



1812

SCORCHED EARTH

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1.0 INTRODUCTION

1812 simulates the monumental struggle between Napoleonic France and Russia. The French player must manage a logistics chain longer than the capabilities of the time for long enough to cause political upheaval in Russia. The politics of morale, burning down cities and the retreat itself are all modeled into a strategic, competitive simulation of the most ambitious campaign of the Napoleonic Era. Each infantry unit is roughly 10,000 men per Strength Point with artillery support baked into the combat tables. No two games of 1812 can be alike as random events and variable command capacity can ruin the most carefully made plans. Attrition is a major factor and both sides need to take it into account during all points of the game.

2.0 MAP AND TERRAIN

Terrain affects every aspect of the game and can exist in both hexes and hexsides. Each hex is approximately 20 miles. Note that unlike most other wargames, features like Cities and Fortresses are placed in hexsides as opposed to hexes, and have no effect on movement or combat. The types of terrain that exist in 1812 are:

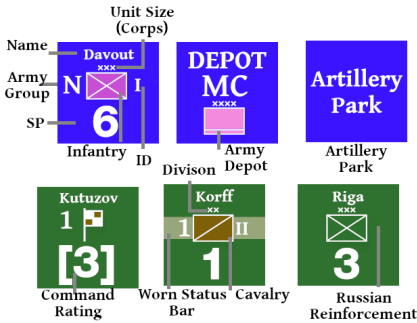
- **Slope:** Moving up a slope hexside costs +1 MP. Units attempting to react upslope suffer a -1 DRM. Units defending hexes upslope during combat receive a +1 DRM.
 - **Swamp:** Costs 2MP to move into. Units reacting into a swamp hex suffer a -2DRM. Units receive a +2DRM when defending in a swamp hex.
 - **Burnt Marker:** +1 MP. Use dominant terrain for other effects. Prevents Cities or Towns from being a French Supply Source or a source of Victory Points (VPs).
 - **River Hexside:** Adds +1 MP to cost of terrain being moved into. Reacting across a River hexside incurs a -1 DRM. Defending behind a River hexside during combat grants the defender a +1 DRM. During the two winter game turns, River hexsides are considered frozen and have no effect on movement, combat, or reaction.
 - **City Hexside:** Have no effects on combat or movement but affect Supply, Retreats and VP.
 - **Fortress Hexside:** Have no effects on combat or movement but affect Supply, Retreats and VP.
- Note that costal hexes like hex 2112 (Memel) or hex 2609 (Riga) are legal hexes in terms of movement, combat, and all other game mechanics.*

3.0 IMPORTANT CONCEPTS

The following concepts are necessary to understand in order to better appreciate how the mechanics work. Many will be familiar to most wargamers, but those with no wargaming experience should pay very close attention to this section.

3.1 Units

The pieces on the map are broken down into three types of units; Infantry, Cavalry and Headquarters. Infantry and cavalry are regular combat units that feature an infantry or cavalry symbol along with the number of Strength Points (SP) the unit contains. A combat unit is eliminated once it is brought un-



der 0 SP (i.e. a unit continues to exist if it has a current strength of zero). Artillery is integrated into an infantry unit's SP. Headquarters are special units with characteristics related to movement and function completely separate from other units. The French have one special Engineer unit which provides a +1 DRM while attacking or defending. The color of the unit box correlates with the Army Group the unit belongs to.

3.2 Headquarters ('HQ')

HQ units are not like normal units in that they are placed on the map each turn in order to activate Army Groups, and not moved (unless placed on top of a unit). When an Army Group has finished activating for the turn, the HQ is placed on the next turn on the Turn Record Chart (TRC). An HQ is placed on the map when activating an Army Group, either on top of a stack of units or on its

own. The HQ may only move if placed on top of a unit, otherwise it may not move during the turn.

