note: if card 1 has been removed*

*from play you must also remove "Vistula Legion" (card 10) from play.*

- If "My Old Moustaches" (card 1) has not been removed from play, give it to the French Northern Army Power and deal that Power 2 other Imperial Home cards. If that card has been removed from play, just deal that Power 2 Imperial Home cards.
- Give the French Southern Army Power "Battalions du Marche" (card 9) and deal that Power 2 other Imperial Home cards.
- Deal each Tsarist Power 2 Tsarist Home cards. *Exception: in the Interphase before Turn 4, deal each Tsarist Power 3 Tsarist Home cards.*

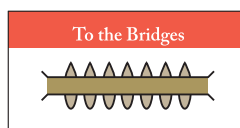
For the new Turn, play continues with the next Power on the Impulse Track, unless a Power pre-empts.

## 18. SPECIAL RULES

### 18.1 POINTS OF OMISSION

Illegal errors or plays are considered valid if they go undetected before the next Power reveals a card play.

### 18.2 FIRST TURN IMPERIAL SURPRISE ATTACK AND SPECIAL FREE MOVE TO THE BRIDGES DEPLOYMENT



This option is only available for the Game Turn 1 start scenario.

*See p. 15 of the Play Book for details.*

## 19. ENDING THE GAME

### 19.1 SUDDEN DEATH GAME END

The game ends immediately if any of the following happen:

- Either Camp may win a Sudden Death Victory if its opponent's Morale Level falls below *Sauve Qui Peut* (9.22). This can occur at any time.
- The Conquest of Russia/Imperial Defeat die roll can end the game (19.5). Peace die rolls are first utilized at the conclusion of Turn 2 to determine if the game ends (19.6).

In all Sudden Death Victory cases, a game can end at any point in the Turn. Players may be left with unplayed Cards when this happens.

### 19.2 SUDDEN DEATH CONQUEST OF RUSSIA

#### 19.21 Tsarist Will To Fight? – Possible Russian Conquest

A game can end at any time if Russian Surrender/Imperial Defeat is triggered by a Tsarist Will to Fight? resolution (19.8).

#### 19.22 Special Sudden Death Conquest of Russia Victory Conditions for Turns 1 and 2

During Turns 1 and 2 only, the Imperial Camp may win an immediate Sudden Death Victory if:



- both Moscow and St. Petersburg are simultaneously Imperial Flagged at any time; or
- the Imperials conduct three Russian Conquest die rolls on a cumulative basis by Turn 2's Potential Conquest of Russia/Potential Imperial Defeat (19.5) inclusive. Each die roll must have a chance to result in Imperial Victory to be valid to achieving this Sudden Death Victory Condition.

*Example: Turn 1 results in the Imperials taking St. Petersburg and having a chance to conquer Russia. The conquest die roll fails to do so and the game goes on to Turn 2. During Turn 2, the "Thunder of Hooves", card 50, Event is used during the defeat of a Russian Army with the subsequent failed Tsarist Morale Check precipitating a "Will to Fight?" Russian Conquest resolution (19.82) which does not get the needed die roll. This constitutes the second cumulative Conquest Die Roll attempt of the game.*

*A third Conquest of Russia die roll, either through a "Will to Fight?" (19.8) resolution or another Conquest die roll attempt at Turn's end (19.5), for which there would be no need to roll as long as there's a chance of the die roll resulting in an Imperial Russian Conquest would constitute fulfillment of this Sudden Death Imperial Victory Condition.*

From Turn 3 onwards, the Tsarist Camp may ignore these two Special Imperial Sudden Death Victory Conditions.

### 19.23 Special Sudden Death Conquest of Russia in Turns Three and Four

Starting with Turn 3, the game ends immediately with the Conquest of Russia if no Keys anywhere in Russia are under Tsarist Control. Use the Keys Under Tsarist Control Track as a play aid.

### 19.3 SUDDEN DEATH IMPERIAL DEFEAT

From Turn 2 onwards, if 14 or more Keys anywhere on the map are under Tsarist Control after the end of an Imperial Scheduled Impulse during which a card may be played and is actually played, the game ends immediately in an Imperial Defeat. Use the Tsarist "Keys Controlled" Marker on the "Keys Under Tsarist Control" track upon the map's upper right corner as a reminder of this status. Players may also optionally use the Imperial "Keys Controlled" Marker to note how many Russian Keys are under Imperial control: with the total of both Markers equaling the 13 Keys of Tsarist Russia.

