

Morale Markers with a 1/2 point side, the remaining ideas for using them just flowed naturally. Rallying and reorganization were natural places to use 1/2 Morale Points.

The modified **Victory Conditions** began as a thought from Joe Miranda expressed in an online discussion. Lance and Alan kicked it around for a while and the results are included here. These new Victory Conditions are more diverse (which is good for tournament play) and we love the concept of “controlling the battlefield” as a facet of measuring victory.

The **Pursuit** rule seemed a natural extension of the Withdrawal Events that occur in many of the games. Players have been asking about a rule along these lines for quite some time.

– Alan Emrich & Lance McMillan

[19.0] GZHATSK 20 DESIGNER’S NOTES

The great “Battle before the Gates of Moscow” was very nearly fought at the town of Gzhatsk instead of at Borodino. After abandoning Smolensk, Barclay de Tolly was under enormous pressure to stop retreating and confront the French. As the Russian army fell back, he sent out teams of staff officers to survey the countryside between Smolensk and Moscow, looking for the optimal site to stand and do battle. After several weeks and considerable deliberation, it was determined that Gzhatsk was the ideal place.

Described as an “almost perfect battlefield,” the Gzhatsk position had high ground that offered an excellent view of the surrounding area; a long, low western slope that curved around to the south, covering the likely approaches to the town; a river that protected the position’s flanks; and marshes to the rear that would facilitate a retreat if the battle didn’t go well.

The Russians arrived at Gzhatsk on August 31st and immediately began to fortify the position in preparation for the anticipated battle. When General Kutuzov arrived to relieve de Tolly and assume command, he examined the site and declared his support for de Tolly’s decision to confront Napoleon at Gzhatsk. However, during the night, jealous members of Kutuzov’s staff convinced him that if a battle were fought and won at Gzhatsk, de Tolly would claim credit for the victory because it was fought on ground of *his* choosing.

While the army continued to dig in, Kutuzov dithered. Then, about midday on September 1st, he ordered the withdrawal to resume. Over the next few days, in fits and starts, the Russians fell back towards Moscow, stopping at a series of different sites where they would start to entrench, only to have Kutuzov again change his mind and continue retreating.

Finally, on September 4th, out of options and with no other decent potential battlefield between where he was and the capitol, Kutuzov ordered a halt at a small town named Borodino where they prepared for battle. The rest is history...

GZHATSK 20 allows players to examine what might have happened had the Russians chosen to stand at the “almost perfect battlefield” rather than fall back to Borodino. At the very least, such a decision would have afforded the Russians more time to rest, and certainly given them another day, probably two, to improve their field works (possibly even three, had Napoleon’s pursuit been a bit more lethargic). Combined with the other two games in the **RUSSIA 20** series (**BORODINO 20** and **SMOLENSK 20**), this game provides further insight on how the same armies might have performed on different battlefields.

The biggest challenge I faced in designing this game was in creating the map. Unable to find any existing period cartography of the immediate area around Gzhatsk, much less anything that documented how de Tolly intended to fortify the position, I was forced to create a map from a mix of expanded larger-scale maps from various other strategic level games of Napoleon’s 1812 invasion, extrapolate from translated descriptions of period narrative accounts, and analyze Google Earth satellite photos of the area as it looks today. The field works construction rule is intended to allow players to experiment with finding the best arrangement of redoubts and forts to improve an already strong position; higher construction die rolls equate to the Russians having more time to entrench before the French arrive.

Unlike other battles in the Russia 20 series, we devoted less effort to ensuring this “bonus game” included with the Napoleonic 20 Expansion Kit was completely balanced and focused more on the other components of that kit. To an extent, Gzhatsk 20 is intended as something of a “Russian fantasy scenario,” designed to highlight the best they could have done – after all, Gzhatsk was selected by de Tolly, and subsequently endorsed by Kutuzov, as the best position to stand against the French before they reached Moscow. If the Russians couldn’t win at Gzhatsk...

RUSSIA 20

BORODINO 20 and its two expansions, **SMOLENSK 20** and now **GZHATSK 20**, might be considered as a set of games we could call “**RUSSIA 20**.”

