

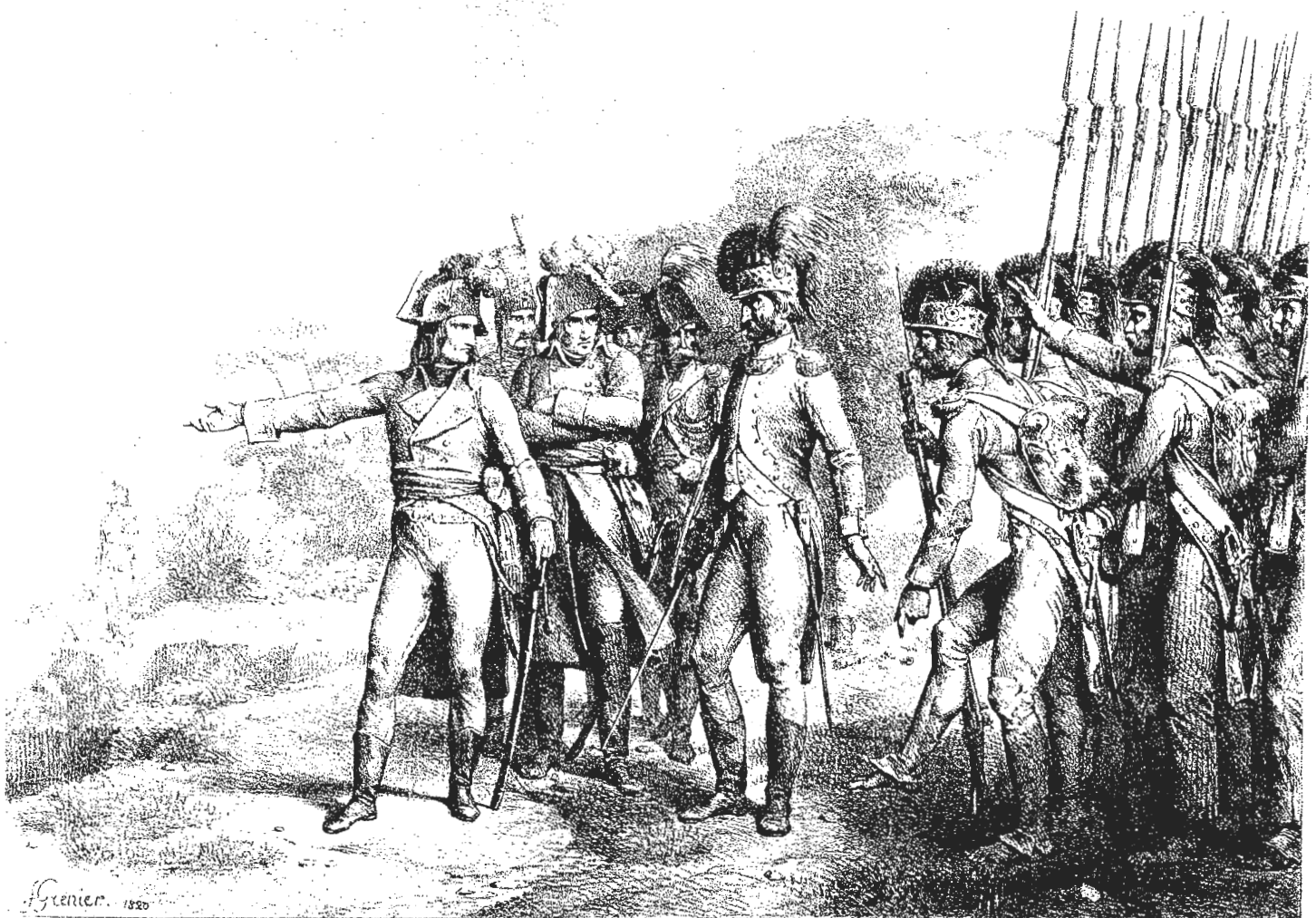
Wargame Design

Vol. II, Nr. 5

\$7.50

SPRING 2000

*The Sun of Austerlitz
Napoleon & Waterloo CD-ROM
Design Symposium
Bonaparte in Italy*



Wargame Design, Spring 2000

Copyright © 2000 by Operational Studies Group.
All rights reserved.

Subscriptions

A four-issue subscription to *Wargame Design* is \$17.96.
Scholar Subscriptions are \$48.96 for four-issues.

To Place an Order

You may place a credit-card order between 0900 and 1300 East Coast U.S. by calling 1(410) 367-4004. Alternatively you may place a secure credit card order at our website <http://www.NapoleonGames.com>. Our shipping and handling is currently managed by Clash of Arms Games of Phoenixville, PA 19460.

Order Inquiries

All OSG orders are shipped within *two business days* of receipt. Domestic customers should receive your game within *five business days* of our receiving the order. Contact us if your order has not been received in a timely manner.

Guarantee

If for any reason you are dissatisfied with an OSG product, return it complete and intact (unpunched) along with proof of purchase for a full refund. If your game has a damaged or missing part, send us the damaged component or describe the missing component and we will replace it free of charge.

Game Questions

Please provide a self-addressed stamped envelope with your questions. Email questions will be answered promptly. For international queries, provide an international postal reply coupon. Help us by typing or printing your questions. VERY IMPORTANT: Begin by stating the specific rules heading in question with its case number, if any. If you can, please phrase your questions so they can be answered with a one-word reply.

NOTE: Use your noodle.

Wargame Design Magazine

Editor & Publisher: Kevin Zucker

All articles by the editor unless otherwise noted.

You can help! Contributions are solicited.

Write for more information.

On the cover: *Bataille de Millesimo*, F. Grenier, lith., 1820.

OPERATIONAL STUDIES GROUP

PO Box 50207 • Baltimore, MD 21211 U.S.A.

<http://www.NapoleonGames.com>

email: info@NapoleonGames.com

CONTENTS

<i>Bonaparte in Italy</i>	3
OSG' Napoleonic Game Series	5
Operational Studies on CD-ROM: <i>Napoleon & Waterloo</i>	6
<i>Study Tour of Napoleon's Italian Campaign, July 2000</i>	9
Designer's Notes: <i>The Sun of Austerlitz</i>	10
Feedback Results: <i>Last Days, La Guerre, 1806, NAB 12</i>	
Interface System between <i>The Emperor Returns and Last Days of the Grande Armée</i>	13
Wargame Design Symposium: <i>The Evaluation of Units</i>	15
<i>What is Wargame Design?</i>	16
<i>The Subsystem</i>	18
Project Updates on <i>The Pre-Advanced Designs</i>	20
Last Days of the Grande Armée <i>A Question of Élan</i>	22
<i>Questions & Answers</i>	24
<i>Order Form</i>	27

WARGAME DESIGN 101

In this issue we lead-off with Dick Wohler's experiences working on our latest release, *Bonaparte in Italy*. We also begin a series of articles on Wargame Design theory and practice. This issue's symposium might be termed Fundamentals of Wargame Design. *cont'd on page 15*

Bonaparte in Italy: Proof Positive

By Dick Vohlers

In June of 1999, Dick was one of many who responded to developer David Schubert's call for help—

"You have expressed interest in playtesting/developing a 2nd edition of one of the greatest historical simulations, Bonaparte in Italy.

"OSG is now undertaking the development of edition two of BiI. Your support/aid will help make the project a success.

"OSG would appreciate help in the following areas: playtesting research rule suggestions/additions/clarifications. Playtesting requires access to the original edition of BiI (no playtest kits) to be played with 2nd edition modifications. Playtesters are requested to submit timely and constructive reports to OSG. Research involves map corrections (town/city spelling), OOB verification, etc.

"Rule suggestions/additions/clarifications are requested from veteran Campaigns of Napoleon players. After 20+ years of development, the corerules are solid, however, there's no better time to examine changes than the early stages of a playtest. BiI has very specific campaign rules (foraging, uprisings, sieges, etc) perhaps these can be streamlined or added to. One example of a rule change under consideration modifies the vedette rules to emphasis the screening/recon functions of cavalry."

I've been a fan of the Campaigns of Napoleon series since the first version of Bonaparte came out in 1979, and I've worked with Kevin on some of his other recent releases as well, so I jumped at the chance. (Besides, it meant I'd get a free copy of the game, and when you have three kids, two cars, and one house, every little bit helps.)

I raise as many questions as possible. I figure that if I have the slightest doubt about something, someone somewhere is sure to post the question on Consimworld eventually.

After we were done, Kevin also asked that I write up my experiences helping with the game. This may shed some light on the development process that a game goes through. It might also provide some insights into the game itself.

Background on the Series

BiI is part of the *Campaigns of Napoleon* series, also called the *Napoleon at Bay* series. (For a brief history of OSG's

Napoleonic series see page 5). Since the first edition, the basic system rules have undergone significant refinements, so Kevin decided to publish a new edition to bring the game in line with those changes, and to update the graphics to the current state-of-the-art as expressed by Joe Youst and Masahiro Yamazaki.

BiI is part of a mature game system that has been undergoing refinement for over 20 years.

The *Campaigns of Napoleon* series concentrates on Napoleonic warfare at the operational level. The series reveals how a small, well-led army can outmaneuver and ultimately defeat a larger, poorly led, army. Each hex is 2 miles across, turns are 2 days each, and most units are divisions or brigades. Leaders, supply, and administrative points (representing army staff and support abilities) play a large role in the system. Each game has an exclusive rules booklet to supplement the standard series rules booklet.

One of the attractions of the system is how Kevin has managed to integrate so many factors into the game while keeping the "load" on the player low. For instance, when you move a force, you roll on the March Attrition Table to determine how many strength points you lose just from marching. That table takes into consideration the force's nationality, the distance it marched, the number of administrative points it has, and its size. However, all the player needs to do is cross-reference the appropriate information and roll one die to determine the loss.

Overview of *Bonaparte in Italy*

BiI covers Bonaparte's campaign in northern Italy in 1796. (He hadn't achieved superstar status yet, so he had to use his last name in this campaign.) This was his first major command, and his success here against the Austrians was the first step on his path to becoming Emperor. He had only a small army, but he had the central position, allowing him to concentrate on the separated Austrian forces individually. The system is good at handling this type of situation.

The original game had three maps and covered all of the 1796 and 1800 campaigns. Kevin has split the game now so that the new release contains one map and most, but not all, of the 1796 campaign. He plans to publish an expansion kit later that will have the necessary maps,

counters, and rules for the rest of 1796 and for 1800.

My Role

Bil is part of a mature game system that has been undergoing refinement for over 20 years. For this reason, my role in playtesting this game was one of "proofing" the game. This meant making sure the exclusive rules read well and integrated with the system rules properly; that the counters were correct; and that the charts reflected the rules correctly. While I didn't get a chance to see the new maps, I did have one luxury I don't often get when playtesting: a copy of the original game. This allowed me to check changes against what was there before, which helped in making sure as little as possible slipped through the cracks.

My methodology in playtesting a game is to raise as many questions or disclose as many ambiguities as possible, even if I could figure out an answer myself. I figure that if I have the slightest doubt about something, someone somewhere is sure to post the question on Consimworld eventually. Raising them during the testing process allows the designer to address these issues before publication.

Napoleon had the central position, allowing him to concentrate on the separated Austrian forces individually. The system is good at handling this type of situation.

I started my "proofing" job last August, when Kevin sent me the first draft of the exclusive rules. Those rules were basically a cut-and-paste job from the original rules mixed with the exclusive rules from *Napoleon at Bay*. I edited the rules and made other notes about things that were missing or needed to be addressed. For instance, Kevin had included some rules that applied to the 1800 campaign (which should have gone into the expansion kit) and missed some rules for the 1796 campaign that should have been there. Between August and November, Kevin sent me three revisions of the rules to proof, each one better than the previous ones.

(You would think that because Kevin and I were exchanging files electronically, I could get my comments to him easily. Because he works on a Mac and I work in Windows, he wasn't able to see my comments until I put them in red, bold, 18 point type.)

I also proofed the counters. At first, this was in the form of Kevin's documents containing the unit values and types. This needed to go hand-in-hand with the setup and unit arrival information, because they contained the maximum values of the units and when they entered the game. Again, I found some units and leaders that had appeared in the first edition but which were now missing. I found several units that the original setup sheet said should have a higher maximum strength than what the counter manifest listed. I also found some units that appeared in the manifest but not in the setup cards.

Near the end, Kevin also sent me for proofing a copy of the counter sheet as it was to be printed. Here, I noticed that some of the unit symbols were wrong, such as an infantry symbol for a cavalry unit. A couple of units had incorrect movement allowances. There was a French Morale marker in the mix where none was needed. None of this stuff was critical, but catching it now meant Kevin wouldn't have to deal with it after publication.

Proofing the setup and reinforcement information also showed some units listed under the wrong leader, or in the wrong location. There were also some things missing, such as the location of bridge trains, or one type of unit where a leader controlled both infantry and cavalry. I played the game, too. Since I was testing solitaire, and I knew there were other groups out there testing the game as well, I decided to concentrate on the battle scenarios rather than the campaign game. There are four battle scenarios, each of them based on an Austrian attempt to relieve a force besieged in Mantua.

One thing I noticed right away was a problem due to the changes in the system rules over the years. In the original game, forces could trace a Dispatch Distance to their Center of Operations to be in command. This applied even in the battle scenarios. However, as the series rules now stand, Dispatch Distance and Centers of Operations aren't used in the battle scenarios. As a result, some units that used to be in command in the original game were starting out of command. This meant they had a harder time to move and suffered greater attrition when they did so.