### 19.4 OTHER WAYS TO END THE GAME

If there is no Sudden Death Game End, the game will end whenever the first of the following happens:

- during the Conquest & Defeat part of the Turn, if one of the Imperial Powers makes a successful die roll under the rules for Potential Conquest of Russia (19.5) or Potential Imperial Defeat;
- during the Peace & Victory part of Turn 2 or Turn 3, by a successful Peace Roll (19.6);
- if the Peace & Victory part of Turn 4 (20) is reached.

## 19.5 POTENTIAL CONQUEST OF RUSSIA/ POTENTIAL IMPERIAL DEFEAT

In this part of the turn, or as precipitated by Imperial acquisition of a Tsarist Will to Fight? Marker (19.8), the French Northern Army Power rolls one die, and applies all the applicable modifiers listed below. This single die roll will determine if the game ends in the Conquest of Russia or in an Imperial Defeat. Should a game end in this way, and there are two players in the victorious Camp, they must each calculate Victory Points per 20 in order to determine the individual winner.

### CONQUEST/DEFEAT MODIFIERS

Modifier	Case
+1	for each Tsarist Depot under Imperial Control
+1	if Moscow is under Imperial Control
+1	if St. Petersburg is under Imperial Control
+1	if Imperial Morale is at Elan du Guerre Level
+1	if Tsarist Morale is at Les Grogards Level
+2	if Tsarist Morale is at the Tu Felix Austria Level
+3	if Tsarist Morale is at the Sauve Qui Peut Level
+?	add the Conquest Modifier indicated by the box below the corresponding number on the current Keys Under Tsarist Control Track (e.g. if the Tsarists control only 3 Keys, the Conquest Modifier is + 2)
+?	for any modifiers allowed by the play of certain Events
-1	for each Imperial Home Key and Depot not under Imperial Control (e.g. a Neutral Austria is -2; Warsaw is -2 if under a Tsarist Flag or Uncontrolled).
-1	if Imperial Morale is at Les Grogards Level
-2	if Imperial Morale is at Tu Felix Austria Level
-3	if Imperial Morale is at Sauve qui Peut Level
-1	if Imperial Attrition is at the Harsh Level
-2	if Imperial Attrition is at the Severe Level
-3	if Imperial Attrition is at the Crippling Level
-3	if Napoleon is not on the map (whether eliminated, removed or in the Regroup Box)
-?	for any modifiers allowed by the play of certain Events
	• If the final modified result is 9 or higher and the Imperials Control Moscow or St Petersburg, Russia is Conquered and the Imperial Powers win the game.
	• If the final modified result is -3 or less (-4, -5, etc), the Imperial Powers are Defeated and the Tsarist Powers win the game.
	• On any other result, the game continues.

It is possible to accrue so many modifiers that a die roll isn't necessary to earn an Imperial Conquest of Russia or Imperial Defeat result.

## 19.6 PEACE ROLL

If Sudden Death Victory, Conquest of Russia or Imperial Defeat has not ended the game by the end of Turn 2 or Turn 3, one player – chosen by agreement – rolls a die. If the die roll is 6, Peace is declared and the game ends. If the game ends in this way, each player calculates Victory Points per 20 to determine: (a) which Camp wins the game, and (b) which player (if two played as a single Camp) is declared the game's individual winner.

**Exception**—If someone played “No Peace” (card 36) during a previous Impulse of the just concluded Turn, do not make a Peace Roll.

**Note**—The Peace Die Roll is not rolled at the end of Turn 1 – which means the game may not end in Peace on the first Turn.

## 19.7 IMPERIAL STRATEGIC GOAL ADJUSTMENT (THE RETREAT FROM MOSCOW)

**Important**—This rule only comes into effect as an Imperial Camp option if:

- there is a French or Imperial Allied Flag in either Moscow or St. Petersburg at the end of any Turn; or
- the Imperials have obtained at least one Tsarist Will to Fight? Marker (19.8). Simply obtaining the marker is adequate to trigger this rule's availability as an Imperial Camp Option. Place the “Retreat from Moscow Rule 19.7 Has been triggered” marker on the Turn Record Track for Turn 3 as a reminder that rule 19.7 is an Imperial option.



**19.71**—If the Imperial Camp is eligible for this option at the end of the third game Turn (October-November-December 1812) **and** the game does not end in a Sudden Death or Peace result, the Power controlling the French Northern Army must make a decision **before** commencing Interphase activity (17).

