

Napoleon's Later Campaigns No-Marker Basic Rules

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1. Introduction

This is a basic version of the Napoleon's Later Campaigns rules. Think of it as a "Napoleon at War" style game 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 better than the "on/off" model that has traditionally been used in such games). The full version adds an interactive sequence of play and the full-blown order 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. New counters designed for these rules have three numeric ratings: Strength-Morale-Movement. For refitting existing games (most of which have no morale values printed on the counters), the morale value of all infantry, artillery and cavalry units is 4, with certain exceptions given in the individual refits. A unit that has lost a step has its morale reduced by 1 except British units and the King's German Legion. Likewise, a broken 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

This version of the rules does not require written orders and is optimized for a minimal number of markers on the map. In exchange, it requires some

counter assembly, as some information has to go on the leader counters. Please check if the necessary counters are available for the game you wish to play. (At this point, January 2009, the leader counters are only available for Napoleon at Leipzig.)

For each corps commander or WC in the game, there are two two-sided counters. (You could also mount them one-sided). The counters are placed to show the commander's current order state. Keep the unused counters next to the map ready for use. See 20. In addition, there is one courier counter for each corps as well as for each WC in the game. There is also a set of order markers that are placed underneath a courier counter when it's underway. (For these markers, the number available is not a design limit, make more if desired.)

Design note: In principle these simplified command rules can also be used without extra effort together with the standard rules.

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 Rally 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.
- 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 according to their orders.

5. Movement

Units pay movement points normally. Only units with March orders may use road/trail/ movement costs.

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. All combat units exert ZOCs, negated by non-bridge river hexsides and Chateau hexsides. Infantry units have to stop in the second ZOC hex they

enter and if starting in a ZOC can generally only leave it through advance or retreat. The last unit to move out of a ZOC hex pays 1 MP extra (except if it is cavalry). Cavalry ignores ZOCs under all circumstances.

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 rally rule and demoralization limits. Note that elimination means not death to the last man, but a temporary loss of cohesion.

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 (**even cavalry**) 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. Exception: If the attacking stacks belong to different leaders, they attack separately (roll a die to see which stack attacks first). If the defending hex is empty after the first attack, further stacks do not attack.

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 any Imperial Guard infantry 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 10 more if a 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.

- Disruption: if a unit starts the combat segment with a disrupted marker, its fire strength is halved.
- Flanking: Defender morale is reduced by 2 if the defender is surrounded by enemy units or their ZOCs. 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.

7.10 Modifiers for cavalry charges. Use all that apply.

- **Form square:** if there is infantry in the target hex and all of it is undisrupted, conduct a morale check. If it succeeds, the charging strength is halved.
- **Flank charge:** double charging strength if defender is already adjacent to units friendly to the charging units and is charged from a different hex. Infantry and artillery defenders do not fire at a flank charge. Defenders in towns cannot be flanked.
- **Backhand blow:** double attack strength if the defender against a *reaction* charge is pursuing or retreating cavalry.

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. 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. [Use the leader replacement markers to depict this situation.](#)

12. Command

Command is exercised in two stages. First, orders are given by the OCs (Napoleon, Bluecher, Wellington) or WC's (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.

12.1 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

12.2 Orders. At any time, each formation leader (not OC/WC) is in a particular order state. The state is displayed by using the counter with that type of order labeled on it. Note that these orders differ from the definitions in the full rules.

Attack: 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: Units 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.

March: The leader is placed in any hex on the map (with an Attack or Defend order marker underneath if the units shall attack after the march) and the units must move towards the leader until back in command range. They must move to a road or track hex in as few turns as possible and then use roads or tracks as much as possible to reach the leader. The leader counter is not assumed to be actually present in its hex until reached by a unit and is unaffected by enemy units moving through the hex. Units may not enter ZOCs. When stopped by a ZOC the leader is placed with the leading unit and if there is an order marker under it, replace the leader marker to show the new order status. Units defend normally but morale is reduced by 1 and they are flanked if attacked on a road or track hex. They pay the road or track movement rate but only if moving unstacked and if there is no road marching unit in the hex they are entering or adjacent to it.

