

# French Fog of War

## The Coming Storm

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Battle of Jena

The eight FoW cards below contain specific information tailored to this game. For example, Card No. 7 is always “Emperor Napoleon,” except for the Peninsular War, because Napoleon was usually not present there; in Spain, Card No.7 calls for “Fire.”

### 24.9 French Fog of War Cards

In the French Deck, Cards No. 7, 14, 16, 20, 23, 24, 30 and 31 are FOW Cards. The following are Card Instructions for the Fog of War Cards in *The Coming Storm*. 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 Turning Movement

Any formation, stack\* or unit in Supply, which is within DOUBLE the normal Command Range (8 hexes) of a Commander, may receive Command. This still counts against the Commander’s Command Rating.

*\*if all units in a stack are of the same division.*

#### 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: Point Blank Fire

“In Command” artillery that is stacked with infantry and cavalry can bombard an *adjacent* hex with a +2 DRM. Bombarding artillery must include 2 or more SPs of Horse artillery. They may be units from the same or different formations.

The card can only be used for one Bombardment (allows an exception to 13.2).

If the bombardment achieves “no effect,” one bombarding Horse artillery units is eliminated and goes to the UAR.

#### 24.94 Card No. 20: Area Defense

Any one friendly stack in supply may build Improved Positions. Place an Improved Position Marker. A stack defending in an Improved Position has its strength doubled. Enemy ZOCs do not extend into Improved Positions.

The Improved Position marker remains on the map if unoccupied and may be used by either side (see 15.3)

#### 24.95 Card No. 23: Cancel One Enemy Force ★

Delete the next Enemy Alternate Reinforcements in order of appearance, OR cancel the next regularly scheduled reinforcement instead, at the option of the player of the card. The card is effective regardless of whether the enemy played an Alternate Reinforcement card. The cancelled formation never enters.

ALSO: Add one to Enemy Recovery rolls this turn.

#### 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: New Chief of Staff ★

Pick one awake friendly Commander. Increase his Command Rating:

A. by one through the end of the current battle game; or,  
B. by 2 through the next 3 Turns, and then face value again.

*Enduring Effect: Place the FOW card near the commander involved.*

#### 24.98 Card No. 31: Heavy Cavalry ★

For this and the next three turns ...

- HC receives a -2 modifier on the Charge Combat Table where there is no enemy cavalry in the target hex.
- HC may subtract 1 from the die when attacking LC alone. The LC May retreat before combat.
- A Combined Arms attack is permitted against a bridge hexside in an attack consisting of infantry, HC and arty.

# Coalition Fog of War

## The Coming Storm

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Battle of Auerstedt

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 *The Coming Storm*. 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 Turning Movement

Any formation, stack\* or unit in Supply, which is within DOUBLE the normal Command Range (8 hexes) of a Commander, may receive Command. This still counts against the Commander's Command Rating.

*\*if all units in a stack are of the same division.*

#### 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: Point Blank Fire

“In Command” artillery that is stacked with infantry and cavalry can bombard an *adjacent* hex with a +2 DRM. Bombarding artillery must include 2 or more SPs of Horse artillery. They may be units from the same or different formations.

The card can only be used for one Bombardment (allows an exception to 13.2).

If the bombardment achieves “no effect,” one bombarding Horse artillery units is eliminated and goes to the UAR.

#### 24.94 Card No. 20: Area Defense

Any one friendly stack in supply may build Improved Positions. Place an Improved Position Marker. A stack defending in an Improved Position has its strength doubled. Enemy ZOCs do not extend into Improved Positions.

The Improved Position marker remains on the map if unoccupied and may be used by either side (see 15.3)

#### 24.95 Card No. 23: Cancel One Enemy Force ★

Delete the next Enemy Alternate Reinforcements in order of appearance, OR cancel the next regularly scheduled reinforcement instead, at the option of the player of the card. The card is effective regardless of whether the enemy played an Alternate Reinforcement card. The cancelled formation never enters.

ALSO: Add one to Enemy Recovery rolls this turn.

#### 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: New Chief of Staff ★

Pick one awake friendly Commander. Increase his Command Rating:

A. by one through the end of the current battle game; or,  
B. by 2 through the next 3 Turns, and then face value again.

*Enduring Effect: Place the FOW card near the commander involved.*