Napoleon's Later Campaigns
Scenario Description

Release 2.0.0

© **2006, 2010 by Markus Stumptner**

---

32 Four Allied Victories

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

Note: To play 4AV, use normal NLC series rules except where noted below. The apparent length of this refit is due to the length of the 4 Lost Battles (4LB) and TLNB rules, not from the great amount of refit effort required. In fact *you do not need to read any part of the 4LB rulebook except for the rule on* Cards [4LB 18.0]. **You will of course need the scenario book (see 32.16).**

32.1 Sequence of Play. The Hidden Forces rule (32.6) means that instead of one cup for chits, each player has his own cup. Roll a die; on an odd roll the French player pulls a chit, on an even roll, the Allied player pulls a chit. If one side has no more chits, simply keep pulling chits from the other. (A different option is to use a third cup and have each side place as many cover markers in that cup as they have chits. Pull a cover marker and then pull a chit from the cup of the side the marker belongs to.)

In every turn, both players play their card before the first chit is pulled.

32.2 Stacking. Stacking limit is two units or 12 strength points per hex, whichever is less. Exception: all units of one division can stack in one hex, but still must obey the 12 SP limit. A unit of strength 8 or more takes up two hexes in road movement (place it on the hexside in between as a reminder). Trains count as a strength 12 unit for stacking and always count as using road movement when on a road/trail hex. Vedettes, leaders (see 32.6), and *deployed* pontoon bridges do not count for stacking.

32.3 Terrain. Use the cavalry terrain costs for artillery, horse artillery, cavalry, vedettes, and trains. If there are two terrain types in a hex under attack, use the more defender friendly in combat.

32.3.1 Terrain and 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, and cannot be crossed by Baggage Trains and Supply Lines.

32.3.2 LOS: Slope hexsides count as being on a higher level than other terrain, and block LOS unless either the spotting or spotted unit or both occupy a hex on the higher side of a slope hexside. Maximum visibility from higher terrain 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 except when fighting infantry; 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. Adjacent LOS only. If it's the 2000 turn, the Night turn will be Mud, else Fair.
Fog, *Duststorm*, *Rain*: Adjacent LOS only. A duststorm can only appear if there has been no rain or thunderstorm that day.

32.5 Strength and Morale. Unit morale is equal to the Initiative value plus one. 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. Since, unlike NLB, the large Prussian brigades are shown as a single unit, the Huge units rule (25.10) is recommended.

Prussian Landwehr units have no ZOC except when occupying a town hex. Unless stacked with a cavalry or infantry unit that has a ZOC, they must pay +1 when entering an enemy ZOC.

Unlike normal vedettes, Cossacks can attack and charge and have a pursuit number of 2.

32.6 Reorganisation. Use the standard NLC reorganization rule (21). **Exception**: Roll against the unmodified Initiative value for reorganization of demoralized German units.

32.7 Supply. A unit is in supply if it can trace a line of a maximum of ten hexes length to its formation's supply train. The supply train must itself be on or adjacent a road and be able to trace supply along to a friendly supply source hex on the map edge (the majority of hexes of this line must be road hexes). Supply can be traced across fords. Enemy units block supply. If a formation enters as reinforcements, its units are in supply even if the train is not on the map, as long as they can trace supply to the train's future entry hex.

Units under March orders are in supply even if outside the ten hex range, as long as there is a continuous line of units from that formation, adjacent to each other or separated by one hex in road march, with the train within the ten hex range of the unit at the other end.

The effects of units being out of supply are identical to Corps Demoralisation (22) and are not cumulative.

32.8 Trains pay cavalry costs for movement. They cannot cross streams except at bridges and cannot cross slope hexsides except along a road or trail. They cannot enter enemy ZOCs and have no ZOC of their own. Trains do not have a Combat Strength and cannot defend or attack. They never retreat.

If a baggage train moves, it should move so as to be within double command range of the corps commander but otherwise it moves freely. All pontoon trains need normal <u>March</u> orders to move. Compliance with these orders is automatic upon receipt. If an enemy unit enters a baggage train hex, the train is permanently destroyed. If an enemy unit enters a pontoon train hex, the train is captured on a dieroll of 1-3, otherwise it is destroyed.

32.9 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 a bridge end 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).

32.10 Hidden Forces (Optional, not recommended). *This rule and the vedettes rule are included because they are part of the 4LB and TLNB rule set. I do not recommend their use because they do not reflect the real issues of fog of war in Napoleonic times. Instead they are another layer on top of the odds-based thinking and the micromanagement that reigns in TLNB. If you are playing with another player and want to use fog of war, my recommendation is to use the Hidden Movement (20.1) rule in the NLC rules and ignore 32.10 and 32.11. It will result in more historical, more exciting, and faster play, to boot.*

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 either unit's Movement, Charge or Assault Segment*. Maximum distance for units in clear terrain to identify Hidden Units is 3 hexes. A leader on a hilltop or unit within movement distance of a leader on a hilltop has an identifying 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.

