

GZHATSK 20

[0.0] EXCLUSIVE RULES

This expansion kit for **BORODINO 20** uses that game's counters, tables, and its copy of the **NAPOLEONIC 20** Standard Rules, etc., combined with this game's map, cards, and this rules sheet to play **GZHATSK 20**.

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

[1.0] INTRODUCTION

GZHATSK 20 is a hypothetical battle that should have occurred in early September 1812 (in lieu of the Battle of Borodino) during Napoleon's Russian campaign. One player commands the French army of Napoleon, while the other leads the Anti-French forces consisting of the Russian armies that are making a desperate stand before the Gates of Moscow in an attempt to turn back the invaders.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" game board features a map portraying that part of Russia where the campaign took place.

French units are blue, Russians are green.

Unit abbreviations include:

IG = Imperial Guard	Res = Reserve
Bag = Bagration	Gar = Garrison
Bar = Barclay	Cos = Cossack

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), all of the following units are considered Elite Forces: the **French Imperial Guard**, plus the **Russian V** and **Cossack Corps**.



For purposes of Morale fluctuation from their commitment in Battles, only the **French Imperial Guard** and **Russian V Corps** units are considered Elite Forces.

[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:

1. The Game Turn marker is placed on the 'September 2 Afternoon' space.
2. Place the French Morale marker on the '7' space and the Russian Morale marker on the '8' space of the Morale Track.

3. Place the units on the map or the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:

French (Area of entry in parenthesis)

Hex 0206: II Cav	Hex 0309: IV
Hex 0307: I Cav	Hex 0510: III
Turn 1: V (B)	Turn 4: I, Res Cav (B)
Turn 2: IIIC (B)	Turn 5: IG (B)
Turn 3: VIII; IVC (B)	Turn 6: Res Art (B)
Turn 8: French reinforcements delayed by Turning the Flank (18.2) can start arriving.	

Russian

Field Fortification: The Russian Player rolls a die and consults the table in Case 9.8.1 to determine how many Fieldworks he may place on the map during setup.

Deployment Areas: One unit of the Russian Player's choice from that formation in each of its shaded hexes as follows:

Hex 0505: Cos Cav	Hex 1511: Militia 1
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2nd Army Area (0707, 0809, 1010 and 1211):
III, VII, VIII and Bag Cav.

1st Army Area (0802, 1004, 1105, 1306):
II, IV, VI and Bar Cav.

Reserve Area (1606, 1707, 1809):
V (Guard), Res Cav and Res Art.

These units deployed in the 'shaded setup' hexes cannot be moved until 'released' when using Kutuzov's Defense Plan (6.10).

Set aside Militia 2, 3 and 4; they can enter play as reinforcements via Random Events.

Set aside the **City Ablaze!** marker; it is not used.

Place the **Pontoon Bridge Status marker** on its "No Pontoon Bridges" side on the map near the Pontoon Bridges.



[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.

[6.0] MOVEMENT

The Pontoon Bridge

The French can build the group of two pontoon bridges across the Gzhaty River (at 1311 and 1212).

Procedure

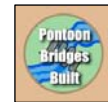
To simulate construction of the pontoon bridges, use the following procedure:

1. The first unit to cross a Pontoon Bridge **must** be a French infantry unit.

2. That first French infantry unit **must** spend its *entire* Movement Allowance for that turn to cross to the other side.

Note that an enemy unit on the opposite side of the river blocks that French infantry unit from crossing and, thus, from building the pontoon bridge.

Immediately after that, *both* pontoon bridges are considered 'built' and function as normal bridges at their respective Locations for the rest of the game. Place the **Pontoon Bridge Status marker** on the map on its "Pontoon Bridges Built" side near the location of these bridges as a reminder.



Once built, Pontoon bridges may only be used by the French Player, functioning as normal bridges at their respective locations. However, retreats across Pontoon bridges are not considered "Hazardous Retreats" (9.8.3).

Russian Movement Restrictions

[6.10] Kutuzov's Defense Plan: At the historical Battle of Borodino, the Russian commander, General Kutuzov, held a major portion of his army in reserve in anticipation of a French attack that he was sure would come from a different direction. This game assumes Kutuzov would have acted similarly (though somewhat less egregiously) at Gzhatsk.

[6.10.1] Command Paralysis: During his Movement Phase, the Russian Player may not *move* any units of Barclay de Tolly's **1st Army** or those setup in the **Reserve Area** until they are **released** (however, these units may still attack and Advance after Combat as normal). Indicate their 'unreleased' status by flipping these units over (i.e., face-down when *not* using the Fog of War Optional Rule, or face-up and rotated 180° when using it).

[6.10.2] Releasing These Units: At the start of each of his Movement Phases, the Russian player may roll a die to try to release the units of deTolly's 1st Army or the Russian Reserve. See the on-map Table for details. **Important:** all units that set up in Russian 1st Army positions **must** be released before any units in Russian Reserve positions.

In addition, a unit is **automatically released** if it engages in battle with an enemy unit, and **all** Russian units are automatically released if a French unit ever passes through or occupies either hex of Gzhatsk (1307 and 1407).

When a unit is released, flip it back over (i.e., face-down when using the Fog of War Optional Rule, or face-up when not using it) to indicate its 'released' status.

[6.10.3] Effects of Being Released: Once released, those units may move freely for the remainder of the game.

[9.0] COMBAT

[9.8.1] Constructing Fieldworks: At the start of the game, prior to setting up his forces, the Russian player ‘constructs’ defensive field works on the map.