Kevin and I exchanged several emails on how to handle this situation. Kevin also reviewed it with some of the other testers working on the game. As a result, he has now added to the battle scenarios the ability for units to stay in command by tracing a Dispatch Distance to their supply source. This is especially important for the Austrians who need this ability in order to relieve (or attempt to relieve) the Mantua garrison.

I recommend Bil as an excellent introduction to the whole system. Not only is the leader and unit density low, but the battle scenarios are short and interesting.

Another, related, aspect that had changed since the original game was that administrative points are now assigned to both sides at the start of the battle scenarios. My testing showed that in some of the scenarios the number of these points available to one side or the other needed to be adjusted.

If you haven't yet jumped into this series, I recommend Bil as an excellent introduction to the whole system. Not only is the leader and unit density low, but the battle scenarios are short and interesting.

Enjoy!

Bonaparte in Italy is now available for \$39

OSG's Operational Level Napoleonic Series

For those who are unfamiliar with the various game designs there has been some confusion about which games fall into which systems. This article was originally published on the web at <http://talk.Consimworld.com> on February 24th, 2000 (Boardgaming, Game Series Discussion, 6 Days of Glory and related games message 91).

The first Napoleonic game I designed was *Napoleon's Last Battles*, published by SPI in 1975. Decision Games recently reprinted a 3rd edition, but I did not participate in the development of that edition.

In 1979, I designed a sister game, *Napoleon at Leipzig*, at the same scale (480 meters per hex, one hour turns, brigade level). The 3rd edition of NAL is available from Clash of Arms Games.

Six Days of Glory is a game intermediate in both scale and complexity between the Last Battles series and the Napoleon at Bay series.

My second Napoleonic design was *Napoleon at Bay*, published by OSG in 1978. I had come to realize that what made Napoleon Napoleon, was how he so often determined at the outset of the campaign where the decisive battle would take place, and then arranged for the convergence of his separate forces there simultaneously. Moving separately, of course, the independent corps were able to move much more quickly than an entire army moving along a single route would be able to accomplish.

Convergence is important, because he realized that the arrival of his forces on the enemy flank was very distressing to the enemy, and also forced them to create the fatal "hinge" in their line, the exposed point where their line has to bend to face the new flanking threat, and it was just this hinge which would then receive the full attention of the grand battery followed by an attack by the reserve.

Wargames that begin after the planning and execution of such an operation do not allow the player to really match his skill against Napoleon's. That is why I created the operational level series of games that began with *Napoleon at Bay*. The following games in the series included *Bonaparte in Italy*, *Struggle of Nations* (AH, 1980), *1809: Victory on the Danube* (VG, 1984), *The Emperor Returns*, (1815, COA, 1986), *1807: The Eagles Turn East* (COA, 1995), as well as

the two micro-games, *Battles of the Hundred Days*, and *Arcola*, (reprinted by AH as *Battle for Italy*). These are the operational-level games (two-mile hex, two-day turns, 1,000 men per strength point) and together are known as the *Campaigns of Napoleon Series*.

Napoleon often determined at the outset of the campaign where the decisive battle would take place, and then arranged for the convergence of his separate forces there simultaneously.

I began to realize, however, that there were still way more fans of the Grand Tactical *Last Battles* series games than there were for the far more complex, Operational level *Campaigns of Napoleon Series*. I began to look for a stepping-stone for those players to take, half-way between the two series, both in terms of complexity and scale. *Six Days of Glory* was the result, a game intermediate in both scale and complexity between the *Last Battles* series and the *Napoleon at Bay* series. The scale is one mile per hex, turns are 6 hours, and units are divisions. At this scale it is possible to explore the transition from operational planning and how operations evolve seamlessly into battle.

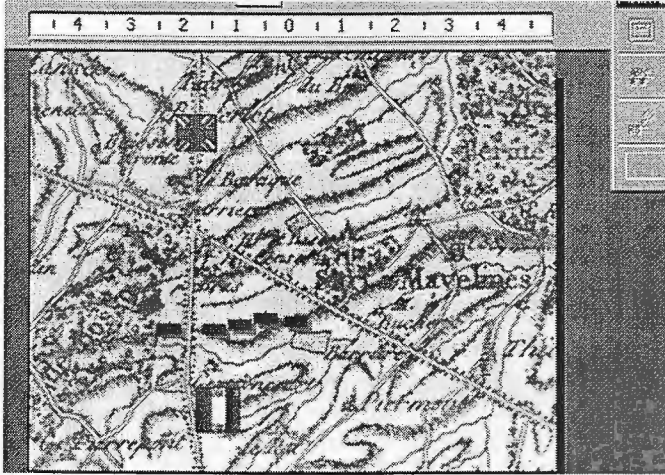
Since *Six Days of Glory* was published by COA in 1996, two other titles in the series have appeared: *1806: Rossbach Avenged*, and *Last Days of the Grande Armee*. Both are available from Operational Studies Group. I have also designed *Castiglione*, in this same series, which will either be published by Clash of Arms Games or by OSG.

Wargames that begin after the planning and execution of such an operation do not allow the player to really match his skill against Napoleon's. That is why I created the operational level series of games that began with Napoleon at Bay.

Napoleon & Waterloo

Simulations Illuminating History.
History Illuminating Simulations.

The formative idea behind the CD-Rom is the interplay and cross-pollination between history and game.



Above: Screen-shot of our Beta working version.

The operational study will show situation maps for each day of the campaign, and from the 15th of June, three situations per day, each with a brief narrative of events.

However, it will contain studies of major sub-systems:

- Staff Quality and Leadership
- Equipment, Arms & Training
- Supply & Morale
- Geographic Factors

The theory of larger unit operations ... planning and conducting campaigns. ... The disposition of forces, selection of objectives, and actions taken to weaken or to outmaneuver the enemy [and] set the terms of the next battle.

To show you how these major sub-systems worked, we will provide examples from histories of the campaign.

You will discover things that have never been written in any journal or history text. We will employ the US Army's Operational Concepts, considering Initiative, Depth, Agility and Synchronization. In examining these concepts, we will keep our focus on the Operational level of war, "the theory of larger unit operations ... planning and conducting campaigns. ... The disposition of forces, selection of objectives, and actions taken to weaken or to outmaneuver the enemy [and] set the terms of the next battle."

We will go beyond this to a three-dimensional look at the subject, that only the techniques of game design can provide. For our first CD, studying the Waterloo campaign, we discovered a major missing puzzle piece, a very overlooked subject of an over-worked subject area: The 15th of June.

All historians agree, "Napoleon's concentration of the Army prior to the onset of the campaign was a masterpiece of brilliant planning." But what, exactly, did that plan consist of?

Historians have focused on the events of the 16th and 18th June, while largely ignoring the 15th except for the crossing and skirmish at Charleroi; merely covering the subject in a few summarizing statements. All historians agree, "Napoleon's concentration of the Army prior to the onset of the campaign was a masterpiece of brilliant planning." But what, exactly, did that plan consist of? What was so brilliant about it? Who conceived the plan and who implemented it? What was the role of Marshal Soult? Which divisions crossed the Sambre at which bridges? None of that has been addressed. We have looked at the staff personnel and compared them against the veterans of Imperial Headquarters from prior campaigns, identifying the key experienced personnel and their capacities. We have gone back to the correspondances to unlock the mystery of the 15th of June, to show you for the first time in print, exactly what happened, and what went wrong, on the 15th of June. The critical delays in the French crossing of the Sambre very likely preserved the Prussian I corps for the fight at Ligny on the 16th.

A historian, at heart, is a story-teller, and he is re-telling the story as it has been handed down to him. Moving beyond this concept of history, the wargame provides new insights in our quest for understanding.

The question presented itself only because of the way of framing information in wargame design. It causes us to look for information that no regular historian would consider looking for. A historian, at

heart, is a story-teller, and he is re-telling the story as it has been handed down to him. Moving beyond this concept of history, the wargame provides new insights in our quest for understanding.

Our games allow us to go beyond the accepted truths of history. If all sources agree that d'Erlon camped at Solre-sur-Sambre on the 14th of June, we can show whether that was likely, or even possible. At first blush it seems unnecessary that d'Erlon's Corps should have crossed the Sambre only to recross the next day!

A wargamer would avoid crossing over the Sambre only to have to re-cross at Charleroi or Thuin. This is the first thing one notices when examining the French Army's march of concentration between the 6th and the 14th of June. The most efficient general would not have crossed d'Erlon's I Corps over the Sambre into Solre, but would have retained the corps on the other bank, ready to cross into Belgium via the left bank of the river, moving first to Binche and then Fontaine l'Eveque. This Corps would be able to screen the flank for the other corps crossing to their right. Instead of just adding to the knotted congestion of masses trying to funnel through a few narrow bridges, they would have complete freedom of maneuver. Further, as we know, the appearance of the corps south of Mons would have played into Wellington's fears of a French advance toward his channel ports. Yet we know that d'Erlon's Corps was delayed in its arrival at Quatre Bras on the 16th; far from providing a screen for the main column, it provided no assistance to the II Corps and performed no mission of value at all on the critical 16th of June.

To hide the movements of an Army, would Napoleon order a concentration to the southeast of the Sambre? The river would clearly be a most formidable obstacle to Allied scouts gathering intelligence. The crossings could be strictly guarded. Or did Napoleon order the concentration of the army before he had yet determined a route of march?

Perhaps both are true—Napoleon wanted the army concentrated and able to unite, and he perhaps found the left bank too close to the frontier. The hazard entailed by this concentration was the congestion of the roads south of Charleroi, a hazard which only excellent staff work could ameliorate.

Napoleon's correspondances for the period of the 6th to the 14th of June provide a clue. The Charleroi route had already been decided upon the 13th, but that does not mean the entire army had to march by that one road. In fact, the whole point of the 'bataillon carée' (the operational arrangement of the corps into a flexible quincunx) was to have the corps moving on parallel routes. Therefore in addition to the bridge at Charleroi, troops crossed at Marchienne, Chatêlet, and Thuin. Nonetheless, too much of the army was aimed at the Charleroi bridge.

What happened on that road that day? The diagram (*next page*) is the only one published showing the order of march for the 15th of June, as it would have

looked if executed exactly.

However, what the column actually looked like was a different matter, for you would see the orderless III Corps blocking the road, with resultant confusion and entangling of columns behind. Imagine what two corps columns looked like when entangled: wagons abandoned on the road, troops wandering off to grab a quick smoke or an unguarded chicken. Napoleon's Army was notorious for its lax march discipline ... 'you go ahead, we'll catch up later' was acceptable.

This simple question has opened a very big subject area that no one, neither wargame designer nor historian, has ever yet touched upon. And that is, what practices were entailed in the use of terrain as a screen? How would the move of a major formation normally be hidden? Is a river like the Sambre an effective screen? We know that Napoleon sent orders to the border posts to prevent anything from crossing, neither letters, carriages, or barges. As the I Corps moved off, cavalry patrols were to be left behind to screen as usual. Our investigation has just begun.

There is, however, no doubt that a long and difficult campaign would have followed a French victory at Waterloo. With the British Army no longer a factor, and the best Prussian troops defeated, only the Austrian and south German and Russian armies would remain.

The Austrian Army's performance was, as in 1814, lackluster—Rapp's V Corps was able to check their advance. The question was, whether the Austrian Army would unite with the Russians, so that Napoleon had to face another Leipzig-scale battle, or whether he could fight them separately. Even with the 100,000 recruits expected in July, he would still have been outnumbered at least two-to-one.

One can speculate that, immediately upon taking Brussels, Napoleon would have split his Armée du Nord, leaving Ney to mop-up while he took the relatively unscathed III, IV and Guard corps to support Rapp. There is little doubt he would have driven the Austrian Army out of France before the Russians arrived.

