

Napoleon's Later Campaigns Basic Rules

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1. Introduction

This is a basic version of the Napoleon's Later Campaigns variant for *Napoleon's Last Battles*, *Napoleon at Leipzig*, and similar games. It is NLB with a new combat system (providing a much more "Napoleonic" style of play) and a very simple command system (that still captures the realities of Napoleonic command much better than the "on/off" model used in NLB so far). The full version adds an interactive sequence of play and the full-blown orders system.

2. General Course of Play

Combat takes place by both sides firing at the enemy. Cavalry ignores ZOCs. Cavalry can charge and countercharge. Leaders need orders to attack or defend.

2.1 Formations. A Formation (corps or division) is a group of units that have a common leader counter. Leaders that are not assigned to a particular formation are either Overall Commanders (OC) or Wing Commanders (WC). All leader counters have a rating (given in scenario notes).

2.2 Morale and Pursuit Rating. The morale value of all infantry, artillery and cavalry units is 4, with certain exceptions. All Prussian infantry units with a front side combat strength of 3 or less have a morale of 3. The French Old Guard (the 7-4 rated units) and British cavalry have a morale of 5. A unit that has lost a step has its morale reduced by 1 except British units and the King's German Legion. Likewise, a demoralized formation has morale reduced by 1 for all units.

Cavalry of both sides also has a Pursuit value. The British Pursuit value is 2. All other cavalry units have a pursuit value of 4.

2.3 Morale check. To check morale, roll a die. If the roll is higher than the morale, the test fails. If a group of units checks morale, use the highest infantry morale. If there is no infantry unit, use the highest cavalry morale.

Note suitability of the Campaign game for 3-player use (1 player each for Napoleon, Bluecher, Wellington).

3. Game Equipment

Note: Instead of their original purpose, Out of Command markers have two new uses. When placed on a unit, they mark the unit as *Disrupted*. When placed underneath a leader, they mark the leader as having

Attack orders. When placed underneath a leader inverted, they mark the leader as having Defend orders.

Unit Ratings are Strength-Movement. At the top is the Command designation (either the Division ID or the combination "Division ID/Corps ID").

4. Sequence of Play

1. Command and Reorganization Phase.
2. French player turn.
3. Prussian/Anglo-Dutch-German player turn.
4. Disruption Removal.

Each player turn has the following sequence:

- I. Bombardment.* Phasing artillery can bombard.
- II. Cavalry Charge Segment.* Phasing Cavalry can charge a target hex. Cavalry Charges can be followed by Cavalry Pursuit and Retreat. Charging cavalry can be Countercharged
- III. Formation Movement Segment.* All phasing units may be moved according to their formation's orders, except that foot artillery that bombarded can do nothing.
- IV. Formation Combat Segment.* All units adjacent to enemy units engage in combat as determined by their Formation's orders.

5. Movement

Units pay movement points normally.

5.2 Terrain. Road hexes cost ½ MP, trail hexes always cost 1 MP, bridge hexsides have no extra cost, stream hexsides cost +2 MP to cross.

5.3 Stacking. Two friendly units per hex, checked at end of each Formation Movement Segment.

5.4 ZOCs. Normal strong ZOCs, negated by non-bridge river hexsides and Chateau hexsides. The last unit to move out of a ZOC hex pays 1 MP extra (except if it is cavalry). Cavalry ignores ZOCs in charge, pursuit, and retreat, and the first ZOC entered in movement.

5.5 Night and Rain. Units may not enter ZOCs on such turns, and there is no combat. Units *can* leave ZOCs.

6. Exiting the Map

Units exiting the map are not considered eliminated for VP purposes unless they exited as part of a retreat.

7. Combat

7.1 Basic procedure. All forms of combat are conducted by summing up the strengths of the firing

units, rolling 2 dice, and looking the number of hits up on the Fire Combat Table. Hits are always applied simultaneously. If there are multiple target units, the owner chooses which ones take the hits except the first hit must always come from an infantry unit. Also, hits must be allocated to damaged units if any are present. In certain cases modifiers may apply to the die roll and the strength of the fire may be reduced by a certain percentage. Always round these reductions normally. If the firing strength is greater than 24, look up for 24 and again for (strength-24) with the same die roll.

Note: The requirement to not distribute hits equally and instead kill units first is due to the fact that I wanted to retain the original reorganization rule and demoralization limits. Due to the way reorganization works, losing the first step is actually worse than the second one, because the strength thus lost never comes back during the game. Also note that elimination in this game means not death to the last man, but a temporary loss of cohesion. A unit that has already been bloodied is much more likely to suffer this.