All units within 3 hexes of the HQ may be activated during an Action Phase using normal Command Point costs. Spending Command Points on units outside of the 3-hex range of the HQ requires the player to expend +1 command point for each hex beyond the 3-hex range. *For example, if a player wished to activate a unit for a Move Action that was located 6 hexes away from an HQ, they would pay 4 Command Points to move and attack with that unit normally instead of 1 had it been within command range, or 2 if it had been, for example, 4 hexes away from its Headquarters.*

3.2.1 Command Points ('CP')

CP are spent to perform a number of different actions during the Action Phase. On each HQ is listed a 1, 2 or 3 inside square brackets ([X]). This is the HQ's Command Rating. The Command Rating is added to the Command Point (CP) total for an Activation Phase. Headquarters may carry over a number of CP equal to their Command Rating from turn to turn using the provided Command Point Markers. Note that HQs may only spend CPs on units that belong to its Army Group except for the below exceptions.

3.2.1.1 Napoleon & Kutuzov

Napoleon and Kutuzov are special commanders in that they may spend CPs on all friendly units within three hexes of their HQ regardless of their Army Group (unit box color).

3.2.1.2 Russian Reinforcement Command

Russian Reinforcements may be activated by any Russian HQ within three hexes regardless of the HQ's Army Group.

3.3 Stacking

Stacking refers to placing one unit on top of another. A unit or stack of units is also called a force. A stack may contain no more than 3 corps (xxx) size units at any time. Division (xx) size units or smaller count as half a corps for stacking purposes. **Exception:** 1 or 2 Russian Cavalry Divisions may stack in addition to the 3 corps limit. The French engineer unit does not count toward stacking limits.

A unit may stack with another by spending +1 MP in addition to the terrain being entered. A moving stack may spend 1 MP to move an adjacent unit into the moving stack, and may continue movement. The unit joining the stack is assumed to have spent however many MP as the stack has during movement already. The French engineer unit does not count towards stacking limits.

3.4 In-Hex Combat

Unlike many other wargames, combat does not occur when adjacent to enemy units nor during a specific combat phase. Combat occurs the instant a force enters a hex containing units from the opposing side. After combat, if the moving force has not been defeated in combat, it may continue its movement granted it has any movement allowance remaining.

3.5 Zones of Control

A Zone of Control (ZOC) refers to the 6 hexsides adjacent to the hex a force occupies, including the hex the unit occupies itself. An Enemy (E)ZOC has no effect on movement, but will cut off Lines of Communication (see 3.6). The command range path from an HQ to a friendly unit cannot be traced through an EZOC.

3.5.1 Reaction Movement.

Whenever entering an EZOC, the force projecting the EZOC may elect to attempt to move into the target hex before the moving force does so, prompting an immediate combat with the reacting unit as the Defender. A force may also attempt Reaction Movement to avoid combat and retreat 1-2 hexes whenever an enemy unit enters its hex. A Reaction Move is attempted by rolling 2 six-sided dice (2d6). If the result is 9 or greater the Reaction Move is successful. This roll is modified by the fatigue level of the Reacting force, the differential of Cavalry SP between the two forces, and the hex terrain entered/hexside terrain crossed. If the Cavalry SP total of a Reacting force is greater than the moving force, a +1 DRM is applied to the roll. The modifiers for Reaction Movement are summarized in the game charts. A raw roll of 12 is always a successful reaction.

For Russian units, reacting away, instead of defending, while adjacent to a City/Fortress hexside will result in their Demoralization, though they have the option of attempting to burn down a city or hexside denying the French player VP. *Example: A French force*

moves adjacent to a Russian force, which is adjacent to a City/Fortress hexside. The Russian player, not wanting to risk combat, successfully reacts away from the French force. Before retreating the Russian force, the Russian player first attempts to burn the city and succeeds. The Russian player then performs reaction movement, which demoralizes the Reacting force for reacting away from a City/Fortress hexside.

3.6 Supply and Lines of Communication.

In order to draw supply, units must have an open Line of Communication (LOC) to an eligible supply source. An LOC is a number of contiguous hexes no more than 2 MP from the tracing unit to the nearest road hex, which itself can trace a path of contiguous road hexes no more than 3 MP to an eligible Supply Source. No hex in the LOC path can contain an enemy force or EZOC. Supply sources for both sides include friendly controlled, unburnt city/fortress hexsides, in addition to the Army Group specific depot counters for the French. Defending forces with an LOC double their SP during combat.

