

ALBION 20

25-28 AUGUST, 1805

[0.0] EXCLUSIVE RULES

This is the Exclusive Rules sheet for **ALBION 20**, a game that also uses the **NAPOLEONIC 20** Standard Rules. When combined, these two rules documents form the entirety of the rules needed to play **ALBION 20**.

These Exclusive Rules supersede the Standard Rules when there is a conflict.

[1.0] INTRODUCTION

ALBION 20 is based on the planned French invasion of England in the summer of 1805. This scenario assumes that the Franco-Spanish fleet left Spain on schedule to make it to the English Channel and help sealift the *Grande Armée* across (with the Royal Navy somewhere behind them). One player commands the French army of Napoleon, while the other leads the Anti-French forces of the British armies under the Duke of York.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" game board features a map portraying that part of Kent (southeast England) where the French landing was to take place.

Note that the Stour River is a *minor* river.

Blue units are French; red units are British.

Unit abbreviations include:

IG = Imperial Guard	Res = Reserve
DG = Dover Garrison	SD = Southern District
ED = Eastern District	LD = London District
Lon = London	WD = Western District
HG = Horse Guards	Vol = Volunteers

Elite Forces

For the purposes of Routing (a -2 die roll modifier; see 9.6) and Rallying (a +1 die roll modifier; see 10.0), the **French Imperial Guard Corps** and the **British Kent** and **Horse Guard Corps** units are all considered 'Elite Forces.'



For purposes of Morale fluctuation from their commitment in Battles, only the **French Imperial Guard Corps** unit is considered an Elite Force.

Dover and the Dover Garrison

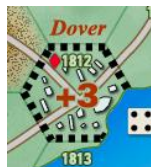
The Dover hex and Dover Garrison unit are crucial to this campaign and thus require special cases.

- The Dover Garrison unit consisted of first-line troops and engineers, but few wagons and transports.



Thus, it is considered an **Elite Force** for the purposes of Routing (-2 DRM), but **if it Breaks, it cannot be Rallied**; it is permanently Eliminated instead.

- Dover was a specially prepared fortification. It provides the Dover Garrison unit (only) with a **+3 Combat Strength benefit** when defending there. All other units treat it as a normal Fortified hex.



When taken together, these two Cases make Dover a tough nut to crack!

[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup proceeds as follows:

- The Game Turn marker is placed on Game Turn 1 (the '25 August Afternoon' space).
- Place the French and the Allied Morale markers on the '8' space the Morale Track.
- Place the **French Control** marker in the English Channel box on the map.
- Place all units on the map **face down** (except for the British DG – Dover Garrison – unit, whose whereabouts were well known to all) or face up on the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:



British (Sets up first; units face-down)

On or within two hexes of 0304 (Faversham):
LD (assembled forces from London District)

On or within two hexes of 0311 (Ashford):
SD1 and one Dummy unit

On or within two hexes of 1005 (Canterbury):
Kent and one Dummy unit

Hex 1812: DG

Turn 4: SD2 (B)

Turn 5: Res (A)

Turn 6: Vol (A)

Set aside the Horse Guards and WD Corps.

Turn 7: Lon (A)*

Turn 9: ED (A)*



These units arrive as a possible Random Events.

* = Starting on their turn of arrival, roll a die for each of these units during every British Movement Phase to see if it is actually received. On a 1 or 2, place that unit on the map (in Area A) as a Reinforcement. Otherwise, nothing happens, but you may try this again each turn until you succeed.

French (Sets up second; units face-down)

Initial Landing Force

Ramsgate, Folkstone or Deal:
one unimproved LOC marker
(representing the initial French landing site)



On or within two hexes of that landing site:

II Corps, one Cadre unit (i.e., the "Nautical Legion" of Marines), and one Dummy unit.

Reinforcement

Turn 9: VII (Reinforcement Pool)

The French "Reinforcement Pool"

Reinforcement Pool: Place the remaining French corps units together off the map, face-down, to form a 'Reinforcement Pool' (see 11.5)

Set the remaining LOC marker to one side for possible future entry through French Naval Action cards.

Pre-Game Deployment

Beginning with the French Player, players take turns conducting a *single* action at a time from the list below. Except for 'Passing,' these actions can be repeated any number of times:

A. Pass (no cost): This instantly ends the Pre-Game Deployment Step.*

B. Maneuver (no cost): Move up to two units up to 2 Movement Points each (they *may* use the Road Bonus, if applicable).

Exception: the British DG (Dover Garrison) may *not* move at all during Pre-Game Deployment; that face up unit is 'stuck.'

This Pre-Game Deployment Step instantly ends the moment you move a friendly unit adjacent to an enemy piece.*

C. Reinforce (costs 1 Morale Point): If chosen by the British Player, he moves all his units on the Turn Track ahead 1 Game Turn (i.e., they all arrive one turn sooner). Units moved to Game Turn 1 are placed, **face down**, on the map in a hex adjacent to their Entry Area instead.

If chosen by the French Player, he may land an additional unit chosen at random from the French Reinforcement Pool (see 11.5), **face down**, on or adjacent to a French LOC marker.

D. Second Wave (costs 2 Morale Points):

This option can only be selected by the French Player. He may either establish another LOC marker at a different initial landing port (i.e., Ramsgate, Folkstone, or Deal) – OR – improve a French LOC marker that is already on the map.