7.2 Losses. A unit that suffers a hit is flipped to its reverse side. If already on that side, it is eliminated.

7.3 Normal combat. After the phasing units have moved, they can engage in one round of combat. They fire at adjacent enemy units (this is called “attacking”), and these adjacent units fire back (this is called “defending”), by rolling 2d6 on the fire table.

Attacking is voluntary for units that do not have attack orders; however units with attack orders that are in the ZOC of enemy units must attack.

Multiple stacks can attack one defending stack (but see next paragraph). In this case the defending units are assumed to fire at all attacking units at once, and morale is determined over all attacking stacks.

One stack can only attack one defending stack. Unless this restriction applies, attacking stacks with Attack orders have to distribute their attacks evenly, i.e., an attacking stack with Attack orders cannot attack a stack that is already attacked by another stack if another enemy stack is adjacent that will not be attacked this round. If multiple enemy stacks are adjacent, a stack containing infantry has to attack Chateaux before infantry before cavalry before artillery before HQs.

Cavalry involved in normal combat is halved in strength and always retreats voluntarily if defending alone.

7.4 Retreats. After a round of normal combat, a side that suffered at least one hit can retreat all its units involved in that particular combat by one hex, voluntarily or involuntarily.

First the attacker, then the defender chooses whether he will voluntarily retreat. If one side retreats voluntarily,

both sides halve the hits taken (round normally but 1 becomes 0).

If neither side retreats voluntarily, each side that lost steps (attacker first) checks for involuntary retreat by rolling a die and checking morale. If the check fails, that side retreats, but hits are not reduced. The defender does not check if the attacker retreats.

A stack cannot retreat into a hex where it would violate stacking. Such a stack, or a stack that contains non-cavalry units and retreats into an enemy ZOC, suffers 1 step loss.

Foot Artillery units are destroyed by involuntary retreat.

La Garde Recule: If the Imperial Guard (any infantry unit) retreats involuntarily from an attack, all French morale values are permanently reduced by 1. Also, the French Demoralization level is reduced by 10 unless either the Anglo-Allied or Prussian Army are demoralized or disintegrated. It is reduced by another 10 when any French unit adjacent to an Allied unit is flanked by a Prussian unit.

7.5 Advancing. If the target hex of an attack is vacated and the attackers did not retreat, one attacking unit can advance into the hex. ZOCs are ignored. If a leader is in an attacking hex with two units, both units and the leader can advance.

7.6 Modifiers for normal combat. If one of the first two applies, multiply firing strength by 2. If both apply, multiply by 3.

- Preparatory Bombardment: applies if defenders have a disrupted marker.
- Flanking: applies if defender attacked through opposing hexsides or by at least 3 units distributed evenly around it. Defender morale is also reduced by 2. Defenders in towns and chateaux cannot be flanked.
- Terrain: See terrain effects table. Note: Round strengths normally (e.g., 4.5 is 5, 4.25 is 4).

7.6 Cavalry Charges. Phasing cavalry within two hexes of enemy units may charge those units. If they are two hexes away the intervening hex must be empty. Only clear and crest terrain can be crossed by charges.

Charging cavalry moves into the defending hex. If there is infantry in the target hex, it tests morale, if it succeeds it has formed square and the cavalry attacks at normal strength. Otherwise the cavalry attacks at double strength. Both sides have one round of fire. The side that loses more steps loses the charge combat and retreats (to its starting hex in case of a charging unit). If the target loses, the cavalry can stay, retreat to its starting hex (but still takes full losses), or pursue. A

cavalry unit can only charge once per turn. Win or lose, a retreat after a charge never reduces losses.

All (non-reaction) cavalry charges in the same Charge Segment occur in parallel, i.e., all move, then all attack.

7.7. Cavalry pursuit. Victorious charging cavalry can pursue, i.e., attack the units that just retreated (which may not fire back) or any other adjacent enemy unit (in which case normal charge resolution happens). If the player does not choose to pursue, he still has to do a test against the pursuit rating – if he rolls more, the cavalry pursues anyway. After one round of pursuit it stops or retreats to its original starting hex.

7.8 Reaction charges. Cavalry within two hexes of a hex that enemy units move or charge or retreat into or through can reaction charge by standing a morale test (+1 to morale if stacked with a leader). If the enemy units win they can continue to move after the charge.