3.6.1 French Supply and Attrition

The French receive 99 Logistics Points (LP) at the start of the game and only receive more through the capture of unburnt Cities, control of an enemy Fortress or a Random Event (see 8.0.1). The French may expend one LP for each friendly force with more than 1 during the Attrition Phase. If LP is not spent during the Attrition Phase, Attrition Checks are made with a -1 DRM in addition to any other penalties. Units in hexes by themselves do not need to

spend LP during attrition checks, but they still suffer a -1 DRM for not having an LOC.

When attacking or defending, the French player may spend a number of LP equal to half the force's total SP (drop all fractions). If LP is not spent when attacking, the attacking force's total SP is halved (drop all fractions.) If LP is not spent when defending, the defending force's total SP is not doubled as is normal for defenders in combat.

3.6.2 Russian Supply and Attrition

The Russian player need not track LP, but they still must check for Attrition during the Attrition Phase. A Russian force must maintain an LOC (see 3.6.1) to a friendly controlled City/Fortress hexside or suffer a -1 DRM to Attrition checks.

3.6.3 Winter Attrition Penalties

During a winter turn, all forces not inside a town hex or adjacent to a friendly controlled City/Fortress hexside must suffer 1 SP loss per unit in addition to any other called by the Attrition roll. Cavalry units in this case must suffer 2 SP losses.

3.7 Victory Points

Victory Points (VP) are a rough measure of National Morale along with the leverage one side has on the strategic situation regarding the war. The capture of unburnt cities awards the French Player with both VP and bonus LP. The VP marker starts at 10 If at any time it reaches 20 on the General Records Chart, the French player wins an Automatic Major Victory as it is assumed the Rus-

sian Government collapses under pressure. If, on the other hand, at any time the VP marker reaches 0 the French are assumed to have been routed, granting the Russian player an Automatic Major Victory. If there is a tie and the VP marker is at the 10 space, the Russian player wins. Victory Points are explained further in the Victory chapter (13).

3.8 Russian Determination

At any time during the game, the current VP score will dictate the current level of Russian Determination (RD) as is noted in the table below. RD is used in attempts to burn cities (9.6.3).

- **1-4 VP:** RD of 2. Prussian and Austrian forces may no longer attack, they may defend normally.
- **5-11 VP:** RD of 3.
- **12-15 VP:** RD of 4.
- **16-19 VP:** RD of 5.

3.9 Fatigue Levels

Units have several levels of Fatigue; Fresh, Worn, and Exhausted. The topside of a unit is its fresh side, while its backside is its Worn side. After finishing an action while fresh, the unit is flipped to its worn side. After finishing an action while Worn, the unit becomes Exhausted and receives an Exhausted status marker. . Worn units attacking or attempting to make a Reaction Roll suffer a -1 DRM. Exhausted units may not activate, and suffer a -2 DRM to Reaction Rolls. Unit Fatigue levels have no effect while defending in combat.

3.10 Fatigue Recovery

During the Recovery Phase, all units with an LOC recover 1 level of Fa-

tigue. Units without an LOC do not recover Fatigue during the Recovery Phase. Exhausted units recover 1 Fatigue Level if they defend successfully in Combat.

3.11 Movement

Unlike many other wargames, unit counters in 1812 do not feature a movement allowance. All infantry have a movement allowance of 4. All Cavalry have a movement allowance of 6.

3.12 Winter

On turns 11-12, the winter conditions cause various effects on the game. Apart from the effects described above on Attrition, winter conditions add an addition cost of +1 for all movement off road. In addition, all rivers freeze over and cease to have any effect on the game whatsoever. Finally, all Cavalry units cease to function as Cavalry and instead function as infantry.

3.13 Fog of War

Players may not inspect the contents of enemy stacks at any time except during Combat or to determine a successful repulse. It is recommended players place a Cavalry unit, or the lowest SP unit on the top of the stack to mask the true contents.

3.14 Control

Control of Cities and Fortresses have a direct effect on Victory. Cities and Fortresses will span 2 hexes (or 3 in the case of some fortresses in Prussia) over a shared hexside through which a road passes, sometimes covering a river crossing. All within the green hexline border start under Russian control whereas

everything to the west of that border starts under French control. Control of a city is gained when infantry (not cavalry) from one side occupy or were the last to occupy both city hexes. Note that if Russian units successfully burn a city when retreating, it fails to be a source of VP for the French. Note that for fortresses, even if no enemy units are present, it must be rolled for during the Siege Phase in order for it to come under French control.

