French
Fog of War

Napoleon's Last Gamble

THE LIBRARY OF NAPOLEONIC BATTLES
Copyright © 2023, OSG, Baltimore, MD, USA

The eight FoW cards below contain specific information tailored to this game.

24.9 French Fog of War Cards

In the French Deck, Cards No. 7, 14, 16, 20, 23, 24, 30 (and 31 in the French Deck only) are *FOW* Cards. The following are Card Instructions for the Fog of War Cards in *Napoleon's Last Gamble.* When you play a Fog of War card, refer to the following to interpret the effect.

24.91 Card No. 7 Emperor Napoleon

On the player turn this card is played …

- He can Command up to 5 units of any friendly formation(s) within range.
- Reduce the enemy lead unit's Initiative for shock resolution by 1 for any three friendly stacks in Command Range of Napoleon.
- The Combat Odds shift for Napoleon cannot be used (*see 11.4*).

24.93 Card No. 16: Marshal Ney

On the player turn this card is played …

- Ney's Command Range is reduced to 2 hexes.
- Friendly units stacked with or adjacent to Ney receive a die roll modification of +1 or -1 (at the French player's discretion) when attacking.
- No modifier for bombardments.
- Add 1 to any capture die roll for Ney

24.93 Card No. 14: Grand Battery ★

The player may form a Grand Battery (GB) once per game. The GB can comprise up to any 5 friendly artillery and/or HArt units from any corps. The GB is automatically in command for the turn played and again the following friendly turn. All units in the Grand Battery …

• Must remain within 2 hexes of at least one other unit in the GB (in order to obtain the benefits below).
• Gain a +1 die roll modifier on the Bombardment Table.
• May cancel a Cavalry Pursuit Card.
• May disrupt EZOCs of any hex within range. The disrupted EZOCs are ignored during friendly retreat.

Suchet

24.94 Card No. 20: Marshal Suchet

Introduce the SUCHET Commander in place of (and remove) either Grouchy or Ney.
On the turn this card is played (only):
• Reduce the enemy lead unit's Initiative for shock resolution by 1 for any two friendly stacks in Command Range of Suchet.

24.95 Card No. 23: Marshal Soult ★

EXTRA COMMAND: Increase Napoleon's Command Rating by one (additional) for this and the next 2 turns.
EXTRA MARCH ORDER: Takes effect immediately for any one force on the same map section.
OR: Instead of the above, introduce the SOULT Commander in place of (and remove) either Grouchy or Ney.

24.96 Card No. 24: Marshal Davout ★

Introduce the DAVOUT Commander in place of (and remove) either Grouchy or Ney. On the turn this card is played…
• Davout and any units he is stacked with may extend any advance due to combat by one additional hex. The second hex may be any unoccupied adjacent hex. Davout's stack may not move from one EZOC to another.
• Place all friendly units in Davout's chain of command (not in an EZOC)) in supply at the next supply check.
Modifier: Increase Davout's capture die roll result by 1.

24.97 Card No. 30: Spent Cavalry ★

The defender may play this card during the Enemy Combat Step, selecting any one defending hex that contains infantry and/or cavalry upon being attacked by enemy cavalry. The Cavalry units involved must pass individual initiative checks after combat. Cavalry units that fail may not advance after combat; for the next 2 turns these units must move towards their supply source. They are Out of Command and may not enter EZOCs or attack during those 2 turns. Mark them with an out of Command marker.

24.98 Card No. 31: de Monthion ★

By playing this card Napoleon assigns Marshal Soult's deputy François-Gédéon Bailly de Monthion with the honor of communicating with all the Corps officers.

On the turn this card is played…

• Increase Napoleon's Command Rating by one (additional) for this and the next **three** turns.

• Place all friendly units (not in an EZOC) in supply at the next supply check.

Coalition Fog of War

Napoleon's Last Gamble

THE LIBRARY OF NAPOLEONIC BATTLES
Copyright © 2023, OSG, Baltimore, MD, USA

The seven FoW cards below contain specific information tailored to this game.

24.9 Coalition Fog of War Cards

In the Coalition Deck, Cards No. 7, 14, 16, 20, 23, 24, and 30 are *FOW* Cards. The following are Card Instructions for the Coalition Fog of War Cards in *Napoleon's Last Gamble.* When you play a Fog of War card, refer to the following list to interpret the effect of the card.

24.91 Card No. 7 Blücher

Reduce Blücher's Command Range to 3 hexes.
• He Can Command up to 3 units of any Prussian formations within range.
• Reduce the enemy lead unit's Initiative for shock resolution by 1 for any one Prussian stack within 3 hexes of Blücher.
If Blücher is captured on the turn this card is played, or if the Prussian General Retreat Card is in effect at the same time, then all Prussian retreats must be toward Liege and/or Namur exits instead of toward the LOC (12.35).

24.92 Card No. 14: Grand Battery ★

The player may form a Grand Battery (GB) once per game. The GB can comprise up to any 5 friendly artillery and/or HArt units from any corps. The GB is automatically in command for the turn played and again the following friendly turn. All units in the Grand Battery …
• Must remain within 2 hexes of at least one other unit in the GB (in order to obtain the benefits below).
• Gain a +1 die roll modifier on the Bombardment Table.
• May cancel a Cavalry Pursuit Card.
• May disrupt EZOCs of any hex within range. The disrupted EZOCs are ignored during friendly retreat.

Bourmont

24.93 Card No. 16: Treachery ★

Initiative in any one French division is reduced for all purposes during this and the next **three** turns:
• Reduce the initiative rating of any officer (Coalition Player's choice) and reduce the individual Initiative of all units in a division belonging to his formation by 1.

24.94 Card No. 20: Napoleon Rests ★

The Emperor is indisposed and must take a rest period. His Command Rating is reduced by 2 during the current turn. This reduction is cumulative with any other current Enduring Effects on his Command Rating.
• This effect will continue according to the die roll as follows:

    1, 2 +1 turn
    3, 4 +2 turns
    5, 6 +3 turns

•During these turns the Combat Odds shift for Napoleon does not apply (11.4).

24.95 Card No. 23: Wellington ★

A. For the remainder of the game, Wellington may **not** be captured when stacked (5.51) with friendly infantry. He raises the Anglo-Allied Modified Initiative by +1 for Shock combat for any hex he occupies.
B. On the player turn this card is played and the **next turn only,** Wellington's Command Rating is increased by two to equal an effective rating of [6].

24.96 Card No. 24: Disengagement

Prussian forces can escape and break contact. The rules of Retreat Before Combat (10.2) apply for **all Prussian infantry and artillery units** when stacked with cavalry or vedettes.

24.97 Card No. 30: Spent Cavalry ★

The defender may play this card during the Enemy Combat Step, selecting any one defending hex that contains infantry and/or cavalry upon being attacked by enemy cavalry. The Cavalry units involved must pass individual initiative checks after combat. Cavalry units that fail may not advance after combat; for the next 2 turns these units must move towards their supply source. They are Out of Command and may not enter EZOCs or attacking during those 2 turns. Mark them with an out of Command marker.