

# 1812 CROSSING OF THE BEREZINA SPECIAL RULES

- 1) These rules are to be used with the Crossing of the Berezina – 27/28 November 1812 scenario on page 25 of the booklet for *Commands & Colors: Napoleonics – Expansion #2 The Russian Army*.
- 2) Carl von Clausewitz and Antoine–Henri Jomini are represented by two special pieces. Clausewitz is placed with the Russian Line Infantry unit between the River Berezina and the Horse Artillery unit on the right–hand side of the board. Jomini is placed with the French Line Infantry unit two hexes north of the town of Studienka.
- 3) Clausewitz and Jomini are activated on every turn without needing a command card. If Clausewitz or Jomini begin the turn with a unit, it can move with him and engage in both ranged combat and melee. If Clausewitz or Jomini move into a unit's square, it can't move unless activated by a command card, but can engage in both ranged combat and melee.
- 4 ) The French player immediately wins the game if Clausewitz is killed. The Russian player wins the game if Jomini is killed.
- 5) The French player gains one victory banner for each unit which leaves the right–hand side of the board. A general who leaves the board doesn't qualify for a victory banner. The French player is **not** awarded victory banners for the elimination of Russian units. The Russian player wins victory banners as under the normal rules by destroying French units.
- 6) At the end of their turn, the French player can declare that the bridge over the Berezina has been destroyed. All French units which have not yet fully crossed the bridge hex are eliminated and the Russian player is awarded a victory banner for each one. The French player immediately discards all command cards which activate units on the left flank and picks up new cards to replace them. When left flank cards are picked up from then onwards, they are also discarded and replaced. If they wish, the Russian player can discard any command cards which activate units on the right flank and pick up new cards to replace them. If a right flank card is picked up from then onwards, they can also be discarded and replaced.
- 7) If a Russian unit occupies the bridge hex, the bridge is destroyed and the provisions of rule 6 are also implemented.