3.15 Demoralization.

Demoralization is a negative status which progressively cripples units. Units become Demoralized when they lose in combat. Demoralization adds a -1 DRM to all combat rolls. Units with 2 levels of Demoralization may not attack or move toward enemy units. If attacked, they suffer a -2 DRM in combat while defending. If again Demoralized, they take an additional SP loss. Units remove levels of Demoralization by spending MP when activated, or immediately recover one level if they win a combat. It costs 2 MP to recover 1 level of Demoralization, while it costs 4 MP to recover 2 levels of Demoralization.

4.0 SEQUENCE OF PLAY

1. **Simultaneous Reinforcement/ Replacement Phase**
2. **Attrition Phase**
3. **French Depot Deployment Phase**
4. **Action Phase**
 - a. **Initiative Roll**
 - b. **Army Group Activation**
 - **Roll for Army Group Command Points**

- **Movement**
- **Strategic Movement**
- **Rally**
- c. **Bonus Rally Phase**
- d. **Siege Phase**
- e. **Fatigue Recovery Phase**

5. **Return to Activation Phase unless all Army Groups have activated this turn.**

6. **Advance Game Turn Marker**

Each game turn consists of half a month.

5.0 SIMULTANEOUS REINFORCEMENT/ REPLACEMENT

Only the Russian player may bring on Reinforcements or rebuild eliminated units. The French player may not rebuild eliminated units nor do they receive any reinforcements, but they do receive replacements for units not already eliminated.

5.1 Russian Reinforcements

All Russian reinforcements are placed into an opaque cup. Once the game reaches the 3rd turn, the Russian player may spend VPs to draw units from the cup. Depending on the current VP score, the number of units received for the number of VP spent varies. For every 1 VP spent, increase the VP total by 1.

- **15-19 VP:** Draw 2 Russian Reinforcements for 0 VP, may not spend additional VP on Reinforcements.
- **11-14 VP:** Draw 2 Russian Reinforcements for each 1 VP spent.
- **10 or Less VP:** Draw 1 Russian Reinforcement for each 1 VP spent.

5.2 Replacements

The Russian player starts receiving Replacement Points on turn 3. The Russian player receives Replacement Points equal to half of the current Game Turn number (round up). The French player receives 1 replacement each turn (until the last 2 turns of the game, 11-12). Replacement Points may not be accumulated from turn to turn and must be spent when received or they are lost.

Replacement Points may be spent on replacing SP losses from any on-map infantry units that can trace an LOC. The Russian player can also revive eliminated units with colored unit types (*historically, the reinforcements on the Russian side had little to no reserve from which they could be reformed*). When eliminated, Russian Reinforcement (no unit color) units are permanently eliminated while regular units (with unit color) may be rebuilt. Place non-Reinforcement units somewhere easily accessible to the side when eliminated. The French player may not revive eliminated units (they are always permanently eliminated).

6.0 ATTRITION

Each turn, both players must check all of their on-map units not in a town hex or adjacent to an unburnt friendly City/Fortress hexside or depot unit (French only) for the effects of attrition. During Winter turns, units in town hexes or adjacent to friendly controlled City/Fortress hexes must check for attrition, but avoid penalties for not being adjacent to an eligible hex during the Attrition Phase. The check is made by rolling 2d6 and applying all relevant modifiers. The French player may also

spend 1 LP for each force taking an Attrition check if it can trace an LOC.

- 9+: No Effect
- 6-8: 1 SP
- 4-5: 2 SP
- 2-3: 3 SP
- 1: 4 SP
- 0 or Less: 5 SP

Dice Roll Modifiers

- **Demoralization:** -1/-2
- **Exhausted:** -1
- **No LP spent for force:** -1

Units may never be eliminated because of attrition alone. If more step losses are called for than available in the hex, they are ignored after all units have 0 SP left.

7.0 French Depot Deployment Phase

A French Depot may move an unlimited distance along road hexes to a friendly controlled town hex or a friendly controlled City/Fortress hexside so long as the path is not blocked by enemy units or EZOC and the Depot can trace an unblocked LOC to the west edge of the board (see 3.6).

