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Design



1807-
Designing
the
Campaign
in
Poland



Wargame Design, Summer 2008

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(February 10, 1745–December 3, 1826).

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In This Issue(s)

I am pleased to present this double issue of *Wargame Design*. The contents reflect OSG's current focus on the 1807 campaign and complement the material presented in Special Studies #2, 3, and 4. Issue #11 is entirely devoted to our latest release, *The Habit of Victory*. The articles detail the design and development process, allowing a glimpse into some of the thought and rationale behind the design and its evolution to its final form. To illustrate the game at work, we have a number of After Action Reports that showcase the three shorter campaigns (Pultusk, Eylau, and Friedland).

Issue #12 is a bit more eclectic, demonstrating the diverse knowledge of game design of our extraordinary group of gamers. The articles include a look back at the early days of SPI, the evolution of standard series rules for the *Campaigns of Napoleon*, and a design article by original OSG alum Michael Thompson. Kevin then looks at the difficulty of determining force strengths in the Napoleonic wars, using the battle of Leipzig as an example. Finally, Kevin proposes a possible exit strategy for the Coalition forces in Iraq.

—Michael Haggett

Advances in the Campaigns of Napoleon

Kevin Zucker and Mark Herman

Mark Herman and I both worked at SPI back in the seventies, and we share a style and approach, ideas about right and wrong development, a “design philosophy” (for want of a better term). We agree on what makes a good game, what constitutes good rules, good graphics, etc. as that was evolved around us in the old game mill. A lot of that came from Redmond Simonsen, the “standard-setting” presence there. Working with Mark has been a great thing, a joy. Even with Mark and so many others helping, this has been quite a mountain to climb.

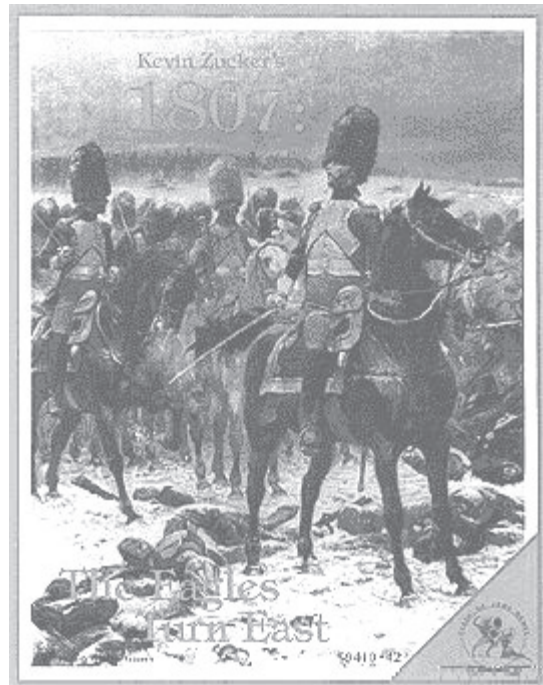
It started out well. I decided I really needed a co-designer this time out. Mark’s specialization (as you know) is card-driven wargames; he practically invented the genre. Many times in development, Mark would very kindly point out what could go wrong with my ideas, and though I sometimes debated with him I usually was smart enough to take his advice. We talked on the phone a lot, and even if there was some design problem we always approached it as a fun challenge. The best design ideas always appear out of the biggest problems. —Kevin Zucker

The Polish campaign has always been the orphan campaign, obscure and unknown. *1807: The Eagles Turn East* (TETE) was the first game to treat this long and complex campaign. One could assume that the new treatment, *The Habit of Victory*, is merely a redesign of TETE. The lineage of HoV is not, however, via TETE—a 1X game—but rather through *Highway to the Kremlin* and *Napoleon at the Crossroads* (2X).

After the publication of TETE, in 1995, I became more interested in this campaign than ever, and set about researching and writing a 384-page study of this campaign, now in print and, let’s hope, in your hands as you read this. It was in that exercise that I began to fully understand many things about Napoleonic warfare, and the 1807 campaign in particular.

When designing a game, I have always found it advisable to pick *one* historical text and follow it closely as your principal guide. That means, of course, to read widely, but to pick a single source as your main authority. If you do not there is a terrible temptation to kitchen-sink in every fascinating historical detail you come across.

In the case of TETE there was only Petre at that time. *Napoleon’s Campaign in Poland 1806–7* was Petre’s first book and pretty hard to follow.



Courtesy of Clash of Arms Games

Coming back to the subject after a hiatus of 8 years gave me a whole different perspective. My view was totally unlike what it had been when designing TETE.

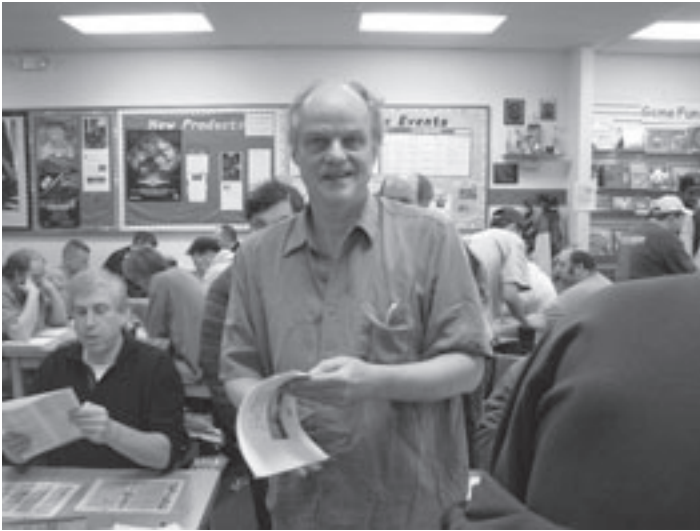
Mark Herman knows the Campaigns of Napoleon system as well as anyone, in particular *Highway to the Kremlin*. When Mark joined the *Habit of Victory* project, I sent him Craig Ambler’s review of *Highway* with the ambition, “to create a game that can garner a review like this one.” Because he had played *Highway* so many times I was keen to have Craig as a playtester for this offshoot. As Craig put it,

I really like Highway to the Kremlin, and did feel that it moved the series on in a really big way. Some of the previous ones were feeling slightly jaded, and then Kremlin sparked it off. Napoleon at the Crossroads made it even better, and I think whilst slightly different Habit of Victory will also move the series onwards. To be honest the only bad comment I ever get now is the combat system, but I don’t have too many problems with this myself.

There are a lot of games out there with wacky combat results, but none that cover the attrition aspect of the period. The OSG games are set at the campaign-level and in this they work great. In *Highway* there are always some battles just in front of Moscow and normally with a fairly tight level of troops in them—to me this proves the system works.

For this series, though, combat is only one important consideration among many. Napoleon lost two soldiers off the battlefield for each man lost in battle.

The *Campaigns of Napoleon* approach to combat resolution is unique, not that we set out to be different, just followed our own logic. I really don’t know whether the British two-rank line was more powerful than the French three-rank, so rather than try to build-up through a set of mechanics to aggregate a combat outcome, I thought I’d just look at the record of battles



Kevin Zucker (foreground) and Mark Herman (left) demo *Habit of Victory* at The Game Parlor in Chantilly, VA on March 22, 2008. (Photo: Wade Hyett)



Mark Herman ponders a move during the *Habit of Victory* demo at The Game Parlor. (Photo: Wade Hyett)

lost and won, and build a table around my data set. In other words, I'd just ignore tactics and look to net outcomes.