Reserve: The leader cannot move. Units may not enter ZOCs or attack. They defend normally but morale is reduced by 1. Units may rally.

Note: The leader counters carry a small ZOC-stop sign to indicate an order state where units cannot enter ZOCs.

12.3 Sending orders. To send a new order to a leader, place the courier for the leader that the order is intended for on the map with the OC or WC sending the order.

Place an order marker underneath the courier to identify the order the courier is carrying. (See also 12.9 Order Sequences.) The courier moves towards its leader at full speed with the order marker. He can use the road or trail rate regardless of stacking and can enter ZOCs. The turn after the courier enters the leader’s hex, perform the Order Compliance procedure (12.5).

If an enemy unit attacks a courier traveling alone, the other player can inspect the orders he carries, and the courier is taken off the map. It can be reused for sending orders the next turn.

12.4 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 is the number of turns that passes until the leader complies with the new orders. If it is zero or less, immediately place the appropriate counter for the leader on the map. If it is greater than zero, place the courier on the turn track that many turns ahead, with the order marker(s) still under it. When the turn with the courier comes around, place the appropriate counter for the leader.

Example: A courier from Napoleon (4) arrives and gives an Attack order to d’Erlon (2), giving a result of 1. The courier is placed on the turn track 1 turn ahead with the order marker under him. The next turn, the courier and marker are taken off and since the marker is an Attack marker, d’Erlon is placed on his Attack side.

12.5 Order capacity. An OC/WC can give as many new orders per turn as his rating (halved if he moves). The courier is taken off the map and can be reused to send new orders as soon as its leader is complying with the new orders.

Design note: Clearly, a price must be paid for having orders without markers on the map or any written record. First, this system is only applicable with the limited choice of orders in the Basic command system and not the one in the full rules. Next, the leader counters need to carry more information and in particular, a leader shows his current openly all the time unless you hide him under a combat unit. Moreover, a March order telegraphs the destination to the other player. If you don’t mind, that’s fine. In particular, this approach is probably convenient for solitaire players who know the orders anyhow. Another restriction is that this approach pretty much rules out any divisional orders. Finally, only one courier per formation means that not many orders can be sent to the same formation in sequence – but that is entirely in keeping with Napoleonic era command habits.

12.6 Confidence Check. A formation starts checking Confidence the first turn after it takes a step loss with its current orders and checks every turn from then on until its orders are achieved, canceled, or fail. **Exception:** an

unbroken formation with Defend orders never checks. Follow the Confidence Check Table. A failed check means instant Order Failure.

12.7 Order failure. The formation *immediately* retreats 3 hexes and switches to Reserve orders. Units can stop during the 3-hex retreat instead of entering an enemy ZOC. Unlike normal retreat after combat (7.4), foot artillery can participate in this 3-hex retreat.

12.8 Local Decisions. A player can change a leader's order from Defend to Reserve at any time.

12.9 Order Sequences. It is permitted to send a courier with a March order and underneath it an Attack or Defend order marker. In that case, to determine the turn of compliance, the order number for the bottom marker (Attack or Defend) is used, not for the March order. Once the leader is placed on the map with his March side up to show compliance, place the second marker underneath the leader. The moment that the March order has been completed, or that units of the leader's formation would need to enter a ZOC, remove the marker and place the leader on the side corresponding to the order on the marker.

13. Army 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).

14. Broken Formations

14.1 Break Level. A corps is broken if the full strength of its eliminated (pre- or post-rally) units is at least equal to its break limit. Units have their movement allowance reduced by 1. If rallying drops the number below the limit, broken status is lifted. Broken formations have no effect on other formations.

14.2 Breaking and Compliance. A broken formation adds 1 for all orders except Reserve when determining the turn of compliance.

15. Rally

Destroyed units can be rallied if at least one turn has passed since their elimination, the leader of their formation is at least 10 hexes from any enemy unit and has Reserve orders. The leader does not count as being present on the map for any other purpose for that turn. Rallied 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 rallied per leader). Units of a broken corps are only rallied on a die roll of 1-4, otherwise they are eliminated permanently.

16. Night.

On night turns no units (not even cavalry) may enter ZOCs (but may still leave them if orders allow it).

