Napoleon's Later Campaigns
Scenario Description

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Thanks to Peter Johnson for writing this refit

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37 March on Paris

Special Rules and Command Arrangements
For playing La Patrie en Danger (OSG)

37.1 Sequence of Play and Night PM Turn. The Hidden Forces rule (37.6) 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.

The Night PM turn is treated as a normal day turn except as follows: Adjacent LOS only. Artillery cannot bombard and participates in assault at half strength. *Note: the purpose of this turn is to allow for the more frequent incidence of night combat during this campaign.*

37.2 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 37.6), and *deployed* pontoon bridges do not count for stacking.

37.2.1 Russian Infantry Corps: These formations count as divisions for stacking purposes.

37.3 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.

37.3.1 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.

37.3.2 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.

37.3.3 Improved Positions (IP): Cavalry may not charge IP. Assaults against IP suffer a -50% penalty. ZOCs do not extend into IP. To construct an IP, two infantry units with Defend orders must spend their Activation in a hex without moving. Roll a die; on a roll of 1, place an IP marker. The IP marker remains even if the units leave the hex. IP markers cannot be constructed on Night, Frost, Snow, or Snowstorm turns.

37.4 Weather. Roll for weather on the first day turn of a scenario, and again at Noon and 3 PM.
Mud: Doubles MP costs for trains and artillery. Artillery cannot bombard and participates in assault at -50%. Cavalry cannot charge.
Rain: LOS adjacent only. Infantry -50% except when fighting infantry. Artillery participates in assault normally, and may bombard at -25% (1-hex range only). Cavalry +100% vs. infantry in assault or charge.
Cloudy: Treat as Fair.
Fog: LOS adjacent only. Artillery may bombard at -25% (1-hex range only).
Frost: Prevents deployment of pontoons, IPs cannot be built.
Snow: LOS adjacent only. Artillery may bombard at -25% (1-hex range only). Prevents deployment of pontoons, IPs cannot be built. Cavalry charges/reaction charges are conducted at -25%.
Snowstorm: LOS adjacent only. Doubles MP costs for trains and artillery. Artillery cannot bombard. Prevents deployment of pontoons, IPs cannot be built. Cavalry charges/reaction charges are conducted at -25%. Infantry combat strength -25%.

37.5 Strength and Morale. Unit morale is equal to the Initiative value plus one. Russian infantry adds one when on the defense (maximum 5) and does not reduce when flipped. The Old Guard ("OG" marked units) are subject to the La Garde effects in 7.4 (11.3 TLNB).

37.6 Recovery & Reorganization. A Combat Unit may lose steps during combat and is removed to the UAR box after losing its final step, unless 37.8.3 applies. Rallying (13) moves the unit from the UAR box back onto the map. Units that fail their Rally dieroll (i.e., roll a 5-6), and units that cannot trace supply at the moment of elimination are moved to the PEU box.

37.7 Supply. Supply is checked on Weather turns. A unit is in supply if it can trace a supply line of a maximum of fourteen hexes length to a friendly supply source or to its own formation Baggage Train. The Baggage Train must itself be on a road or trail hex and be able to trace supply along road and/or trail hexes to a friendly supply source hex on the map edge. 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 without a supply train on the board may trace supply to any friendly baggage train; no more than two units to each baggage train. These Units may also trace supply directly to a friendly supply source.

Units under March orders are in supply even if outside the fourteen 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 fourteen hex range of the unit at the other end.

The effects of units being out of supply are identical to Corps Demoralization (15) and are not cumulative.

37.8 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 March 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. *Note: unlike TLNB, enemy units must enter the train's hex in order to affect it.*

37.9 Bridges (see TLNB 7.6) Bridges cross rivers, and trestles cross streams. 'Span' means either or both.

37.9.1 Damaging Spans: A span can be damaged by a combat unit that is not in an enemy ZOC and spends 1 MP in a span end hex (if a trestle) or 2 MP (if a bridge). Only infantry can damage a bridge (Note: the no-ZOC requirement applies even to cavalry). The span ceases to exist for game purposes until repaired.