7.9 Modifier for cavalry charges.

- **F flank charge:** applies if defender is already adjacent to units friendly to the charging units and is charged through a hexside not adjacent to these friendly units. Infantry and artillery defenders do not fire at a flank charge.
- **Backhand blow:** applies if the defender is pursuing or retreating cavalry.
- **Not ready to receive:** applies if defenders have a Disrupted marker.

If one of these applies, multiply firing strength by 2. If two apply, multiply by 3..

7.10 Cavalry retreat before combat. Cavalry or horse artillery being attacked in normal Combat may retreat one hex if it did not start the turn in an enemy ZOC and there is no cavalry among the attackers. The attackers may advance.

8. Artillery

8.1 Bombardment Attacks. During the bombardment phase, artillery can fire at targets up to two hexes away. It needs a line of sight to the target to bombard. The target does not fire back. Artillery that bombards cannot move in the Formation Movement Phase.

The first hit caused by bombardment is always a disruption (place a Disrupted marker on the target unit). Further hits apply normally. Disruption is removed at the end of the turn. It is not possible to retreat to reduce bombardment hits.

8.2 Adjacent defense. Artillery can attack adjacent units during normal combat if it did not bombard. It can fire on the defense regardless of whether it bombards.

8.3 Line of Sight. Only blocked by Forest, Chateau and Town hexes and Crest hexsides (even when this is a hexside of the hex the unit is in) including the endpoints of Crest hexsides. Blocked if running along a Crest with blocking terrain to the right and left of Crest. Blocked if running between a Crest and other blocking terrain.

8.5 Artillery alone. Artillery alone in a hex defends at half printed strength. If the attackers do not retreat, they can advance into the hex, eliminating the artillery.

9. Reinforcements

Enter at entry hexes, potentially stacked. If entry hex is blocked or in ZOC, enter in closest non-ZOC hex.

10. Chateaux

Stacking limit is 1 unit. Units in Chateaux are not affected by enemy ZOCs and cannot be bombarded, charged, or flanked. They are never required to attack, but have normal ZOCs and must be attacked. They ignore retreat results. Units cannot advance into Chateaux or retreat into them if occupied. Attacker strengths against units in Chateaux are halved. If a unit could attack a Chateau or another stack, it must attack the Chateau unless that is already being attacked by another unit.

11. Demoralization

An army is demoralized when the strength of its destroyed units reaches the demoralization level (non phasing player first if it happens in the same instant).

12. Optional Rules

13. Victory Conditions

Victory points are awarded per scenario instructions. “Occupation” means having a unit in the hex or being the last to move a unit into or through. If the French are demoralized or either of the other two armies disintegrates in a battle game, the other side wins.

14.-18. Setups and Campaign Instructions

19. Leaders

Leaders are not combat units, project no ZOC, count as cavalry for movement costs, do not count for stacking, may never enter a ZOC not occupied by a friendly unit, and are placed on the nearest friendly unit if an enemy unit moves into their hex while they are alone there. A leader’s movement value is halved on a turn when he gives orders. A leader alone in a hex with enemy units is placed with the closest friendly unit. If a leader is left alone in a hex due to elimination or retreat he dies on a roll of 1. He comes back at the start of the next turn with a rating of 1.

20. Command

Command is exercised in two stages. First, orders are given by the OCs (Napoleon, Bluecher, Wellington) or WCs (Grouchy, Ney) to their subordinate formation (corps or division) commanders. Second, the units of one formation have to be within range of the formation's leader to function normally.

20.1 Command range. To be at full effectiveness, combat units have to be within command range (4 Cav MP) of their leader, WC, or OC. Command range can be traced through ZOCs only if friendly units are in that hex. Units cannot leave command range by normal movement (but through charges, retreats, and advances). Units outside range defend normally but may not attack or move into ZOCs. If they move they must move so as to get back into range as quickly as possible

20.2 Orders. At any time, each formation leader (not OC/WC) is in a particular order state. Note that these orders differ from the definitions in the full rules.

Attack: Indicate by placing an *inverted* Out of Command marker underneath the formation leader. Units must move towards the closest enemy unit (i.e., may not move away from it and must move at least one hex closer) until at most 2 hexes from enemy, then some must attack. Artillery bombardment is enough to define "attacking" for at most 2 turns, but once units are in enemy ZOC, some units must *enter* ZOC every turn until the target is occupied or the order is canceled. Units in ZOC cannot exit except by retreat. Cavalry charges satisfy the attack requirement for cavalry formations.