Artillery cannot bombard. All Attack orders that do not occupy a part of the target fail. New orders may be sent out. Couriers that arrive during the night are automatically placed on the turn track on the first morning turn.

17. Supply

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

18. 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 broken or either of the other two armies disintegrates in a battle game, the other side wins.

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.

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.

The French Old Guard (the 7-4 rated units) have a morale of 5.

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.

All Prussian infantry units with a front side combat strength of 3 or less have a morale of 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].

British cavalry have a morale of 5.

Breaking: Due to the more bloody nature of the combat system, the break limits 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 Frasnes) 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 Frasnes. On 4-6, must move for Wagnelee.
- 3-6 Roll again next turn.

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

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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 Rallying. Cavalry and French Guard units are available for rallying 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.

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.

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

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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 rallying but not combat strength or advance after combat. **Note:** Use the morale tracking markers as chits for the sequence of play.

28.1 Rallying: Ignore the rallying die roll except for broken corps. Do not apply modifiers. There is no automatic rallying 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

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 Rally 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.

29 Napoleon on the Danube - Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

Notes to Napoleon on the Danube players – Crucial differences to the NES rules not specifically covered in the variant rules above: When leaving ZOCs, units do not check for disruption. 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 rallying but not combat strength or advance after combat. Note that the reverse side of units does not show the reduced morale value that should be used in play. **Note:** Use the morale tracking markers as chits for the sequence of play and instead of the morale tracks, use lost units to track morale on the game turn track.

29.2 Stacking. 2 units with max. 12 strength points per hex.

29.3 Terrain. Steep slope blocks LOS unless units are adjacent. No bombardment or charges upslope, normal combat -25%. The Russbach costs +2 MP for infantry, +4MP for cavalry. Artillery (foot and horse) can only cross at bridges. East of Baumersdorf, cavalry can only cross at bridges as well. Attackers across the Russbach are halved and units that cross the Russbach at a nonbridged hex side (even if in advance or retreat) are disrupted. Entrenchments reduce normal attacks and bombardment by 25%, charges by 50%. Note special Lobau Island Bridges rule (p.7).

Note: French troops only reduced by 25% in marsh and woods. *Many of these are still the supremely skilled troops of the 1805-12 era.*

29.4 Combat. Lobau artillery has 3 hexes range (half strength at range 3).

29.5 Army and Corps morale levels. Corps demoralization levels are given on p. 7. There is no Corps or Army Disintegration. Note effects of foreign unit demoralization (at bottom p.6) and VP cost for French Guard (p.7).

29.6 Strength and Rallying. Use the Austrian Off-Map rally rule. Ignore restrictions on “Grand Tactical” movement by reinforcements; these enter normally.

29.7 Victory. See p.12 and scenarios.

29.8 Command Arrangements. Austrian OC is Charles (rating 4). French OC is Napoleon (5). Eugene is a WC (2). The Italian Guard (ItG) division in Eugene’s army is commanded by Eugene directly. The same applies to Napoleon and the Imperial Guard

Corps leader command ratings: All corps/wing leaders have a rating of 2 plus their a command bonus printed on their counter (if any). Exceptions are Davout (5), Macdonald (3), Bernadotte (1), and Hohenzollern (1) [called “Hohnzirn” on the counter].

Although nominally an OC, Archduke John has no subordinate formations; he functions like a corps commander (rating 2).

Austrian staff inefficiency: Every order issued by Charles that is not face-to-face suffers an extra -1 to the ratings. The Austrian HQ can issue *no* orders when Charles is not stacked with it.

Austrian Offensive: Ignore this rule.

Russbach Defense: Ignore this rule.

29.9 Special Leader Effects and other rules.

Tactical bonus: A leader with a tactical bonus improves the morale of the troops he is stacked with or adjacent to by 1, but not higher than 5.

Charles: Has tactical bonus. In addition, the first time an Austrian compliance check results in a roll of 2, Charles suffers an epileptic fit. He cannot issue any orders the next turn and his rating is reduced to 3 for another turn.

Bernadotte: Has to roll for compliance with all orders, including those received at night.

Napoleon, Davout: Tactical Bonus.