"If [Napoleon] had succeeded in defeating Wellington and Blucher, he would have been in a good position to bring the Army of the North to the support of Rapp, LeCourbe and Suchet. For that matter, the less enthusiastic of the Allies might even try to turn their coats again, as several had done several times in the past. The operations on the frontier were a calculated risk." (Al Nofi, *Strategy & Tactics Magazine*)

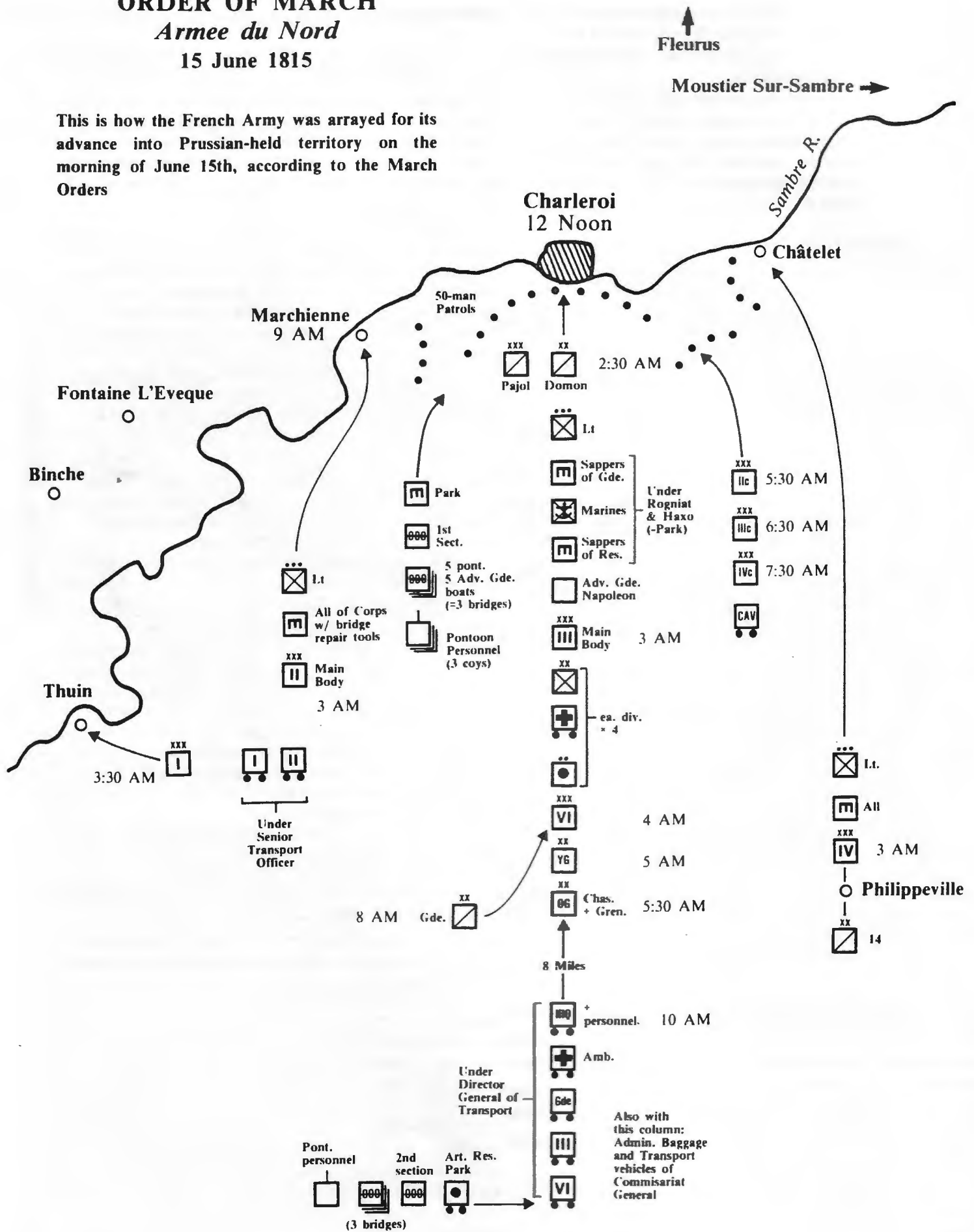
After a success against the Austrians we could look for a replay of the 1814 campaign, except that this time Napoleon would have had a victorious, and much more numerous army fighting farther east, away from Paris and the recruiting centers. The French would indeed be outnumbered 2:1, but a large part of that numerical advantage was chimerical—made up of unwilling south Germans and Austrians—who were more concerned with preserving their own troops and their geopolitical position vis-a-vis Prussia, for which purpose a strong France, within her own frontiers, was not unacceptable. But would Napoleon have had the sense to accept a reasonable negotiated settlement?

ORDER OF MARCH

Armee du Nord

15 June 1815

This is how the French Army was arrayed for its advance into Prussian-held territory on the morning of June 15th, according to the March Orders



THE 2000 NAPOLEONIC TOUR!

The Italian Campaign 1796

*This July, Take a Journey
back in time with Kevin Zucker
and other Napoleonic aficionados.*

Dear Kevin Zucker

Well—better late than never. Thank you for a nice trip to Poland/Russia in 1998! Apart from the dry biscuits on the first morning, the “missing” or rather late lunch every day, far too few photo copies of your battlefield maps and a few other unimportant mistakes it was a truly wonderful trip for the hardcore fans of Napoleon/Bennigsen.

Personally I felt the wings of time several times as we were walking the battlefields with you. It was a very exciting feeling to walk where so many brave and many not so brave men fought and died more or less in vain. Sometimes you could almost visualise the presence of large groups of men and horses in the distance—ready to join the battle.

It is hard to summarise the events that made the greatest impression on me in just a few lines. But I think that I will always remember the rainbow over the Jonkovo battlefield. The lost graves of French soldiers only remembered by one old man. The fields around Eylau echoing the past and my horror when I realised that the Russians had build a factory around the old church in Eylau. Then there was the little village outside Friedland where the cavalry clashed—and we met the ethnic German from Kazachstan with his 1930-model truck. Finally it was most impressive to look at the church in Friedland and the pond in front of it almost as it must have looked like when the combatants saw it in 1807 ...

My best wishes for you and any of the 1807 grognards who will follow you into the battle ...

Yours faithfully,

Soren Fisker, Odense Denmark

Tour package includes:

- Hotel accommodations for eight nights (double occupancy). Single room is available at extra charge. All inns on our route maintain a high standard; some are historic.
- Ground transportation following the historic routes of march.
- Viewing of the battlefields. On each battlefield we will walk the important ground, following in the footsteps of the main attacks, led by local historians whom we meet at almost every stop.
- A copy of the Tour Guidebook, containing maps and all you need to prepare for your trip.
- Evening gaming and seminars.

LATE BREAKING NEWS—SECOND TOUR ADDED:

Wagram, Aspern-Essling, & Austerlitz!

August 6th—11th, 2000. DEPOSIT \$295; FEE: \$995.

Itinerary

July 24th, 2000. Day 1

We depart from the States, and arrive in Milan next day.

July 25th. Day 2 Home City/Milano

When we arrive in Milan we will be met by our representative and transferred to our downtown hotel. Balance of the day at leisure. Milan is a major hub known for its cuisine and arts, a centre of fashion and manufacturing.

July 26th. Day 3 Marengo/Genoa

Bonaparte entered Milan on June 2nd, 1800. Austrian communications with Mantua were cut by the 7th, forcing General Mèlas to accept battle near the Bormida R. on the 14th. By the terms of capitulation, Austrian troops remained in Italy. 100 miles.

July 27th. Day 4 Montenotte/Millesimo/Dego

In the opening phase of the 1796 campaign, five engagements over three weeks sufficed to detach the Sardinians from the Austrian coalition. We will drive through Monferrato following the Bormida R. and Bonaparte's advance. 110 mi.

July 28th. Day 5 Tortona/Piacenza/Lodi

Next we will see the rich territory of Lombardy, which quickly came under French domination with the seizure of the bridges at Stradella and Piacenza. Then Bonaparte, though outnumbered two-to-one by the forces of General Sebottendorf, forced a crossing of the Addo R. at Lodi. 106 mi.

July 29th. Day 6 Castiglione/Lonato/Borghetto

On 30 May 1796, General Beaulieu was forced to retire from the river Mincio to the strong fortress of Mantua and the valley of the Adige. The next engagements were fought at Lonato and Castiglione, August 3rd and 5th, during Würmser's first relief attempt. 80 mi.

July 30th. Day 7 Peschiera/Rivoli/Trento/Bassano

General Würmser's second relief attempt was derailed at Trento, and after Bassano (Sept. 8th) he was forced to flee into the besieged fortress. At Rivoli Bonaparte thwarted the final Austrian relief of Mantua on 14/15 January 1797, defeating in turn the separate columns of General d'Alvintzi. 118 mi.

July 31st. Day 8 Arcola/Mantua

At Arcola Bonaparte's 18,000 wore down d'Alvintzi's superior force in a four-day battle of attrition in the marshes of the Adige R. Key to the eastern Po valley, Mantua was besieged and relieved three times in this campaign. 75 mi.

August 1st. Day 9 Milano

Departures. If you plan to stay on you may book further reservations. 102 mi.

RESERVE YOUR SPACE NOW!

A deposit of \$395 will reserve your space for Italy. You will receive a statement confirming your reservation.

FEE: \$1451. Final payment must be postmarked no later than June 30, 2000.

FOR MORE INFORMATION:

Kevin Zucker 1 (410) 367-4004

kzucker@charm.net

http://www.NapoleonGames.com/tour_2000.htm

Designers Notes:

The Sun of Austerlitz

The Greatest Days of Glory,
November-December 1805

Components: One 22 x 34" map, 280 counters, 20+ pages of rules. This game is scheduled for release late this year. It uses the *Napoleon at Bay* system at 2 miles per hex. This map will cover the territory from Znaim and Brünn to Olmütz and Ostrava. And it will mate with the 1809 map (Victory Games), allowing for a precession of the campaign through Dürrenstein and Znaim.

For Napoleon, and later, some of his better adversaries, victory on the battlefield was determined days or weeks beforehand, by ascertaining in advance where the battle would be fought, and then arranging for a preponderance of force, with mobile columns descending upon the battlefield from widely separated directions at the last minute.

Napoleon invented the operational art of war; the term was first employed later in the 19th century. Planning at this level could be most effective against an opponent who was limited in his thinking to 'strategic' and 'tactical' levels. At his best, Napoleon concealed from his opponent exactly where the battlefield was going to be, and where the front would be. Tactical set-piece battle games do not allow for any mystery and hence, leave all but the most inept French players to reap the fruits of victory.

The Sun of Austerlitz is an operational level game, in the *Napoleon at Bay/Bonaparte in Italy* series.

There are four scenarios—16 November (Bagration's rear-guard -vs.- Murat at Schöngraben), 20th and 24th November, and 1st December (Austerlitz). The main scenario will begin with the Russians in Olmütz and the French in Brünn. Where the battle is fought will be entirely up to the strategy and skill of the two players.

The Russian commanding general, Kutuzov passed through Brünn on the 18th and linked up with Buxhöwden at Wischau and Prossnitz between the 19th and 22nd. Napoleon arrived on the 20th in Brünn, and on that same day at a road junction east of Brünn 6,000 Russian cavalry ran into two French divisions. On the 24th Tsar Alexander held a council of war. The Russians had no subsistence, no forage, no horses to replace losses. They could not determine the main location and size of the French army because of Murat's cavalry screen.

Kutuzov recommended that the combined Russian-Austrian army withdraw into the unforaged territory of the Carpathian mountains, back along their line of communications toward Teschen (the Polish town of Cieszyn). Such withdrawal would imply exiting the map, and will be one alternative strategy available to the allies in this game.

Generals Bagration, Dochturov and Miloradovich

supported Kutuzov's proposal. However, these generals ignored the rapidly deteriorating condition of the army. Winzingerode and Dolgoruki argued that the army might never again be as strong as it then was. The Tsar decided against Kutuzov's delaying action. The army would break camp at Olmütz and move against the French, believed to be in and around Brünn.

The plan was to attempt to cut Napoleon's line of communication southward from Brünn to Vienna. This—the Weyrother plan—will be the other available strategy to the Russians. There was nothing wrong with the Weyrother plan, except that it misunderstood Napoleon's intentions. Napoleon meant to fight a battle regardless of circumstances, so the Russians did not have to threaten his line of communications to bring on a fight. The second problem with the plan was implementation—once the Russians saw the French drawn up in battle array, they should have ceased their southward march instead of attempting a flank march in the presence of the enemy.

Tactical set-piece battle games do not allow for any mystery and hence, leave all but the most inept French players to reap the fruits of victory.

The French will have to act according to the strategy the Russians choose. However, what if neither side initiates the offensive? This is where it gets complicated. If we place the onus on the French to advance, will we ever see a Russian advance to the heights of Pratzen? If we place it on the Russians, will they ever retreat? The question becomes, without any offensive by either side, which army would have melted-down first?

Napoleon needed a decisive battle because of his precarious position in the middle of Bohemia, and because of the impending intervention of the Prussians. Had not the battle been fought on December 2nd, Napoleon would have had only about 30 days before the Prussians appeared. Therefore, the victory conditions will put the ultimate burden of attack on the French Player.

The problem for the Russians will be looking at an increasing attrition rate over those thirty days, the concern being that if they do nothing, their army will be so weakened that the French can wait until the end of the game and then just mop up.

The first decision to be taken in the design process is

the orientation of the map. A secondary consideration in this case was the possibility of providing a map that would link with the 1809 game map already published in this series.

The orientation of the map was determined by laying the axis of the Russian Line of Communication from Teschen to Brünn down the middle of the map.

In order to give the Russians some room to pull back into the mountains, the map extends about 30 kilometers behind Olmütz and also extends about 60 kilometers in the other direction, almost to the Danube in the direction of Krems, and actually does reach Hollabrunn. The axis of the map is tilted to the east-north-east. We maintained this tilt at 60° to true north so as to retain the possibility of mating with the 1809 map.

The overall area is approximately 54 hexes in length; at 3.2 kilometers per hex, that's about 174 kilometers. And widthwise you've got 112 kilometers. For all the games in this series, that is the dimension of a map section. The only option you have as a designer is the orientation, the layout and the number of maps that you choose.

The southernmost corner reaches the Marchfeld, 15 kilometers from Vienna. In early November Napoleon had hoped to stop the Russian Army's withdrawal to Brünn, but that turned out to be impossible. Napoleon joined the advanced guard of his army on the 17th of November when it reached the important supply center of Znaim. This town is right on the edge of the 1809 map, and it's also on the *Sun of Austerlitz* map.

Since Znaim is on the *Sun of Austerlitz* map, there will be a very awkward overlap with 1809. You will be able to play the pursuit scenario starting on the 17th.

Since Kutuzov's army had already escaped, Napoleon decided to rest and resupply. The center of this reorganization would be the fortified city of Brünn, which at that moment had not yet been passed through by the Russians.

Obviously supply is very important in this campaign. We find the Russians considering two courses of action, either to withdraw to relatively unforaged areas nearer their supply source in the Carpathian mountains, or to attack the French immediately because of the attrition they were suffering. On the French side we see Napoleon stopping to reorganize supply on the 17th, and then spending several days accomplishing this.

As a result the Forage rules from *Bonaparte in Italy* are going to be very important.