Defend: Indicated by placing an Out of Command marker underneath the leader. May leave ZOC but not enter ZOC unless hex entered was controlled by friendly units when the Defend order was given and may counterattack in this case.

Reserve: No marker. The leader must move to a road or track hex in as few turns as possible, and may not voluntarily move off roads/tracks. Units may not enter ZOCs or attack. They defend normally but morale is reduced by 1 and they are flanked if attacked on a road or track hex. This status is needed for reorganization.

20.3 Changing orders. Leaders change orders the moment they receive a new order. Other than that, a player can change a leader's order from Defend to Reserve at any time. Finally, a leader who has Attack orders and has a unit suffer a hit must roll a die the next Command Phase and check morale against his leader rating. Add 2 to his rating if his formation is *not* demoralized. If he fails, he changes to Reserve and all his units immediately retreat 3 hexes.

20.4 Order Compliance. Add the rating of the OC or WC issuing the order and of the receiving leader. Halve the sum (round normally) and subtract it from the Order

Number (4 for Attack, 3 for Defend, 2 for Reserve orders); the result cannot be less than 0. Add the distance in cavalry MP from the OC/WC to the receiving leader, divided by 6 (drop fractions). The sum is the number of turns that passes until the leader complies with the new orders. If it is greater than zero, write down the resulting turn and the order. (Or place a numeric marker scrounged from another game underneath the leader and reduce by 1 each turn).

Example: Napoleon (4) sends an Attack order to d'Erlon (2), giving a result of 1. If d'Erlon is 9 MP from Napoleon, the order will be executed 2 turns later.

20.5 Order capacity. An OC/WC can give as many new orders per turn as his rating (halved if he moves).

21 Reorganization

Destroyed units can be reorganized if at least one turn has passed since their elimination and if the leader of their formation is at least 10 hexes from any enemy unit. That leader does not count as being present on the map for any other purpose for that turn. Reorganized units are placed in the leader's hex up to the stacking limit with their reduced step strength (meaning at most two per turn can be reorganized per leader). Units of a demoralized corps or army are only reorganized on a roll of 5-6, otherwise they are permanently eliminated. They still count against the per-turn limit.

22 Corps Demoralization

A corps in the Prussian or French Army, or the Anglo-Allied army is demoralized if the full strength of its eliminated (pre- or post-reorganization) units is at least equal to its demoralization limit. Units pay 2MP for entering a clear terrain hex from then onwards. If reorganization drops the number below the limit, demoralization is lifted. Demoralized formations have no effect on other formations.

23 Supply

Supply can be traced offroad for five hexes, then on roads or trails. French supply is traced to any southern mapege hex, Prussian to eastern, Anglo-Dutch-German to western. Unnegated ZOCs and enemy units block. Units that cannot trace such a line at the end of a turn are eliminated.

24 Optional Rules

French OC/WCs can only start moving in the morning by rolling a 1 from 6:00 onwards, by having an activated leader pass through their hex, or by having an enemy unit entering a ZOC within 10 hexes.

25 Victory Conditions

See original game.

26 Special Rules and Command Arrangements – Napoleon’s Last Battles

Note: These are simplified over the scenario descriptions for the full Napoleon’s Later Campaigns rules and omit all the design notes for brevity – if you want all the historical factors in place, you’ll play with the full rules anyway. Also, this version has not been checked for balance.

Leaders are used in all scenarios. Place all leaders with any subordinate unit. All units not listed at start have Reserve orders. Note that these rules were written based on the Decision Games NLB re-edition; I apologize for any incompatibilities with earlier editions that may be present in here.

26.1 L’Armee du Nord. Ney and Grouchy are WCs when not in LOS of Napoleon. Ney can be assigned up to five corps, Grouchy up to 3 corps as component formations (cavalry corps count ½ for Grouchy).

Command ratings: Napoleon 4, Grouchy 3, Vandamme and d’Erlon 2, Kellermann 4, other corps commanders 3. Ney has 3 for Attack, otherwise 1.

Note: The French have the Initial Action on the first turn of every scenario.

26.2 Die Armee vom Niederrhein. Bluecher is OC (command rating 4). All corps commanders rated 3.

26.3 The Army of the Low Countries. There were several corps formations in Wellington’s army. For all practical purposes, the only one that matters are the units officially commanded by William of Orange. Once he is within 5 hexes of Wellington, he ceases to function as a corps commander and all his divisions are directed by Wellington through divisional orders.