Demoralised markers, if used, should always be placed *beneath* the corps commander and do not have to be shown. I also recommend separating the Coalition and French halves of the demoralization track so the other player cannot see yours.

A player can, at his option, create dummy stacks consisting of two or three cover markers. These can move at any desired rate, regardless of orders. They are removed from the map when revealed. The maximum number of dummy stacks on the map is limited to the number of corps that the player controls.

Note: If a force using Hidden Movement (20.1) is revealed by an 'R' result on the Hidden Movement table, it can be placed on the map as a Hidden Force (i.e., inverted or with cover markers on top).

32.7 Vedettes (Optional, not recommended). *Vedettes really have no place in a system at this scale; you should not be able to direct them turn by turn, and they would need hours to report back. They extend the range of the ahistorical "Eye of Sauron" effect of where on the map you can control individual units every turn. What they do is encourage players to play "Vedette Leader" and add additional ahistorical behaviour (such as stacking vedettes to meet at better odds, or to fake larger forces). That is just nonsense.*

Vedettes can be deployed from a Light Cavalry unit by replacing the unit with the number of vedettes per unit is given in the upper right corner during the movement phase. To reverse this, stack the vedettes together and replace them by the unit. Three Prussian brigades in IV Corps have their own vedettes. Deploying these vedettes does not remove the unit.

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 reorganized like other units, but regardless of the current order state of the formation. They fight normally against other vedettes with a strength of 2.

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

32.7.1 Repulse: A combat unit approaching an enemy hidden force can enter the hex. If the stack turns out to contain a non-vedette combat unit, the moving unit immediately ends its movement in the hex it entered from and checks morale. A unit whose orders do not permit it to enter a ZOC retreats an additional hex and is automatically disrupted.

32.7.2 Vedettes and hidden forces. When a vedette has LOS to a Hidden force, the owning player has to indicate whether it

is a vedette or not. If not, mark the force with a numeric marker equal to the number of turns from the vedette to the vedette's formation commander using vedette movement. Decrement by one at the start of every turn. If it drops to zero or the vedette has LOS and is within movement range of its formation commander, the hidden force is instantly revealed. *Design note: To rein in the ravages of radio-equipped long range vedettes.*

32.12 Cards. See 4LB 18.0. All references to "commanders" on cards refer to the OC. All references to "officers" refer to corps commanders (division commanders for the Austrians). Ignore the movement ratings on the cards and use the normal movement rate on night turns. The RECOVERY markings on the cards should be read as SUPPLY; Recovery is handled by having units under Reserve orders as normal (see 20.2), but supply checks are still performed whenever such a card is played. **Important Note**: Many of the effects that the 4LB cards introduce as random events are already outcomes of better integrated NLC subsystems. Therefore, cards are not as crucial to play and enjoyment of 4AV and the game can be played in three different fashions. Players must agree beforehand which one to use.

32.12.1 Full Card Play. Use all of 4LB 18.0 with the exceptions below.

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 dieroll 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.)

For a description of the individual card effects, see Appendix I.

32.12.2 Historical study. *For players that want to explore strategies for the commanders in the historical battle and who want to play with a minimum of fuss.* Ignore the cards; use the historical reinforcements, with the variations specified in Appendix II.

32.12.3 Restricted Card Play (**Recommended**). *Note: Most of the events in the card deck actually represent happenings that were utterly outside the influence of the battle commander. Their inclusion in the game is an excellent representation of the variability of the historical battle situations and, in principle, of the degree of uncertainty a commander faced. However, the degree of control that the game gives the player over the actual application of these events is utterly ahistorical and often defeats the designer's admirable goal of introducing more fog of war. This version aims to improve fog of war and increase the historical*

verisimilitude of the player decisions while retaining the drama, variability, and replayability of the card system. This variant actually simplifies *the game.*

The rules for this option have been placed completely in Appendix III to facilitate its use as a reference sheet during play. Changes to reinforcements and card deck removals are specified with the individual scenarios.

32.13 Victory. (Changes 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 Corps Demoralised 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). Note official erratum: VP awards for supply sources and other terrain only accrue if the controlling unit is in supply or within command range of its commander.

Each Scenario specifies additional VP conditions. See 4LB 20.2 for Levels of Victory. **Note**: A difference of 10% or less is a draw. A side also wins if all Corps on the other side are demoralized.

32.13.1 Exiting the Map. The General Retreat order can only be given after the appropriate cards (The Battle Ends or General Retreat) have been played. See Appendices for card play details. Units can be sent off-map by March orders to a point on a map edge with a friendly supply source. Units that exit in this way check supply at the moment of exiting. Those not in supply count as lost for corps demoralization purposes.

32.13.2 Second Day of Battle. (This rule does not apply for the Kulm scenario.) If this card is played, add up all terrain VPs at the end of the 21:00 turn of the first day. On the second day, terrain VPs and VPs for exiting units are no longer awarded. Instead, the VP awards for corps demoralization and occupying enemy supply sources at the end of the scenario are **doubled**.