Victory Conditions

Victory conditions are usually the last element of a design to be completed. But they are among the first to be roughed-out in outline. Attrition is going to place a burden on the Russian Player, either to attack or withdraw. Actually the Russian player has a third option which is to simply sit still and wait for the French to come to him. That actually might be his best strategy, if he can spread his forces out widely enough to forage. But that's a risky kind of deployment and leaves the Russians vulnerable. If the Russians don't advance from Olmütz they will be no Battle of Austerlitz. We'll have to use all of our design skill to avoid straightjacketing the Russians into advancing to the Pratzen Heights, but at the same time, make it a viable strategy along with the other two.

Order of Battle

The core of the French Army will be just 27 combat units (not including the Bavarians) plus leaders, march regiments, major generals and the like.

French Army

Imperial Guard (inf., cav, art.)
I Corps—(Rivaud, Drouet, Corps Cav)
III Corps—(Cafarelli, Friant, Gudin, 4th Drag Div.)
IV Corps—
(St. Hilaire, Vandamme, Legrand, Corps Cav, 3rd Drag Div)
V Corps—(Grenadiers, Suchet, Corps Cav, 2nd Drag Div.)
Cav, Murat—
(1st Cuir Div., 2nd Cuir Div, 1st Drag Div., Lt Cav.)
Artillery

The Austro-Russian Army will be even smaller, with a core of just 15 combat divisions, (not including the Archduke Ferdinand's forces from Iglau).

Austro-Russian Army

Imperial Guard—(inf., cav., art.)
Advanced Guard—(inf., cav., art.)
I Column—(Kienmayer, Dokhturov)
II Column—(Olsufief, Kamensky)
III Column—(Prebyshevsky)
IV Column—(Russian Div., Austrian Div.)
V Column—(Hohenlohe, Essen)

Feedback

We asked you to rate the aspects of the game on a scale of "1 - 5" with "5" the best.

Exception: For *Complexity* "3" is the best and for *Consult Rules* "1" is the best.

Enjoyment numbers are high for all four games. According to these numbers, *1806* is our best effort to date.

Updated figures as of 3/24/00.

FEEDBACK: LAST DAYS OF THE GRANDE ARMEE

Number responding: 31

<i>Why did you buy LDGA?</i>	<i>Rate the following</i>
historical period: 84%	enjoyment: 4.04
designer's rep: 77%	realism: 3.47
subject/topic: 68%	complexity: 3.02
publisher's rep: 35%	balance: 3.71
competition val: 10%	rules: 3.93
solitaire play: 26%	graphics: 4.06
scale/scope/lev: 52%	commentary: 3.94
recommendation: 3%	<i>Flow of play:</i> 4.10
package/graphics: 19%	<i>Consult Rules:</i> 2.63
advertisement: 10%	<i>Money's worth:</i> 94%
other: 19%	

FEEDBACK: 1806 ROSSBACH AVENGED

Number responding: 52

<i>Why did you buy 1806?</i>	<i>Rate the following</i>
historical period: 92%	enjoyment: 4.15
designer's rep: 83%	realism: 3.71
subject/topic: 77%	complexity: 3.06
publisher's rep: 27%	balance: 3.49
competition val: 8%	rules: 3.92
solitaire play: 13%	graphics: 4.48
scale/scope/lev: 38%	commentary: 4.17
recommendation: 0%	
package/graphics: 25%	
advertisement: 10%	<i>Money's worth:</i> 100%
other: 15%	

FEEDBACK: LA GUERRE DE L'EMPEREUR

Number responding: 51

<i>Why did you buy LGE?</i>	<i>Rate the following</i>
historical period: 86%	enjoyment: 4.05
designer's rep: 38%	realism: 2.90
subject/topic: 48%	complexity: 2.60
publisher's rep: 33%	balance: 3.63
competition val: 5%	rules: 3.70
solitaire play: 0%	graphics: 3.67
scale/scope/lev: 57%	
recommendation: 0%	<i>flow of play:</i> 3.90
package/graphics: 0%	<i>consult rules:</i> 2.75
advertisement: 14%	<i>Money's worth:</i> 100%
other: 24%	

FEEDBACK: NAPOLEON AT BAY

Number responding: 51

<i>Why did you buy NAB?</i>	<i>Rate the following</i>
historical period: 92%	enjoyment: 4.08
designer's rep: 74%	realism: 3.98
subject/topic: 74%	complexity: 3.49
publisher's rep: 26%	balance: 3.63
competition val: 6%	rules: 3.85
solitaire play: 14%	graphics: 4.16
scale/scope/lev: 50%	commentary: 4.09
recommendation: 2%	
package/graphics: 20%	
advertisement: 12%	<i>Money's worth:</i> 94%

Interface System between *The Emperor Returns* and *Last Days of the Grande Armée*

This article explains how to set up and begin a game of Emperor Returns and then, as the units enter the map area of Last Days of the Grande Armée, how they can be transferred onto the Last Days map. You will play Emperor Returns up until forces enter the Last Days map, and then you'll play four turns of Last Days, then play one turn of Emperor Returns.

First take some blank counters or some post-it notes cut into half-inch squares, making sure to have the tacking edge as a part of the paper square. You'll mark four of these half-inch squares with an "x." These "x's" are going to be placed on the *Emperor Returns* (ER) map to indicate the four corners of the *Last Days of the Grande Armée* map area. Place these four "x's" in 3211, 4123, 4405 and 5318 on the ER map (see following page).

Next indicate the main entry areas of *Last Days*, again using half-inch squares. You'll write the letters A, B, C, D, E, F, G, H, I and K. The letter A will go in 4811, B in 4709, C—3609, D—3616, E—3311, F—4920, G—4721, H—4522, I—4323, and K—5014. Those will be the labeled entry areas to *Last Days*, for convenience, so you'll be able to see them.

It is possible to enter the *Last Days* map in any hex of the perimeter, however, even in unlabelled hexes such as 3820, which corresponds to hex 2201 in *Last Days*, and 3920, which corresponds to 1901. That's a primary road in *The Emperor Returns* but not in *Last Days*. That was in fact the Roman road—a borderline evaluation. Another possible entry hex is from 3414 on ER to 3701 on *Last Days*. And 4022, which corresponds to 1501.

General Course of Play

Set up and begin to play *The Emperor Returns* as usual. However, the French player has to select the Bruxelles option (or else there is no point in this interface). Furthermore, Napoleon and some part of the French army has to cross the Sambre somewhere on the *Last Days* game map. That doesn't mean the French army has to enter the *Last Days* map according to the historical formation. It just means that Napoleon and some part of his forces have to initially cross the Sambre somewhere on the *Last Days* map.

Interfacing between ER and *Last Days* map

Any time a unit crosses onto the area defined by the four

'x's, that unit will be entering the *Last Days* map, and will be removed from *The Emperor Returns* map. Any unit entering from *The Emperor Returns* map will enter onto a mapped hex of *Last Days*.

Players will have to use some discretion. If the unit is just moving across the corner of the area and is clearly not going to stick around, then you can skip this step. It's a discretionary thing; the owning Player can always skip the step of switching to the *Last Days* map with his units. However, if he opts not to enter them, they can't then suddenly appear in the middle of the map. They have to enter at one of the mapped hexes of *Last Days*.

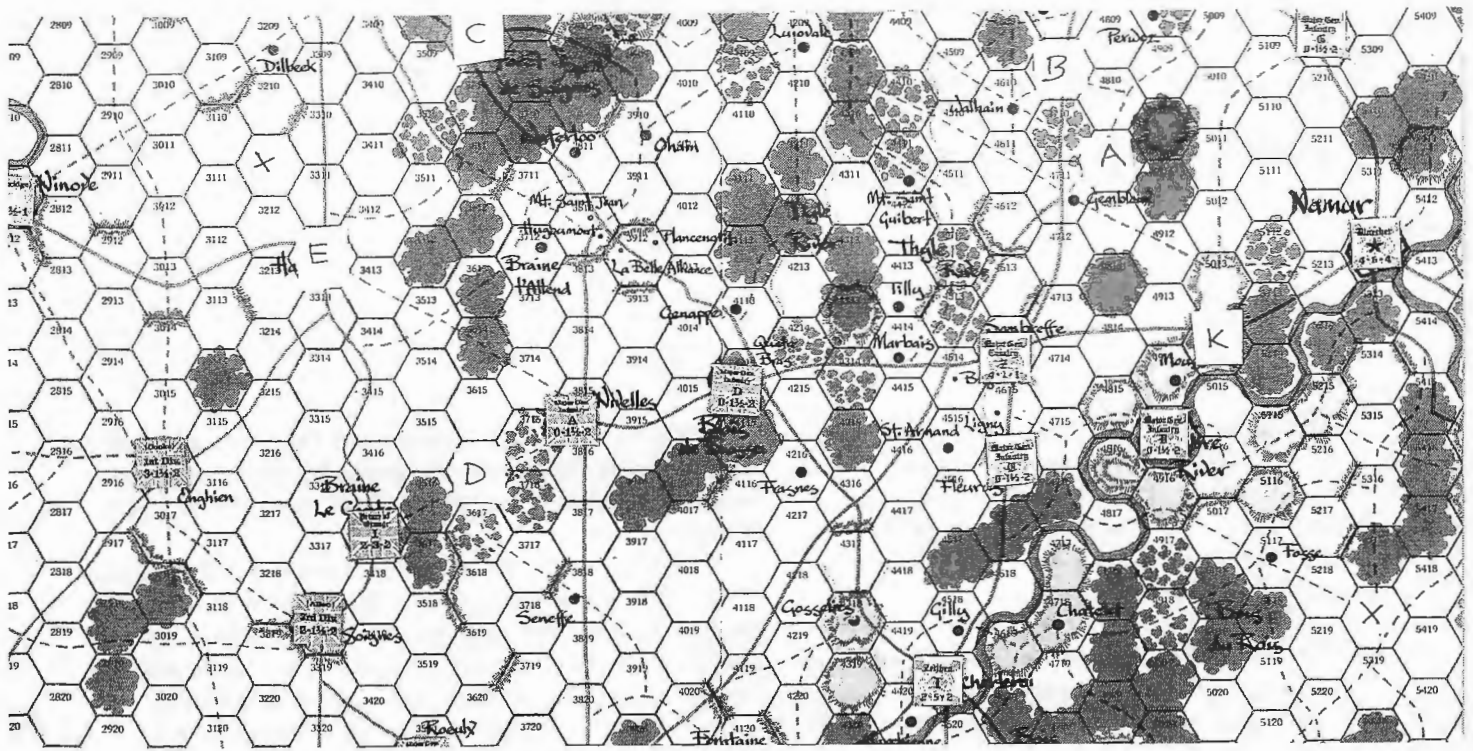
Procedure for Entry

The number of Movement Points expended by a given force prior to its arrival onto the entry hex determines the game-turn (morning, afternoon, evening) in which the unit will arrive on *Last Days* map. If it spends one Movement Point, it will arrive in the morning of the same day. If it spends two Movement Points, it will arrive in the afternoon. If three, it will arrive in the evening. If 4, during the night. If it spends 5 Movement Points, it will arrive in the morning of the second day.

So there will be a delay, of up to five turns in *Last Days*, before the unit is entered (except for those units that enter after spending just one MP). Make a note of your reinforcement schedule. Simply place the units next to the appropriate entry area, in the margin of the map. Use a blank marker or another post-it to specify the exact turn of arrival. Write 14M for morning, 14A for afternoon, 14E evening or 14N night. Place this marker on the stack, and it will enter when that turn comes. You'll have to pay attention to your reinforcements.

Once they enter, those units will still be subject to the regular road column rules and the other reinforcement rules of *The Last Days of the Grande Armée*. They'll be treated as regular reinforcements on the specified turn and hex. Be sure to write the turn of entry on a marker and place it on the units sitting on the margin of the map.

What if there are enemy units blocking those entry hexes? The answer is: you're going to scope back out to *The Emperor Returns* and resolve an ER combat between those forces. One of them will retreat. It's possible that a unit will retreat onto the *Last Days* map, in fact, it's quite likely. Since you know that one hex in ER is equal to 2 hexes in *Last*



Days, you'll just double your retreat result when determining the length of retreat of the units onto the *Last Days* map.

Pursuits will be handled as per *The Emperor Returns*, simply doubling them, so a one hex pursuit will take you two hexes in *Last Days of the Grande Armée*. Those units will be considered to have moved for that turn. You're going to note that a really long retreat is theoretically possible, and might well take you further than you could normally have moved that turn. However, don't worry about that. (It's not likely to happen.)

Units that retreat onto the map from the map edge are going to be able to move in their following turn, but not in that first turn. Such units are considered to have already moved in the turn they enter.

Example

Let's say we have the Prince of Orange moving on the 14th of June. He's going to move from his set-up location in ER toward his regular *Last Days* entry hex, Letter D. This is hex 3616 on the ER map, and to enter that hex, you see that he will have spent two MPs, so he will arrive on the 14th of June—not in the morning—but in the afternoon. His units may or may not be moving in column but will be subject to the regular reinforcement entry rules.

What if units have taken losses in *The Emperor Returns* phase of the game before they enter the *Last Days* map?

Such units will either enter at a reduced strength or will be eliminated. Any unit which has lost more than one-third of its starting strength will enter at its reduced strength in *Last Days*. If a unit has lost more than two-thirds of its starting strength, it will be considered eliminated. In this case, when the force it is a part of enters the *Last Days* map, that unit will be taken out of play and set aside.