37.9.2 Span Repair: To repair, an infantry unit must spend MP at one end of the span 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). MP cost is 1MP for a trestle and 2MP for a bridge.

37.10 Hidden Forces (Optional, not recommended). *This rule and the vedettes rule are included because they are part of the 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 below. 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 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 the 4AV refit 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 (25.5) 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).

37.11 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 nonsensical in historical terms. My recommendation is to play with 20.1 (Hidden Movement) and leave them out.*

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 with the unit. Six Prussian brigades and one Württemberg brigade 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.

37.11.1 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.

37.11.2 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.*

37.12 Cards. See PeD 24.0. 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 13), but supply checks are still performed whenever such a card is played. **Important Note**: Many of the effects that the PeD cards introduce as random events are already outcomes of better integrated NLC subsystems. Therefore, cards are not as crucial to play and enjoyment of MoP and the game can be played in three different fashions. Players must agree beforehand which one to use.

37.12.1 Full Card Play. Use all of PeD 24.0 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.

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

37.12.2 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.

37.12.3 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.

37.13 Victory. (Changes from PeD) 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 PeD 26.2 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.

37.13.1 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.

37.14 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), unless noted differently below. **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, unless otherwise noted. The following tables list leader ratings after making the above adjustments (not all ratings follow the rule).

Prussian / Austrian-Bavarian-Württemberg

Blücher	[3]	Gyulai	(2)
Yorck	(3)	Frimont	(2)
Kleist	(3)	Wrede	(3)
		Kronprinz	(2)

Russian

Barclay	[1]	Scherbatov	(2)
Sacken	[2]	Vasilchikov	(2)
Olsufief	(2)	Rajewski	(2)
Pahlen	(3)	Yermalov	(3)
Kaptsevich	(2)	Galitzin V	(2)
Lieven	(2)		

French

Napoléon	[3]	Marmont	(3)
Grouchy	[3]/[1]	Macdonald	(3)
Nansouty	(3)	Gérard	(2)
Mortier	(2)	Doumerc	(3)
Ney	(4)	Exelmans	(3)
Victor	(2)	Milhaud	(3)

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.

37.15 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.

37.15.1 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.

37.16 Scenarios Use set-up notes from PeD 25 through 34 as given for all scenarios, including the individual Setup, Victory Conditions, and Map Exit conditions for each scenario. Scenario specific adaptations are given below.

Special Leader effects: Blücher 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.)

Napoleon can add 25% to attack and defense strength of infantry units he is stacked with. He cannot then give orders the next turn. Ney can add 25% to any attacking units he is stacked with. He cannot then check orders compliance the next turn.

37.17 The Battle of Brienne

Command Arrangements: *French*: Napoleon is OC. Grouchy is a Wing Commander, rated [3] for March & Attack/Probe orders and [1] otherwise. He may only be assigned cavalry corps. Ney is in command of the Young Guard Corps. Ignore his [1] rating and treat him as a corps commander with a rating of (4). Ney may attempt Local Decision normally, but may only target locations within 8 hexes of Napoléon.
Coalition: Blücher is OC. Sacken is a WC. VI and XI Corps are assigned to Sacken, he may issue orders to those two formations but not any others. Sacken's rating is [2]. Note the AG Corps of the Army of Bohemia (under Pahlen) is under Blücher's command, and he may issue orders to it.