Command ratings: Wellington’s rating is 4. William of Orange has a rating of 3 (due to his Chief of Staff Constant Rebeque), but not the ability for multi-unit advance. Others: Uxbridge[2], William (Perponcher[3], Chasse[2], Brunswick[3]), de Collaert[2], Cooke[2], Clinton[2], Colville[2], Picton[3], Cole[2], Alten[2].

Demoralization: Due to the more bloody nature of the combat system, the demoralization values for all nationalities are doubled except KGL and British which are increased by 50% (KGL now 50, British 60).

26.4 Ligny. The 7th division of II Corps (Pilat’s and de Villier’s brigades) is attached to III Corps. (See 20.12 for attachment effects.)

At-start orders: All Prussian corps - Defend. Vandamme - Attack.

26.5. Quatre Bras. At-start orders: IVC and II Corps - Defend. Allied units on the map - Defend. All incoming formations - Reserve.

26.6 Wavre. No orders specified since this is an alt-hist scenario. Choose freely.

26.7. Historical Wavre. At-start orders: III Corps - Defend. French - Attack. One division of II Corps is attached to IV Corps.

26.8 La Belle Alliance.

At-start orders: All Anglo-Allied corps - Defend. Buelow, Ziethen - Attack. French I, II Corps - Attack. Domon of the French IV Corps and the Reserve Div of IC Corps are assigned to the IVC Corps.

Reinforcements: Move Buelow’s arrival times up by one hour. On the 1500 turn, add the following reinforcements: Ziethen, 24th Line, 12th Line, Luetzow, I Horse Art., at B2912 or B2909. Pirch I, 25th Line, 5th WL, 26th Line, 9th Line, 1st Elbe LW, at B2912 or B2914. All units except the horse artillery are on their reduced side. Increase the Prussian demoralization and disintegration limits by 5.

26.9 Campaign. Use the Ligny/Quatre Bras setups and initial orders.

For d’Erlon’s I Corps, roll a die at the start of the 1600 turn of the first day. At the moment it turns up, place it in road column with the northernmost two units in hex 1721 (if it has orders for Frasnés) or 1923 (if it has orders for Wagnelee). Time of appearance and orders are determined as follows:

1 Roll again. On 1-3, must move to Frasnés.
On 4-6, must move for Wagnelee.
3-6 Roll again next turn.

On the 1700 turn: 1 – to Frasnés, 2 – to Wagnelee, 3-6 – roll again next turn. On the 1800 turn: 1-2 – to Frasnés 3-4 – to Wagnelee, 5-6 roll again next turn. On the 1900 turn: 1-3 – to Frasnés, 4-6 – to Wagnelee.

Army Demoralization and Disintegration: On each 9:00 turn, compute the demoralization value of each army group (Wellington’s, Bluecher’s, Ney’s and Grouchy’s). Each corps assigned counts 10 points, each French cavalry corps and Allied division 5, the French Guard 20, each Prussian corps 17 (due to their size), and the Brunswick/Nassau/ Netherlands divisions 3 each. The disintegration value of each group is 140% its demoralization value. The moment a French formation is more than 10 hexes from its wing leader and closer in hexes to the other wing leader it switches to the other wing and demoralization/disintegration limits have to be recomputed.

Example: Grouchy’s army at Wavre consists of 2 infantry and 2 cavalry corps for a demoralization value of 30. Wellington’s army at La Belle Alliance consists of 10 divisions (4 Brunswick/Nassau/Netherlands) for a demoralization value of 42.

Use the demoralization modifiers of the Grand Waterloo scenario, except that the -20 shift for taking Maison du Roi instead applies to any French army group that has its supply cut for more than one turn, and the -20 for French units entering Waterloo instead apply the moment that Wellington's army can no longer trace supply to Brussels for more than one turn. The only effect of Army Demoralization is application of some of these modifiers. The effect of Army Disintegration is that units can no longer enter ZOCs and each stack that suffers a hit in normal combat must involuntarily retreat (except for chateau effects).

Additional victory point values: Hex W0901 counts for victory the same way as hex B0605. The French gain 2VP not just for exited units but also for units that have an route unblocked by enemy units or ZOCs of no more than 10MP to the exit hexes at the end of the game.