My research suggests that there *shouldn’t* be any linkage between these battles (Smolensk, Gzhatsk, and Borodino) beyond the fact that

the armies involved would have been nearly identical.

What if the Russians Fought at Smolensk?

Had the Russians actually chosen to stand and fight their major ‘pre-Moscow’ defensive engagement at Smolensk, there simply would not have **been** a battle at Gzhatsk or Borodino.

- If the Russians *win* at Smolensk, Napoleon has to retreat from Russia that much sooner. **[Alternate History Note:** while this would have been a major defeat for Napoleon, he would probably have escaped from Russia with a lot more veteran troops than he did historically and the following years in Europe might have been *very* different.]
- If the Russians *lose* at Smolensk, they lack the strength to fight another big engagement. **[Alternate History Note:** Napoleon would have pressed on to Moscow and the campaign would conclude much as it actually did: an ignoble and disastrous retreat in the winter, albeit with less severe losses due to a less aggressive Russian pursuit.]

- If the Russians manage to fight to a *draw* at Smolensk (as they did at Borodino), their army would have resumed the retreat into the Russian heartland, but heavy French losses would probably mean the French would have been too exhausted to pursue. Taking Moscow in 1812 would have been something between impractical and impossible, so Napoleon would have to listen to those who counseled to prepare winter quarters and bring up supplies to the *Grand Armee* at Smolensk. **[Alternate History Note:** Arguably, this could have been the *best* long-term outcome for the French. If Napoleon had stopped and rested his army with the intent of continuing on to Moscow in the spring of 1813, it would have put him in a much stronger position than was historically the case and may well have further changed European history.]

What if the Russians Fought at Gzhatsk?

A possible Russian stand at Gzhatsk would have occurred instead of, rather than in addition to, any battle at Borodino. Neither army really had the wherewithal to fight *two* cataclysmic major engagements in that short a space of time.

Would the Russians have been better served to stand and fight earlier at Smolensk, or was Gzhatsk a better battlefield for them than Borodino turned out to be a few days later? With these three “**RUSSIA 20**” games, you can play out all of these battles and test your own hypothesis.

– Lance McMillan

NAPOLEONIC 20 EXPANSION KIT

[0.0] EXCLUSIVE RULES

This Rules booklet is for the Expansion Kit supporting *all* of the **NAPOLEONIC 20** games. You must own at least one of these games in order to use this Expansion Kit.

These Rules, when used, supersede the Standard and Exclusive Rules for that particular game if there is a conflict.

[1.0] INTRODUCTION

Three new component “modules,” expanded Victory Conditions and a new Optional Rule are included to enhance your game play experience. Each can be used individually, in concert with other components of this Expansion Kit, or all can be used together. Before beginning a game, both players should agree which, if any, of these Expansion Kit components to use.

[2.0] GAME EQUIPMENT

Special Random Event Cards

The **Random Events Module** includes Sixteen new Random Event cards. There are two types: purple background “**Retain**” cards that are retained for future use when drawn, and orange background “**Reveal**” cards which must be shown and acted upon as soon as they are drawn (similar to the standard Event cards that come with each game). See Rule 5.0 (below) for details.

Maneuver Matrix

Defender	Bombard ¹	Feint	Outflank	Advance	Charge ²
Fall Back ³	DW	DW	>/Dd	Bd	Cav/Bd
Cordon	—	N	Bd	—	Cav/Dd
Envelop	>/Ad	N	<	Cav	>/Bd
Hold	>/Dd	—	Cav	Ad	</Ad
Cntr-attck ⁴	</Dd	Ad	</Bd	Dd	Bd

The **Maneuver Matrix Module** includes two sets of five Maneuver counters (“**chits**”) and two Maneuver Matrix cards (tables). In addition, a set of new Routed / **Disordered** markers are included (with the latter result only used in combination with the Maneuver Matrix). See Rule 9.6.9 (below) for details.

+1/2 Morale Markers



The **Morale Module** brings new Morale Markers to the game, each with a “+1/2” side on the reverse. See Rule 12.0 (below) for details.