At start orders: *French*: Grouchy: March to Maizières and Probe across bridge at 1604, towards Brienne. V Cav Corps: assigned to Grouchy has same orders as him. GC Corps: March to Maizières then March to and Attack Perthes en Rothières (1004). II Corps: March Maizières - Juzanvigny - Crespy then Attack towards Brienne (0913). YG Corps: March along Maizières - Brienne road and Attack towards Brienne. HQ: March to Maizières. Reserve Corps: March to crossroads 0403 and act as Reserve. The three VI Corps brigades are attached to Res Corps.
Coalition: IX Corps: Defend Brienne (0913). AG Corps (Army of Bohemia): Delay enemy approaching Brienne (1008), then Fall Back to crossroad (1316). Sacken: March to Trannes (1832). XI Corps: Reserve. VI Corps: March to Trannes (1832). 2H Division (C Corps): March to Chaumésnil (1920). AG Division (IV Corps Army of Bohemia): March to and Defend bridge (2325).

37.18 The Battle of La Rothière

Command Arrangements: *French*: Same as 37.17; Napoléon is OC, Grouchy is a WC, etc.
Coalition: Blücher is OC. Sacken is a WC. VI and XI Corps are assigned to Sacken. Barclay [ALT] is a WC; the special rule from 37.22 *Blucher and the Army of Bohemia* applies to this scenario.

At start orders: *French*: Res Corps: Defend Dienville. Picquet's brigade: attached to Res Div. II Corps: Defend La Rothière. 2 Division of II Corps: Defend Chaumésnil. GC Corps: Defend La Rothière-Chaumésnil trail area (1621). Grouchy: Defend Chaumésnil. V Cav Corps: Defend Chaumésnil. YG Corps: Reserve. VI Corps: Defend Morvilliers ridge (2317). I Cav Corps: Defend Morvilliers ridge (2314).
Coalition: III Corps: Attack Dienville (0921). Sacken: Attack from La Rothière to Chaumésnil. XI Corps: Attack La Rothière (1323). VI Corps: Attack towards crossroads

(1521). IX Corps: March behind VI Corps to crossroad (1825) and act as a Reserve. C Corps: Probe towards le Petit Mesnil. IV Corps: March to la Gibrie and Attack Chaumésnil. V Corps: Attack towards Morvilliers (2315). Bav Corps: Attack along Chaumésnil-Doulevant Rd. towards Chausmésnil (1920).

37.19 The Battle of Champaubert

Command Arrangements: *French*: Napoleon is OC. Until he arrives Marmont, Grouchy, and Doumerc can only change their orders by Local Decision. Grouchy is a Wing Commander, rated [3] for March & Attack/Probe orders and [1] otherwise. He may only be assigned cavalry corps. Ney is in command of the Young Guard Corps. Ignore his [1] rating and treat him as a corps commander with a rating of (4). Ney may attempt Local Decision normally, but may only target locations within 8 hexes of Napoléon.
Coalition: Blucher is the OC. Until he arrives the Coalition forces can only change their orders by Local Decision. Blücher is rated [3].

At start orders: *French*: VI Corps: March to St. Prix then March to and Attack Baye. Grouchy and IC Corps: March to St. Prix then March to and Probe Bannay. March to and Probe Champaubert-Vauchamps road at 2415, then March to and Probe Champaubert. HQ: March to St. Prix. YG Corps: March to St. Prix and act as a Reserve. 1st OG division is attached to YG Corps. GC Corps: March to HQ and act as a Reserve.
Coalition: IX Corps: Defend Hannoterie. 9th Division has divisional orders to Defend Baye.

Special: Olsufief may not begin rolling for Local Initiative until a hex in Baye is assaulted. The first time he rolls Bad Move the result is automatically treated as: Defend Champaubert.

37.20 The Battle of Montmirail

Command Arrangements: *French*: Napoleon is OC. Grouchy is a Wing Commander, rated [3] for March & Attack/Probe orders and [1] otherwise. He may only be assigned cavalry corps. Ney is in command of the Young Guard Corps. Ignore his [1] rating and treat him as a corps commander with a rating of (4). Ney may attempt Local Decision normally, but may only target locations within 8 hexes of Napoléon.
Coalition: Blucher is the OC. Unless he arrives, the Coalition leaders can only change their orders by Local Decision. Blücher is rated [3]. Sacken is a Wing Commander and may issue orders to VI Corps, XI Corps, and C Corps, but not to IX Corps or Yorck's Prussian I Corps. Use a rating of [2] for Sacken.

