

# Napoleon's Later Campaigns Scenario Description

Release 1.1.0

© 2003 by Markus Stumptner

## 28 Dresden 1813 - Special Rules and Command Arrangements

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

*Notes to Dresden 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 reorganization 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 use lost units to track morale.

**28.1 Grand Tactical Movement.** *Dresden 1813* has major and minor roads. Road Movement works as in 5.2, but units pay 1/3 MP on major roads. Only one unit that used Road Movement may be in one road hex at the end of the Movement Stage. Dresden Fortress artillery in a hex does not interfere with Road Movement.

**28.2 Stacking.** 2 units with max. 12 strength points per hex. Dresden Fortress artillery does not count as a unit for stacking.

**28.3 Terrain.** Grosser Garten counts as woods. Suburb counts as town, city counts as major road for movement. Steep slope blocks LOS unless units are adjacent. Fortress hexsides count as Chateaux.

**28.4 Weather and Night.** On a *heavy rain* turn, minor rivers are counted as major rivers and streams and the Landgraben as minor rivers. This continues for two turns after the heavy rain ends. Also, each heavy rain turn is completely skipped on a roll of 1 or 2.

On *all* rain turns, all movement allowances are reduced by 1. On *light rain* turns, infantry combat strengths are halved. On *heavy rain* turns, infantry and artillery combat strengths are halved, infantry morale is reduced by 1, and artillery cannot bombard.

At night, units cannot end movement within two hexes of enemy units. All night turns are light rain turns.

**28.5 Combat.** Dresden Fortress artillery has 3 hexes range, and reduces attacker morale by 2.

**28.6 Corps Klenau.** On turns 18-23, the Austrian player rolls a die; on a roll of 1, Corps Klenau arrives.

If it hasn't arrived by turn 23, it arrives automatically on turn 34.

**28.7 Reinforcements.** French units arriving on the map have morale reduced by 1 for the remainder of that day.

**28.8 Army and Corps morale levels.** Note that this is significantly more involved than in NLB/NaL. See p. 10, 19. Unit disruption and rally has no effect on Army or Corps Demoralization. Army demoralization has no direct effect on unit capabilities except for Foreign unit demoralization (p. 10), ignore any other such rules. French Fortress Artillery losses do not count for Army Morale, nor do strength reductions for flipped units. Corps demoralization levels are given on p. 19. As specified in Dresden rules, Corps demoralization is only lifted on the first turn of each day. There is no Corps or Army Disintegration.

**28.9 Reorganization:** Ignore the reorganization dieroll except for demoralized corps. Do not apply modifiers. There is no automatic reorganization at night. Use Optional Rule 25.10 (Large Units).

**28.10 Army Reserves.** Some individual units and Austrian and Russian corps start scenarios in Army Reserve status (p. 10/19). Until *released* they can only be given (by OC or initiative) March or Reserve orders that will not bring them closer than 6 hexes to the enemy. Release occurs by being attacked, or by being *sent* an order (not by initiative) as below. For individual units (French units, Prussian II Corps units, Austrian and Russian reserve artillery) the orders are not written down. The player notes the formation they are assigned to, and they assume the orders of this formation. They have implicit March orders to get within command range of the formation's commander.

When an army commander wishes to send releasing orders, roll two dice. The first is the number of units or corps that can be released. The second is the number of turns that has to pass until he can roll again. Double the dieroll for Constantine. Austrians roll separately from Russians/Prussians. The French lose 2 VP for every Old Guard SP released and 1 VP for each artillery SP. The Allied player loses 5 VP per release dieroll regardless of the number of units/formations released. Victory points are deducted the moment a unit or corps is released.

**28.11 Victory.** See p.12 and scenarios.

**28.12 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 3,

Kleist 2, Napoleon 4, Murat 4 (2 if he is commanding infantry), 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 3; the other non-Austrian leaders have a rating of 2. Schwarzenberg's HQ cannot issue orders if he is not stacked with it.