Once units enter the *Last Days* map, you will play a turn

of *Emperor Returns*, and then four turns of *Last Days*; another turn of *Emperor Returns* (moving only those units which have not yet entered the *Last Days* map), and then the four turns comprising the same date in *Last Days*.

Two Dutch-Belgian Forces and several Prussian Forces begin the game on the *Last Days* map. Other Anglo-Prussian forces may enter the *Last Days* map, as described above, but none of these forces may move further until a French force enters the *Last Days* map.

Editorial (continued from page 2)

After our promotional material was printed we decided to include Questions and Answers for *Last Days of the Grande Armée*. I hope you will find it useful. This decision caused us to bump the progress report on *Highway to the Kremlin*; this report appeared in our April e-news. You can find all our e-news on the web at NapoleonGames.com

The article on the Consimworld debate (page 22) shows the pitfalls of the "reviewer" mentality. If you are mentally writing a "game review" as you play, that mental commentary prevents you from giving yourself over to the experience. If you really want to enjoy our hobby, sit back, enjoy the ride, and avoid premature evaluations.

New Project Proposals

Guillaume Bertrand has submitted *Napoleon's Game*, a sort-of cross between *La Guerre de l'Empereur* and *Paths of Glory*. Alessandro Fontana sent us several prototypes in the *Last Battles* series for a projected 1813 Quad to include *Grossbeeren*, *Dennewitz*, *Katzbach* and *Bautzen*. Three of these games have already been published in Italy and played among club members. Let us hear your reaction to these proposed titles! Enjoy this issue—*kz*

Design Symposium:

The Evaluation of Units

Since the first wargames, the capabilities of units have been expressed in terms of Movement Allowances and Combat Strengths.

The Movement Allowance

The Movement Allowance is a strange concept, because it assumes a unit moves at a constant rate. This is a necessary abstraction. How do we go about assessing this?

An example comes from *Napoleon at Bay*: Napoleon had a set of dividers set at twenty miles on his map scale, and that was the distance that he normally expected a force to move. However, there were instances in 1814 where forces moved as far as 36 miles in one day. The normal march schedule allowed every marching unit to have a five-minute break every hour, the *halte des pipes*—smoke break. After four hours there would be an hour break. Normally the troops would only march eight hours per day. Of course they could march 12 or even more hours in a day in a forced march situation.

I made 20 miles the normal march of units in the game—a Movement Allowance of 5 for infantry. To allow for a much quicker march I added the Forced March Segment.

The mobility of forces really didn't change much from 1814 up to 1940, as it was based on the limits on a walking

man loaded down with pack, equipment and arms, sharing the road with crowds of people. There's a lot of waiting time involved, and if there are any obstructions in the road this can cause a bottleneck for the whole army.

The Movement Allowance is the easiest factor to determine because it is based upon a physical ability. You can even check it yourself. I used to live near the reservoir in Central Park, with a jogging trail around it, partly paved with gravel. To get an idea of the impact of weather, I would go out and walk that path in frost, in snow, in clear weather, in mud, test the consistency, and use my own judgment and imagination to assess the phenomenon I was trying to portray in the game.

The movement rates of infantry forces were checked against statistics on the marches of troops, until I was satisfied that historical rates of march were possible in the game. This is the criterion against which the success of your game has to be measured. Is the historical performance possible?

After you've made your map and counters, and you've decided on a basic Movement Allowance and turn scale that seems to fit, the next thing is to set your game up historically, and push the pieces through their historical paces turn by turn according to the best sources you can find.

The criterion against which the success of your game has to be measured: Is the historical performance possible?

Particularly of interest are marches that were lightly opposed by the enemy, if opposed at all. You want to see a march by a force moving its 'Maximum MA' each turn for several turns.

This concept of the Movement Allowance is an artificial but necessary construct because it doesn't represent any objective reality. It is simply the best judgment of military theorists who figured out that a 20-mile march was very achievable. Nonetheless, troops often did not manage to achieve their assigned destinations, even when they were unopposed.

The Combat Strength

It's even more difficult to determine combat strengths. There is the pragmatic approach—try some numbers based on a seat of the pants judgment, and check your results—

FUTURE ARTICLES IN THIS SERIES

In future installments we will look at all the basic concepts and conventions, and question them anew. We have all accepted these conventions and we've become used to them, we even take them for reality. When a new way of looking at the issue comes along, it can meet with entrenched resistance.

- What is a Turn?
- What is Supply?
- What is a ZOC? What does it represent?
- What is a Hex? What does it mean to be in a hex?
- What is a Movement Point?
- What is Command? It is ...
one part talent—there's nothing he'd rather be doing.
one part inspiration—personal magnetism
one part indefatigable energy.
- The Player Turn—I go U go and variations
- Partial unit elimination -vs.- whole unit elimination

What is Wargame Design?

and adjust the strengths until you seem to have it right. That's the trial and error method, and I suppose it can work, but I prefer a more objective evaluation. However, the objective approach can also be very tricky.

The designer of *'Air Force,'* Craig Taylor—one of the very best—assigned the firepower ratings of the various aircraft according to the weight of shell fired by the main armament of each aircraft. The larger the calibre of the gun, the higher the combat value of the aircraft.

Is the sheer weight of the shell enough of an indicator? There are many other factors that play into the effectiveness of fire besides raw weight. However, as a pragmatic matter this method had the virtue of ease of development (there were a lot of aircraft to be evaluated). The problem was that generally, the higher calibre guns fired fewer rounds within a given period. Some aircraft in the game, in particular the B-17, were way too powerful. So when we redesigned the game (at Avalon Hill in 1980) we re-evaluated the firepower numbers of all the aircraft based upon the weight of shells delivered over the duration of a turn, and came up with a very different number.

When designing NAB (in 1977), I decided to avoid any subjective evaluation and make 1,000 men a strength point, regardless of nationality or quality of troops. That was a pretty radical idea, and certainly there has been some criticism of that method. However, with unweighted numbers, it's up to the game design to bring out the reasons why the Imperial Guard, for instance, is more valuable than Russian line troops. The Guard suffers no attrition, and can thus move around more quickly, fight in more battles, and at a higher strength than Russian line troops. This brings out their qualitative advantage in another way than just giving them a higher combat value.

With the 1997 edition we added the Combat Effectiveness option, assigning ratings, again subjective ones, showing how a unit might lose effectiveness and be unable to attack. Rather than just reducing its combat strength, this brings out in another way the qualitative differences of units.

Among the hard-pressed designers at SPI facing complex issues such as attrition and morale, the joke used to be "Well, just build it into the combat strength." Once we decided we were not going to build things into the combat strength anymore, our games began to develop in unforeseen and original ways.

Wargame Design is a branch of Game Design.

There are five different types of games: word games, card games, board games—which can either be linear, track-type games or geometric, map-type games—singing and rhythm games, and sports. Every game in existence falls into one (or more) of these five categories

Wargames are a species of the geometric-board variety, but they often employ cards, so they mix types. In fact, they also mix the geometric and the linear track game, as the familiar Game Turn record track and the other types of record keeping employ the one-dimensional track in addition to the two-dimensional geometric map.

They're trying to impress us with their warehouse of knowledge and they want to put all that information into the game.

Common Problems with Wargame Design

You often see games published without sufficient testing, or published with rules that are unclear or incomplete, or with glaring historical errors, or games where implausible outcomes are achievable or even likely, while the historical result is unlikely or impossible.

These are the things that a wargame designer has to watch out for. He has to make sure that the historical outcome is in fact possible, that his game has been well-tested, and that the rules are intelligible to someone other than himself and/or the developer.

That is a pretty simple agenda. Where game designers tend to fall down is when they are too ambitious, and attempt things that are beyond their ability or even beyond anybody's ability. They're trying to impress us with their warehouse of knowledge and they want to put all that information into the game. What you end up with is an accumulation of a lot of chrome that tends to get in the way of the game design.

What is a Game Design?

A game design is a conceptual framework of play. A game's "design" cannot be seen by merely examining all the

components. The rules represent the design, but they are something totally different from the game in play. The rules present the ideas in the game separately, but how they come together can only be experienced in play. The game in play is distinct from the collection of components in the box, even though both are called "game."

The structure of a design takes many forms. The structure of the rules may suggest, roughly, the structure of the design. Probably the closest representation of it in the game components is the Sequence of Play. The Sequence of Play is a representation of the flow of play, if it's well-written. A game design is a pathway for the players to manipulate the components toward a victory. If you try to layer-on too much detail then that gets in the way of the game design and gets in the way of the flow of play.

You have to set out for yourself at the beginning of the project what you are trying to do, what you are trying to show, what point you are trying to make, what is your point of view! Why do you think the side that won, won. And the other side—why did they lose, or why did they do as well as they did in a hopeless situation? You've got to do a lot of reading to come up with a point of view. It is of less consequence whether your point of view is right or wrong, than that you've got one. Some people will quibble with your point of view, but the bottom line is whether you have got a playable game that's enjoyable and makes a clear statement of that view.

A game design is a pathway for the players to manipulate the components toward a victory.

How to Insure the Historicity of a Design

How do you make sure that the historical results are possible? You have to go to the basic unit, to the basic playing piece of your game, and make sure that the capabilities of the individual playing piece in an individual turn are historical. All other things being equal, if your map is accurate, your movement costs are appropriate, and your turn scale is in proportion to the map scale and the unit scale, then historical results should be achievable.

Of course, the CRT is very important—probably the most important of all the Charts & Tables. It has to be able

to produce historical outcomes. If it cannot, then your game will never be able to reproduce the overall outcome.

You have to look at the time scale, and ask, 'what could happen to a unit in that amount of time?' Could it be destroyed? The answer is 'yes'—though perhaps only in very extreme situations. You have to decide whether raw numbers were the primary ingredient of victory. Most of the time, we say it is, but you have to decide what role was played by organization and training, tactics, troop quality, leaders and geography—you have to weigh all those things.

You have to build into your combat results the historical outcomes. The best way to do that is to look at the historical outcomes of battles, and build your table from that data. For instance, you might analyse ten battles in a campaign. You might see one with 3,000 against 2,000, one side losing 500 and the winning side losing 350 men. So you'd go ahead and build a table with a 3:2 column, and you'd put one result somewhere in the middle that would show that level of losses.

Sometimes designers legislate moves. They say, 'You can't cross this line before turn ten.' They've got a problem in their basic parameters.

Similarly, if your map is incorrectly drawn, or if your road Movement Point costs are too great; if your troops are unable to move as fast as they should, you won't be able to reproduce the historical flow of the campaign.

Outputs are dependent upon inputs. If you have good inputs, good data, good evaluations of the units, then you should be able to have a historical outcome. That doesn't mean that an historical outcome is necessarily desirable, or that an historical outcome is the only worthwhile goal of a game design. Some think a really good game design should be one in which the historical campaign just plays itself over and over again. But that's too easy. Sometimes designers legislate moves. They say, 'You can't cross this line before turn ten.' Well, that's easy. They've got a problem in their basic parameters when they find themselves making a rule like that. They've got to determine whether their Movement Allowances are too high, their movement costs are too low, their maps are inaccurate, or whether there are other fundamental issues that haven't been analysed.

The Subsystem

What is the difference between really designing and just throwing parts at a design? How do you know you've got a design and not just a concatenation of parts stuck together?

The weaving together of separate subsystems is one of the hallmarks of a 'design,' and it's through weaving subsystems together that you create a shape, an architecture for your design.

The point is *not* to avoid crafting rules separately and assembling them. Each separate subsystem has to be written as a separate entity. To discuss separate subjects in your rules you break them down into subsystems. So if you do a very good job, being very careful to keep your subject matter strictly and narrowly focused on one subsystem—and you accomplish this by writing the effect of a rule under the heading of that rule—then you *can* take that subsystem and plug it in to another design. The weaving together of separate subsystems is one of the hallmarks of a 'design,' and it's through weaving subsystems together that you create a shape, an architecture for your design.

The best and perhaps the only genuine way of determining the difference between weaving the subsystems together and just throwing parts together is simply to playtest your designs. Either *you* playtest or—as I recommend—you get two people to playtest and *you* stand by with a clipboard and take notes on every change that you have to make, every question that your playtesters have. You have to watch them like a hawk to make sure they're doing things right, because they might end up playing a very different game than you designed. If the game has a good flow of play, it is likely that the parts are well joined.

Two major subsystems present in every wargame are Movement and Combat. These in turn are comprised of further subsystems. Combat comprises a subsystem for defining battles, a Combat Resolution subsystem—centered on the Combat Results Table(s)—and a result implementation subsystem (retreats, losses, etc.)

As with Movement and Combat, most major subsystems have a separate phase in the Player Turn devoted to them. However, some subsystems, such as Zones of Control, affect things during many different phases. So the Zones of Control subsystem weaves together movement and combat.

How many subsystems do you need?

A game is a machine to generate an output, and the output is either going to be positive or negative for one player or the other—a one or a zero. You either won or you lost. That's the output. The game's subsystems are all going to have an influence on that output. For instance, the Victory Points subsystem. If you get more than a specified number of victory points then you get one victory point and your opponent gets none. The number of victory points that he had suddenly doesn't matter. And victory points might be generated by combat losses or strength points lost or units lost or villages taken or critical battles. So the victory points play into the final output and every other subsystem plays into victory points. If you trace the impact of every subsystem on the final output, then you will be able to evaluate whether it is in fact necessary to the design.

It's nice to have a VP scale that moves during the game because then you can modulate the VP subsystem.

If you trace the impact of every subsystem on the final output, then you will be able to evaluate whether it is in fact necessary to the design.