At start orders: *French*: 8th Division (VI Corps) has divisional orders to Defend Le Tremblay (1133W). Note that this division may enter ZOCs and/or attack into any hex within 2 hexes of 1133W. YG Corps: Defend main road (1332W). 1st OG division is attached to YG Corps. May enter ZOCs and/or attack into any hex within 2 hexes

of 1332W. 1st Voltigeurs Division (YG) has divisional orders to March to the HQ. GC Corps: Defend Château-Thierry road (1533). As above, may enter ZOCs and/or attack into any hex within 2 hexes of 1533.
Coalition: Sacken (WC): March to and Attack Marbais, then March to and Attack Montmirail. VI Corps: Attack Marbais (1031W). XI Corps: Attack les Greneaux (1330W). Cav Corps: Defend left flank (1729). I Corps: Reserve.

Special: I Corps (Yorck) is under the effects of exhaustion from 20.8 and counts as having Forced Marched to its current position. Place a Demoralized counter under Yorck as a reminder and remove it after the I Corps has been in Reserve for 3 consecutive hours.

Campaign game only: *French*: VI Corps: Defend Etoges. Grouchy: March to Etoges and Delay enemy advance along road. *Coalition*: IX Corps: Reserve

37.21 The Battle of Vauchamps

Command Arrangements: *French*: Napoleon is OC. Grouchy is a Wing Commander, rated [3] for March & Attack/Probe orders and [1] otherwise. He may only be assigned cavalry corps. Ney is in command of the Young Guard Corps. Ignore his [1] rating and treat him as a corps commander with a rating of (4). Ney may attempt Local Decision normally, but may only target locations within 8 hexes of Napoléon.
Coalition: Blucher is the OC. Blücher is rated [3].

At start orders: *French*: VI Corps: Attack Vauchamps (1751W). Grouchy: Attack Vauchamps (1751W) then March to and Attack Jeanvillers (2202E), then March to and Attack Fromentières (2410E). I Cavalry Corps: Attack Vauchamps. II Cavalry Corps: Assigned to Grouchy; March to and Attack Vauchamps. GC Corps: March thru Beaumont forest (1148W – 1150W) and Attack Vauchamps, then March to and Attack road between Jeanvillers and Bois de Roises (2105E). YG Corps: March to HQ. 1st OG Infantry Division: attached to YG Corps. 7th Infantry Division (VII Corps): March through Mordant to road and HQ.
Coalition: 8th Division (X Corps): Divisional orders to Defend Vauchamps. Ziethen brigade: Divisional orders to Defend Vauchamps. Hacke bridge: Divisional orders to Defend Vauchamps. X Corps: March to Vauchamps. II Corps: March to Vauchamps. IX Corps: March to HQ.

37.22 Brienne – La Rothière – Mini-Campaign

Blücher and the Army of Bohemia. Prince Schwarzenberg, the Overall Commander of the Army of Bohemia, delegated control of certain formations from the Army of Bohemia to Blücher for the purpose of fighting a battle near La Rothière. Blücher may therefore issue orders to any formations of either the Army of Silesia or the Army of Bohemia that start on the map or enter as regularly

scheduled reinforcements. However, note exception below.

The case of the III Corps and V Corps of the Army of Bohemia is different. Barclay is considered in command of both formations, and only he may issue orders to these formations. Barclay has default orders of: *Support the Attack on La Rothière.* He may not change these orders (neither by initiative nor by receiving orders from Blücher). As an exception to 12.14, he is not required to issue attack/probe orders to his formations.

37.23 Champaubert — Montmirail — Vauchamps — Mini-Campaign

Sacken is a Wing Commander and may issue orders to VI Corps, XI Corps, and C Corps, but not to IX Corps or Yorck's Prussian I Corps. Use a rating of [2] for Sacken.