7.1 Depot Displacement

If an enemy force moves into a hex with a Depot by itself, the French player immediately loses 2d6 LP and 1 VP. The Depot is placed off the board and may be redeployed next turn.

8.0 ACTION PHASE

The Action Phase is where all of the game's major mechanisms take place. First, both players roll a d6 to de-

termine the Initiative, higher result wins. In the event of a tie a Random Event occurs. After resolving the Random Event, the players roll for initiative again (unless instructed otherwise). If another tie is rolled, apply the effects of the event and reroll again for initiative. The player winning the initiative may choose to activate one friendly army group. The Army Group's HQ is placed by the player, CP are generated by rolling appropriate dice and the same player may begin to perform one of several actions by spending CP. If unwilling or able to spend more command points, the player ends the activation and checks for a Bonus Rally (see 10).

8.0.1 Random Events

Random Events occur when both players roll the same number during the initiative phase. Depending on the 2 numbers rolled, the random event can be one of 6 possibilities. These events occur immediately after they are rolled. After applying the RE, and unless instructed otherwise, players roll for initiative after an RE as normal. Random events keep occurring as long as they are rolled.

1, 1: Russian Conscription: A random reinforcement may be drawn without the VP penalty.

2, 2: Cossack Supply Raids: The French lose 1d6 LP.

3, 3: Scorched Earth: The Russian player may burn a single friendly controlled city of their choice.

4, 4: Elan du Général: This turn, French HQs have a command range of 5 hexes. French win initiative.

5, 5: Slavic Sympathy: The French player receives 2d6 LP.

6, 6: Volunteers: A random eliminated French unit may be brought back on the board at full strength, or an on-map unit that can trace an LOC may be brought up to full strength.

The same event may happen multiple times.

8.1 Actions

Players spend CP in order for units to perform Actions. Each action has a specified CP cost. Players may not save CP from turn to turn but may choose to end an Activation before all CP are spent. Players would possibly do this in an attempt not to exhaust units. The following are all actions that may be performed by units during an Action Phase once their parent HQ has spent the appropriate CP:

- **Move = 1 CP:** Forces ordered to move may spend their Movement Allowance moving from hex to adjacent hex, spending the appropriate MP for entering various terrain or crossing various hex-sides. The same force may not be activated for movement (including Strategic Movement) twice per Action Phase. Units that move into an enemy-occupied hex immediately perform combat against that enemy force unless and Automatic Victory occurs.
- **Automatic Victory:** An Automatic Victory in combat occurs whenever the attacker has a 10:1 SP ratio against a defending force in Clear .
- **Strategic Movement =2 CP:** Forces ordered for Strategic Movement add 50% to their normal movement allowance and may move as normal, except they may not enter an EZOC. At the end of its movement the units in such a force each receive an Exhausted status marker. A

force that would start its movement already in an EZOC may not receive a Strategic Movement order. Units must end Strategic Movement no more than 2 hexes away from a friendly Supply Source. Forces may not use Strategic Movement and normal Movement in the same Action Phase.

- **Rally = 1-2 CP:** Headquarters may rally Worn (1 CP) or Exhausted (2 CP) forces, with each unit in the force recovering 1 level of Fatigue. An HQ may Rally a number of forces equal to their Command Rating. Units may not be rallied more than once per Action Phase. If a force contains both Worn and Exhausted units, spending 2 CP will rally both units 1 Fatigue Level, while spending 1 CP only rallies the Worn unit. Units must pay additional CP if further than 3 MP from its HQ as detailed in 3.2.

9.0 COMBAT

Whenever forces from opposing sides end up in the same hex, unless a Repulse attempt is immediately declared by the attacker, they immediately perform the Combat procedure detailed in this chapter.

9.1 Combat Procedure

1. Both players total SP in combat hex.
2. French player pays LP for combat if desired.
3. The attacker may spend Tactics CPs for positive combat DRM.
4. Determine if there is any terrain DRM.
5. Both players cross reference the number of friendly SP present against the number of dice thrown and each roll the listed number of dice modified by DRM.
6. Winner/Loser is determined and losses are applied.

7. Loser retreats 2-3 hexes and is Demoralized.
8. Attacker continues movement, or initiates pursuit if eligible.

9.2 Defensive Bonus

Forces with an LOC double their SP value while defending in combat. French defenders must also spend LP to be doubled.