Since we started this series with the 1814 campaign, we assembled the data on all the battles of that campaign, with numbers engaged on both sides, losses on both sides, and "winner." We just plugged them in to the CRT as you see it in any of the 1X games, and filled-in the missing data points to make a smooth curve. The 2X table is adjusted to fit 3,000-man SPs but is derived from the original as well.

Similarly, I didn't try to judge whether Marshal Macdonald was "better" than Mortier, etc., just looked at what Macdonald was able to do in a particular campaign. If he marched from Point A to Point B in so many turns, then his Initiative would reflect that. If he commanded Mortier, then his command span would reflect that.

I took a somewhat "Scientific" view of outcomes and built the game around net results. I checked the march distances and discovered something around 22 miles as a daily benchmark. I went walking on dirt roads and gravel roads in the rain, snow and mud just to get a feel for what the game says.

With good quality research and accurate maps, and the basic systems already developed and in place, the *Habit of Victory* (HoV) project got into gear on 17 June 2007 when I wrote to Mark Herman, to ask his advice about adding cards to the game system.

Kevin Zucker: I wanted to discuss an idea I had to add cards to the 1807 Campaign game, the 2X version that we are calling *The Habit of Victory*.

Several years ago I wrote a book on the campaign. My idea is to take vignettes from the book and put them onto cards. This would add all kinds of dimensions that cannot normally be covered in a wargame. Let me work on this over the next few days and I will send you some samples...

Mark Herman: Happy to help; the first question that comes to mind is do you want to use the cards to substitute for some dimension of the current NaB activation system, Command, Initiative, etc. or are you thinking of it as a more elaborate random events generator? I look forward to helping in any way I can.

KZ: Good question. Actually the way I saw it was several games within a game. For example, during the dead of winter the French troops were starving, because the roads sucked and supplies were delayed. The civilians had hidden all their own goods. This random event would enable the French to discover caches of hidden food. Read about that in the first few pages of the attached (*see sidebar*).

You could take that idea a few steps further and have your attrition determined by the cards. The advantage there is it reduces the design load on the player.

We might make the player draw a card each time he gives a Movement Command. The more you move, the more things happen...

So, the cards might do both—"substitute for some dimension of the current" rules, and provide "a more elaborate random events generator."

Mark: I inherently like the idea of tying the cards to logistics and reinforcements, plus the historical trivia that invigorates the historical narrative of the game. The central tenet of my CDG system is the cards are what create operational tempo, which is tied closely to logistics. So, how many APs an army receives is translated into the actual cards themselves. Attrition becomes a function of how many cards you are holding and how you might play cards to ameliorate the worst impacts of attrition, especially a forced (or extended) march. Having a bigger hand of cards in the winter (again read cards, hear logistics) shows more planning to handle winter operations or a more effective winter quarters strategy.

Corporal Coignet's Journal

A herd of deer passed us about two hundred feet away, and then a great many hares; but we missed them every time we fired. I saw a hare start up not very far off, and as there were small pine-trees there, about five feet high...I bent some of them over to see if I could find his form. To my astonishment the pines came up out of the ground....I shouted...

"These pines are not growing here."

"What do you mean?"

Feeling sure that it was a large secret hiding-place, we began to sound; but the ramrods were not long enough and the place was a hundred feet square. We were so glad! I said, "My hare was the cause of our wind-fall; we must mark the place. There is no path to it; how could they have managed it? The sly dogs must have brought the things on their backs. Let us now get our bearings, and mark the pine-trees, so that we can find our way back tomorrow."

We went to work and cut off pieces of the bark from the pine-trees on the right and left. Being always on the look out, I saw a plank nailed against a large pine, and then another twenty-five feet higher. Of course we had to find out what this meant, so we cut down some saplings, and made

notches in the branches to form a ladder. When we reached the box, we took out the peg which held up the plank, which was five or six feet high, and found salt meats, stuffed tongues, geese, hams, bacon, and honey; and afterwards, we found two hundred boxes filled with all sorts of things, among them a great many shirts. We carried off the shirts, some of the stuffed tongues, and geese. After marking our road, my comrades said, "Our ferret has a good nose." It was late when we returned to the camp, loaded down, but glad at heart. The sergeant-major immediately informed the officers of our good fortune. The captain came to see us. "Here is our ferret," said my comrades; "it was he who found it all."

"Yes, captain, a hiding-place a hundred feet long, and so deep underground that we could not sound it with our ramrods. Here is some ham, bacon, and goose; take some. Tomorrow we will set out with wagons, shovels, and pickaxes, and a good many men and ammunition, for we must sleep all night in the woods.

"Two lieutenants shall go with fifty men," said our captain. "You will also need knapsacks and axes. The lieutenant shall take my horse and a bundle of hay; if you have to stay all night, he can return to give us news of you."

Mark immediately realized the potential for the equation 1 card = 1 Movement Command.

KZ: Do you have a vision? It sounds like you have it worked out. Tell me more...

Mark: There is one deck of cards. Each card has various pieces of game information on it based on the circumstances when it is drawn. At the beginning of the turn a card is pulled for the weather. Later on a player moves his forces around and then pulls a card which yields the attrition impact of the move, some are easy moves, some are harder due to weather. The key point is no die rolling for attrition. The card has an embedded table (APs versus size of move with different columns for weather effects) with direct read-off results. Cards also have events on them. So a player can accumulate a small hand over time of events. Combat would be unchanged as would initiative die rolls, etc.

KZ: Would you still have to keep a track record of APs? I have the idea that the number of cards in your hand yields the number of APs. The more cards in your hand, the better your supply situation, the less attrition—but, the less movement.

Each turn a player receives cards just as if they

were APs. He can spend as many APs (cards) as he wants. A player's hand could be in the 12 - to - 20 card range.

I think we could take the cards from *4LB* as a starting point. Those cards each have a VP value (very handy), a Movement Allowance. Some of the cards are Weather cards (the weather doesn't change each day), etc. Some of the cards could be ported over verbatim.

The equation is Card = Movement Command. You play a card that you designate is a Movement Command for a specific force as well as putting into effect whatever the text says. We could keep the Movement Allowance on the card or not: that would restrict the infantry and cavalry in the force receiving the Movement Command. We could also include attrition modifiers, initiative modifiers, etc.

On 21 June I sent Mark a modified set of cards from Four Lost Battles, with the minimal changes necessary to use these cards in 2X. Later that week I started sending Mark the chapters of my book on the campaign.

Mark: I am still setting up 1807. I forgot how large a game it was and why I haven't played it more. It has a very large physical footprint. Do you have any schedule for when you might have the 2x version of the map? It would be helpful given how much room 1807 takes up.

I continue to download the chapters, please keep sending them.

On 28 June I began work on the map.

KZ: I have started drawing the first few rivers on the sketch map. I decided to add the additional map area to the west edge—that will get us to the town of Thorn (Torun).