[3.0] SETTING UP THE GAME

Adding the Special Event Cards

Separate the purple background **Retain** cards from the orange background **Reveal** cards. Shuffle each group separately and distribute/set them aside according to the specific method selected in Rule 5.0 below.

Adding the Maneuver Matrix

Each player receives a set of Maneuver Matrix components (i.e., a set of five different chits and a reference card).

Adding in Half-Step Morale

Simply substitute the half-step morale markers for the standard morale markers that came with the original game.

[5.0] RANDOM EVENTS

The new Special Random Event cards can alter the historical “storyboard” told through the standard cards that come with each **NAPOLEONIC 20** series game. The more Special cards that are played, the more divergent from the historical record a game might become. Yet, all of these new events are consistent with myriad Napoleonic battles and will maintain the proper “feel” of these games. In this module, there are three methods for injecting Special Event cards into the game, ranging from least to most influential on gameplay.

Mild: During setup, shuffle all 16 Special Event cards together. Then randomly draw **two** without revealing them and simply shuffle them in with the game’s regular Event deck.

Set aside the remaining special cards; they will not be used.

Medium: During setup, separate the **Retain** cards from the **Reveal** cards.

Shuffle the four **Reveal** cards, randomly select **one** without revealing it and shuffle it in with the game’s regular Event deck.

Shuffle the twelve **Retain** cards and deal **four** to each player. Each player then selects **one** from among those they were dealt to be shuffled into the regular Event card deck.

Set aside the remaining special cards; they will not be used.

Spicy: During setup, separate the **Retain** cards from the **Reveal** cards.

Shuffle *all four* **Retain** cards into the game’s normal Event deck.

Then shuffle all 12 of the **Retain** cards together and set them aside in a special location near the map, forming their own **Special Events Draw Pile**.

During play, whenever a Random Event occurs that instructs the player to reshuffle the deck(s), e.g., an “According to Plan”

card, *after* performing that Event and reshuffling, the player whose turn it is then draws the top card from the Special Event draw pile and retains that card.

Using the New Cards (Spicy)

Special Events cards, when used as their own Draw Pile, are also placed in their own Discard Pile next to that Draw Pile. They are reshuffled after the last of them has been drawn or when instructed by the *Battlefield Smoke* card.

[9.0] COMBAT

The Maneuver Matrix



The **Maneuver Matrix** supplements the standard rules of Combat, allowing players the chance to abstractly perform

‘approach to contact’ maneuvers and thus alter the conditions of individual battles before the die is rolled to determine the outcome.



While using the Maneuver Matrix can add considerable depth to gameplay, it also increases the length of time required to finish the game. In this module, there are three methods for incorporating the Maneuver Matrix into the game, ranging from the quickest to the most intense.

Fast: During play, each player may use the Matrix to resolve any one battle during his friendly **Combat Phase**. With this method, the Matrix is never be used for battles occurring during a *Reaction Phase*.

Fun: During setup, each player takes the unused **Morale marker** for their side (either the standard one which came with the original game, or the +1/2 Morale marker that comes with this Expansion Kit, whichever is not being used to track morale) and places it together (i.e., “stacked”) with any friendly on-map unit or any Game Turn 1 reinforcement. These on-map Morale markers now function as each side’s **Direct Command marker**. This marker represents the attention of the army’s commander being focused on a particular area of the battlefield, *not* the physical presence of an actual leader.

Each turn, at any point during his Movement Phase, that player must place his Direct Command marker on any of his on-map units. That Direct Command marker remains stacked with that unit (advancing, retreating, routing, and being removed from the map with it) until the Owning Player’s next Movement Phase, at which time it is replaced on the map once again on any desired friendly on-map unit.

During play, whenever *any* Battle occurs at or adjacent to the hex occupied by his Direct Command marker, that player may

opt to have that Battle resolved by using the Maneuver Matrix. If both players' Direct Command markers are within range of that Battle, either player may demand use of the Maneuver Matrix, with the Phasing Player declaring his desire first.

Furious: During play, the Maneuver Matrix is used to resolve *any* Battle if *either* player desires to use it. The Phasing Player always declares his desire first.

Maneuver Matrix Prohibition

The Maneuver Matrix is **never** used to resolve a battle where any of the defending units are in a **Redoubt** or **Fortified** hex.