9.3 French Combat Supply Expenditure

Every combat, the French player must choose whether they want to use LP (if possible) or not. If using supply, total the French SP being used in the combat and halve that total (drop all fractions), the resulting number is the required number of LP the French must pay in order to operate at full capacity. If they choose not to use LP when attacking, they halve their total SP (rounded down).

9.4 Tactics CP Expenditure

The attacker in combat may always spend 1 CP for a +1 DRM or 2 CP for a +2 DRM. The attacker may spend these points regardless of its current distance from the HQ. (*Design Note: It is assumed if the unit was activated further away than the HQ's normal range, it has already paid the appropriate CP penalties on the order, they are not penalized again during combat.*) The defender in combat may never spend Tactics CP given their tactics are inherently driven around the terrain in hex (see Terrain Effects Chart).

9.5 Applying Losses

Results on the CRT are given in terms of SP losses applied to their oppo-

nent. The attacker first suffers losses equal the number of Loss Points generated by the defender's combat roll, followed by the defender who then suffer the results generated by the attacker. The highest SP unit always must absorb losses before any other unit may do so.

9.6 Winner/Loser

The winner of the combat is the force that suffered the smaller SP loss. If both forces loses the same number of SP, the Defender is declared the winner of the combat unless the CRT result has either a ♥ or ♦. A heart beats a plain number result, and a diamond beats a heart result. So, for example, if one player rolled a 1♥ and the other rolls a 1♦, the player who rolled the ♦ result is the winner of the combat.

If the winner of the combat was the Attacking force, after applying all losses it may continue movement but may not initiate more combat or repulse attempts unless the force is pursuing cavalry after a successful Charge. The Defending force, after applying all losses, must retreat 2-3 hexes and become demoralized, taking on a second level of demoralization if already demoralized. If a unit with 2 levels of Demoralization is again demoralized **as a result of combat**, each unit in the force suffers 1 SP loss.

If the Attacking force is the loser, it retreats 1 hex and, after applying losses, all units in the force are demoralized. The defending force remains in the hex and does not become demoralized after applying losses. Exhausted defenders recover 1 fatigue level.

9.6.1 Significant Battle

If both players have enough SP involved in combat as to both roll 3d6, the combat is considered a Significant Battle. The winner of a Significant Battle immediately earns 1 VP.

9.6.2 Retreats

A force must follow several guidelines while conducting retreats. It must attempt to retreat towards a Supply Source. If the force retreats into an EZOC, other than of the force it just fought, the enemy force may attempt to React (see 3.5.1) into the retreating force's target hex and conduct an additional combat against the retreating units with the retreating force as the attacker (and it is considered demoralized). If the retreating units have 2 levels of Demoralization, their SP is not counted towards the resulting combat.

9.6.3 Burning Russian Cities

Whenever a Russian force retreats from a city hexside, the Russian player must choose whether to attempt to burn the city down. If they choose to do so, the units first receive an additional level of Demoralization. If already Demoralized, they lose 1 level of Fatigue. If already exhausted, they instead suffer a Step Loss. The Russian player then rolls 1d6; if the result is equal to or greater than the current level of Russian Determination, a burnt marker is placed on the city hexside. A Burnt marker denies the French player VPs for taking the city and eliminates it as a supply source for the French. Upon retaking a city from the French, regardless if burnt or not,

the Russian player immediately earns the city's VP value.

9.6.4 Bagration's Scorched Earth Advocacy

If units called on to retreat during combat belong to Bagration's army, they may burn down a city without having to roll for it, but still suffer the effects laid out in 9.6.3.

9.7 Demoralization

Demoralization is a negative status which progressively cripples units. Demoralization adds a -1 DRM to all combat rolls. Units with 2 levels of demoralization may not attack or move toward enemy units. If attacked, they suffer a -2 DRM in combat. If again demoralized, they take an additional SP loss. Units remove levels of demoralization by spending MP when activated. It costs 2 MP to recover 1 level of Demoralization, while it costs 4 MP to recover 2 levels of Demoralization.

10 BONUS RALLY

Immediately after running out of CP after an activation, or after a player chooses to voluntarily ends an action phase, the player rolls 1d6 and compares it to the Command Rating of their designated HQ. If the result is equal to or less than the parent Headquarters Command Rating, the headquarters may rally 1 additional force for free as if they had spent 2 CP during an Action Phase.