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). **Important**: All infantry corps commanders (parenthesized rating) have their rating reduced by 1 unless it is 2 or less. All cavalry corps leaders are reduced by 2.

Historical note: It is pleasing to note that the Prussian corps commanders, who have been depicted as relative dunces in

Napoleon's Last Battles *for decades despite their key contributions to Allied victory in the 1813, 1814, and Waterloo campaigns, now finally get to wear a better command rating.*

32.15 Command arrangements. The two rules below depict the top-level command structure in these frequently pursuit-oriented engagements. Battle-specific command arrangements and other leader rules are found in the individual battles.

32.15.1 Corps commanders as army commanders: In these battles it was frequently the case that the OC simultaneously operated as Corps commander. In that case, orders to his own Corps have to be sent as face-to-face commands to himself. However if the order results in a delay (1T or R4) result, then the OC cannot give any orders until the command phase after the order is complied with (he is busy organizing his own corps).

32.15.2 Offmap Army Commanders. As long as an army has no OC on the map, use a rating of 0 for Initial and Coordinated Action determination.

Note that there is no "Leader escorts" special rule. This is a grand tactical system, not a cavalry guard skirmish system.

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. Scenario specific adaptations are given below.

32.17 The Battle of Grossbeeren.

"I am facing the enemy, everyone must defend his own front!" –Bernadotte

"Tell the Crown Prince the decision is at hand, we are storming Grossbeeren" -Buelow

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

Reinforcement entry: The French reinforcements listed as arriving at 2626 actually arrive at 2631. *All maps I have show XII Corps marching along the main road directly towards Ahrensdorf, and so do the textual descriptions I've seen.*

The Prussian Landwehr units are not trained for town fighting, and treat towns as woods in assault combat.

Command Arrangements. French OC is Oudinot, with a rating 1 less than his Corps commander rating. Until he arrives, Bertrand and Reynier have to change their orders by Initiative. Oudinot also operates as Corps Commander for XII Corps, i.e., he has to give orders to himself to change that corps' orders. The French HQ enters with Oudinot's force.

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

Bernadotte: Add Bernadotte to the main body of the Swedish Corps reinforcements, he automatically comes on-map as part of that group. However, he cannot issue Attack or Probe orders or orders referring to target locations under French control. The first "*Commander Arrives*" card, instead of bringing on another OC, removes this restriction.

Historical comment: Bernadotte was almost pathologically cautious at this time; he would not have let a major part of his army join a battle without his being present. Nor would bringing him on immediately improve the command situation since his clear preference was a withdrawal behind the Spree. In fact, despite his inclusion as an alternate reinforcement, he was at the Ruhlsdorf windmill in the afternoon, informing Bülow's aide that Bülow would have to fend for himself.

Setup change: Prussian III Corps sets up at Lichtenrade. Buelow cannot roll for Initiative until his at-start orders are satisfied. *(Buelow had marched to Lichtenrade on his own initiative and had just been recalled by Bernadotte.)*

At-start orders: *French*: IV Corps: March to and Attack Blankenfelde. VII Corps (upon entry): March to and Attack Grossbeeren. XII Corps: March to Ahrensdorf and Sputendorf. *Coalition*: IV Corps: Defend Blankenfelde. III Corps: March to Heinersdorf. XIV and S Corps: March to Ruhlsdorf.

32.18 The Battle of the Katzbach.

"Now, my children, I have enough Frenchmen over there, now at them" -Bluecher

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 dieroll is increased by 1 compared to a stream bridge.

Command Arrangements: *French*: Macdonald is OC (and also in command of XI Corps, rated **3** as a corps commander: [1](3)). It is optional but historically recommended to make use of Chris Moeller's Gerard counter and use Gerard (rating **2**) to command XI Corps so Macdonald can concentrate on giving orders to the Army. *Coalition*: Bluecher is OC, rated **4** as usual (really the Bluecher/Gneisenau combinat.ion). Osten-Sacken is WC in charge of XI and ICav Corps (Osten-Sacken is also Corps commander of XI Corps, rated **3** as a corps commander: [1](3)). The Russian VI, IX, and X Infantry Corps are counted as a single corps under Langeron. It is demoralized for order compliance purposes if two of them are demoralized (but their units still suffer the effects of corps demoralization if their corps is demoralised). Bluecher's HQ can continue to hand out orders (except Attack/Probe) with a rating of **3** even when Bluecher is is not there, or blocked by a *Sick and Tired* or *The Battle Ends* card. (*In Bivouac* cards still apply.) *This represents Gneisenau running the show alone of which he was perfectly capable.*

Special Leader effects (same rule as in NLB): Bluecher gives a +1 morale modifier to reaction charge dierolls, a –1 morale modifier to Form square checks (*not because they don't form square but because of energetic delivery of the charge*), and a +1 leader value modifier to Attack Confidence checks made within command range. However, once within range of attacking subordinate leaders he must move to remain within range of one as long as an attack order lasts. (*Note that this is a mixed blessing and it is up to the player to move his HQ with him.*)