In *Napoleon's Last Battles* a major subsystem, Leadership and Command, was added, and this subsystem was seen as overlaying the basic Move and Fight wargame. The idea was that leadership and command would potentially have an impact on anything that could happen in the game. They would primarily influence movement and combat. One particular goal of leadership and command was to find a way to explain and reproduce the limited kinds of frontages that we should see in a Napoleonic battlefield. Rather than having units lined up from one mapedge to the other, the image we wanted to see was groups of units under corps officers, operating in little task forces.

Leadership and Command are paramount, so they have their own phase in the Sequence of Play, and six major sections devoted to their use.

I derived the structure of *Napoleon at Leipzig* from *Napoleon's Last Battles*. By holding constant all the parameters of scale, I was able to keep the Standard and Campaign Rules very similar. The Standard Rules came from the Quadri Games. The very notion of Standard Rules resulted

from production time constraints placed on the SPI Quadri Games. Although this at first seemed like a loss, it actually freed designers to focus on functions besides movement and combat. We had a pretty good representation of how units move from hex to hex and engage the enemy; why reinvent the wheel? Let's put them together and add a motor. The missing motor, as I saw it, was Leadership and Command, and so a new layer of rules dealing with leaders was added to the "chassis" of the Standard Quadri Game Rules.

What is a System?

A system is a group of things working together—an arrangement of things to form an organic whole. In the human body, a system is a number of organs working together to perform one of the main bodily functions; e.g., the circulatory system. A game system can comprise, say, all the movement rules in a game, or you can speak of several subsystems working together as a "game-system."

A system is not just a static picture. You're trying to reveal through the experience of play the dynamic or action, just as "drama" means action—the forces of the various personalities, their conflicting desires, their internal conflicts. The only difference about the kind of action in a play is that it's scripted and predetermined. You might think of a wargame as a kind of play where the two players are taking the roles of two generals. They're acting their part in a play. And while the scenario is predetermined the outcome is not. You have all the drama of assaults, repulsed attacks, desperate marches. What is missing are the personality aspects of the characters being portrayed. What if we had players playing the role of the character throughout the game?

With the rules on "Orders" in *Napoleon at Leipzig*, I wanted to bring the game a step closer to role-playing. This was the decisive turn taken in the design. I knew I hadn't succeeded completely, but I felt somebody else would get the idea and improve on it. Today, several fine versions of Orders rules are in use.

What if the game you designed doesn't "flow?" What are some techniques for analysing the problem and uncovering possible solutions? When you find that a rule isn't working, you can first try minor rules modifications.

I knew I hadn't succeeded completely, but I felt somebody else would get the idea and improve on it. Today, several fine versions of Orders rules are in use.

Cost benefit-ratio

In good design, every rule that enables you to gain a benefit also has a down side or potential risk. The player must weigh and trade-off advantages and disadvantages. Often a solution can be found by adjusting the cost-benefit ratio in the rule.

The best kind of modification combines and condenses

two rules into one. The first edition of *Napoleon at Leipzig* added Engagement Command (command for entering Enemy ZOCs) to the concept of Movement Command already known from *Napoleon's Last Battles*. After a while this began to seem too cumbersome, so in the second edition, everybody could move freely unless they wished to engage; these had to be in command. This was just shy of obviating command altogether, so in the third edition, Movement Commands returned, Engagement Commands are out, but Initiative Movement is allowed for everybody. In the Campaign Game, individual units now have an initiative rating of one; integrated stacks, two.

A system is not just a static picture. You're trying to reveal through the experience of play the dynamic or action, just as "drama" means action—the forces of the various personalities, their conflicting desires, their internal conflicts.

All wargame designs are based on an already existing model. Your job is to modify that old structure in a new way. You can add rules, take away rules, and loop-hole or tighten-up rules. You can use an eclectic approach, choosing rules ideas from many different games, and weave them all together according to your design conception.

Additional new rules can take many forms:

Wrinkle: A new way to perform an existing action.

Chrome: Like chrome on an automobiles, chrome has its place in game design. It must be used *sparingly*, and only to put a highlight on an important subsystem, to focus further attention on the subject. The term implies a mechanism that can be briefly stated, with a momentary effect. Optional Rules are often chrome.

Twist: A modification of a rule that upsets or distorts its normal use. The cavalry charge rules in *Napoleon at Leipzig*, which allow opposing units temporarily to occupy the same hex, are an example.

Loop-hole: You can tighten-up rules by adding (usually) a couple of sentences at the end of the topic.

Symmetry: In Chess, the most symmetrical of games, both sides have the same capabilities. Still, the one asymmetry, white's first move, looms large. By contrast, wargames are asymmetrical due to the differing strengths of the armies, even though the rules apply equally to both players; e.g., both sides have infantry, and all infantry functions alike.

Scenarios: The scenario information sections give the set-up, duration, and victory goals, and move closer to play; setting on-map parameters. These parameters are unlike the other rules, because they give the particulars of the situation.

Design Load: The work load placed on the gamer. Good designers keep the design load as low as possible. Reading the rules, variables to keep track of, the way systems interact, are all parts of design load. Thoughtful graphic presentation often works to decrease load.

Project Updates:

The Pre-Advanced Games

Your participation in this project is crucial to the future of OSG. We are asking you to send us a commitment to purchase the games you are interested in. We expect to publish no more than 3 or 4 games per year. Each game will go to the printer when the number of orders reaches 250.

We are now offering a *pre-advanced* offer on each title at 20% off; as the number of orders for any title approaches 250 we will put the game on our schedule, and the pre-advanced price will expire. Only 250 copies of each title will be sold at this price. View the current standings of pre-orders at www.NapoleonGames.com

Use the Order Form on page 27!

Pay by credit card: we will not debit your card until the game is 30-days from shipping.

Pay by check: we will *not* hold checks, but will deposit them immediately upon receipt.

Timing: It may take some months to accumulate the necessary orders to put the following games on the schedule. We reserve the right to return funds collected and cancel the project.

Note that the game descriptions are grouped according to their series, which shows for instance that the first five titles listed are in the Napoleon at Bay Series. This should give you a very good idea of complexity if you know the games in that series (see page 6 for a brief account of the different game series).

GAMES IN THE NAPOLEON AT BAY SERIES

These games all take about an hour per turn. The scale of all the games in the operational system is the same: 2 miles (3.2 km.) per hex, 2 days per turn, 1,000 men per strength point.

HIGHWAY TO THE KREMLIN

Campaign can be completed in 7-10 hours/24pp of rules
Our NEXT release! (see upcoming article in OSG News).

THE SUN OF AUSTERLITZ

12 hours/20pp of rules (see article on page 12).

FRANCO-PRUSSIAN WAR—The SECOND PHASE

Components: Two 22 x 34" maps, 560 counters, 24 pages of rules. There was a very interesting phase to this war south of Paris, around Orleans. These maps will be at the same scale as *Napoleon at Bay*, and will link up with them, allowing for the possibility of a grand 4-map coverage of the siege of Paris phase of the war as well.

The 1870-71 war is very well-documented (always a plus for a game designer). Histories tend to focus on the French losses up until the Germans reached Paris; but in the later stages of the war, simulated in the game, the campaign became much more even and interesting, and also a bit more mobile.

The River Loire is a natural defensive line, just like the Seine and Marne. Napoleon had intended to fall back on this line in 1814 and 1815. The campaign scenario commences when the encirclement of Paris is complete. French Forces on the Loire moved against the German vedettes which were screening their southern wing. The Bavarian Corps under von der Tann counter-attacked on the 10th of October, supported by the 22nd Prussian Division. The balance of Prussian forces were otherwise engaged.

There were three main battles: Coulmiers—Aurelle's advance to the relief of Paris—which commenced on the 7th of November (the first French victory of the war). On the 24th, the Prussians received three new corps—III, IX and X—released with the capitulation of Metz. The French advanced as far as Beaune-la-Rolande by the 28th. Finally, Loigny was a desperate effort to support the break-out of the Paris garrison. Each of these battles has a separate scenario set-up. The game ends with the historical fall of Orleans on the 5th of December.

The map stretches from the suburbs of Paris in the north to Bourges on the Loire in the south, and from le Mans in the west to Fontainebleau in the east; there is a little bit of overlap with the *Napoleon at Bay* map in the area between Paris and Fontainebleau. Playing time: 12 hrs.

Estimated Retail \$50.

Pre-Advanced offer \$40—20%-off now.

THE WAR OF 1812—The EASTERN SHORE

Components: One 22 x 34" map, 280 counters, 16 pages of rules. There is a lot of interest in the local campaigns of 1812 in Maryland, and there are quite a few local experts whose knowledge we can tap for this project. Of course, we are also close enough to visit the battlefields for some first-hand research. We will also include the action on the western shore, including the Bladensburg campaign and the attack on Baltimore. Low counter density, 30-40 minutes per turn; short scenario and campaign (long).

Estimated Retail \$40.

Pre-Advanced offer \$32—20%-off now.

GAMES IN THE NAPOLEON AT LEIPZIG SERIES

Scenarios in this series take a long evening. A "Campaign" takes a whole weekend.

MARENGO—The PLAIN OF SCRIVIA

Components: One 22 x 34" map, 280 counters, 16 pages of rules. The great victory of Napoleon over Melas in 1800 which sealed French control of Northern Italy until 1809. A manageable battle; 6 hours.

Estimated Retail \$36.

Pre-Advanced offer \$29—20%-off now.

SMOLENSK—ON THE WAY TO BORODINO

Components: One 22 x 34" map, 280 counters, 16 pages of rules. Here the Russians showed they could give as good as they took, and withdraw without a pursuit. They took a toll on the French and not only preserved their army, but were still strong enough to contest the road ahead. A large battle with options; 8 to 10 hours.

Estimated Retail \$36.

Pre-Advanced offer \$29—20%-off now.

GAMES IN THE 1806 SERIES

With experience you can play three turns in an hour.

ABENSBERG/ECKMÜHL—REGENSBERG

Components: Two 22 x 34" maps, 280 counters, 20 pages of rules. This campaign has plenty of opportunity for the offensive for both players—the Austrians at first have a shot at Davout's III Corps, which has to withdraw along the Danube. Later, Napoleon arrives with his army and can attempt to outflank the Austrians via Landshut in the south. Playing Time: 8 to 10 hours

Estimated Retail \$48.

Pre-Advanced offer \$38—20%-off now.

GAMES OF WORLD WAR II

DARK DECEMBER II

Components: One 22 x 34" map (16mm hexes) and 400 counters. Regimental units primarily, but with recon battalions for the Germans. Artillery corps and groups for the Allies. Divisional HQ units which include the large calibre artillery for each division, anti-tank, engineer and bridge building assets as well as the trace source to supply.

Kevin Zucker has taken over the design of Dark December II from Danny Parker, who is unable to proceed for personal reasons. I have changed it back to a one-map game, and it will be closer to the original. Bob M. Ryan, who is a fan of the original game, is developing.

Estimated Retail \$40.

Pre-Advanced offer \$32—20%-off now.

PACIFIC FLEET

Components: One 22 x 34" map (area movement) and 400 counters.

Pacific Fleet is a design that is intended to go beyond the simplicity of AH's *Victory In The Pacific*, yet avoid the complexity of VG's *Pacific War* (both fine games in their own right). It is projected to have one map, 400 counters, and 32 pages of rules (including scenarios and designer's comments), and it will be possible to play it solitaire. With the rules (which have undergone numerous revisions), I have tried to be as explanatory as possible, so that mostly explains the 32 page length.

Currently, the game is semi-dormant as I totally exhausted myself by putting in about 400 hours into the project in a short span of time. I think it wise to allow the project to gestate while pre-orders accumulate. The game has had only limited outside exposure, and I hope to get back to playtesting soon.

Speaking of pre-orders, it seems that with OSG being recognized as Napoleonic experts, folks were caught off guard by the announcement of a WWII Pacific game, and not many are aware of it...hopefully that will change shortly.

Try to envision VTTP melding with VG's *Pacific War*. My entire design goal was to avoid the simplicity of the former, and some of the complexity of the later. Unique rules for intelligence, random events, solitaire play, etc. are included to enhance the game. Turns are seasonal.

Individual carriers (with their own counter for crew quality) and battleships, with other ships being in task forces. Air units are represented by a strength counter attached to the air groups. Ground unit size varies. The game starts immediately after Pearl Harbor, and can go the distance through 1945.

I've recently started back into the project. I'm double checking some historical research, and have completed an entire revised set of rules for Kevin to peruse.

We are very enthusiastic about this project, but, pre-orders have to increase before proceeding to the next step...so spread the word!

PF has an area movement map (30 zones) and seasonal turns (4 per year).

Random events were placed onto a chart that you roll (add) 2d10 for...so those Japanese midget subs or a USA long-range P-38 strike can still occur.

The project still needs testing and fine tuning, and I am very interested in your ideas.

As soon as Zucker gives me the go-ahead (i.e. sufficient pre-orders come through), I'll shift into high gear...

—STEVE CAREY

Estimated Retail \$40.

Pre-Advanced offer \$32—20%-off now.

A Question of Élan

OSG published *Last Days of the Grande Armée* on February 15th, 1999. The game has received good reviews, most recently in *Paper Wars*. Inevitably it has also been criticized on the Consimworld wargaming webpage. The purpose of this article is to address some of the ideas put forward there.

First among these is “the game’s rules don’t appear to have been tested or edited.” The game has now been out for a year and hundreds of people have played it in that time. We certainly have had questions, as we always do.

The rules folder lists seven individuals as rules editors, not including the designer. Those seven people sent in comments, suggestions, criticisms, and clarifications. Most of their observations were incorporated into the rules. As playtesters we list six people—not including the designer—who played the game prior to publication.