On the first turn on which the Army of Inner Austria appears on the map, all French corps east of the Russbach reduce their demoralization limit by 5. This remains until the next morning.

29.10 Combat modifiers (optional). In normal combat and cavalry charges, compare the morale of both sides. The side with higher morale adds the morale difference to its die roll. The side with lower morale subtracts the morale difference from its die roll. Among eligible units, the player can choose any unit to determine the morale rather than taking the highest value. However, the unit whose morale was used must take the first loss.

Austrian infantry units always subtract 1 from their die roll in normal combat and add 1 to their morale when charged by cavalry. (*This represents their use of columns and battalion mass as their default formation.*)

29.11 Scenario I – Assault across the Danube. Use special rules as given.

At-start orders: *Austrian* – Advance Guard: Defend. VI Corps: Defend. Others: Reserve. *French* – IV Corps: Attack. III Corps: Attack. IX Corps: Attack once the bridge in 2331 becomes available.

29.12 Scenario II - Battle at the Russbach. Use special rules as given. The strength losses incurred by French III and IV Corps and Austrian IV and VI Corps can be taken as step losses or eliminated units.

At-start orders: *Austrian* – Reserve Corps, I, II, IV, VI Corps, Advance Guard: Defend. *French* – Grenier, McDonald, II, III, IX Corps: Attack. (IX Corps roll for compliance).

29.13 Scenario III - The Battle of Wagram. As described. Use at-start orders of Scenario I.

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given in person	R
Divisional order/Cavalry corps	R
Past Force modifier (opt.)	2L
Austrian order unless face-to-face (opt.)	L

Terrain Effects on Combat

Terrain	Attack	Bomb.	Charge	Movement
Town	-25%	-75%	-50%	1
Fortress	-50%	N/A	N/A	2
Woods ^{Fr}	-25%**	-25%	-75%	2/4
Woods ^{other}	-50%**	-50%	-75%	2/4
Stream	-25%	NE	-25%	+2
Russbach	-50%	NE	N/A	+2/+4
Crest	-25%	N/A	NE	NE
Bridge	-50%	NE	N/A	NE
Steep slope*	-25%	N/A	N/A	NE

Reductions apply to firing into that type of terrain.

Treath Marsh as Woods.

* ... Only upslope, otherwise NE

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

Fr ... French troops

other ... all troops not of French nationality (either side)

30 Clash of Eagles – Borodino Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

30.2 Stacking. 2 units per hex.

30.3 Terrain. Redoubt hexsides halve all attackers and reduce cavalry charges by 75%. They do not prevent involuntary retreat. ZOCs do not extend across redoubt hexsides. The Moscow road (running from 3333 to 3001) was very wide, as a result road march stacking (if that optional rule is in use) does not apply to it.

30.4 Combat. Artillery has 4 hexes range (half strength at range 4). In normal combat, adjacent infantry must be attacked (even if already attacked by another unit) before adjacent artillery.

30.5 Strength and Rallying. Use the Off-Map rally rule. (Note that issuing a Fall Back order is the best way to get them off the map.)

French infantry morale as well as cavalry and artillery morale on both sides is 4. Russian infantry has morale 3 on the attack, 4 on the defense, and do not reduce their morale when on their reverse side. The Russian Guard units (the three 7-5 units from V Corps) and the Old Guard all have morale 5 and are subject to the La Garde effects in 7.4. (Only the Old Guard reduces the other side's morale by 1 though.) Cossacks have a pursuit number of 2.

30.6 Victory. See 12.4 and scenarios.

30.7 Command Arrangements. French OC is Napoleon (rating 4). Russian OC is Kutusov (3). Wing commanders are Bagration [3], Barclay [3], Miloradovitch [1], Gorchakov [1] (takes over if Barclay is eliminated), Ney [3/1], and Murat [2]. (Not Davout.)

Russian Reserve units including the Reserve artillery have to be assigned to other formations to be moved (exception: General Retreat). Only Bagration can rally Reserve units.

Note that Ney commands III Corps directly apart from being a wing commander. He counts as both sender and receiver when sending orders to III Corps and the orders are given In Person.