A 'storming the ramparts' type of battle offers little opportunity for maneuver. Such Battles are *always* resolved in the regular manner.

Using the Maneuver Matrix

Using the Maneuver Matrix adds the following Steps to the Battle Sequence:

Step A.1 – Select Maneuver Chits: To resolve a battle using the Maneuver Matrix, the attacker and defender take their respective set of chits, and each selects one **Maneuver** (i.e., either as the attacker or defender) in secret, keeping them hidden in the palm of their hands as they do so. This is done between Steps A (where the Phasing Player commits his units) and B (where he commits his Reserves) as a new **"Step A.1"** in the Battle Sequence.

After both players make their selections, they set their respective Maneuver chits aside in two piles: one with their selected Maneuver chit, and one with the remaining four unselected Maneuver chits. Both of these piles must be hidden from the other player until it is time to reveal them! One good way to do this is to place each pile under one of that side's unused counters.

NAPOLEONIC 20 MANEUVER MATRIX

Attacker	Bombard ¹	Feint	Outflank	Advance	Charge ²
Defender					
Fall Back ³	DW	DW	>/Dd	Bd	Cav/Bd
Cordon	—	N	Bd	—	Cav/Dd
Envelop	>/Ad	N	<	Cav	>/Bd
Hold	>/Dd	—	Cav	Ad	</Ad
Cntr-attck ⁴	</Dd	Ad	</Bd	Dd	Bd

1 = No attacking unit can Advance after Combat
2 = At least one victorious attacking unit **must** Advance after Combat
3 = No defending unit can Advance after Combat
4 = At least one victorious defending unit **must** Advance after Combat

Step F.1 – Reveal Maneuver Chits: Between Steps E (consulting the Combat Results Table) and F (rolling the die to determine the battle's result), a new **"Step F.1"** is added to the Battle Sequence. At this juncture, both sides' selected Maneuver chits are revealed and the proper Defending Player's Maneuver row is cross-indexed with the Attacker Player's Maneuver column to discover the outcome of their combined maneuvers. The results are

given and explained on the front and back of the Maneuver Matrix card.

Explanation of Results:

- ◀ = Shift one column to the **left** before resolving the battle.
- ▶ = Shift one column to the **right** before resolving the battle.
- DW** = **Do not roll the die**; the battle result is automatically **D**(efender) **W**(ithdraws) and is applied immediately.
- N** = **Do not roll the die**; the battle result is automatically **e**(N)gaged and is applied immediately.
- Ad** = All surviving **attacking** units become disordered (see 9.6.9) after the battle result is applied.
- Cav** = All **attacking** Cavalry units' Combat Strengths are *doubled*.
- Bd** = All surviving units on **both sides** become disordered (see 9.6.9) after the battle result is applied.
- Dd** = All surviving **defending** units become disordered (see 9.6.9) after the battle result is applied.
- = There is no maneuver effect; roll the die and resolve the battle normally.

Advance After Combat: Rule 9.9.3 is modified when certain Maneuvers are conducted as follows:

'Cautious' maneuvers (i.e., **Bombard** and **Fall Back**) prevent *any* victorious unit on the side performing them from advancing after combat (even Cavalry).

Conversely, **'aggressive' maneuvers** (i.e., **Charge** and **Counterattack**) *force* a victorious unit on the side to perform Advance after Combat. As per 9.9.3, this must be a Cavalry unit (if present), but if not, then an Infantry unit (if present) **must** be advanced. **Note that artillery never Advances after Combat**, even under this circumstance.



Example 1: During the new Step A.1, the Phasing Player decides to **Charge** with his forces while the Defending Player has ordered his troops to **Hold** (</Ad). Later, after committing their respective Reserves to this battle, during the new Step F.1, the Maneuver chits are revealed, the battle is modified so that: A) the column used on the Combat Results Table is shifted one to the left (◀) before the attacker rolls the die; B) all surviving attacking units become **Disordered** (Ad; see 9.6.9 below); and C) at least one victorious attacking unit (if there are any) **must** Advance after Combat.



