

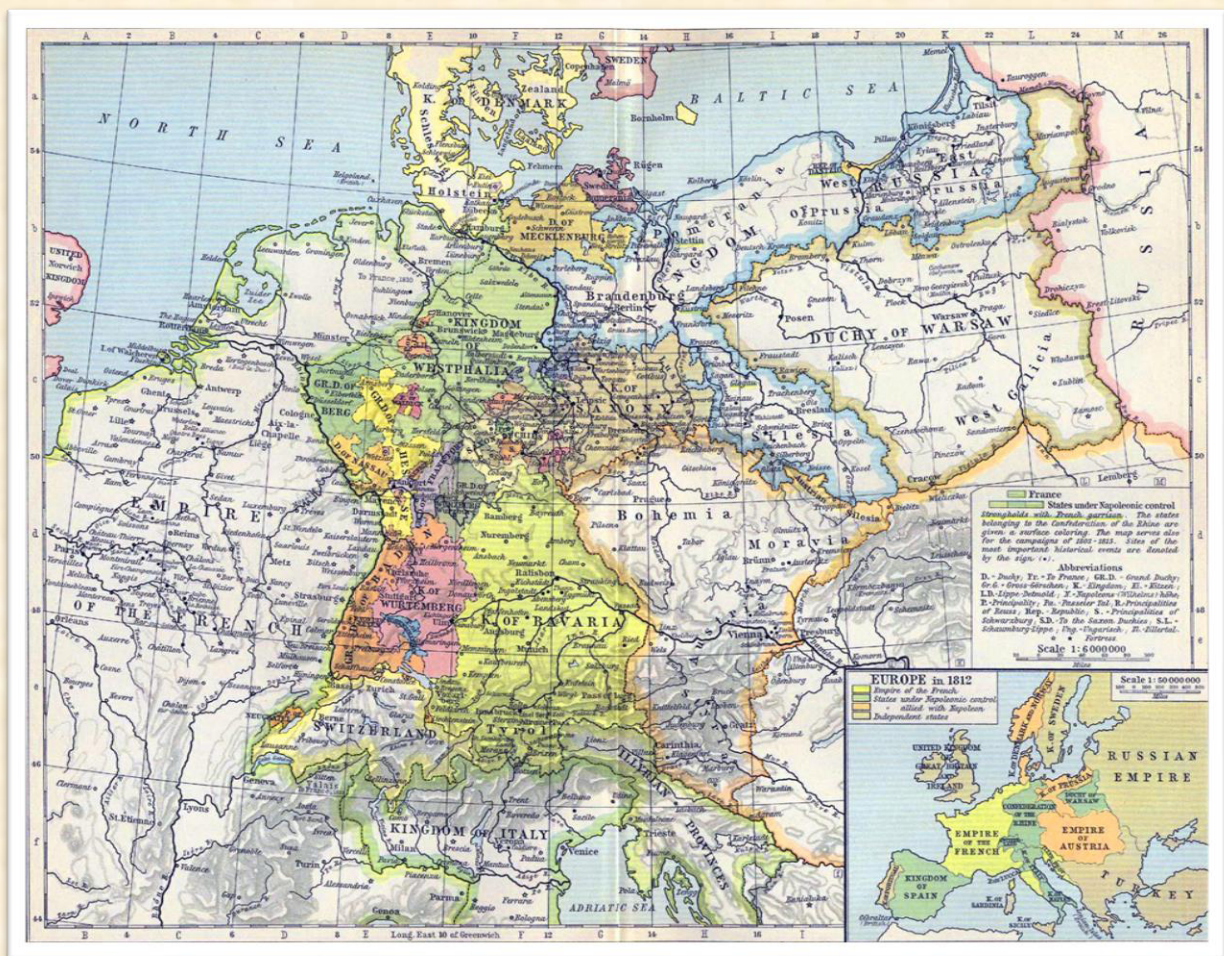
Campaign Rules



*Wars of the Sixth Coalition
German Campaign, Autumn of 1813*

*written by Ross McGee &
the Oldmeldrum Wargames Group*

Campaign Rules



Wars of the Sixth Coalition *German Campaign, Autumn of 1813*



Contents

INTRODUCTION	3
CAMPAIGN MAP.....	4
Cities / Towns / Fortresses:	4
Roads:	4
Rivers:	5
Other Terrain:.....	5
PLAYING UNITS	6
Nationalities	6
Forces & Historical Deployment	6
Fog of War	6
Unit Types.....	6
LEADERS	7
Army Leaders.....	7
Corps HQs.....	7
Army Leader and Corps Commander Traits	7
CAMPAIGN TURNS	8
Sequence of Play	8
INITIATIVE	9
RECONNAISSANCE OPERATIONS.....	10
French	10
Allies	10
MOVEMENT	11
Group Movement	11
Movement Rates	11
Road Limits.....	11
Rivers	11
Forced-Marches	12
Command & Control.....	12
CONDUCTING A BATTLE.....	13
Table Size.....	13
Battlefield Sections	13
Table Set-up.....	13
Terrain Placement Restrictions and Limitations	14
Using existing historical battlefields.....	15
Objectives and Victory points.....	15