37.23.1 Mini-Campaign Montmirail start. The level of surprise achieved by the French army under Napoléon during the Six Days Campaign may prove difficult to simulate. The victory level achieved historically at the Battle of Champaubert on February 10th was in many ways critical to the French successes of the following four days. Therefore, players may wish to experiment with starting the Mini-Campaign on February 11th.

37.23.2 Alternate Reinforcements
Consider the lists of alternate reinforcements to be cumulative, rather than replaceable. In other words, a list is never supplanted by the next list, but each list is added according to the date. The player may choose forces from any currently available list, if alternate reinforcements are indicated by a card.

37.23 The Grand Campaign Game

Can you save Europe? You'll have to decide for yourself what 'save Europe' means. I recommend watching the Intelligence Squared debate between Andrew Roberts and Adam Zamoyski, called 'Napoleon the Great?' to help you properly allocate your blood, sweat, and tears towards the worthiest cause.

Sources

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Appendix I: Individual Card Effects for 37.12.1

Use as described except where noted

Leader Cards:

7. Emperor Napoléon: His rating is 5 this turn for all purposes, and the French automatically receive a Coordinated Action chit & an Initial Action.

7. Blücher: May use up to three total rerolls. Negates involuntary retreats. Must use reroll result(s).

14. Marshal Ney: For each charge or assault, choose +1 for friendly roll, or -1 for enemy roll.

30. Marshal Marmont: Reduce enemy stack's morale by 1 for retreat purposes, negate friendly involuntary retreats. Use increased rating and +1 bombardment.

30. Gneisenau: Up to three total rerolls. Must use reroll result. One formation may move its units from the UAR box to the Recovered box.

Tactics Cards:

3. Artillery Cover Fire: As described and may also cancel one enemy cavalry pursuit. One combat/turn.

17. Cavalry Pursuit: The player may automatically pass pursuit checks this turn.

18. Counter Charge: The players cavalry may automatically reaction charge this turn.

22. From the Jaws of Death: One retreating stack this turn may ignore the extra step loss for ZOCs

28. Forced March: An extra March order may be issued this turn; it has a 2R shift for compliance.

Game Cards:

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

16. Fire: MP penalty lasts until first daylight turn of following day.

23. Cossacks: Indicate one enemy cavalry stack that contains Cossack units. Those units may not charge this turn.

23. Untrained Enemy Cavalry: Indicate one enemy cavalry stack. Those units may not charge this turn.

24. Populace: As described.

31. Aide de Camp: 1) Negate capture OR 2) trace command through ZOC OR 3) Increase order capacity by one this turn.

Mode Cards:

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

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

March Cards:

8. Approach March: The player gives a free March order to any formation with no units currently in ZOCs. This order is complied with immediately.

9. General Retreat: OC obtains the ability to issue a General Retreat order. If the OC is absent, the WC obtains the ability to issue a General Retreat order (first to themselves through local decision, then to their subordinates). If a corps has neither an OC nor WC present, they obtain the ability to issue General Retreat order to themselves through Local Decision. Ignore the Reorganization modifier. Note: General Retreat orders can only be given through this card. Enduring Effect: After playing this card, if the WC or Corps leader fails the Local Decision check to obtain a General Retreat order, they may attempt Local Decision checks on the following turns until they successfully obtain a General Retreat order. If they attempt Local Decision for any other order, discard the card.

11. General Advance: One formation may roll on the Local Initiative Table with a 2R shift.

13. Infiltration: No Event. Optionally: Cavalry with Attack/Probe orders may decline assault.

Status Cards:

24. The Last Push: The modifier is a +2 modifier.

Arrival Cards:

26. Reinforcement Takes Other Route: The player picks any friendly reinforcement force and changes its entry hex to any other road or trail hex on the same map edge. If there is none in that direction, switches to the first road/trail hex on the adjacent map edge. 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-March Confusion: As described but applies to friendly force; use next scheduled, don't pick.