Example 2: The attacker decides to play it cautiously and **Bombards** while the defender

wants to abandon his position and **Fall Back**. The attacker unwisely commits Reserves to this battle (wasting 1 Morale Point) because, he discovers, the Combat Results Table is not even consulted! No die roll is made; the battle result is an automatic **DW** (Defender Withdraws) and is applied immediately. Furthermore, none of the victorious attacking units can Advance after Combat because they chose to stay put and **Bombard**.

New Combat Result: "Disordered"

A new combat result, **Disordered** ("d"), is added with this Expansion Kit.

[9.6.9] **d: Disordered.** Place a "Disordered" marker on the unit if it does not already have one. A second Disorder or Rout result has no additional effect.

Disordered Effects: When a unit is Disordered, the following effects apply:

- **Values:** Reduce *both* its Combat Strength and Movement Allowance by **one** (-1). A unit's Combat Strength can **never** be reduced to less than 0 or Movement Allowance to less than 1.
- **Zone of Control:** Disordered units **do** retain their Zones of Control.
- **Disordered and Routed:** If a unit is already Routed, or receives a Rout marker while Disordered, **when computing their effects, the Disorder effect is applied before the Rout effect.** **Examples:** The following units are *both* **Disordered and Routed**: a 1-3 Cavalry becomes a 0-2, a 2-3 Cavalry becomes a 1-2; a 2-2 Infantry becomes a 1-1, as does a 3-2 Infantry. A 4-2 or 5-2 is reduced to a 2-1.

Recovery from Disorder: A unit recovers from disorder automatically at the end of its **Owning Player's Movement Phase if it is not in an enemy ZOC.** Remove the Disordered marker from that unit. (Note: a Disordered unit *does* recover if adjacent only to enemy units that currently have no ZOC; e.g., at night).

[12.0] ARMY MORALE

A more granular system for tracking Army Morale is to allow 1/2 Morale Point adjustments on certain occasions; Morale Points are now also measured in 'halves' as indicated on the Morale Track by flipping a side's Morale marker over to and from its "+1/2" point side.

[12.1] **New Morale Limits:** An Army's maximum morale may now rise up to 10 1/2 Morale Points, and an Army continues fighting even if it only has 1/2 a Morale Point Left!

[12.7] **Using 1/2 Point Morale Points:** The following Subcases apply:

[12.7.1] **"Small Formation" Casualties:** When the loss of a 0- or 1-*printed* strength unit (i.e., use its printed Combat Strength, unmodified by Disordered or Rout effects) causes a change in either side's morale due to routing or breaking (only) it only causes a 1/2 Morale Point adjustment.



Example: If you break an enemy's 1-strength cavalry or Cadre unit, you would only gain 1/2 of a Morale Point, and your opponent would only lose 1/2 of a Morale Point.

[12.7.2] **Rallying Die Roll Modifier:** When you attempt to rally units (12.4), you may now spend 1/2 a Morale Point for a plus one (+1) die roll modifier when applied to rally a **single, specific unit.** Players can still spend a whole Morale Point for a plus one (+1) die roll modifier to *all* of your rally die rolls conducted at that time (i.e., applying it to two or more rallying units at one time). Note that a +1 die roll modifier is the maximum allowed per rally roll.



[12.7.3] **LOC Hex Occupation at Night:** When occupying enemy LOC hexes at night, each costs the enemy 1/2 a Morale Point (instead of 1 per pair).



[12.7.4] **Guard Commitment:** When Committing the Guard as per Rule 12.6, there is no Morale Point cost if *either* side has **fewer than 2** Morale Points.

[12.7.5] **A Full Morale Point:** It still requires 1 full Morale Point when breaking down and combining to form large units (16.71 and 16.72), and 1 full Morale Point is gained or lost when a Small Formation unit is withdrawn from the map (via some Event cards and Pursuit; see 16.8).

[15.0] HOW TO WIN

General Rule

The Victory Conditions are broadened to include both Morale Values and the control of key map locations at the game's end.

