

# Napoleon Retreats

Update

18 February 2022

## Turn Record Tracks

### • March 7, 4PM

NOTE: If playing the Craonne DoB, Rudzewich and his X Corps don't enter at all. The entry hex shown, S1734, applies in the Craonne AtB and the Campaign Game. *Rudzewich was the garrison commander of Soissons.*

• **March 13, 7-8PM:** Disregard “No Command Movement” and “Movement is by Initiative Only” for this turn. Movement is still limited to 2/3 as for all night movement.

**25.76 Fortifications:** Occupying a Chateau relieves you of the requirement to attack an adjacent chateau except where attacker and defender are both inside of a Walled Town.

**28.42 General Retreat:** While a Coalition General Retreat is in effect, the French player may not accrue any VPs for control of Blue VP locations.

## 31.2 Campaign Game ALT Reinforcements:

(add) EXCEPTIONS: 6-MAR AND 7-MAR

**French Player** uses 27.2, arriving as follows.

Groups #1 and #4, E6109. Groups #2 and #3, S1734.

**Coalition Player** uses 27.53

9-MAR THROUGH 12-MAR

**French Player** uses 28.2, arriving as for 27.2 (above).

**Coalition Player** do not use 28.2. Replace with (new) Group #1, Borstel/III Pr and Group #2 LIEVEN/XI

**29.31 Damaged Bridges at Start** for Fismes: Bridges damaged at start cannot be repaired during this scenario.

**Casualty Tracks** list formations for Day of Battle. If info is missing use the same level as on previous days

## Coalition Setup Sheet

Change SACKEN, Lieven, Sass, Stavisky, and 10,13,24 artillery in the 6-Mar column to ALT #2, (not ALT#1).

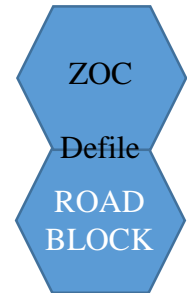
**25.83 Roadblocks (Optional Rule):** A roadblock is built by an infantry battalion with tools. (We can imagine the troops moving out after their work is done.) Roadblocks have a combat strength of 1 but may never attack. Roadblocks are static, immobile and “unable to retreat fully/PEU.” Enemy units may not enter a hex containing a Roadblock counter. A roadblock is blocked to French and Coalition alike, including movement, retreats, supply lines and Command Radius. A roadblock at a bridge may be cleared by units crossing the bridge (25.87).

**25.84 Roadblock Construction:** Each army can construct up to 2 roadblocks at start and 2 each Night PM turn, at least 3 hexes from the nearest enemy unit, and within 2 hexes of a friendly infantry unit (in both cases tracing only through terrain passable to infantry). Roadblocks may only be placed

in a road or trail hex at a defile—either end of a bridge, in a town, slope hex, or woods, and must be pointed toward the defile hexside. Construction is automatic—simply place the Roadblock Marker with the red arrow pointed toward the blocked defile. You may build up to two roadblocks in a hex, each pointing to a different defile hexside.

**25.85 Reconnaissance against Roadblocks:** Roadblocks are placed face down until revealed by recon (8.3) or Repulse (9.12). The roadblock is treated as “no cav” on the Reconnaissance Table. A repulse is resolved as a regular combat, with no column shift (9.22).

**25.86 Roadblock ZOCs:** A face-down Roadblock marker has a ZOC into all adjacent hexes. The 5 non-defile hexsides are revealed as non-controlled only when the roadblock marker is face-up, leaving one actual hex of ZOC. Friendly units may stack with the Roadblock—their ZOCs are unimpaired.



**25.87 Clearing Roadblocks:** To clear a roadblock, an enemy infantry unit must attack it through the defile hexside. It can also be cleared automatically by a friendly infantry unit in the same hex. The attack is resolved on the Combat Results Table. Do not use Shock for combat vs. Roadblocks. A Shock, retreat or 1R result for the roadblock means it is cleared. A cavalry or artillery unit without infantry cannot attack (or bombard) through the defile hexside, but may attack from non-defile hexsides. If no infantry units attack through the defile hexside, at the same time, that roadblock is not removed.

**25.88 Defending a Roadblock:** There are no additional terrain effects on combat for units stacked with a roadblock. The defense strength of the roadblock is added to the total combat strength defending the hex, unless no infantry attack through the roadblock hexside. Cavalry Charges are not permitted against a roadblock.

## The Battle of Reims

**29.11 Duration (Change):** This scenario starts at 2PM (1400 hrs) not 4 PM.

**31.73 Recovery of Permanently Eliminated Units:** PEU may be recovered during the Recovery Segment on Lull Days. Every Recovery Turn the Player may recover ONE friendly combat unit currently in the PEU box. (If there are none, you may select any unit in the UAR instead.) PEU may not be recovered:

- during a Day of Battle
- during an Approach to Battle
- if the unit has no dedicated baggage train on map.

## PROCEDURE:

During the Recovery Segment make the Recovery die roll (22.12) and if successful move the PEU directly to the

Recovered Section. Automatic Night Recovery (22.13) does not apply to PEU. Reorganization follows (22.2).

Units can get back up to full strength by using the Consolidation rule that already exists (31.75).

**31.74 Baggage Train Movement:** *(clarification)*

All Formations must recover any units awaiting reorganization before their baggage trains move away from the current friendly supply source. If the Formation's Trunk Line (17.43) is increased, immediately roll 1d6 for each unit of the formation still Awaiting Reorganization on the Reorganization Display at that moment: on a die roll of 5 or 6 move the unit to the PEU. All units that are out of supply (or lack a baggage train) upon reorganization must also roll as above. In other words, if you move the baggage train while units of that formation remain on the Reorganization Display, a third of those units will be lost.