Procedure

During setup, the Russian Player rolls a die and consults the following table:

Roll	Result
●	1 redoubt + 1 fort, or 3 redoubts
●●	2 redoubts + 1 fort, or 4 redoubts
●●●	3 redoubts + 1 fort, or 5 redoubts
●●●●	2 redoubts + 2 forts, or 4 redoubts + 1 fort, or 6 redoubts

This determines the number and types of **Fieldworks** that he may position on the map, depending upon the Russian Player’s choice from among the options listed.

Restriction

Fieldwork markers may be placed in any **Open terrain** hex on the map that is not adjacent to another Fieldworks marker (i.e. they must be placed so that there is at least one hex between each Fieldworks marker).

[9.8.2] Terrain Effects – Russian



Fieldworks: Redoubt markers are treated as normal (printed) Redoubt hexes, except that their benefits apply *only* to Russian units; French units receive **no** benefits when defending in these hexes.



Fortified markers are treated as normal (printed) Fortified hexes. *Both* sides receive benefits when defending in hexes with a Fortification marker.

Fieldworks markers cannot be destroyed (i.e., removed from play).

[9.8.6] Retreat Direction Priority:

- **French** units must retreat towards one of the two French LOC hexes along the west edge of the map.
- **Russian** units must retreat towards the Russian LOC hex on the east map edge.

[11.0] REINFORCEMENTS

[11.5] Unit Arrival Locations:

Reinforcement units arrive in the following locations (color-coded along the map edge for your convenience):

French units: along the western map edge at entry area B. The French Player has the option to instead receive any arriving reinforcement unit(s) at entry area A or C

by placing it off the western or southern edge of the map (respectively) on its turn of entry and then receiving it on the *following* Game Turn. Once committed to a new entry area thus, its reinforcement location cannot be changed (*and see 16.1*).

Russian units: along the eastern map edge, on or adjacent to the Moscow-Smolensk Highway.

[13.0] NIGHT TURNS

French Objective Hexes: Basakovo (0503) and Tsarevo (0411)

Russian Objective Hexes: Stopchishche (1009) and Gzhatsk (**eastern hex only** - 1407).

[16.0] OPTIONAL RULES

You may freely use Optional Rules 16.8 and 16.9 from the **BORODINO 20 Exclusive Rules sheet** (Militia and Cossack units) when playing **GZHATSK 20**, with this small change:

[16.8.3] Moscow Militia: This battle takes place further from Moscow than Borodino did. To simulate the difficulty in bringing recently mobilized troops forward, broken Militia units in **GZHATSK 20** do **not** ‘recycle’ and reenter play after being eliminated. **Once a Militia unit is broken, it is permanently removed from play.**

[18.0] GAME VARIANT

[18.1] Option #1 - Superior Visibility: The standard scenario of **GZHATSK 20** assumes that General Kutuzov displays roughly the same level of caution as to French intentions that he did historically at Borodino. However, at Borodino his confusion may have been caused, at least in part, by the fact that he was unable to actually see much of the battlefield from his headquarters. At Gzhatsk, however, virtually the entire battlefield could be clearly observed from the likely location of the Russian headquarters (indeed, this was one of the main reasons it was originally chosen).

To simulate this, and the likelihood that the improved visibility would help Kutuzov to act more decisively, add +1 to all Russian release rolls.

[18.2] Option #2 - Turning the Flank: As happened historically at Borodino, one of Napoleon’s Marshalls, or possibly even the Emperor himself, might have decided that outflanking a strong Russian position was wiser than engaging it in a bloody frontal assault. This option assumes that the French attempted such a maneuver.

[18.2.1] Setup: During his setup, the French Player spends (well, ‘deposits’ might be a better word, see 18.2.5) one Morale Point. In exchange, he may select up to four units from among his reinforce-

ments (including any Dummy units, but *excluding* the Imperial Guard, Reserve Cavalry, or Reserve Artillery units) to conduct a ‘Flank March.’ These units are secretly placed face-down under the Flank March counter and put on the Game Turn 8 box of the Game Turn Track.

[18.2.2] Pontoon Bridges: If he opts to conduct a Flank March, the French Player forfeits the ability to build pontoon bridges across the Gzhaty River. *The engineers and their equipment are assumed to have joined the outflanking force to facilitate their crossing of the river to the south.*

[18.2.3] Arrival: Beginning on Game Turn 8 (the Dusk turn of September 3rd), at the beginning of the French Movement Phase, roll a die for each individual unit under the Flank March counter to determine if it arrives on the map as a Reinforcement at Area D. On a roll of ●, ●● or ●●●, the unit remains under the Flank March marker; on a roll of ●●●● or ●●●●●, the unit arrives as a reinforcement *next* turn; on a roll of ●●●●●●, the unit arrives this turn.

If any units remain under the Flank March marker, advance it ahead to the *next* turn on the Turn Track and repeat this procedure again on that turn until there are no more units left under it. When that happens, remove the Flank March marker from the game.

[18.2.4] Entry via Force

March: On the turn that each Flank March unit enters the map via Area D, it receives one additional (+1) Movement Point; that is, it conducts a ‘free’ Force March. *This may not be increased by paying a Morale Point to Force March the rest of the army, but does not, by itself, prohibit the French from taking a ‘Lull’ turn, either.*

[18.2.5] Morale Bonus: When the first Flank March unit arrives on the map, increase the French Morale level by one (+1 Morale Point). *In effect, the French army receives back the one Morale Point it paid to initiate this scenario option.*

1-2=Delayed
4-5=Next Turn
6=Arrives Now
+1 Morale &
Forced March



GAME CREDITS

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