Victory Conditions: If the Prussians are set up so that no units of XI Corps can set up east of the Neisse in command, then the village victory points do not apply;

At start orders: *French*: III Corps: March to cross the Katzbach at Kroitsch and then march towards Jauer. 10, 11 Div: Divisional orders to to the same but cross at Schmokwitz. XI Corps: March to Weinberg and then Brechtelshof and Jauer. V Corps: March to Seichau, then through Henersdorf, Petersdorf to Jauer. IICav Corps: March to Kroitzsch/Nieder Crayn/ Weinberg and then towards Jauer. *Coalition*: L, ICav Corps: Roll a die, on 1-3 Defend the stream line from Schlaupe to Buschhausen, on 4-6 Delay to Peterwitz. I Prussian

Corps: March – two divisions to Weinberg then Nieder Krain, two to Eichholz then Gross Jaenowitz and Dohmau. IC Division: Delay to Brechtelshof (divisional order). XI Corps. March to Triebelwitz, then Eichholz Gossendau and 1801. Cav Corps. March to Triebelwitz, then Hochkirch. *Note: There are no attack orders here; this was a true meeting engagement with neither side expecting the enemy to be where he was. The speed with which you can alter your plan to fit the circumstances will determine the outcome of the battle.*

Terrain corrections (optional): There is a river bridge across the Katzbach S of Schmokwitz, which is destroyed by a thunderstorm but remains usable as a ford (count as damaged bridge). (*Used by the 10th and 11th division of Souham's III Corps during the battle*.) A trail runs from Schmokwitz S to 1808, then to 1909. There is a trail from Dohmau to 1807. The plateau protrudes from Gross Jaenowitz into the gap between Dohmau and Gossendau, filling the triangle between the two streams, i.e., there are slope hexsides (upslope hex listed first) in 1510/1409, 1510/1509, 1509/1609, 1609/1608, 1609/1709, 1710/1709, 1710/1809, 1710/1810, 1710/1711, 1610/1711, 1610/1611, 1511/1611, 1512/1611, 1612/1611, 1712/1611, 1712/1711. There is a road running N from Schmokwitz to join the Liegnitz-Goldberg road, and a road running NE into Doernicht (1904-2003-2104) and from there NE. It turns into a trail in hex 2402, intersecting with the road in 2601. There is a trail straight east from Christianshoehe to Triebelwitz. The two bridges north of Dohmau do not exist; instead the trail from Dohmau should run straight west and cross the Katzbach on a river bridge from 1209 into 1109.

Design note: The designer maintains that the 10th and 11th Divisions' crossing, described in virtually all the accounts I have seen, could not have taken place because of the flooding, and that the reports of the crossing are wrong or faked. My take is: why would anyone fake a report that says "we crossed the river with great effort, found the enemy and he was too strong so we retreated" instead of simply telling that the river was too high. In addition, the reports are quite specific as to who crossed, and the site of the bridge was marked after the battle with a memorial. Any of the following could explain the discrepancy: (a) the river was not equally high everywhere and downstream there was a sizeable floodplain that could disperse the water somewhat (b) the flooding was highest on the Neisse and the Katzbach was not as bad – in fact the chronicles all speak about the Neisse, not the Katzbach cutting off the retreat, and the German troops initially called it the Battle on the Neisse. It was renamed by Bluecher, ever courteous to his allies, to give recognition to the Russians who fought on his right flank, (c) the water was not equally high all day everywhere along the river (this last in particular makes sense given that the whole thing is supposed to have been a flash flood). Take your pick.

Players considering an easterly route of approach may also want to consider the following changes: The plateau NE of Gossendau does not end with 2008;

instead its slope continues to run along the north edges of 2108, 2208, 2309, 2408, 2508, 2608. There is a village (Scheibsdorf) in hex 2007 and hex 2107 to its east is a woods hex.

Design note: There are no indications that the northern slope of the plateau formed between 1813 and 1840, so I will go with what real maps show and the accounts tell us.

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

32.19 The Battle of Kulm.

"I attack them tomorrow, and march on Teplitz with the whole I. corps, if I receive no orders to the contrary." -Vandamme

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

Cards: No Mode cards are being played as the scenario starts in the middle of a battle.

Command Arrangements. *French*: Vandamme is OC and commander of I Corps (as corps commander, he is rated 2). One division is attached from XIV Corps and can be used as part of I Corps or through divisional orders. *Coalition*: Barclay is OC. Ostermann is WC in charge of II, V, and IIC Corps.

At-start orders. *French*: I Corps: March to and Attack Priesten/ Straden (note that Quiot's brigade and the 4th Artillery that start on the map can still use road movement towards Vandamme under the March order). Again, since we are in the middle of a battle, this order is not assumed to be successfully achieved yet at the start of turn 1.
Coalition: II, III Corps, II Cav Corps: Defend line Straden-Priesten-Karwitz (may enter and attack into Priesten). V Corps: March to Rosenthal, the Soborten/ Maria Schein road, the Teplitz/Peterswalde road, and towards Priesten. 2Res, 1Au: March to 0726 (Teplitz Supply Source). Pr II Corps (on arrival): March to Streckwald, then Nollendorf and then March and Attack towards Kulm.