**19.72**—The Imperials may either

- a) continue the struggle to conquer Russia and win the game outright, or
- b) consolidate their forces with a strategic withdrawal, to make preparations for a hypothetical second campaign in 1813.

### 19.721—Continuing The Struggle

If the decision is to persevere with the attempt to Conquer Russia, the game continues normally with Victory determined per 20 (unless a Sudden Death victory occurs first). Proceed with resolving the Interphase before Turn 4, January-February-March 1813.

### 19.722 Consolidation (“The Retreat From Moscow”)

If the decision is to consolidate in a Strategic Goal Adjustment to prepare for the 1813 Campaign Season, the following occurs **immediately**:

- The Imperial Camp receives a bonus of two Resources.
- Tsarist Morale improves one Level. Remove any accumulated Tsarist Morale Loss Markers from the Holding Box.

Morale Gain Markers are unaffected. If Morale is already at Elan du Guerre, award the Tsarist Camp a Resource.

- Imperial Attrition improves **two** Levels (remember to remove Imperial Morale Loss Markers accordingly for each level changed) and remove **all** accumulated Imperial Attrition Loss Markers from the Holding Box. Attrition Gain Markers are unaffected. For each Attrition Level the Imperial Camp cannot improve, they are awarded a Resource (e.g. if the Attrition Level was “Normal” when the “Retreat from Moscow” rule is activated, the Imperial Northern Army receives **two** Resources).

Then proceed to the Interphase (17). When each Imperial Power takes its first Impulse of Turn 4, January–February–March 1813:

- If it holds Moscow, St. Petersburg, and/or Kiev, that Power must accept a non-card provided bonus of 4CP as a mandated ‘plus’ card play. The Power must still play a non-plus card as usual **after** this ‘plus’ card play – but may **not** play another plus card or use Resources to buy a card.
- When playing these 4CP, they must **only** be used to move Imperial Formations beginning the Impulse in occupation of Moscow, St. Petersburg, and/or Kiev. These Formations **must** move out of any of these Key Duchies. The CPs may only be used for movement or Flagging. The end result of this 4CP expenditure is that no Imperial Formation occupies any of the Keys which are to be abandoned (i.e. Moscow, St. Petersburg, Kiev). If 4 CPs are inadequate to move all Imperial Formations out of the aforementioned Duchies, sufficient bonus CPs are awarded to allow Imperial Formations to leave each Key and reach a Duchy adjacent to each Duchy.
- As soon as an Imperial Formation departs one of these Keys, any Imperial Flag, DMC, and/or Entrenchment located there is automatically eliminated *and the appropriate Tsarist Power awarded one Resource*. This Resource is awarded the instant no Imperial Formation occupies the Key. The First Army gets any Resource awarded for St. Petersburg, the Second Army gets any Resource awarded for Kiev, and either Tsarist Power may receive the Moscow Resource, at the option of the Tsarist player(s): if there is a dispute, roll a die. High roll wins. If tied, keep rolling until there is no tie.
- A Formation surrounded by Tsarist Formation-occupied Duchies has no choice but to depart the Key it occupies and attack one of the enemy-occupied Duchies around it. If that Imperial Formation is repulsed in its attack, it may not retreat back into the Duchy from which it departed, but must retreat to any other eligible adjacent Duchy subject to the normal rules of inactive Formation retreat. This is an exception to the usual rule, 12.6. If no adjacent Duchy unoccupied by enemy pieces is available to retreat into, the Imperial pieces are considered Overrun as if in Battle and placed into the Regroup Box.
- After each Imperial Power's first Impulse of Turn 4, during which Moscow, St. Petersburg, and/or Kiev must be abandoned, these three Keys, and any Duchies adjacent to them, may never again be entered by any Imperial Formation or Flag.

**19.723**—In addition, by making this decision, the Imperials may no longer gain any form of Sudden Death Victory through the “Will to Fight?” Rule, 19.8. Remember, the Tsarist Powers will each receive **three** Home cards for the start of Turn 4 (17.44).