Control of Objectives	15
Battlefield Victory	15
Stalemate	15
REINFORCING A BATTLE	16
Reinforcement Limits	16
Destination and Reinforcement Factor.....	16
Checking for Reinforcements	16
Other Reinforcement rules	16
RETREATING FROM A BATTLE	17
Retreat Destinations	17
Retreat Road Limits	17
Speed.....	17
Disruption	17
Routs	17
Regrouping.....	17
SIEGES	18
Assault Events:.....	18
Conducting the Assault:	18
Defender Casualties:	19
Attacker Casualties:	19
SUPPLY AND ISOLATION.....	20
Supply Phase.....	20
Supply Depots.....	20
Supply Route.....	20
Out-of-Supply Penalties.....	21
Isolation.....	21
DISRUPTION AND RECOVERY.....	22
Effects of Disruption.....	22
Rallying from Disruption.....	22
DEFEAT AND VICTORY	23
Army Break Points.....	23
Victory Conditions	23
BIBLIOGRAPHY & REFERENCES:.....	24



INTRODUCTION

This ruleset covers the German Campaign fought by the Prussians, Russians, Austrians, Swedish & Minor German States against the forces of the French Empire during the Autumn of 1813 as part of the War of the Sixth Coalition.

The Campaign starts on the 16th of August, just as the Armistice of Pläswitz expires, and runs until the 18th of October, the date of the historical culmination of the 1813 Campaign with the Battle of the Nations at Leipzig, (22 turns in total).

Each Campaign Turn represents three days and is tracked using the Campaign Calendar included within the scenario notes.

CAMPAIGN MAP

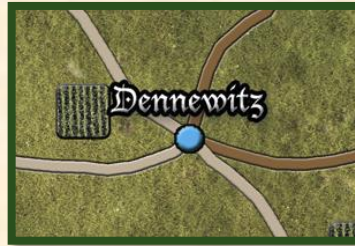
The Campaign Map depicts most of Central Europe from the Baltic to Bohemia and Western Germany to Central Poland.

Cities / Towns / Fortresses:

Several major cities (Purple) and many small towns (Blue) are shown on the map. Units are located on these cities and towns to indicate position.



City



Town



Fortress

Fortresses (Red) have the same function as regular cities / towns but may be garrisoned and subject to siege. Some of these have a garrison allocated to them at the start of the game, details of which are given in the scenario notes.

Fortress locations have a maximum capacity as follows:

Location	Maximum Garrison
Hamburg	10,000 (4x <i>Blücher</i> infantry units)
All other Fortresses	5,000 (2x <i>Blücher</i> infantry units)

Roads:

The lines connecting the towns & cities are roads. Major Roads are indicated by a tan line (e.g. Luckau-Cottbus-Lausitz-Sagan), Minor Roads by a brown line. Units move from one location to another along these roads.



Main Road (Luckau-Cottbus-Lausitz-Sagan)

Rivers:

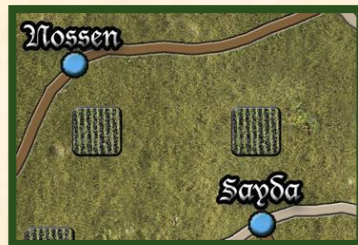
The major rivers of the region are shown in blue. These influence movement, but only when defended.



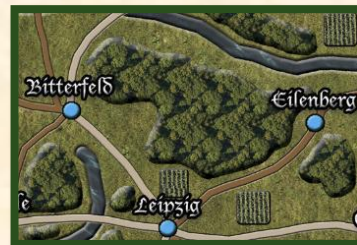
River (Spree)

Other Terrain:

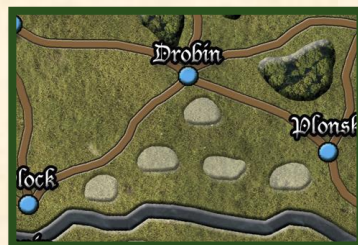
Areas of farmland, forest, marshland, and high ground are represented per the below. These terrain features will be represented on the battlefield should an encounter take place in a location adjacent to these areas.