Even with that many pairs of eyes looking at a game, not everyone is going to understand every rule. It is inevitable that people will have questions. See the Questions & Answers on page 24 and read pretty much every question we’ve received along with the answers. Most people actually ask different questions—only a few questions were asked by more than one person.

Much of the confusion focused on a single optional rule—Élan. First it is asked why, in the afternoon and evening, you are less likely to attack. This shows the effects of physical exhaustion of troops, without forcing the player to keep track of how far each unit has moved through the course of the day. Generally troops were at their freshest and most effective in the mornings, and yes, we could have provided a separate track to keep a record of Élan by corps, but this would have increased the record-keeping beyond the modest level the design called for.

The feedback on page 12 of this issue shows that the complexity rating of this game is exactly right according to our audience: it’s not too complex, nor too simplistic. It is a game that people will play. To some people nothing can be taken seriously unless it’s pushing the envelope in complexity. But this is not what we are trying to do. We publish games that people can and do play.

It is an absurdity to create a game if no one is going to play it: having counters manufactured, writing the rules so that they can be used, etc. If no one is going to play the game then all that is a pointless exercise.

Besides, if a game isn’t played, then it doesn’t sell. What sells games is the play. OSG’s mission is not achieved if

customers buy a game, admire the components and then put it on their shelves and later selling it at some auction somewhere down the line. Our mission is to publish games whose components get so scuffed-up and used that they have to be replaced—the perfect example being *Napoleon’s Last Battles*, a game many people have played over a hundred times. The goal here is not to show you all the things we know about the Waterloo campaign, but to provide an insightful experience that can be completed in one evening.

When someone says, “Well, I haven’t actually played the game, but ...” or “I haven’t even seen the game, but this is what I think about it ...” you might want to weigh carefully what comes next. Given the nature of Consimworld, where anyone can get on and say anything, you have to take things *cum grano salis*. If someone has played it maybe once and lost, well ... ‘It *must* be a bad game!’

In a regular wargame you bring all the troops you can into the battle, you build up big tall stacks and that’s what wins the day. In *Last Days*, using the Élan rules, it doesn’t work that way. You have to be careful at what times you commit lower-rated units into battle. The game is asking you to look at an aspect that is not often examined, and if you ignore that, then you’re going to lose.

You’ve got to expect to play a game wrong the first time. When a grognard sets up a game and plays it for the first time, and gets his head handed to him, he has a strong enough ego that he doesn’t have to look for a scapegoat in the designer. On the contrary, he sees an opportunity to learn something, and wants to try again, to see if he can do better now that he sees a little bit about how things work.

The question was raised as to why out of supply units are not allowed to advance after combat: “The units have already engaged in battle, why wouldn’t they move forward after the enemy pulled back?” Supply doesn’t mean simply food and ammunition and forage. It’s not necessarily saying that ‘the troops haven’t been fed today so they won’t advance.’ Food is a factor, but it’s mainly a psychological effect, a morale effect: knowing that their Lines of Communications have been cut, the troops don’t want to advance. You see this time and again in the Napoleonic Wars. The word spreads when the enemy has cut our lines of communications back to our homeland, or to our base of operations where we started the campaign, and the overwhelming urge of the troops is to get back there. Supply in *Last Days* is a morale issue, not a literal issue of whether they have

enough calories to make their legs move. If troops feel that the enemy has crossed their LOC behind them, they are much more reluctant to advance. And that is the sense of the Élan rule.

Another criticism is that the mandatory attack requirement of units in Zones of Control "doesn't really feel 'Napoleonic'." The Zone of Control subsystem is one of the oldest concepts in wargaming. And it's a useful concept. But when you stop and think about it, it doesn't represent anything that exists in reality. It is strictly a game mechanism, but it's necessary. You can't point out, on the Waterloo battlefield, when such and such a unit entered another unit's Zone of Control. You'd have a difficult time making a case for these units having a Zone of Control in the sense that it is represented in wargaming. You could go to a much more tactical level, and start to talk about fields of fire, the presence of skirmishers, but Zones of Control were created simply to prevent three units on one side ganging-up on one unit in the enemy line. There is a good justification for this in a general way. The units on either side of the defender are not going to stand idly by while the enemy in front of them does an oblique attack on the unit right next to them. They're going to get involved in some way, and the simplest way of showing this is to say that they have to be attacked. You can design it any number of ways, but the Zone of Control happens to be a mechanism that works.

The Élan modifier that the French suffer when they are advancing to attack troops of Wellington's army was questioned. 'Why should the French be afraid of Dutch Belgian or Brunswick troops?' The answer is that the French don't necessarily know, just because they see some Dutch Belgian troops, that there aren't British troops and KGL troops and other veterans of the peninsula around, and they don't know who the leader of those troops is. They still have to be concerned about the Wellingtonian tactics that they learned to regard with trepidation from their experiences in Spain.

Mike Traynor - 12:50pm Jan 29, 2000 PST (#1918)

The élan modifier when units of Wellington's army are attacked is to reflect a French reluctance to come to grips with Wellington's troops, because when the French had faced Wellington in the Peninsula, what they saw was often no what they got. Whether they saw Allies or Brits, the -1 is there for the possible presence (and if you think only the British were to be feared, possibly British) of troops as yet unseen. In this situation it is irrelevant that the visible troops are not British; all that matters is they are of Wellington's army.

It does not seem weird to me that an army that is cut off from its LOC would be reluctant to commit to battle, which is what the demoralization effects get at. In this particular case, the Prussians would be committing to a second day of battle if Nappy had not been beaten on the 18th. Grouchy cutting the Prussian LOC on the 18th would not affect the Prussian army until the night of the 18th. In the event, it did not matter, but might have. It does not seem that the Prussians were entirely without qualms about risking their LOC to go north instead of east after Ligny, especially since they might have been taking the risk for nothing, if Wellington had withdrawn

too far or had withdrawn to the west to cover his own LOC. Napoleon's plan depended on Wellington and Blucher showing some sensitivity about their LOCs, and if I have to chose my expert on whether commanders were unconcerned with LOCs, I'll pick Napoleon.

Markus Stumptner - 02:52pm Jan 29, 2000 PST (#1919)

It's well known that one of the reasons the French were cautious at Quatre Bras was because they were afraid to run into one of Wellington's traps. They didn't care that they were facing mostly D-Bs.

—From the web at <http://talk.consimworld.com>
(Boardgaming, Napoleonics)

There follows a suggestion that the supply rules don't make sense since two French cavalry units can put the entire Prussian army out of supply. That's true if the Prussian player leaves the designated supply source hexes completely free and open, but it sounds like a player who hasn't actually read the rules before sitting down to play.

Frank Hakstege - 08:36am Jan 29, 2000 PST (#1912)

If 2 French cavalry units can put the whole Prussian Army out of supply, that's not the system's fault but the player's fault. If the French, real life, would be able to do that they would have done that. In that case the Prussians would be demoralized (no food, no nothing coming through). The demoralized troops in LDGA can still march although with a -1 MP, can still force march, use road march and fight. The only thing they definitely can't do is advance after combat.

And why shouldn't the French be "afraid" of the Dutch-Belgians? I seem to remember that at Quatre-Bras some 8000 [Dutch-Belgian] troops delayed/stopped a French corps and cavalry corps for quite some time. I know that Chasse and his division were in the counterattack that drove off the Imperial Guard. Were the 27th Jagers really a crap unit? How come D-B militia at Gemioncourt stopped those invincible French? A lot of the D-Bs in the Waterloo campaign had fought the year before for Napoleon, there were even Elite Dutch Lancer units (Lancers Hollandais) and 20 or 30.000 Dutchmen fought during the 1812 Russia campaign for Napoleon. The Élan modifiers for morning, afternoon, friendly leader, or cavalry alone balance more than enough the negative modifiers (Wellington and forced march to engage). It pushes you into making attack in the morning and afternoon, forcing you a bit to follow history. As for the Élan rules not being tested, I don't dare to say they were or were not. Kevin knows but I am pretty sure it was tested.

LDGA is a fine game with beautiful components and good rules. Coming down hard on the game because of freak things happening (bad Prussian play) is not fair. And I agree with Kevin here, the game has been out for at least a year now and massive questions have never arisen. There is a difference between a basic flaw and one occurring from bad play and despite bad play the penalties are not as severe as to influence the game in a radical manner.

After Ligny, two French cavalry units *did* go to

Gembloux and cut the Prussian LOC, and at least 10,000 Prussian troops that survived the battle of Ligny were lost for the duration of the campaign; they headed back toward base. As a result, the Prussian army on the 18th was extremely reluctant to attack. They waited until four o'clock on the battlefield of Waterloo before they engaged. The Prussian Army after Ligny was actually in some trouble. Their leadership, particularly Blücher kept them going.

Mike Traynor suggested a rules change whereby units whose Élan rating is below the die roll result drop back, and the better troops continue the attack alone. I think that's a very fine suggestion and it certainly would work. It's not something that we chose to do. 'Why should having some bad units in your attack prevent good units from going in?' Our reasoning was 'the bad apple spoils the barrel,' and that if troops, no matter how good, see some of their friends and compatriots hesitating and falling back, it's going to have an effect on their morale; whereas, if those units had never been included in the attack, and there was no one around falling back, there would be no problem.

It's bad for the morale of even good troops when they see part of their formation falling back. At Waterloo, when the French saw the Guard falling back from their attack on the British Guards on the ridge—the whole army dissolved. So that is the rationale for the rule, but I have no objection if people want to play Mike Traynor's suggestion.

One unsolved mystery of the Élan rule, which we were aware of during development, was to find an alternative to actually having the units fall back to the hex they started from when they fail their Élan. It would be nicer, at this scale of one mile per hex, for the units to be able to stay around and stand in *contact* with the enemy, without either side being required to attack; so that if you failed your Élan rating, you wouldn't go back to the hex from which you entered that ZOC, but you would simply stop and do nothing. See the Q&A below for a new optional rule, 4.33 "Optional Discretionary Attack."

No doubt, we still have work to do on the Élan rules. With a new rule, if it is really something new, it takes time to perfect. Actually, to make it good takes a long time, perfection takes a while longer.

Last Days Of the Grande Armée Questions & Answers

Q) 3.24 "Supply line blocked by vedettes"—means it's enemy vedettes, I suppose A) Yes.

Q) Do the tracks count as roads for LOC purposes?
A) Yes. Tracks count as roads for supply purposes.

4.33 Optional Rule: Discretionary Attack
Combat units adjacent to the enemy are NOT required to attack. However, if they do close to combat range, (meaning that forces are within musket range and are no longer

as far as one mile apart), then they (or other friendly forces) must attack everyone adjacent. Units still may not move from one EZOC to another (see also 11.73 below).

5.15 Buelow, Hill, Orange and Uxbridge
Q) The Prussian Leader Zeiten acts exactly like the above. Their corps are always in command as long as units are within command range. He may place one unit from another formation in command. Am I right? A) Right.

Q) Why does Orange have a (2) for command rating? Can he place two other units in command? A) He can command another officer plus two odd units.

Q) What about Wellington, does he have to spend a command point to put the RES into command, or is that automatic? A) It counts as one corps, as for the other commanders.

Q) What does Collaert command? A) He commands the D/B cavalry! His counter should say "Cav" not "D/B."

Q) Cavalry may retreat from a non-cavalry force. So can you retreat from a mixed force of infantry and cavalry? A) No.

Q) Am I right? Count up the odds, roll the die on the 'Élan' table, and if one or more attacking units fall below the result, then all the attacking units retreat. Even the units good enough to attack. A) Yes.

5.14: Do the Napoleon bonus apply to both Bombardment then subsequent regular attack? A) Yes.

8.13 Forced March
Q) Since "a Force March" may not be played two turns in a row by the same player," does this in any way effect the ability of a player to issue a march order to reinforcements that enter on the turn on which "forced march" may not be played? A) No.

Q) If a player commences a scenario of 3 days duration (12 game turns) with, say, 4 chits in his hand, is he only permitted to force march during 4 movement phases max during the scenario? A) The only mitigating factor is that you draw one chit during Night, when you don't spend any.

Q) Are the chits returned to the cup along with the regular movement chits? A) The Forced March chits are returned *not to his hand but to the cup, where they are apt to become next turn's regular move chit ...*

8.2 March Orders
Q) This paragraph refers the reader to the definition of "force" in the glossary. According to the glossary a "force" is: "a group of combat units that are combining their combat strengths in order to attack the same hex." Does this mean that only units (other than reinforcements) which have first moved into enemy zones of control in order to make an attack, are permitted March Orders?

This definition does not appear to describe the permissible composition of the "group" of units that is to be given a march order. Shouldn't 8.2 refer the reader to the definition of "formation" rather than "force?" If not, pray tell me what units (other than reinforcements as per 8.21) are permitted to compose a "force" for this purpose.

A) The definition of "Force" in the glossary needs to be completely changed. The term doesn't even appear in the Combat Rules until the optional Elan rule (11.7). A Force is either: (a) a single stack or (b) a Formation excluding out of command units.

8.21 Reinforcements

Q) Is there any limit to the number of reinforcing units and/or formations that may be placed under a "march order," on any given turn? A) No.

8.24 Restrictions on March Order Movement

"...A force given the march order must move at its maximum Movement Allowance each turn.."

Q) Is that the maximum MA as drawn by the chit or max MA. as on the counter? A) Should say "total Movement Allowance (see 8.13.)"