26.10 Grand Ligny. Special rules as per Ligny/Quatre Bras scenarios.

26.11 Grand Waterloo. Special rules as per La Belle Alliance/Historical Wavre scenarios.

27 Special Rules and Command Arrangements – Napoleon at Leipzig

Leaders are used in all scenarios. Place all leaders with any subordinate unit. All units not listed at start have Reserve orders. *Note on the 1st edition:* The big 'D' printed on the reverse side of 1st edition (OSG) leader counters makes it confusing to use them to indicate replacement leaders. Flip them to indicate disruption and use other markers instead to indicate leader loss.

27.1 Morale. The Prussian and Russian Guard units, as well as the Polish, Hesse-Darmstadt, and French Marine units also have morale 5. *Players may also wish to use the morale ratings given in Dave Jones' excellent Cyberboard module.*

27.2 Integrated Stacks. 3 units of the same superior command can stack in one hex.

27.3 Artillery, slopes, LOS. There is no special effect for artillery firing downslope and no separate Canister rule.

27.4 Reorganization. Cavalry and French Guard units are available for reorganization on the second turn after being removed from the map.

27.5 Command Arrangements. The following are independent Overall Commanders for their respective forces: Barclay, Bennigsen, Bernadotte, Bluecher, Schwarzenberg, Napoleon. Murat and Ney work as wing commanders as long as they are outside command range of Napoleon, and have no effect if within it. Roll for their characteristics normally on the 14th and 15th, Roll in the way prescribed for multiplayer games after Napoleon is on the map.

27.6 Leader characteristics.

Napoleon, Barclay, Bennigsen, Bernadotte, Bluecher: use their current Movement/Engage capacity as orders rating. It does not in any way restrict the number of units moved or placed in command by their subordinate commanders! Roll every Orders Interphase as specified to determine the rating.

Schwarzenberg: as the above, but gets a -1 rating for Attack orders.

Ney: Use his rating as given. If required by his stance (see below), he must give orders according to his capacity every turn until every subordinate formation has received an order consistent with his stance. When not a wing commander, units stacked with or adjacent to Murat can reaction charge without morale test.

Gyulai (Austrian III Corps commander) is rated a 1. All other leaders use their numerical rating as printed.

27.7. Stance and corresponding orders.

General Offensive – Attack.

Local Offensive: Murat – has to have at least 2 Attack orders active (not 2 issued each turn, although the player can do this if desired). Ney – Ney and all units within 2 hexes automatically have Attack orders and all units attacking gain 25% strength. Ney issues no other orders in this time.

Consolidation: Any orders but Attack.

Desperate Defense: Murat - Defend. Ney – Ney and any units within 2 hexes cannot move or voluntarily withdraw, but gain 25% strength. The player can choose to give one Defend order per turn but no other.

Tactical Withdrawal: Reserve. Units with such orders must move at least half their MPs away from enemy.

General Withdrawal: Immediate Reserve order for all units and have to move away from enemy as above.

27.8 Liebertwolkwitz. OC's are Murat and Barclay. Ignore the capacity tables and use their printed ratings. Use victory conditions as given in the original scenario. Corbineau's Brigade of the Cavalry Reserve and Walther's brigade of the Guard Cavalry are assigned to V Cavalry Corps.

At-start orders: All French units - Defend. All Allied units - Attack.

27.9 Wachau. OC's are Napoleon and Barclay. Barclay cannot initially send orders to the force in the west, consisting of the Grenadier corps, Austrian II Corps, and Konstantin's corps. They have to follow their original orders. From 9:00 onwards, the K Corps can be commanded. The Austrian II Corps always has Schwarzenberg as OC.

At-start orders: On the French side, VIII Corps, Guard cavalry, II Corps, V Corps, IX Corps - Defend. On the Allied side, Klenau's IV Corps (with Ziethen's and Roeder's brigades attached) - Attack. Wittgenstein,

with Russian III Corps attached, Attack. II Prussian Corps, Austrian II Corps, Gr corps - Attack.

27.8 Möckern. OC's are Bluecher and Ney. Roll normally for Ney's capability. The 27th Division of French VIII Corps is attached to VI Corps. Note: this scenario starts on the 10:00 turn since the Allies did not leave their bivouacs near Schkeuditz before 10:00.

Bluecher moves to Radeburg (Radefeld, actually) and can then not move from there before 4pm. Ignore the Prussian P reinforcements. The OS Corps stops after moving on-map and cannot comply with any orders before 1600. The L Corps can attack Wiederitzsch but can advance no further.