Corps leader command ratings: All Russian corps commanders 2, except Constantine, Baggavout, Ouvarov 1, Tuchkov 3. Davout 5, Murat 4, Ney 3/1, Poniatowski, Mortier, Nansouty, Grouchy, Latour-Maubourg 3, Eugene, Junot, Montbrun 2.

30.8 Leader characteristics.

Kutusov's HQ has to remain in Gorki throughout the game and the only order that can be given to it is a Reserve order that takes it off the map. Kutusov stays

in the same hex as his HQ at all times. Roll each turn, on a roll of 1-2, Kutusov can give orders (but not Barclay), on a roll of 3-6, Barclay can give orders but not Kutusov. (Note that this will not make a difference as long as Barclay is within Kutusov's command range, but may otherwise.)

Napoleon's HQ moves straight to the Shevardino redoubt once on the map and then has to stay there. If it has not been taken by the time he arrives, he has to move to Doronino or Fomkina. Napoleon stays in the same hex as his HQ at all times. On the second day, roll a die each turn, on a roll of 1-2, his rating is 2, on a roll of 3-5, it is 3, on a roll of 6, it is 4.

Murat's leader rating is decreased by 2 when acting as WC or commanding any infantry units.

30.10 Morale in normal combat (optional). Compare the Morale of both sides. The side with higher morale adds the morale difference to its die roll. The side with lower morale subtracts the morale difference from its die roll. Among eligible units the player can choose any unit to determine the morale rather than taking the highest. However, that unit must take the first loss.

30.11 Scenario 1 – SHEVARDINO REDOUBT. Use special rule C as given.

At-start orders: *Russians:* VIII Corps (Gorchakov as WC): Defend. 2CU Div(Reserve Corps) is attached to VIII Corps. IV Cav Corps: Defend. *French:* Attack.

Reinforcements: Bagration takes over as WC from Gorchakov.

30.12 Scenario 2 – THE GREAT REDOUBT – Morning Attack. Use special rules C, D, E as given. Napoleon and HQ are at Shevardino Redoubt. Kutusov and HQ are at Gorki.

At-start orders: *Russians:* IV Corps: Defend. VII Corps: Defend. II Cav: Defend. III Cav, VI: Reserve. *French:* IV Corps: Attack. III Cav: Attack.

30.13 Scenario 3 – Battle for the Fleches. Use special rules as given except D.

See Scenario 4 for at-start orders.

30.13 Scenario 4 – Battle of Borodino. Use special rules as given. Units that have to be "Released" are assumed to have Reserve orders. They switch to Defend when released by enemy unit proximity, otherwise "released" means they stay in Reserve until sent other orders.

Barclay commands II, IV, V, VI, I Cav, II Cav, III Cav Corps, and Platov. Bagration commands III, VII, VIII Corps, IV Cav Corps, and Karpov's cossacks. Murat commands I, II, and IV Cavalry Corps. Ney is in charge of III and VIII Corps. Two divisions of I Corps are assigned to IV Corps.

At-start orders: *Russian:* II, III, IV, VII, VIII Corps: Defend. II, IV Cav: Defend. Barclay, Bagration: Defend. *French:* IV Corps: Attack. III Cav: Attack. I Corps, Ney: Attack. All others: Reserve.

30.13 Scenario 5 – Borodino Campaign. Use special rules as given. Read rule B to say that the French Guard units have March orders to the specified locations and then switch to Reserve to wait for release. See 30.8 for rule G. For rule H, “release” means the ability to give orders other than Reserve.

Barclay commands II, IV, V, VI, I Cav, II Cav, III Cav Corps, and Platov. Bagration commands III, VII, VIII Corps, IV Cav Corps, and Karpov’s cossacks. Murat commands I, II, and IV Cavalry Corps. Davout is in charge of I, III, and VIII Corps.

At-start orders: *Russian:* See scenario 1. VII Corps: Defend redoubt. VI Corps: Defend. III Corps: Defend. *French* – see scenario 1 for initial units and arrivals. Later units have March orders onto the map and stop within 10 hexes of the map edge.