## 19.8 TSARIST WILL TO FIGHT—POSSIBLE IMPERIAL SUDDEN DEATH VICTORY

### 19.81 Tsarist Will to Fight? Markers

Whenever the Tsarist Camp’s Morale reaches a Level where a Tsarist Will to Fight? marker was placed at the beginning of the game (i.e. one each in the Les Grogards, Tu Felix Austria and Sauve Qui Peut Morale Track Boxes, 2.5):

- the Marker causes placement of the “Retreat from Moscow Rule 19.7 Has Been Triggered” marker to be placed on the Turn Record Track to indicate that The Retreat from Moscow (19.7) is available as an Imperial option;
- if the “Retreat from Moscow Rule 19.7 Has Been Triggered” marker was already placed on the Turn Record Track, the Imperial Camp receives 1 Resource. This goes to the imperial Power with the fewest Resources at that instant. If tied, each Imperial Power rolls 1 die and the high roller gets the Resource (reroll any ties). The Tsarist Will to Fight? marker is returned to the counter mix.

Once this is done, go to 19.82 to check for a possible Imperial Sudden Death Victory.

### 19.82 Possible Sudden Death Game Victory through Tsarist Will to Fight? Marker

The instant a Tsarist Will to Fight? marker is removed from the Morale Table Track during an Impulse, the following process is executed in the sequence indicated:

- Heartened by this occurrence, the Imperial Power whose Impulse it is, or which last had an Impulse, rolls 8 dice to remove Imperial Morale Loss Markers per 16.54 except that a **4,5,or 6** die roll result will remove a Morale Loss Marker or place a Morale Gain Marker. After applying the results, if nothing but Imperial Morale Gain Markers are left in the Holding Box and Imperial Morale has not already improved one Level during the Impulse, the Northern French Power may attempt to Improve Imperial Morale (9.53).
- After step **a**, if Imperial Morale is at least one Level higher than Tsarist Morale, proceed to step **c**. If not, the process ends here.
- With Imperial Morale being at least one Level better than Tsarist Morale, immediately execute a Potential Conquest of Russia/Potential Imperial Defeat die roll per 19.5. Regardless of die roll modifiers, if a natural 6 is rolled, the game instantly ends in Imperial Victory! Otherwise, tabulate the die roll as normal except there is no need for the Imperials to occupy any Russian Capital in order to achieve Sudden Death Victory. If Russia fights on, this counts as one Conquest die roll for the 19.22 Sudden Death Conquest of Russia condition.

*Design Note: Yes, it is possible that under unusual circumstance this die roll could result in an Imperial Sudden Death Loss! (unless there’s a natural 6 die roll)*

If a Camp with two players wins a Sudden Death Victory through the Tsarist Will to Fight? Resolution, determine the individual winner by calculating victory points per 20.5.

## 20. VICTORY

### 20.1 GENERAL

The Imperials can win a Sudden Death Victory in the game by a Conquest of Russia (19.2) or as a result of a Tsarist Will to Fight? resolution (19.8).

The Tsarists can win a Sudden Death Victory in the game by an Imperial Defeat through holding 14 or more Keys (19.3) or as a result of a Tsarist Will to Fight? Resolution (19.8).

Either Camp wins a Sudden Death Victory if their opponent’s Morale falls below Sauve Qui Peut.

If the game ends in any other way, the players must work out the winner using Victory Points. Each of the four Powers counts Victory Points separately. Compare the total points of the two Imperial Powers with the total points of the Tsarist Powers. The Camp with the higher total wins. If there is a tie, work out the winner according to 20.4.

### 20.2 BASIC VICTORY POINTS

A Power receives one-half Victory Point (fractions are retained) for each Resource it has (*Exception: 16.6, 19.7*) and 1 Victory Point for each Key and each Depot it Controls. *Controlling a Key which is a Depot is worth 2 victory points.*

There are five special cases:

- if an Imperial Power Controls Warsaw, each Imperial Power receives (only) 1 Victory Point from Warsaw. If a Tsarist Power controls Warsaw it receives **both** of these VPs.
- If a Tsarist Power Controls Moscow, each Tsarist Power receives (only) 1 Victory Point from Moscow.
- An Imperial Power which Controls Moscow receives 2 Bonus Victory Points, for a total of 4: 1 for the Key, 1 for the Depot and the bonus of 2.
- An Imperial Power which Controls St. Petersburg receives 2 Bonus Victory Points, for a total of 4 (as above).
- An Imperial Power which Controls Kiev receives 1 Bonus Victory Point, for a total of 3.

### 20.3 BONUS VICTORY POINTS

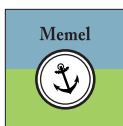
Each of the Four Powers may earn Bonus Victory Points unique to their position. These are in addition to points earned for controlling Keys and Depots and for possessing Resources.