With Restricted Card Play (Optional – see Appendix III): The Coalition player is initially in charge of St Cyr's force entering at hex 1901. Also, the French player has to decide at the start whether Latour's force is expected to enter at 1901 (in which case the Coalition player is initially in charge) or 3701 (in which case the French player is initially in charge).

32.20 The Battle of Dennewitz.

"Mais nom dieu, mon general, quelle cochonnerie fait ce Bertrand" –Ney to a Wuerttemberger

Terrain: Hexes 1433 is a Coalition supply source. Neither side's western supply source (row 14) counts for control victory points.

Command Arrangements. *French*: Ney is OC, rated 3 for Attack/Probe and 1 otherwise. (*Especially in solo play, players may also wish to experiment with the rule that any time an order is complied with or a French unit attacked in Ney's line of sight, Ney rolls a die. On a roll of 1-3, all units of the affected formation gain a 25% bonus and Ney cannot give orders the next turn.*) *Coalition*: Bernadotte is OC. Units of the S and XIV Corps that arrive before 15:00 are assigned to Buelow until the corps commanders arrive. Bernadotte and his HQ come on-map together with the 16:00 reinforcement group. Use the Bernadotte rule from the Grossbeeren scenario.

At-start orders. *French*: III, IV, VIII, IVC Corps: March and Attack towards Jueterbogk and Kappan. Note: They cannot use the Road march rate on the first turn due to the secure column setup. Ney's HQ has March orders along the road to Jueterbogk. *Coalition*: III Corps: March to Eckmannsdorf/ Kaltenborn/ Niedergoersdorf, then Attack towards Goehlsdorf and Dennewitz. IV Corps: March to Nieder Goersdorf (along either the road to Kappan, the road to Dennewitz, or the tracks in between – player's choice) and Defend.

Design note: The victory conditions show the battle the way Bertrand fought it, but the same question as at Grossbeeren applies – was holding Jueterbogk for a night or two really worth the destruction of Bernadotte's army? The main problem, arguably, was to win once Bertrand had become embroiled, not to maintain hold of one particular town on the road to Berlin.

32.21 The Campaign Game.

Use 4LB 22.0 as given.

32.22 The Dresden Campaign.

This is an extended version of the campaign game, incorporating the actual Battle of Dresden, for owners of New England Simulations' *Dresden 1813*. **Note**: currently experimental status and (in particular the weighing of the victory conditions) untested.

Sequence: Play the campaign game as in 32.17. After the Battle of the Katzbach and before the Battle of Kulm, also play *Dresden 1813*, Scenario III: BATTLE FOR DRESDEN as described in 28.17.

Setup: Use the Pirna/Koenigstein optional rule. Any units or leaders that have turned up as Alternate reinforcements at Grossbeeren and the Katzbach cannot appear in Dresden. If Napoleon is not at Dresden

(because he was either at Grossbeeren or the Katzbach), the scenario is played the normal two days. If Napoleon is present, use the Three-Day battle optional rule. (*Note that this rule does not* prescribe *that the battle must last three days, this happens only if no decision is reached earlier.*)

Use the standard NLC supply rule. Baggage trains are not used.

Command arrangements. As described above, it is possible that Napoleon will not appear at the Battle for Dresden. In that case, Ney becomes OC with the same ratings as at Dennewitz.

Outcomes: After adding the Dresden VPs to the total VP count, subtract 30VP from the French VP total. *This reflects both the historical VP differential and the need for the French to score a victory at Dresden to retain the supplies stored there.* If the Allies win the battle, they gain *five* bonus cards and the Battle of Kulm does not occur.

Loss carryover: For units of both sides in the Kulm scenario that participated in the Battle of Dresden, do the following: If the unit was reduced, it enters the Battle of Kulm reduced. If the unit was eliminated but is available for reorganization, check for reorganization; if it succeeds, it enters the battle reduced. On either side, reduce one unit for march attrition since Dresden. Select the formation and then the unit randomly.

Card use: If so desired, both sides can use the card system with *Dresden 1813* (Restricted Card Play version recommended). In that case, each formation of troops arriving as reinforcements can be affected by Arrival cards in the usual fashion. Exceptions: Both sides' troops on the Pirna/Koenigstein track cannot be affected by Arrival cards, only by dierolling on the track. Likewise, the Imperial Guard arrival is determined as described in the Dresden rules and unaffected by the cards.

Remove the *Second Day of Battle* and *Commander Enters the Map* cards from both decks, and the *Alternate Reinforcement* cards from the Coalition deck. Every French reinforcement group that was canceled at the Katzbach is available as an Alternate Reinforcement at Dresden, but these are the only alternate reinforcements. (*This is due to the fact that the French held the interior lines – no sizeable Coalition formations could switch between the different battle sites in the time available.*) Use the counters from 4LB for these formations. Formations arriving from the Katzbach can enter either from the northeast (north of the Elbe) or on the Pirna/Koenigstein track at the French player's choice. Formations arriving from Grossbeeren enter from the north map edge. Weather effects are ignored and played by the *Dresden 1813* rules.