Mark: Here is a thought, but it is too early to judge. We keep the AP track, keeping the game closer to the original system. The way I am thinking about it is:

1. Administrative segment remains unchanged, except we include a card drawing segment.
2. Player makes all of their moves as before, using the card to determine the amount of movement, akin to the chits or use of cards in the Battle series.
3. The player moves all of his forces either through command or initiative as before.
4. The player now picks a card to determine attrition, each card as a small table on it which cross references MPs, APs, Weather. A modifier to all of this, increase or decrease of march attrition is based on how many cards you are holding.

One of the issues I am concerned about is if you have a very large hand of cards and the deck of cards is also not large, the problem we will encounter is the player, mathematically (I can work it out) is going to almost always have too many choices that are good, allowing the player to dodge bad cards on a regular basis. A quick example is let's say you have a 60 card deck and the player is holding 12 cards and so is the opponent. That means that 40% of the deck is out in play on a given turn. If you have 120 cards, then there is 20% of the deck out in play at a given time. The issue is with a hand of 12 cards, or even 10, the player will usually have exactly the card he needs to have too much control over the situation.

In the construct that I am proposing, the player would have hands of cards of 5 or less, which gives a player less control. We use the deck draws during the turn to handle attrition, which is when you find out about the weather (you start off your march and it rains in the afternoon, or the heat rises during the march).

KZ: My instinct is to continue developing the idea that the cards are synonymous with Movement Commands. That is conceptually neater for us and for the player, and it also makes sense from a real-world perspective. Right now the Movement Commands are just for movement, but with the cards we can make a movement command that more nearly approximates the written dispatch that Berthier would send out.

*It might say:
march and repulse/opportunity, or
march and attack at discretion, or
march and await further orders, etc.*

So that would define not only what the force can do in the Movement Phase but also possibly in the Combat Phase.

There would still be room on the card for a table or an event, such as “troops foraging far and wide.”

Not every force gets a Movement Command, so forces moving under initiative have to determine attrition the old way.

I hear what you're saying about having too large a hand. But when has it ever been a problem that the player has too many APs? In most of the games I have seen, despite his best efforts at conservation the player ends up depleting his APs.

You were right about the top number being the movement number. That would be good, because then you build speed into the attrition result, so you don't need as much of a table on the card. If I am thinking right, then you would just need an attrition table that shows the size of the force and the AP Level.

So definitely, let us keep the Infantry / Cavalry movement rates at the top of the cards. I would hazard a guess that:

one third should be 5 / 7, since that is the normal maximum

one third should be 4 / 6 since that is what an attrition-wise player chooses.

the remainder should be divided among 3 / 5, 2 / 4, and 6 / 8 in that order.

I would like to set as a goal that the Cards are going to make the player burden a lot less. Are you willing? At least we could set that as a goal and see where it leads?

Let's imagine the card tells the player everything he needs to know about that force for the turn, including its combat stance.

Mark: That is the problem, which I thought you solved. So let me reiterate the issue that is in my mind and how you solved it. If the number at the top of the card is the movement rate, then the problem is what I spoke about before, a player will have so many cards that he will almost always have the values that he needs.

What I heard you say, which solves the problem, is the following: A card is played, the card has an historical order telling a force to advance and attack, advance and recon, or whatever. How far the force moves is up to the player and circumstances, but you have to try and do what it says. The card contains a mini-march attrition table that is sensitive to: Cards in hand aka Admin Pts, and Weather, and whether it is a normal march or an extended march. By not differentiating the exact number of movement points

MARCH 6/8

14. Approach March

Enduring Effect - Until Removed

Administrative March (see *Exclusive ¶149*). One Force may continue to move under this order each Friendly Movement Phase. The force must move by the shortest possible route toward its Objective Hex, moving 6 (or 8) MPs each turn. It may not Force March.

*No event if played as OPINT

SP	2-5	6-9	10-14	15-24	25+
5+ cards	0	0+	1+	3+	6+
1-4 cards	1+	1+	3+	5+	8+
0 cards	1+	2+	4+	7+	10+

† † † † † † † † † † † † † † † †
The Habit of Victory (47) © 2007. OSG

we eliminate the player 'gaming' out the numbers. Basically, if the card calls for a fast march to contact, you are going to lose some people, so you might as well get the benefit of the speed vice counting MPs.

The only forces that can forcemarch are those that had a card played on them previously that called for a rapid march to do something.

KZ: I think it sounds super just the way you described it. Actually, let's look at this game. Scenario 1, the French have 10 APs at start and they will receive 3-5 APs per fortnight, or about one every other turn.

At the start of the game it will be true: the French can pick and choose and play the best cards. But that is as it should be, his Administration hasn't been wrecked by campaigning yet. In a few turns, the situation will be different.

In addition, we would need some cards that say, "withdraw from the enemy," return to supply source or depot.

How about a card that says "evade contact," that would give you the ability to slip out of the enemy's move to contact. We could take that idea from your solitaire rules, that allow the evading force to pop up in a different location.

That Saturday, July 7th, we met for our first playtest session (only the bottom two-thirds of the map were complete at that moment). We set-up the first scenario (Dec 1806), then discussed how the cards should work. We knew that each card would have a small attrition table, we thought 4x3 results. And also:

Card No. TITLE Inf/Cav MA WEATHER, POLITICS, ETC. The Order itself, including rules reference. Special Conditions
--

Mark immediately set to work creating the first draft of the card list (an Excel spreadsheet). There were many blanks and about the only cards that survived intact from that first deck were the Waleska card and New Wagons. As Mark wrote that weekend, "The game is afoot, Watson."

I completed the sketch map the following Monday (except for the tweaking), and began to think about contacting a cartographer.

Mark: I have sketched out both decks of cards, which brought up a question in my mind. Do the Russians and the Prussians play out of the same hand, or are they treated as two separate hands?

As far as the cards go, I do not have titles or the neat stuff yet as that will take a bit of time to go through the book some more, but I have the movement values in an excel spreadsheet and I hope to start putting the information into the templates over the course of the week.

KZ: I'd recommend separate decks for Prussian and Russian, but with the same eagle on the front so you can't tell them apart. If there is just one Coalition player he gets to combine the two decks into one.

This gets complicated but I'm thinking the Prussian deck would be very small, say about 20 cards but all of very consistent "Prussian" uniformity, and some really excellent ones. These would obviously keep coming up over and over.

Then the Russian deck could be 30 to 40 cards and the French 40 to 50.

The French Army starts out a little shaky, they don't like the mud. The Old Guard were committing suicide during the Pultusk campaign. Guys were left standing in mud up over their knees. They had to pull each leg out with their two hands, like a carrot, and then plant it again. The mud was up to the axels on the guns.

Essentially, the French force turns over during the campaign. The army that marched into Poland was not the same Army, literally. It was all either replacements or recovered sick and wounded. That is why I had to know how long escape from hospital took.

This might suggest some sort of evolution in the French deck over time.

I am not married to the idea of three decks, I just think it might be neat to build in some history that way. The sense that these decks represent the energy of the nation's war effort in a general sense.

It was not found practical to have three decks so we settled on a unitary deck for the Coalition player. I then sent Mark a bunch of ideas for individual cards to fill out the decks. I knew the history that I wanted to include, but I still had a lot to learn about how cards work. Fortunately I had a co-designer with the most experience in designing card-driven games on the planet. Several of these ideas did not find their way into the final product:

1. Center of Operations forward leap.

After a victorious battle the Center of Ops goes to the friendly battle hex. There is still a delay for the turn it moved.

