

French Fog of War

Napoleon Retreats

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

24.91 Card No. 7 Emperor Napoleon

On the player turn this card is played ...

- Increase Napoleon's Command range to 5 hexes.
- 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*).

24.92 Card No. 14: 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. 16: Fire

The player of this card selects one artillery* unit that will bombard a Town hex this turn. Howitzers set structures within the hex on fire. Roll 1d6 to determine duration: n = number of turns.

BOMBARDMENT MODIFIER: +1 to the bombardment die roll for each SP in the selected artillery unit.

TERRAIN EFFECTS MODIFIER: +1 MP addition to enter the hex for the remainder of the game.

•Does not apply to Horse Artillery.



Marmont

24.94 Card No. 20: Area Defense

Any one friendly stack in supply may build Improved Positions. Place an Improved Position Marker at once. A stack defending in an Improved Position has its strength doubled. Enemy ZOCs do not extend into Improved Positions. The I.P. marker remains on the map if unoccupied and may be used by either side (*see 15.2*).

24.95 Card No. 23: Cossacks

This card may be played at any time for any purpose listed below (choose one):

- Negate (cancel) enemy Cossack charge
- Negate Cossack Combined Arms bonus.
- After play of Card 18 *Counter Charge*: Prevents enemy Cossacks from participating in a Counter-Charge.

24.96 Card No. 24: Populace ★

For this and the next two turns, apply both effects:

- Local citizens arrive with their horses to help move cannons. The extra MP cost for French train and artillery units moving during Mud & Snow conditions is negated.
- Local citizens blockade their streets. All town hexes cost the Coalition +1 MP additional to enter.

24.97 Card No. 30: Marshal Marmont

On the player turn this card is played, for any three friendly stacks within Marmont's Command Range at the moment of combat ...

- Reduce the enemy lead unit's Initiative for Shock resolution by 1.
- Negate Dr, Ar (will remain in Contact).
- Reduce Dr2 to Dr.
- Increase his Initiative Rating to (6)

The artillery of VI Corps in Command receives a +1 bombardment modifier.

Modifier: Add 1 to any capture die roll for Marmont.

24.98 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.

24.0 Color Card version 1.0

Coalition Fog of War

Napoleon Retreats

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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 Retreats*. 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

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

- You may cancel one die roll and roll it again.
- Negate Dr, Ar (remain in Contact).
- Reduce Dr2 to Dr.

24.92 Card No. 14: Another Chance

Change any one die roll: for example, for officer capture.

Cancel one friendly die roll this turn and roll it again.

Only one die is affected.

You cannot repeat the Weather die roll.

24.93 Card No. 16: Fire

The player of this card selects one artillery* unit that will bombard a Town hex this turn. Howitzers set structures within the hex on fire. Roll 1d6 to determine duration: n = number of turns

BOMBARDMENT MODIFIER: +1 to the bombardment die roll for each SP in the selected artillery unit.

TERRAIN EFFECTS MODIFIER: +1 MP addition to enter the hex for the remainder of the game.

* Does not apply to Horse Artillery.

24.94 Card No. 20: Area Defense

Any one friendly stack in supply may build Improved Positions. Place an Improved Position Marker at once. A stack defending in an Improved Position has its strength doubled. Enemy ZOCs do not extend into Improved Positions. The I.P. marker remains on the map if unoccupied and may be used by either side (*see 15.2*).

24.95 Card No. 23: Untrained Enemy Cavalry

This card may be played at any time for any purpose listed below (choose one):

- Negate (cancel) an enemy cavalry charge (except if lead unit is an initiative [4] cavalry).
- Negate an enemy Combined Arms bonus in one combat (does not negate bonus for initiative [4] cavalry).
- After play of Card No. 18, *Counter Charge*: Add a modifier of +1 to decrease the chances of a counter-charge.

24.96 Card No. 24: 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.

24.97 Card No. 30: Gneisenau

On the player turn this card is played, for any and all friendly units within 3 hexes of Blücher at the moment of combat, cancel one die roll and roll it again. All units of the Army of Silesia in the Awaiting Recovery Section are automatically recovered.