31 Clash of Eagles – Friedland

Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

31.1 Stacking. 2 units per hex.

31.2 Terrain. Swamp is same as forest.

31.3 Units. The Russian Guard units as specified in 19.6 and the Old Guard all have morale 5 and are subject to the La Garde effects in 19.6. (Only the Old Guard reduces the other side’s morale by 1 though.) Generally, infantry morale on both sides is 4. Russian units do not reduce their morale when on their reverse side.

31.4 Command Arrangements. OC’s are Napoleon (5) and Bennigsen (rating 3 up to 11:00, and rating 1 from 12:00 onwards). Grouchy (3) is WC.

Corps leader command ratings: Ney 3/1, Victor 2, Lannes and Bessieres 4, all other French 3. Uvarov 2, Bagration 3, Platov 2, all other Russians 1.

31.5 Special rules. Use as given. The BDL rule (19.9) means that no orders can be given to formations that mean they will move to the “wrong” side of the stream. The Senarmont artillery can bombard and then move. “Release” in 19.8 means that appropriate orders can be given to move units west of the Alle.

31.6 Scenario 1 – Bennigsen’s Opportunity.

At-start orders: *French* - RC/R: Defend. *Russian* – LC Corps Attack. All others Reserve.

31.7 Scenario 2 - Battle of Friedland.

At-start orders: As Scenario 1.

32 Four Allied Victories aka Beating the Ogre's Minions

Special Rules and Command Arrangements for playing **Four Lost Battles** (OSG)

Note: To play 4AV/BtOM, use normal rules except where noted below. The apparent length of this refit is due to the length of the 4 Lost Battles (4LB) rules, not from the great amount of refit effort required. *You do not need to read any 4LB rules except the four shaded and explicitly referred to as 4LB x.x.* To be specific, these four rules are: Trains [4LB 9.0], Supply [4LB 14.0], Cards [4LB 18.0], and Victory [4LB 20.0]. No others are needed.

32.2 Stacking. Vedettes (see below) do not count for stacking. Trains can only stack with vedettes and leaders.

32.3 Terrain. Use the cavalry terrain costs for artillery, horse artillery, cavalry, vedettes, and trains. Leaders pay the foot movement costs.

MP costs: Slope hexsides (+1 when crossed upwards, -25% to attack across). Stream hexsides cost +1 to cross instead of standard +2. A damaged bridge/pontoon costs +2 to cross except in road movement, cannot be crossed by Baggage Trains and Supply Lines.

LOS: Slope hexsides count as being on a higher level than other terrain, and. Trains can **only** enter slope hexes and cross streams via roads and trails. Maximum visibility is 12 hexes unless affected by Weather.

32.4 Weather. (Unchanged from 4LB) Roll for weather on the first turn of a scenario. After that, reroll whenever a card listing "WEATHER" is played.

Thunderstorm: halves infantry combat strength (round up); prevents deployment of pontoons; doubles MP costs for trains and artillery. Adjacent LOS only. If it's the 2000 turn, the Night turn will be Mud, else fair.

Mud: doubles MP costs for trains and artillery. Artillery cannot bombard and participates in assault at half strength. Adj. LOS only. If it's the 2000 turn, the Night turn will be Mud, else Fair.

Fog, Duststorm, Rain: Adjacent LOS only.

32.5 Strength and Morale. Unit morale for retreat purposes is equal to the Initiative value plus 1. Russian infantry adds one when on the defense and does not reduce when flipped. The Old Guard ("OG" marked units) are subject to the La Garde effects in 7.4. Unlike other vedettes, Cossacks can attack and have a pursuit number of 2.

32.6 Hidden Forces. During setup and whenever a force moves out of LOS of enemy units, all units backprinted with flags can be inverted and placed on top of their stack. Hidden Forces are revealed (by flipping that unit and making the stack available for examination

by the other player) whenever adjacent or in LOS of an enemy stack at the beginning of the movement or combat phase. Vedettes in a hex without enemy units are revealed at the moment of moving adjacent. The owning player of a Hidden Force must declare whether a stack exerts a ZOC when another stack tries moving adjacent. Maximum LOS for units in clear terrain to spot Hidden Units is 3 hexes. A spotting leader on a hilltop or spotting unit within movement distance of a leader on a hilltop has a LOS range of 12 hexes. Players are free to create additional markers for covering up units. Such "cover markers" are included on the sheet with the chitpull markers accompanying these rules.