2. A Battle of attrition.

If one side is defending in a town, bitter street fighting breaks out. Both sides lose 1 SP more than the CRT says.

3. Unfriendly Peasants

Prussian troops are unable to count the forage value of towns in Poland.

4. New Wagons Arrive

This card allows you to double your APs for this turn and you can pick any one force to get an attrition modifier.

5. Loot the Trains

This card allows you to capture the enemy Center of Ops in your forces move into or through its hex.

6. Napoleon and Marie Waleska
Napoleon “Falls Asleep” (actually under the spell of a young Polish countess). No Movement Commands may be issued for X turns (dieroll).

7. Hidden Forage Discovered
Halve the attrition for any one French force in Prussia.

8. Foraged-up
The enemy player must move all his forces this turn in random directions.

9. Set-up Change
This card allows one friendly force to be randomly displaced. Replace it with a vedette. Either the real unit or the vedette may displace.

10. Ice Hits the Bridge
No movement across the Vistula at Warsaw or Thorn. You can only play this during a non-Frost, non-Snow turn in January-February-March.

11. Siege
The French Player can start the siege. French engineer arrives with his miners and sappers.

12. Siege
First Parallel is dug. Attrition in the Citadel goes up.

13. Siege
Second Parallel is dug. Garrison tries to break out, destroys Second Parallel on a 1–3.

14. Siege
Third Parallel is dug. You can now attempt a breach if you have an Assault card.

15. Siege: Assault
This is a Combat Modifier for troops attacking into a Citadel.

16. Forced March
This allows your force to enter any enemy ZOC.

17. Operational Art

18. Cavalry Charge
This can go out of control if the enemy has cavalry.

19. Intel
You get to pick an enemy hex to look at.

20. Build a Supply Source
Free S/S Move - no disruption.

21. Scouts fail
You get no information from the enemy during Step 3 of Combat.

22. Bombardment
Take an extra Bombardment shot at any point.

23. Batteries Forward
This rule should be only one the cards.

24. Mud gets too bad
The Old Guard starts taking attrition and continues until the mud ends.

25. Retreat turns to Rout.
Increase Pursuit modifier. Increase the morale

adjustment for the battle (if any) by one. A zero stays a zero.

26. Tactical Prowess
French leaders in a hex are allowed to attack different hexes.

27. Extra Ration of Vodka
Russian troops don't fall down: reduce their combat loss by 1 SP.

28. Prussian Discipline
Troops suffer no attrition unless it is mud.

29. Scharnhorst
The strategist joins L'Estocq's HQ. Raise L'Estocq's Initiative.

Other players were getting involved in the project. Dick Vohlers sent us his Word files (rules and charts) for the TETE update he did. Mikolaj Lenczewski put together a new set of Standard Rules based on Napoleon at the Crossroads plus updates. He also quickly made a spreadsheet, based on TETE, of the 1807 leaders and their ratings.

Mikolaj: I have a problem with the Prussians. There were three divisions which made corps and dozens of regiments and brigades which appeared and disappeared during the game. What to do with them?

I began to assign Movement Values to the cards, basing this (for want of a better term), on what “mode” the corps is in (i.e., the shape of the formation on the ground). The more spread the column the faster it may move.

- | |
|--|
| <ol style="list-style-type: none">1. FORAGING [2-3 1-2]
(i.e., not marching).2. REGULAR MARCH [3-4 4-5]3. EXTENDED MARCH [5-6 6-7 7-7 8-8].4. ADMINISTRATIVE MARCH [3-4 4-5]5. ATTACK [3-4 4-5]6. DELAY [3-4 2-3]
Modifier for Initiative Comparison—makes it easier to F.M out of enemy hex. May chose Pursuit only.7. DEFEND IN DEPTH [1-2 2-3]
Allows all combat options.8. SPOILING ATTACK
Allows attacker to convert his own victory to a retreat.9. WITHDRAW
Return to S/S |
|--|

These categories overlap with the Operational Intent ones. Did I missing anything? Play one card during the operational intent segment to govern the “Mode” of all formations not receiving their own Card/MC. These forces would / could also benefit from any modifiers on that one governing card.

Mark ported the ideas above into the Excel spreadsheet and then exported that data into Word to generate the first actual card deck. On July 29th we had

physical components we could come to grips with, and the long slow process of development began.

Mark: This is officially revision 1 of the cards. I am going to make a set and begin playing a few turns. Take a look and make suggestions or changes. With only minor alterations the two decks are almost identical. As we go forward we can begin to customize them further.

KZ: This is definitely great. Of course lots of adjustments from here on out. One thing is the Forage Order is too generous. Remember the forage procedure from the 1807 game? You had to count forage value and if you were adjacent to a town you were o.k. usually. But a big force would still be hurting trying to forage in parts of Poland. Also, if a force is in Forage mode it means it can't attack and is disadvantaged when attacked.

Mark: I agree, all of the numbers or rules are up for grabs. I find it is hard to see it until it is in print and you move some counters around. I just finished moving a few counters and I used the forage cards in a manner that I did not foresee until I played a bit.

As the French I played an Aggressive Advance as my operational intent, which would have lost me 2 SPs from each of my large forces, one of which I had two, plus other medium forces lose. So, I moved one of the large forces to move aggressively and attack, plus other movements, but I played the forage card on the other large force to avoid attrition. In the aggregate I lost 6 SPs due to attrition, but saved 2 with the forage order. In the aggregate it didn't feel off. More play will reveal more.

I think the main disadvantage of the forage cards is not that they are simulating the forage rules as they were in the original, but you are only moving 1mp, so not much chance that anything is going to happen when you play one of these as your operational intent, naturally driving down march attrition.

Another thing is the distinction on each card for regular, admin, and movement to contact is superfluous information now that I have the cards. The movement allowance and the rules on the cards handles all aspects of movement, so having an additional movement distinction is vestigial to when you had rules in the rule booklet describing different movement situations. Unless we need it this piece of information will come off in the next version.

On that same day, July 29th, I sent the finished map prototype to cartographer Joe Youst. Within a week he had posted his first sketch.

Mark: I have attached a file of my first playtest. It has the rule revisions to *Crossroads* that I am playing with so far. The system is working quite well. I have only played one turn, learned an enormous amount, wrote it up, and I will restart later and begin a real

playthrough. It plays just like the *NaB* system, but far less dice, and a bit quicker (thinking about card choices takes time).

On August 4th we had the whole game on the table at the World Boardgaming Convention in Lancaster, PA. It was great getting a chance to play several turns together, ably assisted by Grant Herman and Zachary Lawrence. We could see things were moving along very nicely.

Mark: Here is the latest and greatest. I put the attrition tables on each card, incorporated many of the special rules, and overall did some revisions. In addition some more rules:

Weather only changes with the play of the Operational intent card, not cards played for additional movement commands or forced march.

All reinforcements enter the map with an automatic movement command. Forces that transition the map are withdrawn off of a map edge and placed on top of a card. The hidden card that the counter sits upon determines the movement rate for the force. It enters play when its accumulated movement points allow it to re-enter. We are replacing the entire fortnight, forage, hospital rules etc. with the following rule:

Any force that occupies a depot hex prior to movement and does not move during a movement phase, does not suffer attrition and receives one infantry SP or one cavalry SP (no unit may be increased beyond its maximum strength).