Farmland



Forest



Marshland



High Ground



PLAYING UNITS

Nationalities

The campaign contains 236 blocks (called units):

- 112 Dark Blue (French)
- 65 Green (Russian)
- 30 Black (Prussian)
- 7 Yellow (Swedish)
- 23 White (Austrian)

Forces & Historical Deployment

Each army is initially organized into Corps. These are further sub-divided into their component Divisions.

Complete orders of battle for each Army have been created and are known only to their commanders. These include all Army, Corps, Division, Brigade, and Regimental groupings along with the strength, type, armament, and quality of the troops, as reflected in *Blücher*.

Deploy all units of each Army and Corps in the locations given in the scenario notes.

Fog of War

Units stand upright, labels facing the owning player (alternatively they may be placed face down). This prevents your opponent from observing the forces until they are revealed in combat.

Unit Types

There are four types of units represented: Infantry, Cavalry, Artillery, and Leaders.

Infantry and cavalry blocks generally represent divisions. Artillery blocks generally represent the army artillery reserves.

Garrisons

Garrisons are static infantry units that may not leave the fortress to which they are assigned. They may be used only in the defence of the location they are in (this includes field battles as well as sieges).



LEADERS

Army Leaders

The game contains several Army Leader counters: Napoléon, Ney, Oudinot, Blücher, Bernadotte, Schwarzenberg, de Tolly, and Bennigsen. These leaders provide certain bonuses.

Army Leaders are ignored in all cases for deployment or road limits.

Forced-March Bonus

An Army Leader (revealed face-up in their current location) provides a bonus to each friendly unit making a forced-march from the same location. Each unit receives a +1 DRM to its check for losses due to attrition.

Siege Bonus

An Army Leader (revealed face-up in their current location) provides a bonus to each friendly unit taking part in a siege (both attacking and defending) at the same location. They provide a +1 or -1 DRM to the check for siege resolution.

As with all other units, Army Leaders may not move from a town while under siege.

Corps HQs

The game contains several Corps HQ counters. However, unlike Army Leaders, Corps HQs provide no movement or siege advantages. They are used to indicate the positions of the Corps HQ for the purposes of tracing supply and to identify the location of the corps commander and any organic artillery units that corps may have.

As with Army Leaders, Corps HQs are ignored in all cases for deployment or road limits.

Army Leader and Corps Commander Traits

Leaders may be allocated traits from the *Blücher* rulebook. These traits will be listed on the Army Roster and the effects of these may be found within the *Blücher* rulebook.

Some lower-level corps and divisional commanders are allocated sub-commander traits from the *Blücher* rules. Where this is the case, the information will be recorded on the Army Roster.



CAMPAIGN TURNS

Sequence of Play

Initiative Determination

The players determine which side has the initiative for this campaign turn.

Note: for the first turn the Allied player automatically wins the initiative check.

Player Turn:

Each Campaign Turn is split into two Player Turns. The player taking their turn is called the Active Player; their opponent is the Passive Player.

Once initiative is determined each Player Turn has six phases as follows:

Reconnaissance Phase

The Active Player conducts reconnaissance operations.

Movement Phase

The Active Player conducts their campaign moves.

Battle Phase

Any battles created during movement by the Active Player are resolved.

Siege Phase

Any siege operations being conducted by the Active Player are resolved.

Supply Phase

Active Player checks the supply status of all their units.

Rally Phase

All units disrupted by combat (both Active & Passive Player) check for rallying.

After the first player has completed their Player Turn the other Player then becomes the Active Player.

Campaign Turn End

Once both Players have completed their Player Turn a check is made to determine if the Victory Conditions have been met by either side.



INITIATIVE

At the start of each turn, both players roll a d6 to determine who has initiative for the coming turn.

The highest modified die roll wins the initiative and decides which player will conduct their Player Turn first.

To reflect their superiority in light cavalry (and therefore intelligence gathering) the Allied player is given a +1 DRM every turn.



RECONNAISSANCE OPERATIONS

French

Due to its lack of good quality light cavalry and the considerable number of Cossacks and Freikorps units available to the Allies during the campaign the French Army does not conduct reconnaissance operations.

Allies

During its turn, each Allied Army may conduct reconnaissance operations against a single stack of French units adjacent to any of its own units.

For each block in the stack being reconnoitred (including any commanders) the Allied Player throws a d6 and consults the following table:

Die Roll	Result
1 - 3	No information gathered
4 - 6	Block revealed

Once revealed, and the Player has made any notes, the block is then returned to its hidden status.