Bibliography

Scott Bowden, Andrew Tarbox, *The Grande Armee of 1813*.

David Chandler, *The Campaigns of Napoleon*. Macmillan, 1966.

George Nafziger, *Napoleon at Leipzig*. The Emperor's Press, 1996.

F. Lorraine Petre, *Napoleon's Last Campaign in Germany*. Greenhill Books, 1991.

Appendix I: Individual Card Effects for 32.12.1

Game Cards: Use as described except

7.Consolidate Position: Attack/Probe orders sent this turn get 1 shift leftward, all others get one shift right.

8. Thunderstorm: Must be played immediately.

9. General Retreat: OC gives General Retreat order. Ignore the Reorganisation modifier. Note: ignore the loss requirement in 20.2. General Retreat orders can *only* be given via this card or Card 22 (*The Battle Ends*).

10. Spies Bring News: Player can examine the other player's current orders. Solo play: This side gains one free order, checks for compliance immediately.

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

Status Cards: Use as described except

15. In Bivouac: All *friendly* OCs are unable to move or issue new orders until a condition specified on the card occurs. This does *not* affect any other unit or leader.

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

17. Sick and Tired: Use a rating of 0 for Initial Action checking. Note exception for Bluecher.

22. The Battle Ends - Commanders Sleep: The player chooses (a) or (b). (a) Both sides' OCs cannot give new orders for two turns (note exception for Bluecher). The player who plays this, issues a General Retreat order on the 3rd turn. VP cost as printed. (b) Roll a die on the penultimate turn of play. On 1-2, the battle ends 1 turn early (i.e., that moment), on 5-6, 1 turn late (normal night rules apply). Cost: 0 VP.

Arrival Cards: Use as described, except:

23. Cancel one Enemy Formation. Can be played at any time. When this is played, the enemy player picks an upcoming reinforcement force at random (e.g., by pulling units of of a cup). "Upcoming" can include an alternate reinforcement force due to come on through play of another card. Keep the unit hidden on the side for checking after the game if desired. The VP penalty is equal to ¼ the strength of the formation.

24. Commander Enters the Map. If Napoleon or Ney enter the map and there already was an OC on the map (e.g., Oudinot at Grossbeeren, Macdonald at the Katzbach), he is relegated to normal WC status.

26. Reinf. Takes Other Route: Note that the card permits changing to any entry hex on that map edge, the rule demands the nearest. Follow the card text. The reinforcing forces' March orders are changed to a town or HQ on the new route, at least as far in from the map edge as on the old one.

31. The Last Push: the modifier is a +2 modifier.

Mode Cards: Use as described except

2. Late Start: As described but also rules out an Initial Action (4.2) for that player on that turn.

3. Secure Column: Note that unlike 4LB "Road March", this does not conflict with a formation having a March order.

5. Early Start: Gives that player an Initial Action (4.2) on the first turn.

Appendix II: Reinforcement Rules for 32.12.2

Reinforcement schedule: Don't treat the reinforcement schedule as fixed. Instead, two turns before a group of reinforcements is due to arrive, roll a die.

1	units arrive immediately (2 turns in advance)
2	units arrive next turn (1 turn in advance)
3-4	units arrive according to schedule
5	units arrive 1 turn late
6	units arrive 2 turns late

Roll separately for each group at a particular entry hex. For each side, keep track of the number of formations that were delayed or advanced (regardless of the length of delay or advancement). If there are more delayed than advanced formations, subtract 1 from the dieroll, if there are more advanced than delayed ones, add 1.

Offmap road congestion: The dieroll cannot advance a group of units so it arrives before another group of units that was due to enter before it at the same hex.

Order change before arrival: It is possible to alter the default (March) orders of reinforcements. To do this, a new order has to be sent before the first daylight turn of their day of arrival, and at least four hours before their scheduled arrival. If this rule is used, it is suggested that all reinforcements enter using hidden movement (25.5) to hide the changes from the opposing player.

4AV Terrain Effects on Combat

Terrain	Assault	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.

+ … not cumulative with terrain in hex

* … also defender's fire *out of* woods but does not apply to fire between woods or attack out of woods.