Appendix II: Reinforcement Rules for 37.12.2

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 die roll 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.

MoP Terrain Effects on Combat

Terrain	Assault	Bomb.	Charge	LOS	Movement
Bridge	-50%[1]	NE	N/A	OT	+1/NE
Chateau	-50%	N/A	N/A	B	2
Crest	-25%	N/A	NE	B	NE
Marsh	-50%	-50%	-75%	NE	2/4
Slope[2]	-25%	N/A	-50%	B	+1[3]
Stream	-25%	NE	-25%	OT	+1[3]
Town	-25%	-75%	-50%	B	1
Woods[4]	-50%	-50%	-75%	B	2/4

Notes:
Reductions apply to attacking into that type of terrain.
1   … not cumulative with terrain in hex
2   … moving or attacking towards hex on top of slope
3   … not crossable by trains except via road or trail
4   … also defender's fire *out of* woods but does not apply to fire between woods or attack out of woods.

Appendix III: Restricted Card Play Rules (37.12.3)

a. Preparations: This rule completely replaces PeD 24.0 (The 'Adding The Cards' 4-page folder). 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 PeD 24.31. All other cards are shuffled and put into the deck. Apply the card removals as specified in the scenario setup (24.2, 25.43, separate one-page list).

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 card 27 which is 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 '-'). *This reflects the more uncertain strategic situation made possible by enemy forces freed through earlier victories.*

d. Picking a force: Whenever a card description requires a player to "pick one force", unless specified differently in the card manifest on the next page, the force is picked randomly from those eligible, e.g., by rolling a die or putting a unit from each force into a cup and drawing one.

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, or held for possible use; on an even roll it is simply discarded without applying any of its effects.
Cards held for use during the turn (e.g. #3 Artillery Cover Fire) are automatically discarded during the Turn End Phase if unused during the turn. 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 PeD rules, there is no card "hand" held by the player.

f. Reinforcements: 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).

g. Simplified card play – solitaire: Players that do not mind a 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. Note: This method does not allow for bonus cards, therefore separate card decks need to be used when playing the campaign game.

j. Random Event Tables (optional instead of g). Instead of playing with cards, roll on the Random Event Tables, 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 two card type has been removed (e.g. #13 Infiltration), only Table A occurrences of an event apply to that side. If two cards of a four card type have been removed only the even numbered occurrences apply.

Card Effects for Restricted Card Play (37.12.3)
Use as described except where noted

Leader Cards:

7. Emperor Napoléon: His rating is 5 this turn for all purposes, and the French automatically receive a Coordinated Action chit & an Initial Action.

7. Blücher: May use up to three total rerolls. Negates involuntary retreats. Must use reroll result(s).

14. Marshal Ney: For each charge or assault, choose +1 for friendly roll, or -1 for enemy roll.

30. Marshal Marmont: Reduce enemy stack's morale by 1 for retreat purposes, negate friendly involuntary retreats. Use increased rating and +1 bombardment.

30. Gneisenau: Up to three total rerolls. Must use reroll result(s). One formation may move its units from the UAR box to the Recovered box.

Game Cards:

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

14. Another Chance: As described.

16. Fire: MP penalty lasts until first daylight turn of following day.

23. Cossacks: Indicate one enemy cavalry stack that contains Cossack units. Those units may not charge this turn.

23. Untrained Enemy Cavalry: Indicate one enemy cavalry stack. Those units may not charge this turn.

24. Populace: As described.

31. Aide de Camp: 1) Negate capture OR 2) trace command through ZOC OR 3) Increase order capacity by one this turn.

Arrival Cards:

25. Reinforcement Arrives Early : As described; used next scheduled, don't pick.

26. Reinforcement Takes Other Route: The player picks any friendly reinforcement force and changes its entry hex to any other road or trail hex on the same map edge. If there is none in that direction, switches to the first road/trail hex on the adjacent map edge. 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-March Confusion: As described but applies to friendly force; use next scheduled, don't pick.