MOVEMENT

Players are never compelled to move, but movement may not be accumulated for future use. Units may pass freely through friendly units, but they must stop and fight a battle when they move into any town containing enemy units.

Group Movement

After initial deployment, there is no limit to the number of units located in any town. All units located in a single town are referred to as a group. A player may move units in a group to any/all towns that are adjacent along a connecting road (only as limited by the road type travelled along).

Example: With a group in Berlin, a player may move units to one or more of Lowenberg, Eberswald, Fürstenwalde, Teupitz, Trebbin, Potsdam and Kremmen.

Each Army may make three group moves in one turn.

Note: If groups of a different Army are located in the same town, moving both groups expends one group move from each Army. Commanders may not forego their group moves for bonus group moves with another Army. Any unused moves are lost.

To determine the number of independent groups that can move the active player rolls several d6 equal to the total number of independent groups currently operating on the campaign map. For each 4-6 rolled the active player may conduct a group move with one independent group.

Movement Rates

Infantry and artillery units may only move to adjacent towns. Army Leaders, Corps HQ, and cavalry may move two towns such as from Dresden to Bischofswerda, then Bischofswerda to Bautzen.

Road Limits

The maximum number of units that may move along any section of road (between two adjacent towns) in one Campaign Turn depends on the type of road used:

Road Type	Max # of Units
Major	10
Minor	6

Once the maximums are met for any road section, the road is closed to further movement for that Campaign Turn except retreating and regrouping.

Rivers

Road limits for road sections that cross rivers are halved if the destination town is occupied by one or more enemy units. That is, when attacking across a River, a maximum of five units may move along a Major Road, and a maximum of three units along a Minor Road.

Example: Six French units may normally advance along the road from Weisenberg to Potsdam. If, however, Potsdam is defended by an Allied unit, only three units could attack along this road.

Forced-Marches

Players may conduct a forced-march with any of their moving units, allowing them to move one extra town. That is, infantry and artillery may move two towns and cavalry three towns. Leader units may never be forced-marched. To conduct a forced-march, a d6 is rolled for each forced-marching unit:

Die Roll	Result
1 - 3	Unit completes move but permanently loses 25% through stragglers
4 - 6	Unit completes move with no penalty

Note: when commanded by an Army Leader, add one (+1) to the die roll.

The following restrictions / notes apply to forced-marches:

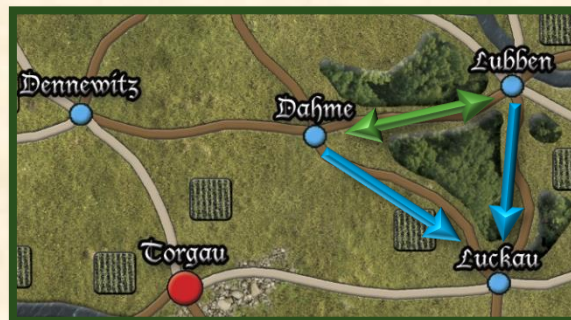
- All moves (normal & forced-marches) must be completed before rolling for any forced-marching losses.
- Normal movement rules concerning road maximums, river-crossings, etc.
- Units may be forced-march to attack, but never when retreating or regrouping.

Command & Control

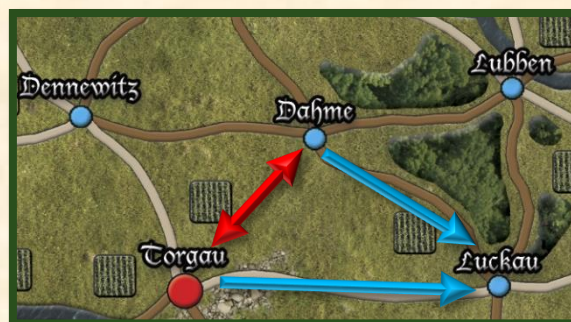
To reflect the difficulty of coordinating a simultaneous attack by two separate forces, two groups may not attack an individual location unless both attacking groups are in towns that are adjacent to one another and are directly connected by road.

Units in this situation may, however, reinforce a battle per the normal rules.

Example: Allied groups in Torgau and Dahme may not both attack a French Group in Luckau (however one group could attack while the second reinforced the battle under normal reinforcement rules.). But Allied groups in Dahme and Lubben, because both locations are adjacent to one another and directly connected by road, could attack Luckau simultaneously.



Legal coordinated attack



Illegal coordinated attack



CONDUCTING A BATTLE

A battle occurs when the active player moves units into a location containing enemy units. The active player is termed the Attacker and the passive player the Defender.