32.7 Vedettes. Vedettes can be deployed from a Light Cavalry unit (the permissible number of vedettes per unit is given in the upper right corner). Vedettes have no combat strength or ZOC and if in a hex with a stack that is attacked, simply stay or retreat with the stack. Enemy units except vedettes can enter a hex containing vedettes but no friendly combat units. The vedettes automatically retreat two hexes and the enemy units do not need to cease their movement. When attacked or entered by cavalry, the cavalry gets an immediate free attack at half strength. Disruption results through bombardment are ignored. Like cavalry, vedettes ignore ZOCs under all circumstances. Vedettes can be rallied like other units. Vedettes fight normally against other vedettes with a strength of 2.

Vedettes always pay road terrain costs when on roads and do not need any orders.

32.8 Rally. Use the standard NLC rally rule (21). Roll against the unmodified Initiative value for rallying of broken German units.

32.9 Supply. Use 4LB 14.0. Baggage trains need to remain within double command range of their corps commander but otherwise move freely. The effects of being out of supply are identical to being part of a broken formation.

32.10 Trains. Use 4LB 9.0 except 9.17. All pontoon trains need normal March orders to move. Compliance with these orders is automatic upon receipt. Trains do not exert ZOCs.

32.11 Bridges. (Unchanged from 4LB) A stream bridge can be damaged by a combat unit that is not in an enemy ZOC and spends 1 MP in its hex. (Note: the no-ZOC requirement applies even to cavalry.) The bridge ceases to exist for game purposes until repaired. To repair, an infantry unit must spend 1MP at one end of the bridge and roll a die: On 4 or less, the bridge is repaired (3 or less if either end is in an EZOC, 2 or less if either end of is occupied by an enemy unit).

32.12 Cards. See 4LB 18.0. Note 1: All references to “commanders” on cards refer to the OC. All references to “officers” refer to corps commanders (division commanders for the Austrians). Note 2: Many of the effects that the 4LB cards introduce as random events are already causal outcomes of the NLC subsystems. Therefore, cards are not as crucial to play of **BtOM/4AV** and to achieve a comparison of the course of the game to history, playing without the cards is entirely possible. Players should agree beforehand whether to use the cards.

General comments: Ignore the movement ratings on the cards and use the normal movement rate on night turns. Ignore the RECOVERY markings on the cards; Recovery is handled by having units under Reserve orders (see 20.2). All cards that have effects which are not immediately discernible to the enemy player should be played hidden and placed on a separate discard stack next to the friendly player, to be shown when the card effects become manifest on the map, e.g., by a die-roll modifier or reinforcing force, or otherwise at the end of the game. (Cards thus affected would be Nos. 7, 14, 17, 18, 19, 20, 21, 24, 25, 26, 28, 29, 32.)

Mode Cards: Use as described except 5. Early Start: Gives that player an Initial Action (4.2) on the first turn.

Status Cards: Use as described except 15. In Bivouac: Ignore this card. *Design note: I could accept that as a Mode card, but as a status card during the game, “turning off” the other side’s army by playing a card makes no sense to me.*

22. The Battle Ends - Commanders Sleep: Both sides’ OCs cannot give new orders for two turns. The player who plays this, issues a General Retreat order on the 3rd turn.

Arrival Cards: Use as described.

Game Cards: Use as described except 7. Consolidate Position: Attack orders sent this turn get 1 shift left, all others get one shift right.

8. Thunderstorm: Must be played immediately. *(Note: this may need a restriction placed on it to prevent a higher number of thunderstorms than considered appropriate. However, I consider the notion of storing weather and unleashing it at an opportune time absurd.)*

11. Hesitant Advance: Units cannot use the road movement rate. There is no Bridge Repair.

16. No Discipline in the Ranks: Only applies to units that do not have enemy units in LOS.

32.13 Victory. (Unchanged from 4LB) Victory points are awarded to the side with fewer losses in terms of the strength points loss differential divided by 5 (0-4: 0 VP, 5-9: 1 VP, 10-14: 2 VP and so on). Each enemy Broken

Corps yields 4 VP. Each captured Baggage Train yields 2 VP. Each enemy Supply Source controlled (occupied or last moved through by a friendly in-supply unit) at the end of the Scenario yields 4 VP. Add and subtract the VP values of cards played. If an OC is captured, the enemy receives VPs equal to his rating. If Napoleon is captured, the Allies automatically win. The player who played General Retreat gains 4 VP for exiting his Baggage Train and 1 VP for every five combat units exited (but no more for this than for eliminated enemy combat units).