At-start orders: I Corps, L Corps - Attack.

27.9 Leipzig, 18 Oct. OC's are Napoleon, Barclay, Bennigsen, Bernadotte, Bluecher, Schwarzenberg. The 27th Division of VIII Corps is attached to VI Corps. Corbineau's Brigade of the Cavalry Reserve and Walther's brigade of the Guard Cavalry are assigned to V Cavalry Corps.

Allied at-start orders: Docturów, II, III, IV, 1st Light Austrian Corps, W, K, OS, L, II Prussian Corps - Attack.

French at-start orders: All except Guard - Defend.

At-start losses – Allied: I Prussian Corps – 1.

At-start losses – French: II Corps - 5, V Corps – 4, VI Corps – 2, VIII Corps – 6, VC Corps 3, LO Corps – 2.

27.10 Campaign. Use set up as specified. Initial orders can be chosen freely by both sides (but note that Murat and Ney may be forced to start handing out different orders immediately depending on their capacity die roll).

Unit assignments: The units of the Prussian II Corps are assigned to W Corps until the arrival of Kleist (Oct 15, 1600). Corbineau's Brigade of the Cavalry Reserve and Walther's brigade of the Guard Cavalry are assigned to V Cavalry Corps. The 27th Division of VIII Corps is attached to VI Corps. All can be assigned to other commanders if desired.

Reinforcements: Napoleon appears on the first turn of the 15th in Leipzig but cannot move until the next midnight turn. If the player wishes to give an order to the HQ on that turn, then it will execute this immediately. (*Historically Napoleon moved to Wachau from Leipzig before daylight on the 16th.*) Bluecher moves to Radeburg on the 16th and can then not move from there before 4pm. Of the troops coming on with Bluecher, the OS and P Corps stop after moving on-map. The OS Corps cannot comply with any orders before 1600, and the P Corps cannot comply with any orders before 1700.

28 Special Rules and Command Arrangements – Dresden 1813

Leaders are used in all scenarios. Place all leaders with any subordinate unit. All units not listed at start have Reserve orders. *Notes to Dresden players – Crucial differences to the NES rules not specifically covered in the variant rules above*: When leaving ZOCs, units do not pay extra MPs and do not check for disruption. Units are only disrupted by artillery fire. Disrupted units do not lose their ZOCs and multiple disruptions have no effect. Units recover from disruption automatically at the end of a turn. Demoralization affects unit morale, unit MPs and unit reorganization but not combat strength or advance after combat. **Note**: Use the morale tracking markers as chits for the sequence of play.

28.1 Reorganization: Ignore the reorganization die roll except for demoralized corps. Do not apply modifiers. There is no automatic reorganization at night.

28.2 Army Reserves. French units, Prussian units of II Corps, Austrian and Russian Reserve Artillery units, and Austrian and Russian corps can start scenarios in Army Reserve status (p. 10/19). Victory points for an Army Reserve unit or are deducted the moment the first order that is not Reserve or that will bring the unit closer than 6 hexes to the enemy is sent to that unit (this is called "releasing" the unit). For individual units (French units, Prussian units of II Corps, or Austrian and Russian reserve artillery), no orders need be sent; the player notes which formation they are assigned to, and they assume the orders of this formation. Note that a unit can have Reserve orders and not be in the Army reserves if it was previously released.

When an army commander wishes to issue releasing orders, roll two dice. The first is the number of units or corps that are released. The second is the number of turns that has to pass until he can issue another one. Double the die roll for Constantine. The French lose 1 VP for each artillery SP released and 2 VP for every Old Guard SP released. The Allied player loses 5 VP per release die roll regardless of the number of units/formations released. Austrians and Russians/Prussians do have to roll separately.

28.3 Command Arrangements. Allied OC is Schwarzenberg. Barclay, Ney, Murat, Constantine and Wittgenstein are wing commanders. Initially, Murat has the Cavalry Reserve assigned and Ney the Guard. Barclay initially has the Russian I and Prussian II Corps attached. The Austrian wing commanders are called "wing" commanders but work like corps commanders.

Command ratings: Schwarzenberg 2 (and that's charitable), Constantine 1, Barclay 3, Wittgenstein 2, Kleist 2, Napoleon 4, Murat 2, Ney 3/1. All Austrian

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wing commanders have a rating 1 lower than their printed rating. All non-Austrian corps/wing leaders that have a command bonus printed on their counter have a command rating of 1; the other non-Austrian leaders have a rating of 0. (*This already includes the confusion rating due to the non-fixed wing structure.*)

Austrian divisions cannot attack together.