All battles are resolved on the tabletop using the following rulesets:

- Equal to or more than three blocks are present on each side = *Blücher*
- Less than three blocks are present on either side = *Lasalle 2*

Table Size

Depending on the forces involved, the table size used may vary using the below as a guide (for *Blücher*):

# of Corps (per side)	Table Size
<1 Corps	4ft x 4ft (1.2m x 1.2m)
1-2 Corps	6ft x 4ft (1.2m x 1.8m)
2-4 Corps	8ft x 5ft (2.4m x 1.5m)
5+ Corps	Over 8ft x 5ft (2.4m x 1.5m)

Players shall agree to alter the size and shape of the battlefield as they see fit to suit the scenario; however, both players must agree to any changes to the above standard sizes. Battles that take place over mountain passes shall be orientated so that the battle is fought along the length of the table.

Battlefield Sections

As far as practicable, the battlefield shall be divided into 6" sections.

Table Set-up

Battles take place randomly in the area of the location being defended and players will generally follow the rules for terrain placement given in the *Age of Hanibal*, as amended below.

The number of terrain cards held by each player is determined by the size of the battlefield – the below should be used as a guide:

Table Size	Number of Terrain Cards (per player)
4ft x 4ft (1.2m x 1.2m)	6
6ft x 4ft (1.2m x 1.8m)	8
8ft x 5ft (2.4m x 1.5m)	10
Over 8ft x 5ft (2.4m x 1.5m)	12+

To determine where the battle will take place the defending player rolls a D6 and consults the following table:

Die Roll	Battle Location
1*	Major River defence
2	Minor River defence
3	High Ground defence
4	Town / City defence
5 - 6	Open area defence

Note *: if no major river is crossed by any initial attacking units on the campaign map, then treat the result as a two.



River Defence:

A river runs thru the battlefield. The referee shall randomly determine its course.

- Major River 1BW wide (impassable to all)
- Minor River 1" wide (difficult movement, impassable to artillery)

High Ground Defence:

A plateau of high ground runs thru the battlefield. The referee shall randomly determine its course.

- High Ground 1x level of height increase (+1 defence bonus)

Town / City Defence:

The scenario is taking place on the outskirts of the named location. Before any other terrain is placed the defending player may place the location anywhere of their choosing.

- Town (2-3 BW)
- City (3-4 BW)

Note: If the town or city is located on the banks of a river on the campaign map then the river should also be represented (per the river defence instructions above).

Terrain Placement Restrictions and Limitations

Unless specified otherwise by these rules, a terrain piece must be placed entirely within one table section. You may not, for example, place a hill that straddles the border between two sections.

Unless specifically forbidden, terrain pieces may be placed alongside or next to each other, to create larger areas of that same type (for example, placing two woods together to form a single larger forest).

In some cases, terrain may be placed on existing terrain. This is limited to the following cases:

- Woods or a town may be placed fully or partially on a hill.
- A smaller hill may be placed on top of a larger hill, thus creating a hill with greater elevation or multiple levels.
- A road may be placed anywhere except over large bodies of water (lake, pond, marsh). If a road is placed across a river, it automatically creates a crossing. Placement of roads is limited to what is shown on the map. Thus, if you later place a hill on the road, for example, then the road goes over that hill. If you place a forest on a road, the road goes through that forest, and so on.
- A town / city may be situated straddling a river or stream.

Other limitations on terrain placement are listed below:

- Roads must link to an existing road at a section border or exit the table edge at some point.
- Urban areas may not be placed within 2BW of another urban area.
- Crossings are exempted from the limitation that a player may only place one terrain feature per table section. Players may place any number of crossings in the same section, except that no crossing may be within 2BW of another crossing.



Using existing historical battlefields

Rather than following the above guidelines players may agree to use existing battlefield maps that the club has created for historical scenarios (Lutzen, Bautzen, Leipzig, Dresden, Dennewitz, Katzbach) instead.

Objectives and Victory points

During setup, each player is given 2x victory points (VP) cards to place in a location of their choosing.

VPs on the battlefield are restricted to being placed in urban areas, river crossings, crossroads etc. A village is worth 1VP, a town is worth 2VPs, and a city is worth 3VPs. River Crossings and crossroads will be awarded a random VP value by rolling a D6 (1-2 = 1VP, 3-4 = 2VP, 5-6 = 3VP)

Note: Although an urban area might have multiple bases, only one objective marker is placed, within one of those bases, at that players choice. For example, a city has three bases, and is worth 3VPs.; however, it would have a single objective marker placed in one of its bases and that marker would be worth 3VPs.