- **Decisive Victory** is achieved by a player if, at any time, *the enemy side's* Morale Value (MV) is reduced to zero (0) or less **and** *his side's* Morale Value is one-half (1/2) or more.
- If neither side achieves a Decisive Victory, a **Marginal Victory** is awarded to a player if, at the end of the game (i.e., at the conclusion of the last Game Turn), his side's Morale level is at least equal to the other side's **and** his units physically occupy **more** total **enemy Objective, enemy LoC, and Fortress and Redoubt** hexes than the other side (i.e., he was left 'in possession of the battlefield').

EXPANSION KIT CREDITS

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[17.0] EXPANSION KIT DESIGNERS' NOTES

Player feedback on the NAPOLEONIC 20 Series of games has been vociferous and overwhelmingly positive. Heeding the maxim from Jim Dunnigan (the Dean of Wargame Design from the halcyon days of yore) that *"Games are never finished, only published,"* we've been keeping careful notes of player observations and suggestions. This expansion kit is a compilation of musings from series designer Joe Miranda, series developer Lance McMillan, Alan Emrich, and our vaunted playtesters and enthusiasts who have made their comments known to us.

The new Event cards (including some "keepers" to surprise your opponent with) were put together by Lance McMillan and Alan Emrich with the intention of broadening the storyboards with some of the "classic" situations that occurred at these battles on a variety of occasions.

The inclusion of another bonus expansion game for **BORODINO 20 (GZHATSK 20)** is the creation of Lance McMillan. This is a great "almost" Napoleonic battlefield that we don't believe has ever been examined as a game before.

NAPOLEONIC 20 Series Designer Joe Miranda once mused that it would be interesting to have a sub-system that simulated the "approach to battle." We took up that challenge and created the **Maneuver Matrix**. It began as a more complicated system, and has improved greatly with simplification and playtester feedback over time.

The Maneuver Matrix did lead to the invention of the **"Disordered"** combat result, which works very nicely in the overall game system. It also afforded us a chance to create automatic withdrawal and advance after combat situations depending on each player's aggressiveness in their choice of troop posture when approaching a battle, and even vaunted cavalry "charges."

The **1/2 Morale Point** idea is pure Emrich. It always struck us as a little "off" that it costs the same Morale Point when losing a beefy infantry corps as it does when losing a wimpy cavalry corps or cadre unit. When adding

- If neither side achieves a Decisive or Marginal Victory, a **Tactical Victory** is awarded if, at the end of the game, that side's Morale level is at least one higher than the other side's Morale.
- **A Draw** occurs with any other result (e.g., both side's Morale levels were within 1/2 point of each other and neither side managed to control the battlefield). *Often, such battles would see one side withdraw for various reasons or both sides remain to fight again the next day in hopes of achieving a final victory.*

[16.0] OPTIONAL RULES

[16.8] Pursuit

In any game in which one side **currently** has the option to exit its units from the map (typically via an Event authorizing the player to conduct some sort of orderly withdrawal), the other side may now **"pursue"** them. Such pursuit can **only** be conducted while the enemy has the option to exit its units.

Procedure

If a friendly unit occupies an enemy LOC hex, **other** friendly units that move to that hex during your Step 2 may be voluntarily eliminated in that hex (i.e., 'marched off the map' in **Pursuit** of the enemy's forces outside the playing area).

[16.8.1] **Limitation:** Only **one** friendly unit per turn per occupied enemy LOC hex may be thus "eliminated" in Pursuit. Place such units just off the map adjacent to the LOC hex that they exited from as a reminder.

[16.8.2] **Pursuit Effect:** During Night turns, when the enemy suffers Morale Loss due to captured terrain (14.0-2) is determined, in addition to the loss of the LOC hex (if it is still friendly-occupied), another Morale Point is lost (-1 MP) for **each** friendly unit sent off the map in Pursuit.

During his Night Turn, you still occupy one Enemy LOC hex and have exited two units in Pursuit. From that alone, the Enemy Player will lose 2 1/2 Morale Points (as per Case12.7.5).



[16.8.3] **Permanence:** Units that exit the map via **Withdrawal** (allowed by certain Event cards in some games) or **Pursuit** (this rule) cannot be Rallied (10.0) or "marched" back onto the map. Such exited units are permanently removed from play. A marker is included to help remind players when these special conditions are in effect