11 SIEGE PHASE

During the Siege Phase, the French player rolls a number of d6 equal to the number of French occupied hexes

adjacent to the City/Fortress hexside. If the results on any of the dice are greater than the current Russian Determination, all Russian units adjacent to the Fortress hexside are Demoralized and must retreat 2-3 hexes as the French may then take control of the Fortress, placing a control marker on the hexside. Russian units may never burn down Fortress hexsides. Units already at 2 levels of Demoralization instead suffer a step loss.

11.1 Artillery Park

At the start of the game, the French player must secretly choose one Russian City/Fortress where they intend to employ their Artillery Park during the Siege Phase. The Artillery Park adds +1d6 to the Siege Die Roll against Russian Determination against that hex for the remainder of the game. The Artillery Park is placed next to the city as a reminder of the additional d6. The Artillery Park counter is removed for the remainder of the game if the Russian player recaptures the city/fortress hexside where the Artillery Park was used, its modifier no longer applicable.

12 ENDING A GAME TURN

After the Fatigue Recovery Phase (see 3.9), the Game Turn Marker is moved to the next turn on the TRC. The Sequence of Play is repeated until the game ends or results in an early victory.

13 VICTORY

Victory in 1812 can be won in several ways. The French player must capture Russian cities on the map before they are burnt down and/or they must eliminate as many Russian units as possible. The Russians must survive, weighing the politics of either burning down or

recapturing cities. Both sides earn VPs as per their respective VP schedule below. If automatic victory does not occur, the VP value is checked at the end of the game.

13.1 French VP Schedule

- **Elimination of any Russian unit: 1VP**
- **Win Significant Battle: 1VP**
- **Capture of City or Fortress: 1VP**
- **Capture of Moscow, St. Petersburg, or Vilno: 2 VPs each.**
- **The French player must Control one of the above cities at the end of the game in order to win at all, regardless of the VP total.**
- *Note that the French player does not earn VPs for any cities that are Burnt.*

13.2 Russian VP Schedule

Note that the Russian player earns VP whether or not a city is burnt.

- **Retaking Russian City: -1VP**
- **Win Significant Battle: -1VP**
- **Recapture of Moscow, St. Petersburg, or Vilno: -2VPs each.**
- **Capture of Warsaw, Konigsberg or Danzig 2 VP.**
- **Capture of any other Polish or Prussian city 1 VP.**

14 SETUP

The Russian side sets up first, followed by the French. Each side may only set up within their allied national borders. Note that units may set up in any of the hexes specified on each bullet point. *Note that all units on the first turn of the game are considered to be in supply and possess an LOC.*

14.1 Russian Setup

TORMASOV ARMY GROUP (3)

- Kamenski, Markov, Sacken and Lambert set up in or adjacent to hex 2625 (Lutsk).
- BAGRATION ARMY GROUP (2)
- Raevsky VII, Sievers IV and Borosdin VII set up in hexes 2419 (Bialostock), 2420, 2421, and 2521 (Brest).

BARCLAY ARMY GROUP (1)

Note that the Barclay headquarters flips to its Kutuzov side once the VP total reaches 15-19 or if French forces occupy any hexes of Smolensk (3118, 3915), whatever comes first.

- Baggovut II and Uvarov I set up in hexes 2613 and 2713.
- Platov Ck and Dokhturov VI set up in hex 2617 (Grondo).
- Tuchkov III sets up in hex 2914 (Vilno).
- Korff II sets up in hex 3016.
- Wittgenstein I sets up in hex 2413.
- Constantine V, Tolstoy IV and Kreutz set up in or adjacent to hex 3015.

INDEPENDENT

- Riga corps sets up in 2609.

The remaining Russian units are placed in an opaque cup as reinforcements except for the Chichagov (D) Headquarters which is placed to the side. If during the game, a Russian Reinforcement is pulled with a D ID, the Chichagov HQ is brought into play that turn.

14.2 French Setup

MCDONALD ARMY GROUP (Mc)

- Pr. Cavalry I & II, Yorck and Grandjean set up in or adjacent to hex 2214.