Austrian divisions operate whenever the chit of their assigned wing leader is drawn, but require a Coordinated Action chit to attack together even when attached to the same wing.

All Allied orders suffer an 1L shift except if face-to-face. All orders to Austrian wings suffer an additional 1L shift. *The first is due to the inefficient Allied staff organization, the second to the fact that the Austrians were experimenting with ad hoc division assignments that everyone else had given up on.*

**28.13 Leader characteristics.**

**Ney:** Use his description in 25.1. (Rest of 25.1 remains optional.)

**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.

**28.14 Scenario I - The Relief of St Cyr.** Use special rules as given. Allied leaders can roll for release of reserves from turn 7 (not 9). 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 has Defend orders for Dresden. Barclay: Attack Striesen, Strehlen, and the Grosser Garten. Russian I Corps: Attack Striesen. Prussian II Corps: Attack Strehlen and the Grosser Garten. Colloredo: Attack redoubt III. Chastler: Attack Plauen. Bianchi: Attack line Lobau-Cotta.

Reinforcements: All French reinforcements have March orders for the Altstadt. Ney has (naturally enough) orders to Defend Dresden.

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 suffer a confidence failure.
- 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 sent orders at normal order cost without VP loss.  
6 No effect.

**28.15 Morale Combat Modifier (optional 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 per 2.3, the player can choose any unit to determine the morale rather than taking the highest. However, that unit must take the first loss.

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

At-start orders: St Cyr's corps has Defend orders for Dresden. Cavalry Reserve: March to the Neustadt. Imperial Guard: Defend Dresden. Old Guard (divisional orders): Reserve. Russian I Corps: Attack redoubt I and the Ziegel Schlag. Russian III and V Corps: March to Strehlen. Prussian II Corps: Attack Dresden between Pirna Schlag and Dippold Schlag. Colloredo: Attack redoubt III, then Dresden. Chastler: Attack redoubt IV and Dresden. Bianchi: Attack Friedrichstadt. All Allied Corps not on Reserve not listed above have Attack orders to Dresden.

**28.17 Scenario III - The Battle for Dresden.** Start as Scenario I.

**Dresden Order Compliance Shifts**

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given face-to-face	R
Divisional order/Cavalry corps	R
Past Force modifier (opt.)	2L
Orders to Austrian Corps	1L
Orders by Allied HQ unless face-to-face	1L

**Dresden Terrain Effects on Combat**

Terrain	Attack	Bomb.	Charge	Movement
City	-50%	-75%	-75%	½ (as Road)
Town/Suburb	-25%	-75%	-50%	1
Fort hexside	-50%	N/A	N/A	NE
Woods/Gr.G.	-50%*	-50%	-75%	2/4
Stream	-25%	NE	-25%	+1
Minor River	-50%	NE	-75%	+2/4
Steep Slope	-50% <sup>x</sup>	NE	N/A	+2 up/+1 dn
Elevation	-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.

<sup>x</sup> ... When attacking upslope.

**Use these tables instead of those in the NLC rules.**

**28.18 The Archduke fights on! (Optional)** *This is a variant in the spirit of uncounted “Jackson Lives” variants in Gettysburg games. It assumes the Archduke Charles did not fall out with his brother, the Emperor Francis, after the Battle of Wagram. This variant can be used with any scenario or the full game.*

1. Charles has a leader rating of 4. *He acted and decided more swiftly at all levels.*
2. There is no Army Reserve status. All units that are listed in Army Reserve status simply have normal Reserve orders. *(Charles did not have Schwarzenberg’s tendency to use his forces piecemeal.)*
3. Add “and Dresden” to all Attack orders in Scenario I. *(Nor did he have Schwarzenberg’s almost pathological caution that saw a trap everywhere.)*
4. The Austrian divisions have fixed corps assignments and do not suffer the extra 1L shift. *(The corps system that Charles started introducing would have been carried on instead of being dropped, only to be reinstated later in 1813 after Dresden and other engagements showed it was superior to constant division shifting.)*

#### **Acknowledgements**

*Dresden 1813*: published by New England Simulations.