KZ: About Sieges. There will be a simple table saying how long the siege will last. However, for each sortie the fortress can mount, the siege will last another 3, 4, or 5 turns. I think there should be 3-4 sortie cards in the Coalition deck, and 3-4 parallel cards in the French deck. The French player must construct all three parallels and cannot do that during Frost. So the siege will take a long time, as it did, until May 21. Also, the French player will need a Siege artillery card and a Chasseloup Engineer card. I think we discussed all these before.

The French player cannot mount an assault until the siege artillery has breached the walls. But that doesn't matter as the fortress will capitulate once the batteries are in place to do that.

Mark: We can do that; what I would suggest for wording is the French parallels would be events on cards with a special note that states the parallel gets built no matter how the card is used OR we can require that the player use it as a movement command on the force besieging the fortress. The same would be true of the sorties.

KZ: Right now we have the Coalition Player with one hand for all forces; however, we still have a Prussian Center of Ops along with a Russian one. How do we

work that? Does the distance of the Prussian LOC make any difference? I suppose the Prussian forces have to trace to the Prussian Center to get a MC.

Should we break down the quantities of cards to be received for Russian and Prussian (even though the cards are drawn from the same deck and there is only one hand for the Coalition player).

As September rolled around I was working on the Reinforcement Schedule. The cards were in the doldrums—seemingly Mark and I had spent our energy and they were not coming together. On 17 September we brought Dick Vohlers in to clean-up the cards and sort the wheat from the chaff. Dick started in on the 22nd and soon had the cards well in hand. We removed the Random Event type of cards and put those into a special Random Event Table, consulted only during Pursuit after a Critical Battle. For it was during the chaos of a retreat that the strangest events occurred.

During the course of September the Exclusive Rules reached their final numbering, with a few empty paragraphs to be filled-in later. On the first of October Mark wrote his comments on the card rules.

Mark: In Para 137, the first sentence may be best dropped or moved later in the section as the context needs to be set for what kind of cards there are followed by the explanation in para 138, then followed by the rules for use. Also note that some cards can be played for events also, plus when a card is played as an OPINT you do use the event text for the unit(s) that receive the movement command from the play of the card. One last point is a card can be played during the Command Movement phase directly on a force after the OPINT has been played that only effects the force designated to receive the command, but the event is not used.

You may want to mention a link in para 138 that a card is used for Forced March and the reference to 171.

In 171 Attrition, the first sentence should include the thought that the OPINT card is used for all initiative movement PLUS any forces that receive a movement command from the OPINT card.

Though I had done my best, Mark wanted to make sure the card rules were clear, so he wrote a “Summary of Card Play” reviewing all the concepts related to the cards. This became paragraph 131 in the final rules. By mid-October, the cards were pretty-much finalized.

Mark: The French now have a dozen cards out of 50 dedicated to the siege of Danzig, which is over 20%. My concern is the situation is something that happens only during a portion of the game and it is now a dominant theme of the deck.

KZ: I have made each of the Siege cards a Duplex card, meaning it can be used to do something related. For example, the sortie card can also be a raid (raid and sortie being related activities). This should answer

the problem laid out above. Let’s see how the siege mechanism actually works before we decide to take the siege apparatus off the cards. The siege can be of paramount importance, because without Danzig’s S/S the French cannot pursue the campaign to Tilsit.

Mark still had some concerns about the existence of only one Chasseloup card.

KZ: Regarding Chasseloup. We have four months and four reshuffles to get to him.

A player draws about 25-32 of 50 cards a month, including bonus cards. A month is exactly 10 turns (= 30 days).

Each month after the first a player draws about 25/50. The chance for any particular card turning up is 50%

The chance for Chasseloup to NOT show up in one month is 50%, but we have four months to get to him so that is a 6.25% chance of never seeing Chasseloup in four months. One game in 16 will have the siege delayed waiting for him.

Six out of 50 cards is a parallel, about one in every eight cards. Out of 25 cards drawn in a month, on average a player should get 3 parallel cards. Since he only needs three in six weeks, I think there should be no problem there. I think the chances that the player will not receive the three parallel cards he needs in two months, given that he draws 2 cards per turn plus the bonus cards, is 6.25%.

Am I thinking right? Is it o.k.?

I do not think the Prussians can stop the French from investing Danzig. Maybe if Bennigsen moves his whole army over there it could be delayed, but then a major decisive battle would decide the whole campaign probably.

Mark: Make sure you are comfortable with the changes. I thought that the attrition in the mud and bad weather was a bit light.

KZ: (and I can’t always say this...) I have calculated that the French lost 50,587 men to attrition from the beginning of the game to the end. That’s 17 SPs. Active periods of campaigning totaled 28 turns, as follows.

6 Dec - 2 Jan = 10 turns.

Jan 21 - Feb 18 = 10 Turns

Jun 5 - Jun 29 = 8 turns.

17/28 = Roughly every 3 turns of active campaigning the French should lose 2 SPs.... most likely during Mud.

SIEGE 3/4 Pitched

12. Chasseloup

Enduring Effect - Capitulation

The engineer Chasseloup-Laubat arrives to supervise the tracing of parallels per Exclusive ¶162.

PREREQUISITE:
The French Player may only play Parallels after this card has been played.

Discard after the siege.

SP	2-5	6-9	10-14	15-24	25+
5+ cards	0	0+	0+	1+	3+
1-4 cards	0+	0+	1+	2+	4+
0 cards	1+	1+	1+	3+	5+

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continued on page 21

Habit of Victory Update

25 March 2008

Reinforcement Chart (correction):

- On turn 53, instead of “Prittwitz and vedette” it should say “Marwitz FK and 2 ved.”
- On turn 20, Essen I enters as a reinforcement at 3938.

STANDARD RULES

[177.] Fortified Towns (change)

This paragraph currently states...

“They may do this regardless of the remaining retreat distance (*even if they fought their combat in a Fortified Town...*)”

(change to) “(*unless* they fought their combat in a Fortified Town)...”

If you choose a pursuit battle in a fortified town, you retreat. If you want to hold the town, pick a pitched battle, which is always allowed.

EXCLUSIVE RULES

[10.] Game Equipment (add):

Reinforcement Chart (1) 8.5” x 11”

[77.] Repulse by Cavalry Vedettes

When a vedette repulses a vedette, one or both cavalry vedettes can still retreat before combat. First, the non-phasing Vedette has the option to withdraw, and then the phasing vedette.

Q&A: Vedettes

Q) What is the initiative rating of a vedette?

A) Vedettes do not need initiative in order to move. Otherwise, regard a vedette as a “4” initiative.

Q) A Cossack was eliminated trying to raid a depot. Is it permanent?

A) Not normally. If the turn was frost/snow or occurred in March, April, or May, it is eliminated, *per Exclusive ¶171*.

[84.] Coalition AP Pool (change)

The Coalition Player rolls for only one Army’s APs each turn. He can pick the best. **Exception:** In a 3-player game, Prussians and Russians roll separately each turn.