MURAT ARMY GROUP

- Montbrun IIR, Beauharnais IV, Nansouty IR, Saint-Cyr and Grouchy III R set up in hexes 2415, 2514 and 2515.

JEROME B ARMY GROUP (J)

- Poniatowski V, Junot IIX, Victor IX, Reynier VII, Augerau XI, Latour IV R, Victor IX and Schwarzenberg all set up within 2 hexes of 2120 (Warsaw).

NAPOLEON ARMY GROUP (N)

- Davout I and Oudinot II set up stacked in hex 2516.
- Ney III sets up in hex 2517.
- Lefebvre OG, Bessieres GC and Mortier YG set up in hexes 2317 and 2418.
- The Engineer unit may set up with any other unit from Napoleon's Army Group.

All French Army Group depots may be set up at the French Player's Discretion, but not adjacent to any Russian units, even in clear hexes that would otherwise be ineligible. Those depots must move to a legal hex on the second turn.

15 DESIGN NOTES

1812 was a difficult game to design. I had gone into it thinking I could make a simple straight forward game but upon studying and finding out more about the conflict, many of my assumptions were proved incorrect. The map artist Ilya Kudriashov proved to be an invaluable source of information as he previously worked at Napoleonic museum in Russia. Information in the states on the non-American war of 1812 is mostly focused on the French, and where I had given Russians numerous exceptions from game penalties thinking they suffered much less so than the French in terms of supply and logistics issues but I was generally incorrect about many of these assumptions. The Russians suffered through many of the same issues as the

French in terms of communications, but they had a significant home field advantage on the Russian Side.

Another realization for me was that Cities and Fortresses held little strategic benefit in terms of combat. Ilya had insisted that the combat modifiers I had come to assume as standard among games were fairly a-historical in the case of 1812. Fortresses and cities were namely stockpiles for supply and usually focused on creating a river crossing. Hence why cities and fortresses are placed on hexsides, this creates a strategic factor totally original from most wargames. I am also in Ilya's debt for much research, and the Russian Determination mechanic which was his idea.

The combat system I designed thankfully was a better fit. After 3SP, combat results are generated on a bell-curve with appropriate DRM, creating realistic results. The same goes for the Attrition table. This is one of my only games so far to use a bell-curve and I will be considering them more in the future. Anyway, hope you enjoy the game, the victory conditions were a bitch to figure out ;)

Best,

Ray

1812: Scorched Earth

A Game by Ray Weiss

Developed by Matt Ward

Map Art and Consulting by Ilya Kudriashov

Counter Art by Ray Weiss

Box Art by Ivan Caceres

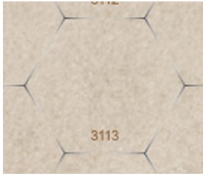
Manual Layout by Trevor Henderson

Playtesting and Editing by Matt Ward, Nick Wade, and Ray Weiss

Vassal Mod by John Edwards

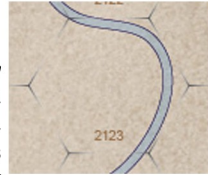
Terrain Effects Chart (TEC)

See Section 2.0 Page 3 for more detail



Clear 1 MP to move into. No effect on Combat or Reaction.

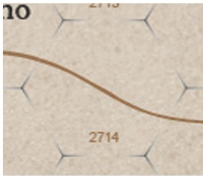
River +1MP to cost of terrain being moved into. Reacting across incurs -1DRM. Defending across gains +1DRM.



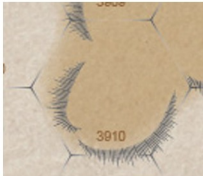
Woods Costs 2MP to move into. Reacting into suffer -1DRM. Defending units gain +1DRM.



City and Fortress No effect on Combat or Movement. Do effect Supply, Retreats, and VP.



Road Costs .5MP to move along contiguous road hexes. Use dominant terrain for other effects.



Slope Moving up costs +1MP. Reaction upslope suffer -1DRM. Defending upslope hexes gain +1DRM.

Swamp Costs 2MP to move into. Reacting units suffer -2DRM. Units units receive +2DRM when defending in a swamp hex.



Burnt Marker +1MP. Use dominant terrain feature for other effects. Prevents Cities or Towns from being a French supply source or a source of VP's.

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