*At the end of the Pre-Game Deployment Step, if you are **not** using Optional Rule 16.1, reveal all the units on the map and remove all the Dummy units from play. Otherwise, leave all the units face down on the map including the Dummy units. Play then commences.

[4.0] SEQUENCE OF PLAY

The French player is the **First Player**.

[5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on the first Game Turn.

[9.0] COMBAT**[9.86] Retreat Direction Priority:**

- **French** units must retreat towards one of the French LOC markers located at an **Invasion Port**.
- **British** units must retreat towards one of the two British LOC hexes on the west map edge or the British LOC marker if it is at an **Invasion Port**.

[11.0] REINFORCEMENTS

[11.5] French Sealift: If a French LOC marker is in one of the four **Invasion Ports** (Ramsgate, Deal, Dover, or Folkstone), the French Player may roll a die at any point during each of his Movement Steps to see if that LOC marker receives a corps from the Reinforcement Pool. **Do not roll on the first turn** (the initial French landing Pre-Game Deployment Step represents this).

If the modified die roll (see the Naval Effects Chart on the map and the reverse of French LOC markers) is greater than or equal to (\geq) the range shown on the map for that port, one reinforcement corps (selected at random) may 'land' there (spending 1 Movement Point) and continue moving. Any other result is 'No Effect.' **A maximum of two corps (total) may land per French Movement Step.**

[11.51] Sea-periority:

Add two (+2) to these die rolls if that French LOC marker has been '**improved**' (i.e., flipped over to its improved side). Also, add one (+1) if France controls the English Channel. Subtract one (-1)



if Britain control the English Channel.

[11.52] English Chanel Status: There are three states of control for the English Chanel as indicated by the placement or removal of control markers in the English Channel box on the map: French Control; Contested; or British Control. When instructed to increase your Naval Control Status by the cards, that means moving it one level in the direction of your having control of the Channel.

For example, the French control the English Channel as indicated by the placement of the Control marker on its French side in the English Chanel box. If the British Player drew a card telling him to increase his Naval Control Status, he would remove the French Control marker so that the box is empty (and reads "Contested"). If he was able to raise it again, he would place in the box on its England Controls Channel side.

[11.6] British Counter-Invasion: When conducting the British Counter-Invasion Random Event, the British Player may place his LOC marker on, or within 2 coastal hexes of, any port hex that does not contain a French unit or LOC marker. Once placed on the map, it cannot be moved (only captured, as per 12.1.b).

[11.7] Unit Arrival locations:

Reinforcement units arrive in the following locations:

French units: at French LOC markers.

British units: within the designated area along the west map edge.

[12.0] ARMY MORALE

Because this French invasion of England is an all-or-nothing venture with hell-for-leather planning on *both* sides, some additional Army Morale considerations are in play:

[12.1.a] To London!: If a French unit (even a Dummy) is on hex 0103 (i.e., the British LOC to London) at the beginning of the French Combat Phase, the French Player may voluntarily eliminate it. The French immediately gain one (+1) Morale Point and the British immediately lose one (-1) Morale Point for each French unit thus 'exiting the map on the road to London.'

[12.1.b] Smash their Landing Sites!: If a unit (even a Dummy) occupies a hex with a opponent's LOC marker at the beginning of the friendly Combat Phase, that LOC marker is removed from play. The occupying player immediately gains one (+1) Morale Point and the opponent

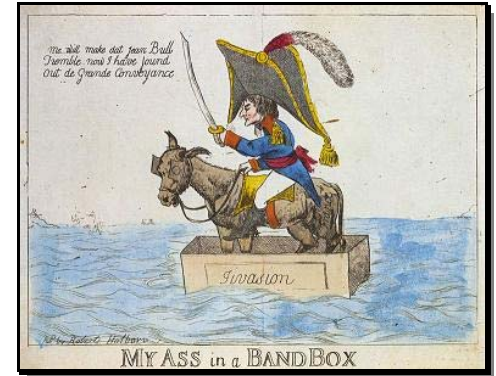
immediately loses one (-1) Morale Point for each such landing site destroyed.

[14.0] NIGHT TURNS

The Navy: If a player controls the English Channel during his Night Operations Step, his side gains one Morale Point.

French Reinforcements: Add two (+2) to the French Reinforcement die roll(s) during Night Turns.

Allied Objective Hexes: Faversham (0304) and Ashford (0311).

**[16.0] OPTIONAL RULES****[16.8] Militia Infantry:**

Because Militia units are of poorer quality than regular troops, they are more prone to disorganization in battle. To simulate this, the British London Militia unit functions as a normal infantry unit in all ways except:

- When it **Breaks**, it is Eliminated. *That is, it can never be Rallied (10.0).*
- When it **Routs**, add two (+2) to its Rout die roll. *Militia units are the spiritual 'opposites' of Elite Forces.*
- When it **Withdraws**, place a Routed marker on it. Note that this is not an actual 'Rout' and so *no* Moral loss is incurred. *Militia units simply require more time to regain their cohesion.*
- It cannot be broken down into Cadre units when using Optional Rule 16.7. *Militias simply are not that flexible.*

**GAME CREDITS****Game Design & Development:**

Alan Emrich

Art & Graphic Design: John Cooper

Playtesting: Rod Bauer, James Emrich, Ricky Henry, Lance McMillan, Kim Meints, Stephanie Newland