[105.] Deactivated Depots

Deactivated depots are never reactivated

[157.] Bridge Repairs

When a secondary bridge is repaired, the force that repairs the bridge *crosses to the other side* first, (at a cost of 1 MP) and then stops. The repair doesn’t take

place until the Bridge Segment, if others want to cross during the same movement phase as the repair, they still pay the unbridged river cost.

[172.] Forced March

If only Vedettes are Forced Marching they still require the play of a card in order to force march.

[208.] Occupation of Depots (clarification)

The French Player controls the following Depots at Start:

- Battle Scenario 2:
Guttstadt (and all Depots A, B, and C).
- Campaign Scenario 3 and Battle Scenario 3:
Marienburg, Dirschau, Tiegenhof, Elbing, Deutsch Eylau, Guttstadt (and all Depots A, B, and C)
- (Rastenburg, Braunsberg, Bischofsburg and Ortelsburg; remain in Coalition hands.)

[215.] Coalition Forces off-map

This paragraph should not be under the heading “BATTLE SCENARIO INFORMATION” but rather included under the next section, “CAMPAIGN SCENARIO INFORMATION.” (Forces cannot move on- and off-map in the Battle Scenarios.)

[221.] Battle Scenario 1

RUSSIAN

- The setup lists two Borosdin units (1i, 1c). There is a Borosdin vedette but no cavalry unit. Use the vedette in place of the 1c.
- The setup lists the Left artillery unit at a strength of 2 despite its maximum strength of 1 on the counter. The Russian Left artillery can have 2 SPs.

[223.] Battle Scenario 3

RUSSIAN

- Bennigsen and Olsufief in 3011 (not 1919)

FRENCH

- The Reserve corps appears twice—remove the first occurrence of the Reserve Corps in 0820
- Reserve Corps & Lannes in 2911 (per the end of the list)
- X Corps, Lefebvre in Danzig: On the 3rd line : “ved Polenz” should be “S Lefebvre-Des 1c” instead (Polenz ved is already with Lannes).

[227.] Attrition in the Grand Campaign

Campaign Special rule (not an optional):

If any turn’s weather has Note “B” on the Weather Table, *only* those units that do not move and are *in a town or city* are exempt from attrition.

Forms of Maneuver

FM 100-5, Operations, June 1993 (pp. 7-3–7-9)

FORMS OF THE TACTICAL OFFENSE

Here is a working document from the Habit of Victory development process that shows:

- a) *the “Operational Forms of Maneuver and Defense,” quoted from the army’s Field Manual 100-5, Operations;*
- b) *the special rule we devised to enable that maneuver;*
- c) *The name and number of the corresponding card as finally published.*

MOVEMENT TO CONTACT: An operation conducted to develop the situation and to establish or regain contact.

This can take several forms.

Card Event: Normal play

HoV Card: No special Card

APPROACH MARCH: Commanders conduct an approach march when they are relatively certain of the enemy’s location and are a considerable distance from the enemy.

Card Event: Administrative March. One Force may continue to move under this order each Friendly Movement Phase toward an Objective Hex; may not Force March.

HoV Card: 14. Approach March

SEARCH AND ATTACK: The purpose of this operation is to destroy enemy forces, protect the force, deny area to the enemy, or collect information. Commanders use search and attack when the enemy disperses in an area of close terrain that is unsuited for heavy forces, when they cannot find enemy weaknesses, or when they want to deny enemy movement in an area.

Card Event: Use Repulse procedure

HoV Card: No special Card

RECONNAISSANCE IN FORCE: ...a limited-objective operation by a considerable force to obtain information and locate and test enemy dispositions, strengths, and reactions.

Card Event: If adjacent to the enemy all adjacent enemy forces are revealed with their approximate strength.

HoV Card: 21. Probe

MEETING ENGAGEMENT: The desired result of the movement to contact is to find the enemy. When this happens, commanders fight a meeting engagement.

To maintain their freedom of action once they make contact (essential to maintaining the initiative), commanders usually lead with a self-contained force that locates and fixes the enemy.

Card Event: Normal play

HoV Card: No special Card

ATTACK (“Pitched Battle”): The purpose of the attack is to defeat, destroy, or neutralize the enemy. . . .The differences between types of attack lie in the amount of planning, coordination, and preparation before execution.

Card Event: Normal play

HoV Card: No special Card

HASTY ATTACK: Commanders launch the hasty attack with forces at hand and with minimum preparation to destroy the enemy before he is able to concentrate or establish a defense.

Card Event: Cavalry Only- Special Attack Table. Can inflict Casualties in a Repulse

HoV Card: 2. Hasty Attack

DELIBERATE ATTACK: Fully synchronized operations that employ the effects of every available asset against the enemy defense.

Card Event: Normal play

HoV Card: No special Card

SPOILING ATTACK: Conducted from a defensive posture to disrupt an expected enemy attack.

Card Event: Convert any Pitched Battle to an automatic Pursuit Battle.

HoV Card: 6. Spoiling attack

COUNTERATTACK (see “Pitched Battle”): [Commanders] counterattack after the enemy launches his attack, reveals his main effort, or creates an assailable flank. Although commanders conduct counterattacks much like other attacks, synchronizing them within the overall defensive effort requires careful timing.

Card Event: Normal play

HoV Card: No special Card

RAID: A limited-objective attack into enemy territory for a specific purpose other than gaining and holding ground.

Card Event: Take one card from the Coalition hand and discard it. Draw one card from your own deck. The raided depot is now deactivated.

HoV Card: 15. Raid

FEINT: Designed to divert the enemy’s attention from the main effort. Brigades and smaller units conduct feints. Feints are usually shallow, limited objective

attacks conducted before or during the main attack.
Card Event: Allows force to enter a ZOC without combat (“in contact”).
HoV Card: 18. Feint

DEMONSTRATION: A show of force in an area where a decision is not sought. A demonstration threatens but does not make contact.
Card Event: Normal play, do not enter a ZOC
HoV Card: No special Card

EXPLOITATION: In this form of the attack “the attacker extends the destruction of the defending force by maintaining offensive pressure.”
Card Event: Receive extra Movement Commands for entering EZOCs.
HoV Card: 25. Exploitation

PURSUIT: This is “an offensive operation against a retreating enemy force. It follows a successful attack or exploitation and is ordered when the enemy cannot conduct an organized defense and attempts to disengage.”
Card Event: All non-Pitched cards are Pursuit
HoV Card: No special Card

ENVELOPMENT: To attack the enemy on one or both flanks, usually attacking his front at the same time.
Card Event: Allows two separate forces to cooperate in an attack (treated as a single force).
HoV Card: 8. Envelopment

TURNING MOVEMENT: Similar to an envelopment in that a maneuvering force moves around the enemy’s front. In this case, however, the focus is not so much on destroying enemy forces (as in an envelopment) but on securing objectives deeper in the enemy’s rear area. This maneuver is more often seen at the operational level than at the tactical level.
Card Event: Give a Movement Command to a force beyond Dispatch Distance.
HoV Card: 9. Turning Movement

INFILTRATION: Infiltration uses covert movement of forces through enemy lines to attack positions in the enemy rear. Enemy forward positions are bypassed.
Card Event: Cavalry and vedettes only. May move through enemy ZOC bonds.
HoV Card: 23. Infiltration

FRONTAL ATTACK: The frontal attack strikes the enemy across a wide front and over the most direct approaches.
Card Event: Increase the Command Span of any Force Leader who enters an EZOC by two for the remainder of the friendly player-turn. Artillery benefit to defender.
HoV Card: 24. Frontal Assault

PENETRATION: A penetration is different from a frontal attack in that instead of trying to force a collapse of the enemy’s entire defensive line, the attacking force seeks to punch through the front, secure the flanks of the penetration, and send a force through the breach in the enemy defenses.
Card Event: If the attacker has artillery, receive two additional MCs. Subtract 2 from the Critical Battle roll if Napoleon is present.
HoV Card: 29. Break-through

MARCH 3/4 Pitched

27. Area Defense

Enduring Effect - Coal. Turn

Recipient (OPINT: any Force) creates an Improved Position. The Combat effect is the same as a Redoubt (*Exclusive ¶165*) and lasts for one complete turn (or until the force moves away).
(Ignore ¶166, 167, 168.)