28.4 Leader characteristics.

Murat: Any cavalry stacked with or adjacent to Murat does not have to pass a morale check to reaction charge and has its strength increased by 25%.

Miloradovitch: Russian Reserve units within 2 hexes of Miloradovitch can move and attack freely.

28.4 Scenario I - The Relief of St Cyr. Use special rules as given. The initially set up units of the Russian Cavalry Corps are attached to Russian I Corps. The Dresden garrison units and O'Meara's brigade of I Corps are attached to XIV Corps.

At-start orders: St Cyr's XIV corps - Defend. Barclay, Russian I Corps, Prussian II Corps, Colloredo, Chastler, Bianchi: Attack.

Napoleon's arrival: At the start of the Command and Reorganization Phase of the turn where Napoleon arrives in Dresden, roll a die:

- 1 All Allied formations that have units within 3 hexes of French units fail their attacks (go to Reserve and retreat 3 hexes).
- 2 Roll a die; no Allied OC can send out commands for that number of turns.
- 3-4 Two Austrian reserve divisions can be given orders immediately. Roll a die; no Allied OC can send out any further commands for that number of turns.
- 5 One Russian reserve formation plus a number of Austrian divisions equal to the roll of one die can be given orders at normal order cost and without VP loss.
- 6 No effect.

28.5 Scenario II - The Battle for the Suburbs. Use special rules as given.

At-start orders: St Cyr's corps, Imperial Guard - Defend. All Allied Corps not listed as part of the Army Reserve in the setup have Attack orders except Russian III and V Corps (which have Reserve orders).

28.6 Scenario III - The Battle for Dresden. Start as Scenario I, use special rules as given.

Terrain Effects on Combat

Terrain	Attack	Bomb.	Charge	Movement
Town	-25%	-75%	-50%	1
Chateau	-50%	N/A	N/A	2
Woods	-50%*	-50%	-75%	2/4
Stream	-25%	NE	-25%	+2
Crest	-25%	N/A	NE	NE
Bridge	-50%	NE	N/A	NE

Reductions apply to firing into that type of terrain.

* ... Including defender's fire *out of* woods.

Morale Modifiers

Step loss (except British and KGL)	-1
Demoralized formation	-1
Fired at by artillery in normal combat	-1
Flank attack	-2
Attacked by Old Guard infantry	-1

Order number

Attack	4
Defend	3
Reserve	2

Combat modifiers

Normal combat: Disruption/flanking/terrain

Cavalry charges: Flanking/backhand blow/not ready

Bombardment (opt.): +50% for stacked non-arty targets

Fire Table

Combat Strength	Dieroll (2d6)											
	2	3	4	5	6	7	8	9	10	11	12	
1	0	0	0	0	0	0	0	0	1	1	1	
2	0	0	0	0	0	0	0	1	1	1	2	
3	0	0	0	0	0	0	1	1	1	2	2	
4	0	0	0	0	0	1	1	1	2	2	2	
5	0	0	0	0	0	1	1	1	2	2	3	
6	0	0	0	0	1	1	1	2	2	3	3	
7	0	0	0	0	1	1	1	2	2	3	4	
8	0	0	0	0	1	1	2	2	3	3	4	
9	0	0	0	1	1	1	2	2	3	3	4	
10	0	0	0	1	1	2	2	3	3	4	5	
11	0	0	0	1	1	2	2	3	4	4	5	
12	0	0	1	1	1	2	2	3	4	4	5	
13	0	0	1	1	2	2	3	3	4	4	6	
14	0	0	1	1	2	2	3	3	4	5	6	
15	0	0	1	1	2	2	3	4	4	5	6	
16	0	1	1	1	2	3	3	4	5	5	6	
17	0	1	1	2	2	3	3	4	5	5	7	
18	0	1	1	2	2	3	4	4	5	6	7	
19	0	1	1	2	3	3	4	4	5	6	7	
20	0	1	1	2	3	3	4	5	5	6	8	
21	0	1	2	2	3	4	4	5	5	6	8	
22	0	1	2	2	3	4	4	5	6	7	8	
23	0	1	2	3	3	4	4	5	6	7	9	
24	1	1	2	3	3	4	5	5	6	7	9	