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

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

Appendix III: Restricted Card Play Rules (32.12.3)

a. Preparations: This rule completely replaces 4LB 18.0. Copy the turn reinforcement chart. Each player keeps track of his incoming reinforcements separately, without the other player being aware of them.

b. Card setup: Draw and use Mode cards as described in 4LB 18.5. All other cards are shuffled and put into the deck. Apply the card removals as specified in the scenario setup (32.17 to 32.20).

c. Bonus cards. Each player draws and plays bonus cards from his deck before the first turn. Only Arrival cards are played (others drawn are discarded). They are played on one's own forces, except cards 23, 27, 30, which are passed on to the other player to play on his forces (the other player *adds* the VP costs to his total, i.e., ignores the '-'. See **f.** for VP costs). *This reflects the more uncertain strategic situation made possible by enemy forces freed through earlier victories.*

d. Picking a force: Whenever a card description states "picking a force", unless specified differently in the card manifest (next page), choose the force randomly from those eligible, e.g., by rolling a die or putting a unit from each force into a cup and drawing one. When a card says "pick 1/2/3 forces", follow 4LB 18.56.

e. Card play: Every day turn, each player draws a card and rolls a die. On an odd roll, the card is played and then discarded, on an even roll it is simply discarded without applying any of its effects. In non-solo play, it is recommended that the other player does not see the roll outcome. Played and discarded cards remain hidden until the end of the scenario or until the effects of the card must become apparent to the other player.
Note: Unlike the standard 4LB rules, there is no card "hand" held by the player nor is it possible to delay play of a card, voluntarily discard it, or prevent it from being discarded except if the individual card description explicitly states this.

f. Reinforcements: The scenario descriptions will place a particular player "in charge" of a given reinforcement formation (regular or alternate). Of the forces in charge, regular reinforcements that have not been canceled and Alternate Reinforcements that have had an Alternate reinforcement card played on them are referred to as "upcoming". Initially, the French player is in charge of all French reinforcements and the Coalition player of all Coalition reinforcements *except* where indicated differently by scenario instructions. (These exceptions are ignored in solo play.) For Canceled reinforcements or upcoming Alternate reinforcements, instead of the fixed VPs on the card, the owning player gains or loses ¼ the strength of the formation in VPs (round normally).
Note: "In charge" is a game term and indicates that

this player would have been better placed, in the real world, to be informed about that group's progress onto the battlefield. (Usually because he's assumed to be closer to where it will enter.) For example, the Coalition player would normally be "in charge" of St Cyr's corps in the Kulm scenario, but the moment it enters the map, the French player would take control.

g Taking charge (face-to-face play only). At the start of the turn that a force actually enters the map, the owning player needs to be put in charge if he is not already. Also, at the start of any turn that the player currently in charge finds that there are enemy units or leaders on the map closer in hexes to the currently planned entry hex of the force than any friendly units or leader, the other player is immediately placed in charge. He must be told that there is such a force and its currently determined turn of arrival and arrival hex. He must also be given a unit from the force that he can place on his turn track to mark that turn.

h. Fog of War in Taking charge (face-to-face play only; optional). The unit given to the player taking charge can be an inverted leader or one-step unit (showing the flag side) or be covered with any unused marker to hide the identity of the formation. In that case the player in charge may not look underneath the marker or invert the leader to identify the unit. On the turn of entry he may take off the marker to determine the owning side but if it is an enemy unit has to give it back without looking at the front.
Note: In many cases in the given scenarios this "shell game" will be unnecessary since the time and hex may be used to uniquely determine the identity of the force, but prior play of cards may have confused this sufficiently to be worth the effort

i. Simplified card play - solitaire. Players that do not mind slight statistical variation may use one card deck. Each turn, draw one card. Roll a die, on an odd roll it applies to the French player, otherwise to the Coalition player. Forces "in charge" are all that player's un-canceled reinforcement groups including alternate reinforcements whose cards have not been played. "Upcoming forces" are forces "in charge" except alternate reinforcements that have not had a card played yet. Note: This does not allow for bonus cards, so separate card decks must be used in the campaign game.

j. Random Event table (optional instead of **i**). Instead of playing with cards, roll 2d6 on the Random Event Table, and roll another die to determine which player the event applies to (Odd – French; Even – Coalition). Apply the event per the "card effects" list. If one card of a type has been removed only the odd occurrences of an event apply to that side. If two cards have been removed only the even numbered occurrences apply.

Card Effects for Restricted Card Play
(32.12.3)

Important Note: Cards that are described as now applying to friendly instead of enemy forces as printed have their VP cost inverted. These cards are labeled with a * as part of their entry. All Arrival cards except 28 and 31 have their VP cost applied depending on who they benefit. They are labeled with **.

Mode Cards: Use as described except
2. Late Start: As described but also rules out an Initial Action (4.2) for that player on that turn.
3. Secure Column: Note that unlike 4LB "Road March", this does not conflict with a formation having a March order.
5. Early Start: Gives that player an Initial Action (4.2) on the first turn.

Game Cards: Use as described except
7. Consolidate Position: Attack/Probe orders sent this turn get 1 shift leftward, all others get one shift right.
9. General Retreat: OC obtains the ability to issue a General Retreat order later in the scenario. Ignore the Reorganisation modifier and ignore the loss requirement in 20.2. Note: General Retreat orders can *only* be given through this card or Card 22 (*The Battle Ends*).
10. Spies Bring News: Player can examine the other player's current orders. Solo play: This side gains one free order, checks for compliance immediately.
*11. Hesitant Advance: *Friendly* units with March orders cannot use the road movement rate. There is no Bridge Repair.
*12. Tired Horses: Apply to *friendly* HA and cavalry.

