

French Fog of War

The Last Success

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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, and 30 are FOW Cards (remove card 31 from deck). The following are Card Instructions for the Fog of War Cards in *The Last Success*. 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 Emperor Napoleon

On the player turn this card is played

- Increase Napoleon’s Command Rating to [4].
- He can Command up to 7 units of any friendly formation(s) within range.
- Increase his Command Range to 7 hexes.
- The Combat Odds shift for Napoleon cannot be used (*see 11.4*).

24.92 Card No. 14: Marshal Davout ★

On this and the next 2 turns

- Davout’s Command Range increases to 6 hexes.
- Immediately move up to any 2 UAR units of III Corps to the Recovered section (reduced).
- Reduce the enemy lead unit’s initiative for shock resolution by 1 for units he is stacked with or adjacent.
- Add 1 to any capture die roll for Davout

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: Marshal Massena

On the turn this card is played

- Add 2 to any enemy combat die roll in one combat where the defending units are stacked with Massena or adjacent.
- Can command up to 4 units of any formations in addition to his corps.
- Massena and his stack may make a second move after all friendly Combat is resolved, with a Movement Allowance of 2/3
- Add 1 to any capture die roll for Massena

24.97 Card No. 30: Marshal Lannes

STAND FAST! On the turn this card is played, for units stacked with Lannes

- Negates Dr, Ar; reduce Dr2 to Dr 1.
- Increase Lannes’s Command Rating to [3].
- Can command up to any 5 units of any formation(s).
- Lannes and any units he is stacked with or adjacent to may make a second move after all friendly Combat is resolved, with a Movement Allowance of 2/3.
- Add 1 to any capture die roll for Lannes

24.0 Color Card version 1.01

Coalition Fog of War

The Last Success

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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 *The Last Success*. 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 Archduke Charles ★

On the turn this card is played

- You may cancel one die roll and roll it again.
- Reduce the enemy lead unit's Initiative for shock resolution by 1 in the combat in which he is involved or adjacent.
- Immediately end any ongoing seizure.
- Charles' Command Rating may be modified according to a roll of 1d6:

0-3 [no change]	Modifier:
4-5 [3]	<i>rain or any type</i>
6. [4]	<i>of storm, -1</i>

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.