In addition, the Center of Ops may move up to 8 Primary Road hexes.

SP	2-5	6-9	10-14	15-24	25+
5+ cards	0	0+	0+	1+	3+
1-4 cards	0+	0+	1+	2+	4+
0 cards	1+	1+	1+	3+	5+

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DEFENSIVE PATTERNS
 FM 100-5, Operations, June 1993
 (pp. 7–11, 12)

MOBILE DEFENSE: Mobile defense orients on the destruction of the enemy force by employing a combination of fire and maneuver, offensive, defense, and delay to defeat his attack. The minimum force possible is committed to pure defense; maximum combat power is placed in a striking force that catches the enemy as it is attempting to overcome that part of the force dedicated to the defense.

Card Event: If you have all 3 arms, Exit of EZOC is automatic for one complete turn.
HoV Card: 26. Mobile Defense

AREA DEFENSE: Commanders conduct an area defense to deny the enemy access to designated terrain or facilities for a specified time. . . Commanders organize the defense around a static framework provided by defensive positions, seeking to destroy enemy forces with interlocking fires. Commanders also employ local counterattacks against enemy units penetrating between defensive positions. A security area or covering force is also part of an area defense.
Card Event: Improved Position. Defensive Positions. Similar to Redoubt. Center of Ops may move up to 8 hexes.
HoV Card: 27. Area Defense

PLAYTEST REPORT

Strategic Choices

Craig Ambler

I think I came to be a playtester quite late in the process, although nothing stayed the same, with the rules, cards, counters and turn sheet changing—some more significantly than others.

Initially I received my copy from Kevin, which I had to make up. I put the counters on cardstock whilst I left the map and cards as they were on plain paper. As I use a plexicard cover on my table the map was not a problem, although the cards were a bit flimsy; again, not too much of a problem. So after a good read of the rules I was ready to go and give the game a work over.

I started a campaign game (I always only play campaigns in any game). Then after about 5 turns I received information that the cards had changed and some new ones had been added. I then played again and this game went very well, but ended in a French Victory as the Russians didn't seem to have any power to stop the French. I wondered about the Russians having no real incentive to stay in the South, except for giving the French a bloody nose. Kevin then returned with rule 178, Morale Effect of Situation at Interphase, which changed the game totally, at least in my opinion, and gave the Russians a definite reason to stay in the

[178.] Morale Effect of Situation at Interphase

Each monthly interphase, if the Coalition Player has 14 or more *Russian* Strength Points within 5 hexes of *either* Allenstein (2424) *or* Pultusk (3245), but not both, Paris Morale is reduced by one step (-1). This effect is cumulative. In 1806 this effect applies to Pultusk only, in 1807 it applies to either Allenstein or Pultusk.

South; and, as I found, it made the Russians a much tougher prospect. Kevin obviously had something in mind to assist the Russians as he replied to my concern regarding the Russian prompt withdrawal, within hours, which me being in England on a different time scale was very quick indeed.

The genesis of this rule was already prepared in the historical record of the correspondence of December 10th, 1807. Napoleon's objective: to drive the Russians away from Warsaw so that his troops might repose peacefully in winter quarters. As a depot, the town of Pultusk was selected as symbolizing a staging area dangerously close to Warsaw.

Now that his forces were securely established across the Vistula at the two points, Thorn and Warsaw, Napoleon was ready to take his winter quarters. "Marshal Ney, who

was in the habit of observing the enemy very closely," persuaded Napoleon "to march against the Russians...if he was not disposed to let them winter" too near the cantonments of the French (Thiers, 379). So, before settling-in for the winter, he determined to strike a blow at the Russians, sufficient to drive them off a ways from his winter camps.

I started again and found that I didn't have the proper cards as I didn't have any Order Acceptance numbers on mine. So being lazy I just added these to my existing cards and away I went. The game following this change was one of my best in my Campaigns of Napoleon Series history as it had everything; close battles, shocks, bad initiative, major mistakes and the wide vagaries of luck. In the end the Russians held on for a memorable win having managed to stay in the South for three months and so gain three VPs which, despite some valiant attempts, the French were not able to eliminate. Note here that Königsberg was a plus-two VP if taken early for the French, and I played all my games with this rule, although as it was only taken early in one of the games, due to Danzig falling very early.

At the beginning of the game the Russians have a good chance of attacking and upsetting a few plans of the French.

The last game I played was hopefully as per the rules as published except for the Königsberg VPs. This was another great game, although as the French beat the Russians not as good. (Me, biased?) After my previous game I saw that the French had to try to outmanoeuvre the Russians and knock them northwards instead of using Davout to knock them off. So this time Soult came east instead of north and tried to get behind the Russians—this worked to some degree but not fully as Soult's force was badly damaged. In the end the French managed to beat the Russians in battle, easier than last time, as they had far more luck than they had before, and in the end they managed to win a very narrow victory.

The Replay

That last game was the most exciting of three very good ones.

At the beginning of the game the Russians have a good chance of attacking and upsetting a few plans of the French. In this game they were not as successful as in the earlier ones, but not outfought either. The



Time ticks away during the *Habit of Victory* demo at The Game Parlor. (Photo: Wade Hyett)

French managed to save Warsaw and also push the Russians away over the River Bug, towards Pultusk. Here a hiatus occurred as the French needed to get some men summoned and the Russians wanted to gain at least one VP for staying in the area.

Eventually the French attacked and pushed the Russians back northwards but, after some large battles, they found the Paris Morale two in the favour of the Russians. Some really bad luck in some battles made Napoleon almost impotent and then when they finally got the result in battle they went and failed their Critical battle roll. All good fun and all the more galling as the Russians got a Critical Battle VP on a minor success.

This left a problem for the French as Paris Morale affects their attrition. Luckily enough Ney and Bernadotte were dealing well against L'Estocq in the west and were marching towards Danzig and in fact were to start a successful siege very quickly.

Again a lull occurred as the French needed their APs (cards) and Danzig to fall whilst the Russians were not really in a position to counter attack and were happy building their defensive lines for the next French advance.

Danzig fell in the middle of March which helped the French immensely as it halves the length of the supply train, and really helps their meagre AP total. With this the French were able to advance again in April to threaten Königsberg. The upshot of this was some successful delaying battles by the Russians, but ultimately the French managed to gain a Critical Victory to level the score and at the same time begin the siege against Königsberg which the Russians were unable to retrieve so at this point they marched off

home. In effect this gave the French 3 Victory Points (2 for Königsberg and 1 for the Russians leaving the map), but the game was far closer than that and the French were very hard pressed and it was almost a pyrrhic victory.