#### 20.31 French Northern Army

- **No Prussian Revolt**—The Power controlling the French Northern Army receives 1 Victory Point if Prussia is not in revolt.



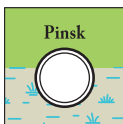
- **Baltic Ports**—The Power controlling the French Northern Army receives Victory Points based on the number of Baltic Ports under its control. There are 10 such ports, indicated by the anchor symbol. (see Chart below)



*Historical Note: The Baltic trade during the time of Kutuzov was a lucrative source of income. In addition, Russia's refusal to close its ports to English commerce was cited by Napoleon as one of his primary reasons for invading Russia.*

### 20.32 French Southern Army

- **No Austrian Neutrality**—The Power controlling the French Southern Army receives one Victory Point if Austria is not neutral.
- **Pripyet Marshes**—The Power controlling the French Southern Army gains Victory Points based on the number of Pripyet Marsh Duchies under its control. There are nine such Duchies: Pinsk (at the center), and the eight Duchies at the end of the Marsh Lines of March which emanate from Pinsk. (see Chart below)



*Historical Note: The Pripyet Marshes were not only rich in resources but were hiding places for bandits, Cossacks, black marketeers, rebels, river pirates and all manner of scum and villainy....as well as having an influence on the Balkan Gateway. Domination of the cities, towns, and trade routes in and around the great Marshes was considered vital for the security of whichever empire would rule the area, whether it be Imperial French, Austrian, Tsarist or Polish.*

**Special Turn 4 Imperial Bonus Victory Points**—At the conclusion of Turn 4, if the game has not ended in a Tsarist Automatic Victory and the Imperial Camp has elected to Strategically Re-deploy per Rule 19.7 (The Retreat from Moscow), each Key and Depot on the Imperial side of the border gains two extra Victory Points to signify Napoleon's success in securing suitable offensive or defensive positions for the 1813 Campaign Season. *For example, Warsaw is worth 6 Imperial VP. (If two players are in the Imperial Camp this means 3 VPs for Army North and 3 VPs for Army South).* The Tsarist VP value for these Keys remains unchanged. Additionally, each accumulated Imperial Resource is worth 1VP (rather than ½ VP).

See the Play Book for an extended example of how to calculate these Victory Points.

### 20.33 Russian First Army

- **Austrian Neutrality**—The Power controlling the Russian First Army receives 1 Victory Point if Austria is neutral.
- **Prussian Revolt**—The Power controlling the Russian First Army receives 1 Victory Point if Prussia has revolted.
- **Baltic Ports**—The Power controlling the Russian First Army receives Victory Points based on the number of Baltic Ports under its control. There are 10 such ports, indicated by the anchor symbol. The quantity of bonus points depends on the number of those ports under the control of the Russian First Army. (see Chart below)

### 20.34 Russian Second Army

- **Austrian Neutrality**—The Power controlling the Russian Second Army receives 1 Victory Point if Austria is neutral.
- **Pripyet Marshes**—The Power controlling the Russian Second Army receives Victory Points based on the number of Pripyet Marsh Duchies under its control. (see Chart below)

## 20.4 TIE-BREAKERS

After all points and bonus points are accumulated, if there is still a tie between the Tsarists and the Imperials, Victory goes to the Camp with the greater number of Resources.

- If there is still a tie, Victory goes to the Camp with the higher Morale Level.
- If there is still a tie (because the Morale Levels are the same), check the Imperial Attrition Chart. If Imperial Attrition is at the Severe or Crippling level, the Tsarists win.
- If the game is still tied, i.e. both Camps have the same Morale and the Imperials are **not** at Severe or Crippling Attrition Level, the Imperial Camp wins.

## 20.5 INDIVIDUAL VICTORY

If there are two players on the winning side, the players on that side should work out their individual Victory Points totals: the player on that side with the higher total of victory points wins. If there is a tie in Victory Points, the player with the greater number of resources wins. If the result is still tied, then the Power listed later in the Impulse Track Order wins.

In the Split Personality game (2.33), the victory rules work as previously described: the winner will be a single Power of the winning side (i.e. a single player).

**BALTIC PORT BONUS VP CHART**

Ports Controlled	Bonus VPs
1 to 4	0
5 or 6	1
7 or 8	2
9 or 10	3

**PRIPYET MARSH BONUS VP CHART**

Marsh Duchies Controlled	Bonus VPs
1 or 2	0
3 or 4	1
5 or 6	2
7 or 8	3
all 9	4

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