A battlefield might have multiple areas with multiple objectives. Initial control of the objectives is determined before the battle begins, since an objective may already be located within their set-up area. It is possible that, at the start of the battle, some objectives will not be controlled by either player.

Control of objectives may change during the battle, and the players must keep track of this during play.

Example: The battle begins with the French player controlling 4 VPs and the Allied player controlling 6. There is a 2 VP objective on the table, controlled by the Allies. If the French capture that objective, they take 2 VPs from the Allies and thus the French now have 6 VPs and the Allies have 4.

Control of Objectives

If an objective is placed inside a players setup area at the start of the game, then it is controlled by that player. At the moment any enemy unit moves even partially onto or through it, it changes to enemy controlled.

Control of an objective marker changes each time a unit of either player is the sole unit to be in or to have last moved through it. (In other words: if both players have units on the objective, then its control has not yet changed). An objective marker may change control any number of times.

Battlefield Victory

Victory on the battlefield is checked at the end of each player turn during the status phase as per the *Blücher* rules. Victory is secured by the following means:

1. By breaking the enemy morale (breaking more units on the field than the morale value of the army).
2. By holding more Victory Points at the end of the battle day than the opponent

Stalemate

If neither player achieves victory by the above methods, the battle ends in stalemate. When a stalemate is reached the attacker must immediately retreat all units back to the campaign map.



REINFORCING A BATTLE

In some battles one or both sides may be expecting reinforcements. The active player checks for reinforcements during the first step of their status phase.

Every two hours of game time (every six turns) each side may reinforce a battle with friendly troops from adjacent towns. Reinforcements are added directly to the reserve and are available for deployment during the next turn.

Reinforcement Limits

Up to two units may reinforce along each major road that leads to the battle location during each reinforcement phase. In addition, one unit may reinforce along each minor road.

Rivers have no effect on these limits and units may reinforce along a road section regardless of how many units moved along the section during the movement phase.

Destination and Reinforcement Factor

The destination of the deployment will be different for each location; if a referee is available then they will make the final decision on the arrival location. If no referee is available, then the players must use common sense and agree to the most likely location for their arrival.

Units that are enroute to the army should be kept concealed, organized by groups if more than one group of reinforcements exists.

Each group should also be given a reinforcement factor. This is usually three if the reinforcements are arriving in friendly-controlled territory (such as coming up from the rear), or four if they are attempting something more difficult (such as arriving on the enemy's flank).

Checking for Reinforcements

When a player checks for a specific group of reinforcements, he rolls one die and multiplies its result by the reinforcement factor. If the result is equal to or less than the current turn number, that group of reinforcements has arrived.

Example: A Prussian force has a reinforcement factor of three. In the status phase of the eighth turn, the Prussian player rolls for them. He rolls a three, multiplied by the factor of three, which gives nine. That is not equal to or lower than the current turn number, so the reinforcements do not yet arrive. The next Prussian turn will be ten, so he will try again, this time hoping to score a ten or less.

A player might have multiple groups of potential reinforcements for which he is rolling in the same status phase. He must roll separately for each group. If a group of reinforcements includes a subcommander, he arrives when any of their units arrives, but their marker is kept off-table until he is used in the game.

Other Reinforcement rules

For all other reinforcement rules please refer to *Blücher* pages 80-83



RETREATING FROM A BATTLE

Moving units out of a battle constitutes a retreat.

Retreat Destinations

The Attacker may only Retreat to towns that are friendly occupied or to towns that were used to start or reinforce the battle. The Defender may retreat to any towns unavailable to the Attacker, but never to (or through) a town containing enemy units. Neither player may retreat from one battle to another.

Retreat Road Limits

Each turn of battle, a player may retreat two units per major road and one unit per minor road. Retreating via roads that cross rivers has no effect on these limits.

Speed

Units retreat at their normal movement rate. That is, infantry and artillery units retreat to adjacent towns; cavalry may retreat one extra town. Units may not conduct a forced-march during a retreat.

Disruption

Units that retreat are disrupted and marked as such. Disrupted units may not reinforce any battle until they recover, which occurs at the end of the current campaign turn.

Routs

A rout is a forced retreat that occurs when a battle is won by eliminating one-third of a participating force (per the *Blücher* rules). A routed player must (at the instant of rout) immediately retreat all remaining units, including those in the reserve, after taking the following attrition from each remaining unit:

- Artillery: 50%
- Infantry: 25%
- Cavalry: 25% (only if engaged by cavalry)
- Leader: no penalty

Normal road limits apply to routs, except they are halved (Major 5 / Minor 3) when the road used crosses a river. Units that may not conduct a rout move (for any reason) are eliminated.

