

French Fog of War

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Fleurus 1794

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Saint-Just

Card No. 20: Ultimatum ★

Saint-Just sends Regnac an ultimatum. The Coalition Player must add +2 to the next Charleroi Garrison surrender check die roll. (No effect if Coalition card #20 *Radetzky Reaches Charleroi* has been played).

Card No. 23: General Advance

The player may freely assign Automatic Initiative to any 2 stacks or formations that are in supply, allowing them to move during the Initiative Movement Segment. These units and officers are out of command.

Card No. 24: Kleber ★

On the player turn this card is played

- All units of the LW currently Awaiting Recovery are automatically recovered.
- Friendly units stacked with or adjacent to Kleber may subtract 1 from the die roll when attacking.

Card No. 30: Shock and Awe

L'Entreprenant astonishes the enemy. If L'Entreprenant is currently aloft the closest stack of Coalition units within 14 hexes is immediately Demoralized (French player's choice if more than one stack is eligible). Units remain Demoralized for two turns or until L'Entreprenant is no longer aloft (whichever occurs first).

Card No. 31: Aide de Camp

If a Leader is captured play this card immediately to save him and:

- place him with the nearest friendly unit OR
- Give an extra command to 1 unit or stack no more than 3 hexes from any friendly leader (may trace command through EZOCs) OR
- Pick one unit or stack already in Command and give it a March Order (20.0). The March Order does not expire when the unit or stack moves within three hexes of an Enemy unit (20.23), but does when the objective is reached. If a stack it must remain stacked until it reaches its objective.

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 Fog of War Cards in *Fleurus*. When you play a Fog of War card, refer to the following list to interpret the effect of the card on play.

Card No. 7: Jourdan ★

On the player turn this card is played, for any and all friendly combat units within 3 hexes of Jourdan at the moment of combat

- You may cancel one die roll and roll it again.
- Reduce the enemy lead unit's Initiative for shock resolution by 1.
- Negate Dr, Ar (remain in Contact).

Card No. 14: Fire

The player of this card selects one hex for a fire—any one woods or town hex within 2 hexes of a friendly artillery unit, not in EZOC. Set the hex on fire by placing a Fire Marker. The Fire Marker remains on the map until extinguished. Then replace it with the Ruins marker (+1 MP).

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. The stack may end its retreat "in contact" with the enemy (they are not eliminated).

Coalition Fog of War

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Card No. 20: Radetzky Reaches Charleroi ★

May not be played before 25 June 6 PM

Captain Radetzky has managed to reach Charleroi and inform Regnac that friendly forces are approaching. No further surrender check die rolls are made and the Charleroi Garrison rules no longer apply. (No effect if Regnac has already surrendered).

Card No. 23: General Advance

The player may freely assign Automatic Initiative to any 2 stacks or formations that are in supply, allowing them to move during the Initiative Movement Segment. These units and officers are out of command.

Card No. 24: Archduke Charles

On the player turn this card is played:

- Increase Charles' Initiative Rating to (6).
- Friendly units stacked with or adjacent to Charles may subtract 1 from the die roll when attacking.



Card No. 30: Technical Difficulties

L'Entreprenant suffers a malfunction and may not enter Observation Mode. If currently aloft the balloon immediately reverts to Movement Mode (flip the counter). Roll a die to determine the duration of the malfunction

1-2	One turn	3-4	Two turns	5-6	Three turns
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Note: L'Entreprenant may still move as normal while malfunctioned. 3/25/2021

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 *Fleurus*. When you play a Fog of War card, refer to the following list to interpret the effect of the card on play.

Card No. 7: Coburg ★

On the player turn this card is played, for any and all friendly combat units within 3 hexes of Coburg at the moment of combat

- You may cancel one die roll and roll it again.
- Ignore Supply and Morale restrictions on advance after combat.
- Negate Dr, Ar (remain in Contact).

Card No. 14: Fire

The player of this card selects one hex for a fire—any one woods or town hex within 2 hexes of a friendly artillery unit, not in EZOC. Set the hex on fire by placing a Fire Marker. The Fire Marker remains on the map until extinguished. Then replace it with the Ruins marker (+1 MP).

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