Status Cards: Use as described except
*15. In Bivouac: All *friendly* OCs are unable to move or issue new orders up to the point specified on the card. This does *not* affect other units or leaders.
17. Sick and Tired: Use a rating of 0 for Initial Action checking. Note exception for Bluecher.
22. The Battle Ends - Commanders Sleep: The player chooses (a) or (b). (a) Both sides' OCs cannot give new orders for two turns (note exception for Bluecher). The player who plays this, issues a General Retreat order on the 3rd turn. VP cost as printed. (b) Roll a die on the penultimate turn of play. On 1-2, the battle ends 1 turn early (i.e., that moment), on 5-6, 1 turn late (normal night rules apply). VP Cost 0.
*16. No Discipline in the Ranks: Only applies to units that do not have enemy units in LOS..
24. Commander Enters the Map. If Napoleon or Ney enter the map and there already was an OC on the map (e.g., Oudinot at Grossbeeren, Macdonald at the Katzbach), the old OC is relegated to normal WC status. VP Cost: New OC's rating+1

Arrival Cards: Use as described except all references to forces "entering the map this turn".
23. Cancel one Enemy Formation. Ignore the "enemy". The player picks any force that he is currently in charge of. This can include an alternate reinforcement force due to come on through play of another card. The other player does not need to be told before the end of the game. Keep the unit hidden on the side for checking after the game if desired. Note variable VPs per case **f.
**25. Reinf. Arrive Early: Pick any upcoming force of the player and advance its arrival turn as specified. Note: Unlike the standard 4LB rules this *may* change the order of reinforcements.
**26. Reinf. Takes Other Route/28. Random Entry: The player picks any friendly reinforcement force and changes its entry hex to any other road or trail hex on the same map edge (*Takes other Route*) or rolls to see which one is chosen (*Random Entry*). If there is none in that direction, switches to the first road/trail hex on the adjacent map edge. If the enemy player is currently in charge of the force (and only then), he needs to be informed of the change. (This may lead to his placing the other player in charge at the start of the next turn.). The reinforcing forces' March orders are changed to a town or HQ on the new route, at least as far in from the map edge as on the old one.
**27. Delay: Pick any upcoming force of the player and postpone entry by 1/2/3 turns per 18.75.
29. Alternate Reinforcements: Pick any group of Alternate Reinforcements that the player is in charge of in the order listed and determine Arrival as specified. If the list includes enemy forces, roll a die first: 1-3 enemy forces arrive, 4-6 own forces arrive. Note variable VP amount per case **f.
**30. Lost: Pick 1 to 3 upcoming units of the player (roll die as specified on the card to determine the number) and delay their arrival turn by 3 hours.
31. The Last Push: the modifier is a +2 modifier.

4AV Terrain Effects on Combat

Terrain	Assault	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.
+ … not cumulative with terrain in hex
* … also defender's fire *out of* woods but does not apply to fire between woods or attack out of woods.
** … moving or attacking towards hex on top of slope
*** … not crossable by trains except via road or trail

10

Random Events Table

Roll d66, check on the table. Roll another d6 to determine the player the event applies to (odd – French, even – Coalition). The number on the right is the card number, for reference purposes.

Dieroll	Event	Card No.	VPs	Effect reminder
11	Consolidate Position	7	0	
12-13	Thunderstorm	8	0	
14	General Retreat	9	-1	
15	Spies Bring News	10	0	
16-17	Hesitant Advance	11*	1	Affects friendly troops
18	Tired Horses	12*	2	Affects friendly horses
19-20	Second Day of Battle	13	-2	
21-22	Another Chance	14	-1	
23	In Bivouac	15*	2	Affects friendly leader
24	No Discipline in Ranks	16*	1	Affects friendly troops
25-26	Sick and Tired	17	2	
27-28	Cavalry Impetus	18	1	Affects friendly cavalry
30	Semi-Active	19	1	
31	New Chief of Staff	20	-2	
32	New Corps Adjutant	21	-1	
33	The Battle Ends	22	1	
34-35	Cancel One Reinforcement	23**	+1/4 strgth	Affects troops player is in charge of
36-37	Commander Enters the Map	24	-3*rating	
38-39	Reinforcements Arrive Early	25**	-1	Affects troops player is in charge of
40-41	Reinf Takes Other Route	26**	-1	Affects troops player is in charge of
42-45	Delay	27**	-1	Affects troops player is in charge of
46	Random Entry	28	0	Affects troops player is in charge of
47-50	Alternate Reinforcements	29**	-1/4 strgth	Affects troops player is in charge of
51-52	Lost	30**	1	Affects troops player is in charge of
53-54	Last Push	31	-1	
55-66	No Event	-		

Important Note:

Events that are described as now applying to friendly instead of enemy forces have their VP cost inverted. These lines are labeled with a *.

Some Arrival Cards apply to troops the player is in charge of. Their VP cost applied depending on who they benefit (i.e., who the owner of the affected force is). They are labeled with **. The VP cost given is as if the troops were owned by the player, i.e., if the force picked belongs to the other player, apply the *negative* cost.