8.42A Road March Restrictions

Q) Why isn't there a combat penalty for being attacked while in road march? I can imagine you saying that each turn represents several hours, but why do I want to keep units in "normal" movement when road march is not penalized when attacked.

A) If you plan on attacking you must. Units in road march ARE penalized (see 8.42A). Maybe you have missed this point. It means you must have 5-1 odds or better to attack when you are in Road March. Also of course you are weaker because you cannot stack.

Q) If a road march unit is repulsed, must it attack during the combat phase? I think they have to but am not sure...

A) If it is repulsed, that means it will not be adjacent. An energetic repulse of a formation moving carelessly could destroy the unit. However, let us assume all the division commanders realize the presence of the enemy nearby and are marching fairly dense columns.

This security of marching infantry columns depends upon the presence of vedettes to their front. This is why there is no effect on a unit defending—because the lead formation falls back on troops marching up from behind. Therefore it concentrates in half the time while it makes itself impossible to hit.

A hex is one mile. Troops can normally cover 8 miles of road in a turn. Cross-country rate is half that. When a force leaves road march to prepare for battle, its men must leave the road, to fan-out perpendicular to the road (or in any case marching feet must leave the road). The road column must be envisioned as several hexes long. First regiment in line is able to deploy immediately. For a defending unit drawing back upon its reserves, this change of formation can happen more quickly than for an attacking unit.

8.43 Removing Road March Markers

Q) May a unit that leaves a road hex, continue to move with a Road March Marker on it even though it has left the road?

A) Yes. A unit in road column may indeed leave the road and remain in column.

Actually there would be a "super-road-march" column of as few as 1,000 men per mile for a force moving administratively with no fear of encountering the enemy. The reason to remove the road march marker is to be able to attack.

11.46 Advance After Combat

If a Bombardment result vacates the enemy hex, may a friendly non-Artillery force which was designated for a regular subsequent attack against this hex do any of the following:

... be switched to attack any other adjacent hex or

A) Yes, but it could then not do "b" below

... advance in the hex vacated by the Bombardment alone?

A) Yes, if it was designated to attack that hex.

11.31 Terrain Effects on Combat / Towns

Example, last line: (change) Towns only increase a defender by 50%, not double.

11.41 French Old Guard Does Not Exchange

Q) Don't you find the change from Ex to De or Ae is a bit too much? It is possible to lose several Prussian Corps attacking the Guard at 6 to 1 or more.

A) (change 2nd sentence): "If an attacking or defending force ... then the combat result is automatically changed to No Effect."

(change 4th sentence): "In other words ... while attacking units at least equal to the strength of the non-guard unit would be removed also."

Note: When Old Guard attack Chateaux, "De" results do NOT convert to Exchanges.

11.41 Do all the provisions refer only to Old Guard or to all Guard units? The heading is clear but the text underneath then refers just to "Guard".

A) Officially, it is only Old Guard.

11.51 Grand Batteries (addition)

Horse and Foot artillery must be from the same corps in order to combine their fire together in a single bombardment attack. EXCEPTION: The French may select one target hex to receive the combined fire of foot and horse artillery units from different corps. This is considered a "Grand Battery." The French player may have only one Grand Battery on any given turn.

Q) 11.52 states that Bombardments are considered attacks.

11.53 states that an enemy force may be the subject of a bombardment and an attack during the same combat phase. A) You have a point there: The statement "Bombardments are considered attacks," should be modified.

11.1 & 11.46: If the Bombardment result vacates the enemy hex, may the friendly non-Artillery force which was designated for a regular subsequent attack against this hex do any of the followings:

... be switched to attack any other adjacent hex or

A) Yes, but it could then not do the following

... advance in the hex vacated by the Bombardment alone ?

A) Yes, if it was designated to attack that hex.

11.54 A. Resolving Bombardments

(change) Ar, EX and Ae are treated as "no effect" (delete balance of sentence).

11.54 B. If the target hex contains fewer than 10 SPs, shift one to the left; if more than 18 SPs shift one to the right; if something in between, no shift.

11.6 Chateaux

What happens in a combat where one unit in a chateau is stacked with other units outside. Say the attackers obtain 3:1 odds. Is the combat result read on the 3:1 column for units outside the chateau but 2:1 for the unit in the chateau? A) No. The special combat benefit applies only if there is but one infantry unit in the hex.

Q) Chateaux.

11.61 and 11.63 appear to be in conflict. The first states that when stacked in a chateaux only one unit gets the benefit. The second implies the benefit only applies when one unit is alone in the hex.

A) The units in the hex but "outside" the chateau suffer effects normally; thus they alone would retreat if a retreat result was obtained.

11.7 Optional Élan

Q) I'm not clear on what happens when a stack fails the elan roll and must disengage back to the hex it came from. What if this creates an overstack because other units moved up behind them? A) Apply the regular displacement rules as if those units had retreated after combat.

Q) What happens if I have 2 attacks (call them A and B) going and B fails its elan check? Have I to employ some forces from attack A to engage the enemies of B or is the rule satisfied with the 'tried' attack? A) Yes.

Q) You can include any adjacent units in the elan check (even ones that were already in ZOC), so long as all units included participate in the attack. What happens to an adjacent unit who you chose not to include if the elan check fails. Does it retreat one hex? A) Yes. See below.

11.73 Optional Rule: ExhaustedEffect

(Use with optional 4.33 above.) A Force which fails its Élan check may not attack but remains adjacent to the enemy. (Note: The enemy is not required to attack in its turn.)

Q) 13.0 Vedettes

Do vedettes move like cavalry (i.e. a chit drawn of 4/6 let them move only up to 6 MPs) or like Leaders (with their value of 9)? A) Vedettes move 9.

13.21 Vedettes and Retreat (add to the end)
"But vedettes may be displaced. See 11.45."

15.1 Entry of Reinforcements

Q) This rule states that reinforcements may move and attack freely on the turn of entry. However, the first sentence makes a parenthetical reference to rule 8.21. Does this mean that in order to move on the turn of entry, all reinforcements must be placed under a "march order" on the turn of entry? A) No implication intended.

16.2 Cavalry Retreat Before Combat (add)

Horse artillery may retreat before combat along with cavalry if it is stacked with cavalry.

16.34 COMMENTARY: PARTIAL UNIT ELIMINATION

No unit could continue to fight in the face of 40% casualties, or less, depending on its morale condition. It's out of the battle. Most of a division is in reserve at start of battle, at least 75%. These reserve "increments" should not be counted as contributing to the combat power of the unit.

DIVISION: ONE BRIGADE IN RESERVE

ONE BRIGADE IN CONTACT:

ONE REGIMENT IN RESERVE

ONE REGIMENT IN CONTACT

This means only about one-quarter of the troops begin any battle engaged with the enemy. If Reserves are fed into battle as losses occur, the front line firepower of the unit remains unchanged. What is perhaps missing is "high-stakes" attack where you commit your reserves to clinch the battle. Problem is, your defenses are also more brittle if the attack fails. The Player should be able to "stake" any of his corps.

16.34 OPTIONAL: HIGH-STAKES ATTACK (add)

The Player may "stake" any corps to increase the chances of a decisive result (one way or the other). These "staked" units get the "irresistible" benefit (16.32), for that turn only. If they do not achieve De or Dr in the ensuing combat result, THEN add one to the die as it stands. Example: 3-1 odds, Attacker rolls a 4; Defender must retreat one hex. However, if Attacker rolled a 5 ("Ex") he would add one and must himself retreat. In this example, NO 5 result is possible.

16.4 Reorganisation of surrounded units

Does this override 11.44 (Units Unable to Retreat)? A) Yes.

20.12. Controlled Friendly Supply Source

The heading is incorrect, the text says 2 VPs (correct).

20.2 Scenario Two: Waterloo

Note: Ney, d'Erlon, and Napoleon begin the scenario in enemy ZOCs. (The French move first.) The above are not required to attack or be attacked on the 0400 turn. Treat them as having all failed their Elan check (due to mud). See optional Discretionary Attack rule, 4.33 and optional Exhausted Effect, 11.73 above.

Ordering from OSG

(Prices valid through 6/30/00)

To order, please fill out the **order form** below, and mail it with a check or **credit card information** in the amount of your **order total** to:

Operational Studies Group, PO Box 50207, Baltimore, MD 21211 U.S.A.

Alternatively, for credit card purchases you may—order online (secure order form) at

www.NapoleonGames.com—or phone our order department (0900-1300 East Coast US) at 1 (410) 367-4004.

Your order will be rapidly processed by our affiliate, Clash of Arms Games of Phoenixville, PA.

Guarantee

If for *any reason* you are dissatisfied with a game, return it complete, intact & unpunched along with proof of purchase for a full refund.

I STAND BEHIND EACH GAME SOLD—KEVIN ZUCKER

Please provide the following information:

Games in Print.

- | QTY | Price | DESCRIPTION |
|--------------------------|----------|--|
| <input type="checkbox"/> | \$36 | <i>Last Days of the Grande Armée</i> (Waterloo Campaign) |
| <input type="checkbox"/> | \$48 | <i>La Guerre de l'Empereur</i> (Strategic game of Napoleonic Wars) |
| <input type="checkbox"/> | \$48 | <i>1806: Rossbach Avenged</i> (The war between France and Prussia) |
| <input type="checkbox"/> | \$39 | <i>Bonaparte in Italy</i> —(Quadrilateral Campaign) |
| <input type="checkbox"/> | \$136 | <u>All four games above (20%-off)</u> |
| <input type="checkbox"/> | \$48 | <i>Napoleon at Bay</i> (Napoleon's 1814 campaign to save France) |
| <input type="checkbox"/> | \$164 | <u>All five games above (25%-off)</u> |
| <input type="checkbox"/> | \$135 | <i>NAB Deluxe Edition (collector's ed.)</i> |
| <input type="checkbox"/> | \$10 | Replacement parts (each)
Parts Desired: |
| <input type="checkbox"/> | \$ 17.96 | <i>Wargame Design Magazine</i> Subscription (4 Issues) |
| <input type="checkbox"/> | \$ 48.96 | <u>Scholar Subscription to Wargame Design Magazine</u> (4 Issues) |

Pre-publication offers.

The pre-advanced titles below, will be published as they reach 250 orders, at a rate of no more than 3-4 per year. We will not debit your credit card until your game is at the printers.

- | QTY | Price* | PRE-ADVANCED |
|--------------------------|--------|--|
| <input type="checkbox"/> | \$38 | Highway to the Kremlin (June-December, 1812) |
| <input type="checkbox"/> | \$29 | The Sun of Austerlitz (November-December, 1805) |
| <input type="checkbox"/> | \$40 | FrancoPrussian War 2nd Phase (November 1870) |
| <input type="checkbox"/> | \$29 | War of 1812—Maryland |
| <input type="checkbox"/> | \$29 | Marengo—The Plain of Scrvia |
| <input type="checkbox"/> | \$29 | Smolensk—On the Road to Borodino |
| <input type="checkbox"/> | \$38 | Abensberg/Eckmühl/Regensburg (April 1809) |
| <input type="checkbox"/> | \$32 | Dark December II (The Battle of the Bulge, 1944) |
| <input type="checkbox"/> | \$32 | Pacific Fleet, 1941-1945 |
| <input type="checkbox"/> | \$38 | CD-Rom: Napoleon and Waterloo |
| <input type="checkbox"/> | | Shipping costs to US & Canada: add 10% of your order total |
| <input type="checkbox"/> | | Overseas: add 20% of your order total for surface, 40% for air mail (Add 5% for sales tax if you live in Maryland) |
| <input type="checkbox"/> | | Order Total |

I'm paying with a: Check Credit Card

Credit Card#: _____

Exp Date: _____ Date of Your Order: _____

Name: _____

Address: _____

City, State, Zip: _____

Country: _____

email: _____

*Price listed is 20%-off the suggested retail price.

SUBSCRIBE TO

Wargame Design Magazine

The Forum of Napoleonic Simulation

The way to study the past is not to confine oneself to mere knowledge of history but, through application of this knowledge, to give actuality to the past.

—Richard Wilhelm

Wargame Design is a forum for the development of new ideas—to further our journey toward new horizons for our hobby. We urge you to participate in making game design once again a serious study. Will you join us?

In **Wargame Design** you will read articles on ...

- Design projects—articles by the design team of upcoming OSG games.
- Scenarios & Variants—modifications of existing OSG games.
- Questions & Answers—Clarifications, often with design rationale, and optional rules to explore the boundaries of design.
- Design Theory—What makes a simulation successful? Can you have a successful simulation that is not a good game?



Scholar Subscriptions ...

In addition to our regular subscription level, as a Scholar-Subscriber you have a window on the design and development process. And you can take part in that process, through access to the online **Wargame Design Symposium**, and participation in meetings with the **Wargame Design** community.

Subscribe to **Wargame Design** and obtain these subscription benefits:

Subscriber Benefits—

- * **Four issues of *Wargame Design* (not available in stores or as back issues).**
- * **Museum Postcard of the cover painting of *La Guerre de l'Empereur* (above; first 200 subscribers).**
- * **Monthly electronic newsletters from OSG containing updates about Operational Studies Group and forthcoming publications.**
- * **A vote in the annual "Best of Napoleon" awards.**

Scholar Subscriptions added benefits—

- * **Access to the online *Wargame Design Symposium*.**
- * **A free gift copy of the next-published *Research Series CD*.**
- * **Participation in informal meetings and dinners with editorial staff and other subscribers.**
- * **Your full subscription fee can be applied to the registration fee for the 2000 Napoleonic Tour.**
- * **You may make nominations for the annual "Best of Napoleon" awards.**

To order—see order form on inside back cover