Regrouping

When a battle ends, the victor may regroup, meaning he may retreat any and all units from the battle location or reinforce with any adjacent units, subject to normal retreat and reinforcement road limits (Major 2 / Minor 1). Units that regroup must do so at the instant of victory and become disrupted.



SIEGES

When a unit enters an occupied fortified town or city the defender is given the opportunity to give battle (in which case the usual rules for battle apply) or to withdraw into the fortifications and await relief.

If the defender elects to retreat behind the walls the attacker may begin to lay siege to the town or city. The defender (including any Leaders) must remain in the town / city until the siege is lifted.

At the end of each odd numbered turn the attacker is given the opportunity to launch an assault on all fortified towns and cities they have under siege – this roll is not mandatory (replicating the slow build-up of siegeworks etc.).

Prior to rolling to resolve an assault the attacking player must select a single unit (block) to lead the attack. This unit must be infantry.

Assault Events:

Prior to making the decision to assault or not the attacker rolls 2x d6. On a roll of “double 1” or “double 6” a further single d6 is rolled and the following events table is consulted, and results applied:

Double 1 Table		
D6 Roll	Event	Effect
1 - 2	Defenders sally forth and make a successful trench raid	The attacker applies a -2 DRM to their assault
3 - 4	Ammunition Supply explodes	No siege assault this turn
5 - 6	Disease spreads thru the attackers' camp	Random unit suffers D6 casualties

Double 6 Table		
D6 Roll	Event	Effect
1-2	Defenders' arsenal explodes	Defender surrenders immediately – attacker suffers no casualties
3-4	Food stores go bad	Attacker gains +2 DRM
5-6	Disease spreads thru the town / city	Random defending unit suffers D6 casualties, and the attacker gains a +1 DRM

Conducting the Assault:

To attempt to take the fortification the attacker must roll ≥ 12 on a d12 as modified by the following modifiers:

Positive Modifiers		Negative Modifiers	
Army Leader Present (Attacker)	+1	Main Leader is Present (defender)	-1
Per 100pts of infantry and artillery in the besieging army	+1	Per 2,500 defenders in the Garrison	-1
For each additional week after the first	+1	Lead Unit is Conscript (Majority Elan = 5)	-1
Lead unit is Elite (Majority Elan = 8)	+2	Lead Unit is Militia (Majority Elan = 4)	-2
Lead unit is Veteran (Majority Elan = 7)	+1	Any negative event modifiers	-?
Any positive event modifiers	+?		

If the roll is ≥ 12 then the siege is successful, and the garrison is defeated.



Defender Casualties:

Once the siege is successful all defending units surrender and are lost for the remainder of the campaign.

Attacker Casualties:

Failed Assault:

For each unsuccessful assault attempt the lead unit selected suffers one d4 x d6 hits

Successful Assault:

Once the assault is successful casualties are applied to the lead unit as follows:

Modified Assault Die Roll	Attacker Casualties
12	4x d6 hits
13	3x d6 hits
14	2x d6 hits
15+	1x d6 hits



SUPPLY AND ISOLATION

Supply Phase

Units are checked for supply during the active players supply phase. Units able to trace a supply route to a supply depot are considered in supply.

If any unit may not trace a supply route, it receives an out-of-supply marker.

If a unit was already marked out-of-supply in the previous tur, it becomes isolated.

If any friendly unit or stack bearing an out-of-supply marker may now trace a line of supply, the marker is removed.

Supply Depots

Supply originates from friendly supply depots (the locations of these are given in the scenario notes). The distance a supply route may be traced depends on the depot's size and is given in the table below, counted in movement points (MP's):

Supply Range	
Type	Range (in MP's)
Type A	5
Type B	4
Type C	3
Type D	2

Capturing a Supply Depot:

If a town containing a supply depot is captured by the enemy the depot type drops a rating (i.e. from A to B, B to C etc.) and immediately becomes a friendly supply source for that player.

Any subsequent recapture will further reduce the supply depot until it would drop below a Type D at which point the supply depot is considered destroyed.

Supply Route

A supply route is a path of contiguous towns. It starts in the location of the friendly unit, runs via it is Corps HQ and then from there to any supply depot. The supply route may take any path but may not enter an enemy occupied town.

The distance from a depot that a Corps HQ may be supplied from depends on the route taken. Supply route distances are calculated at the following movement rates.