Each Scenario specifies additional VP conditions. See 4LB 20.2 for Levels of Victory. A side also wins automatically if all Corps on the other side are broken.

32.14 Leader characteristics. Use the printed rating for OC’s (these are identified by a bracketed rating) and formation commanders (who have their rating in parentheses). *Note:* Do not apply the normal NLC order compliance shift for cavalry corps. This is already integrated in the cavalry corps leader ratings.

32.16 Scenarios Use 4LB 19 and 20 as given for all battles, as well as the individual Setup, Victory Conditions, and Map Exit conditions for each scenario.

4AV Terrain Effects on Combat

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

Reductions apply to attacking into that type of terrain.

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

** ... moving or attacking towards hex on top of slope

*** ... not crossable by trains except via road or trail

32.17 The Battle of Grossbeeren.

Victory Condition erratum: Both Grossbeeren and Blankenfelde are only worth 1VP per turn.

Command Arrangements. French OC is Oudinot. Until he arrives, Bertrand and Reynier each have to send orders to themselves. Oudinot also operates as Corps Commander for XII Corps.

There is no Prussian OC; Prussian commanders have to work through Initiative. If the battle continues to the 2nd day, Bernadotte enters as OC.

At-start orders: *French:* IV Corps: Attack. VII Corps (upon entry): Attack. XII Corps: March to Ahrens Dorf and Sputendorf. *Coalition:* III Corps: Defend. IV Corps: Attack. XIV and S Corps: March.

32.18 The Battle of the Katzbach.

Bridges: River bridges exist only on the Katzbach map. A damaged river bridge can still be crossed by infantry, cavalry, and leaders at +2MP. To damage or repair a river bridge requires 2MP. The repair die roll is increased by 1 compared to a stream bridge.

Command Arrangements: *French:* Macdonald is OC (and also in command of XI Corps). *Coalition:* Bluecher is OC. The Russian VI, IX, and X Infantry Corps are counted as a single Corps under Langeron.

At start orders: *French:* III Corps: March. XI Corps: March. V Corps: March. IICav Corps: March. *Coalition:* L, ICav Corps: Defend. I Prussian Corps: March. XI Corps: March.

32.18.1 The Battle of the 17th. Add Ney as OC with III Corps; Macdonald becomes a normal WC commanding V, XI, IIC Corps.

32.19 The Battle of Kulm.

Terrain: Alto hexes count as being higher than other terrain including slope and expands extended LOS to 12 hexes. Trains and artillery may not use Track/defile for road march and must use other terrain costs.

Command Arrangements. *French:* Vandamme is OC and Corps commander for I Corps. One division is attached from XIV Corps and can be used as part of I Corps. *Coalition:* Barclay is OC.

At-start orders. *French:* I Corps: Attack. *Coalition:* II Corps, II Cav Corps: Defend. V Corps, 2Res, 1Au, Pr II Corps: March.

32.20 The Battle of Dennewitz.

Command Arrangements. *French:* Ney is OC. *Coalition:* No OC – Tauentzien and Buelow operate by Initiative.

At-start orders. *French:* III, IV, VIII, IVC Corps: Attack. Ney's HQ has March orders along the same road. *Coalition:* III, IV Corps: March.

32.21 The Campaign Game.

Use 4LB 22.0 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
Broken 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
March	3
Reserve	2

Order Confidence Check

Condition	Modifier
Unbroken Formation on Attack	3
Broken formation on Attack	0
Objective is held on Attack	1
Broken formation on Defense	2

Add modifier(s) and leader rating. If the dieroll (1d6) exceeds this value, the formation fails the check. **Note:** an undermoralised formation under Defend orders never checks.

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	