29. Alternate Reinforcements: As described.

Mode Cards:

1. Road Column: As described.

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

4. Replacements: As described.

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

6. Formation Scattered: As described.

March Cards:

8. Approach March: The player gives a free March order to any formation with no units currently in ZOCs. This order is complied with immediately.

9. General Retreat: OC obtains the ability to issue a General Retreat order later in the scenario. Ignore the Reorganization modifier. Note: General Retreat orders can only be given through this card or Card 22 (*The Battle Ends*).

11. General Advance: One formation may roll on the Local Initiative Table with a 2R shift.

12. Probe: As described.

13. Infiltration: As described.

15. Sound of Guns: One formation with no units in enemy ZOCs may make a Local Decision roll this turn to obtain a March-Attack order sequence for a target within 10 hexes that was assaulted and/or bombarded by artillery last turn. This order sequence receives a 2R shift for compliance and a Bad Move result is treated as No Effect.

19. Mobile Defense: Units with Defend/Delay orders may exit ZOCs this turn for +1 MP

21. Turning Movement: One March-Attack order sequence sent this turn receives a 2R shift for compliance.

Tactics Cards:

3. Artillery Cover Fire: As described and may cancel one enemy cavalry pursuit. One combat/turn.

17. Cavalry Pursuit: The player's cavalry may automatically pass pursuit checks this turn.

18. Counter Charge: The player's cavalry may automatically reaction charge this turn.

22. From the Jaws of Death: One retreating stack this turn may ignore the extra step loss for ZOCs

28. Forced March: An extra March order may be issued this turn; it has a 2R shift for compliance.

Status Cards:

20. Area Defense: As described.

24. The Last Push: The modifier is a +2 modifier.

Random Events Tables

Roll 1d6 to determine table. Roll d66 to determine event. 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. Events that are described as now applying to friendly instead of enemy forces have their VP cost inverted. These lines are labeled with a *.

Table Determination Table

Dieroll	Table
1-3	Random Events Table A
4-6	Random Events Table B

Random Events Table A

Dieroll	Event	Card No.	VPs
11	Artillery Cover Fire	3	
12	Napoléon/Blücher	7	
13	Approach March	8	
14	General Retreat	9	
15	General Advance	11	
16	Probe	12	
21	Infiltration	13	
22	Ney/Another Chance	14	
23	Sound of Guns	15	
24	Cavalry Pursuit	17	
25	Counter Charge	18	
26	Mobile Defense	19	
31	Area Defense	20	
32	From the Jaws of Death	22	
33	Cossacks/Untrained Enemy Cavalry	23	
34	Reinforcement Arrives Early	25	
35-36	Reinforcement Takes Other Route	26	
41	Delay-March Confusion	27*	
42	Forced March	28	
43-44	Alternate Reinforcements	29	
45	Marmont/Gneisenau	30	
46-66	No Event	-	

Random Events Table B

Dieroll	Event	Card No.	VPs
11	Artillery Cover Fire	3	
12	Napoléon/Blücher	7	
13	Approach March	8	
14	Spies Bring News From Enemy Camp	10	
15-16	Probe	12	
21	Infiltration	13	
22	Sound of Guns	15	
23	Fire	16	
24	Cavalry Pursuit	17	
25	Counter Charge	18	
26	Mobile Defense	19	
31	Turning Movement	21	
32	Cossacks/Untrained Enemy Cavalry	23	
33	The Last Push	24	
34	Reinforcement Arrives Early	25	
35	Reinforcement Takes Other Route	26	
36	Delay-March Confusion	27*	
41-42	Forced March	28	
43-44	Alternate Reinforcements	29	
45	Aide de Camp	31	
46-66	No Event	-	

Affected Belligerent Table

Dieroll	Belligerent
1,3,5	French
2,4,6	Coalition