Supply Movement Rates	
Road Type	Supply Movement Rates (in MP's)
Major	0.5
Minor	1

Subordinate units must be within 1MP of their Corps HQ to remain in supply (i.e. within two towns if traced via a major road or one town if traced via a minor road).

Supply routes have no effect on the road movement limits for units.



Out-of-Supply Penalties

Movement:

Cavalry units have their movement rate reduced to one. Army Leaders, Corps HQ, infantry, and artillery retain their full movement rates.

Units that are out-of-supply may not conduct forced-marches.

Disruption & Rallying:

Units that are out-of-supply do not rally automatically from disruption at the end of the turn and are required to make a die roll.

Isolation

If a unit was already marked out-of-supply from the previous turn, it becomes isolated if they still may not trace a supply route back to a friendly supply depot.

Each turn a unit is isolated (including the first) it must check for attrition.

Attrition:

Attrition reflects a unit losing strength due to desertion and surrender etc.

A unit may be eliminated due to attrition.

To check for attrition, a d6 roll is made for each Isolated unit:

Die Roll	Result
1 - 3	Unit permanently loses 25% to attrition
4 - 6	No losses

***Note:** when commanded by an Army Leader, add one (+1) to the die roll.*



DISRUPTION AND RECOVERY

As described in the preceding sections, units that retreated, routed, or regrouped during a battle become disrupted.

Effects of Disruption

Movement:

Cavalry units have their movement rate reduced to one. Army Leaders, Corps HQ, infantry, and artillery retain their full movement rates.

Units that are disrupted may not conduct forced-marches.

Combat:

Units may not attack whilst disrupted.

Units may neither reinforce an attack nor reinforce a defence whilst disrupted.

Units that are attacked whilst disrupted, have the elan of each *Blücher* unit, within that unit, reduced by one during the battle.

Note: This should be marked clearly so that it is obvious that this reduction in elan is temporary.

Sieges:

Disrupted units may not be chosen to lead an assault during a siege.

Rallying from Disruption

Units that became disrupted due to a retreat or regrouping and are able trace a supply route back to a friendly supply depot recover automatically during the rally phase.

Disrupted units that are out-of-supply at the time of the rally phase or who became disrupted as a result of a rout must first successfully pass a rally test before they may recover.

To pass a rally test, a 1d6 roll is made for each disrupted unit:

Die Roll	Result
1 - 3	Fail – unit remains disrupted
4 - 6	Pass – unit immediately recovers

The following modifiers are added / subtracted from the die roll:

Positive Modifiers		Negative Modifiers	
Army Leader Present	+1	Unit Routed this turn	-1
Unit is Elite (Majority Elan = 8)	+2	Unit is Conscript (Majority Elan = 5)	-1
Unit is Veteran (Majority Elan = 7)	+1	Unit is Militia (Majority Elan = 4)	-2



DEFEAT AND VICTORY

Army Break Points

Each army has a specific break point based upon the number of *Blücher* infantry and cavalry units it had at the start of the campaign (rather than the number of blocks). The break points for each army are given in the scenario notes.

Break points are effective only after all battles in the current Campaign Turn are resolved.

All remaining units of a broken army are eliminated.

Victory Conditions

French Major Victory

The French win a major victory if **three out of five** Allied armies are defeated before the end of the campaign.

They also claim a major victory if they retain control of Leipzig, Dresden, and Hamburg, and capture and hold, two of either Berlin, Breslau, or Prague at any time.

French Minor Victory

The French win a minor victory if **two out of five** Allied armies are defeated and they retain control of Leipzig, Dresden, & Hamburg at the end of the campaign.

Allied Major Victory

The Allies win a major victory if **two out of three** of the French armies are defeated before the end of the campaign.

They also claim a major victory if they retain control of Berlin, Breslau, and Prague and capture and hold, two of Leipzig, Dresden, and Hamburg at any time.

Allied Minor Victory

The Allies win a minor victory if **one out of three** French armies are defeated, and they retain control of Berlin, Breslau, and Prague at the end of the campaign.

Stalemate

If neither player achieves the victory conditions above, then the game ends in stalemate.



BIBLIOGRAPHY & REFERENCES:

The following sources were used in the creation of or are referenced within this ruleset:

“Blücher” and “Lasalle 2” by *Sam Mustafa* (<https://sammustafa.com>)

“Age of Hannibal” by *Greg Wagman* (<https://www.littlewarstv.com/age-of-hannibal.html>)

“Napoleon: The Waterloo Campaign” by *Tom Dalgleish* (<https://columbiagames.com>)

“Le vol d’Aigle” by *Didier Rouy* (*Pratzen Editions – no website*)