

# French Fog of War

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### Four Lost Battles

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#### 24.94 Card No. 20: Untrained Enemy Troops

This card may be played at any time to:

- Negate an enemy Combined Arms Bonus in one combat.
- At the same time, permanently reduce the Demoralisation level of one enemy formation involved in that combat by 2 Strength Points.

#### 24.95 Card No. 23: Powder wet

On the turn this card is played the odds for Combat involving Infantry are shifted one column in favor of the Player without infantry in that combat (if any). Card No. 23 may only be played during Thunderstorm or Rain.

#### 24.96 Card No. 24: Scouts Find Ford ★

Friendly units may attempt to ford any River or stream hexside subject to the limitations of 18.32 and 18.33. The unit must begin the player turn unstacked, adjacent to the hexside to be forded. This fording attempt is successful on a die roll of “1” through “4” (after the first occurrence of Thunderstorm on a “1” or “2” only). If successful the unit may cross the hexside paying the cost specified in 18.33. Fords are treated as stream hexsides and share all the effects of stream terrain. If unsuccessful the unit may not move this turn, but will be automatically successful next turn. Only infantry and cavalry may attempt to ford. (*Card-only event.*)

#### 24.97 Card No. 30: Reluctant Marshal Yorck ★

*Marshal Yorck believed that Blücher was an insane hypochondriac and at times refused to accept his orders.* Yorck may not be placed in Command by Blücher for this turn and next two turns. He may perform all other officer activities including Initiative checks (6.31).

#### 24.98 Card No. 31: The Last Push

Pick one awake friendly leader. This leader provides a combat die roll modifier. Subtract 2 from the combat die roll for one attack this turn involving units he is stacked with.

#### 24.9 Fog of War Cards

In the French Deck, Cards No. 7, 14, 16, 20, 23, 24, 30 and 31 are *FOW* Cards. Each card may be a Leader Card, a Tactics Card, or a Game Card. The eight *FOW* cards contain specific information tailored to this game.

The following are Card Instructions for the French Fog of War Cards in *Four Lost Battles*. When you play a Fog of War card, refer to the following list to interpret the effect of the card on play.

#### 24.91 Card No. 7 Alternate Commander Arrives

The card affects only *one* French Commander (or Commander-Officer), of French Player’s choice. On the player turn this card is played:

- Introduce the Commander counter into play, arriving during the Command Movement Segment; and
- Give one corps in supply a March Order; and
- Place any one officer or stack in command for this turn only (must be in supply). (*Card-only event.*)

#### 24.92 Card No. 14: Second Day of Battle

The game continues for a full second day. On the player turn this card is played you get a -2 modifier to all Recovery die rolls. (*Card-only event.*)

#### 24.93 Card No. 16: From the Jaws of Death *Fugitives Cut Their Way Through*

Any one retreating stack that has cavalry may enter an EZOC, retreating directly from one EZOC to another. Ignore the first hex the unit retreats into. The stack may end its retreat “in contact” with the enemy (they are not eliminated for remaining adjacent).

# Coalition Fog of War

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#### 24.94 Card No. 20: Untrained Enemy Troops

This card may be played at any time to:

- Negate an enemy Combined Arms Bonus in one combat.
- At the same time, permanently reduce the Demoralisation level of one enemy formation involved in that combat by 2 Strength Points.

#### 24.95 Card No. 23: Powder wet

On the turn this card is played the odds for Combat involving Infantry are shifted one column in favor of the Player without infantry in that combat (if any). Card No. 23 may only be played during Thunderstorm or Rain.

#### 24.96 Card No. 24: Scouts Find Ford ★

Friendly units may attempt to ford any River or stream hexside subject to the limitations of 18.32 and 18.33. The unit must begin the player turn unstacked, adjacent to the hexside to be forded. This fording attempt is successful on a die roll of “1” through “4” (after the first occurrence of Thunderstorm on a “1” or “2” only). If successful the unit may cross the hexside paying the cost specified in 18.33. Fords are treated as stream hexsides and share all the effects of stream terrain. If unsuccessful the unit may not move this turn, but will be automatically successful next turn. Only infantry and cavalry may attempt to ford. (*Card-only event.*)

#### 24.97 Card No. 30: Delay—March Confusion

The next Enemy Reinforcement Force scheduled to enter the map will be delayed. On a result of 1 or 2, postpone entry for 1 turn; on a 3-4, 2 turns, etc.

NOTE: If the Enemy Player voluntarily delays his own Reinforcement Force, it may be further delayed by the play of this card. If more than one Enemy Reinforcement Force is scheduled to arrive, the player who plays the card chooses one. This delay applies to any units of the delayed formation that arrive in the following turn(s).

#### 24.9 Fog of War Cards

In the Coalition Deck, Cards No. 7, 14, 16, 20, 23, 24, and 30 are *FOW* Cards. Each card may be a Leader Card, a Tactics Card, or a Game Card. The seven *FOW* cards contain specific information tailored to this game.

The following are Card Instructions for the Coalition Fog of War Cards in *Four Lost Battles*. When you play a Fog of War card, refer to the following list to interpret the effect of the card on play.

#### 24.91 Card No. 7 Commander Arrives-★

The card affects only *one* Coalition Commander (or Commander-Officer), of Coalition Player’s choice.

On the player turn this card is played:

- Introduce the Commander counter into play, arriving during the Command Movement Segment; and
- Give one corps in supply a March Order; and
- Place any one officer or stack in command for this and the next 3 turns (must be in supply); and
- You may cancel one die roll and roll it again.

(*Card-only event.*)

#### 24.92 Card No. 14: Second Day of Battle

The game continues for a full second day. On the player turn this card is played you get a -2 modifier to all Recovery die rolls. (*Card-only event.*)

#### 24.93 Card No. 16: From the Jaws of Death *Fugitives Cut Their Way Through*

Any one retreating stack that has cavalry may enter an EZOC, retreating directly from one EZOC to another. Ignore the first hex the unit retreats into. The stack may end its retreat “in contact” with the enemy (they are not eliminated for remaining adjacent).