In my other games the Russians won both as the French didn't mass near Warsaw quickly enough to push the Russians northwards before they gained too many VPs and allow them to march off as victors.

Three aspects of the game make it very interesting: the Dispatch Distance is only 12 MP; the leaders' command span are such that only really Napoleon and perhaps Bennigsen can really mass; and finally the French supply system is awful and you often need to have Napoleon on the Centre of Ops just to gain one AP.

Whilst I am not a major fan of cards, I do find that they work very well in this game, and in fact have added alot.

Conclusion

From the games I have had I think this has the makings of one of the best of the series, and one of the ones to play often. It isn't too big in numbers of counters and the map is an excellent size. The added interest with the cards as well may push the series onwards. Whilst I am not a major fan of cards, which seem very popular in many games now, I do find that they work very well in this game, and in fact have added a lot more to the game, just remember to keep your Opint card on the table until your next turn.

The strategic aspect of the game is very interesting as well. Both sides have a great deal of decisions to make. Whilst the French have the obvious need to attack, there are many times when the Russians/Prussians should see themselves attacking, especially early in the game, but also later as the French become slightly spread out.

There is also the problem of the fortresses as Danzig and Königsberg have to be taken and the sooner the better. There is a lot of luck involved in the siege rules, but one thing is certain the French can't march too far north without holding *continued on p. 21*

Making Life Difficult for Napoleon

Three *Habit of Victory* Campaign AARs

Mark Herman

Mark Herman reveals the secrets of success in each of The Habit of Victory's campaign scenarios.

Campaign Scenario 1: Pultusk

My chosen Russian strategy for this scenario is to slow the French advance, hold onto Pultusk as long as possible without losing a Critical battle and then keeping a large Russian army within striking distance of Pultusk to garner the monthly interphase Paris Morale point and winning an operational victory. A more Fabian strategy is to retreat north and avoid losing a big battle trying to hold onto a tactical victory (Paris Morale of zero), but that is not how I like to play. What players will not be used to is the Russians are very tough when entrenched, especially in bad weather as they have more artillery than the French and better bad weather tactics. The Russians suffer from a divided command structure, but Bennigsen is quite good. In essence why make the French job easy when it is not in your benefit to do so.

The French need to try and win at least one big battle, while driving the Russians back from Pultusk.

Opening: French forces press forward. Ney attacks Bulow; L'Estocq comes to his support, Prussians fall back east on Allenstein via Osterode.

On the Warsaw front Murat/Davout move west toward Dwor and emplace a pontoon bridge and cross the Bug River. Davout skirmishes with Barclay who falls back on the Sierock redoubt. Bennigsen attacks Davout who is reinforced by Lannes at Nascelski; French victory with Davout pursuing Bennigsen toward Pultusk (Bennigsen falls back toward Magnuszewo where he builds a redoubt). Buxhowden advances toward Pultusk. Barclay is in Pultusk.

Middle Game: In a major battle Napoleon (with very small Guard; commanding Davout, Lannes, and Murat) throws Barclay back toward Magnuszewo. Murat pursues and discovers Bennigsen entrenched in redoubt.

Meanwhile Osterode falls to Ney who then countermarches back toward Marienburg, which falls after a small battle with MG Auer's division being eliminated. Bernadotte advances on Osterode.

Battle of Magnuszewo: This is a three round bloodbath

where the French lose 11 SPs (33k forces) versus the Russian 13 SP (39k). The French do not win a critical victory, so the Paris morale remains at zero, Russian tactical victory is maintained. Bennigsen falls back on Rozen with a replacement March division moving forward to assist in rebuilding the force. Buxhowden builds a redoubt at Makow Mazowieki (hereafter MM) within 5 hexes of Pultusk.

End Game: Here is how you can set up a Napoleonic battle of annihilation with the new card system. With two turns before the interphase, Napoleon maneuvers NW toward Golymin with Davout, Lannes, and Augereau plus guard which is the maximum allowed by a 9 command span. Murat holds a bridgehead over the Bug across from Magnuszewo, while Soult moves through Pultusk toward Magnuszewo.

The Russians now have to make a decision. Buxhowden can abandon the redoubt and fall back north or can hold his ground one more turn and garner the +1 Paris Morale point for an Operational Victory. The Russians stick as much so I can see the next cool maneuver work out, but another path would be to fall back and hope to hold onto a tactical victory. It is not a bad decision to hold. Buxhowden is in a redoubt and the French army is beat up. Buxhowden is at least as strong as Napoleon's force plus the defensive benefit of the redoubt makes a 1-2 ratio attack likely, so the Russians can put the question to the French player.

I know, but an opponent would not know, the French are holding an Envelopment card, which if it works allows Napoleon to control two forces for one battle. The Russians play New Wagons, and increase their hand size plus avoid attrition.

30 December: The weather turns really bad with Frost/Snow, ensuring that the French will take at least two SPs of attrition during the march, but there is no choice. The plan is to more or less surround Buxhowden and annihilate him against the Bug due to Murat's anticipated envelopment. For descriptive purposes MM has the Bug river on its North, NE, and SE hexsides with a road crossing the Bug on the NE hexside. Roads enter MM on its NW, SW, and S hexsides.

The French play an Advance card as their Operational Intent card, which gives extra movement commands if the initial force enters an enemy ZOC. Napoleon takes the order and goes up the center (SW) with Davout and the Guard. Lannes has the left flank (NW) with Augereau on the right (S). The extra movement command is given to Soult who crosses the Bug and closes the NE road out of MM. The French have one more movement command due to Soult's entering a ZOC also, which allows Bernadotte to advance and reinforce Osterode in the north. The

French then play the envelopment card on Murat. Murat moves to the NE road (stacking with Soult, who he can command) and makes the Order Acceptance die roll to see if the Envelopment works. The French need to beat a 7, which is accomplished by rolling a die and adding Murat's initiative rating of 5 (66% chance of success). The Envelopment works and Napoleon can now command his force, plus one additional force (Murat's).

The starting forces are: French 1a, 17i, 4c vs. Russian 2a, 11i (redoubt), 2c. The battle is a 2-round affair with both sides bidding Pitched in the first two rounds (allowed by the Advance and Envelopment card for the French). The French win the first round, causing extensive damage during the counterattack. The Guard was the deciding factor in round 2, which changes a pitched battle into a pursuit battle. Buxhowden takes double pursuit losses due to retreating across a minor river. French losses are 7 SP versus 11 SP for the Russians. The Critical Victory die roll is low giving the French a +1 Paris morale.

At this point the Russian forces have been severely mauled and they play a General Retreat card to pull their forces back, followed by a Cantonment card ending the scenario (gives the French an additional +1 Paris Morale, but it doesn't change the outcome). French Operational Victory with a Paris Morale of +2. A great way to open up my 4 day vacation.

PS: One interesting difference between HoV and NaC is the Imperial Guard has only 1 SP of infantry, so when you stake the guard it is a serious decision as you do not get to do it twice, unless you wait until later in the Grand Scenario when the OG can grow to 2 SP. Definitely not the Guard of 1813 when it has grown to a Corps sized formation.

Campaign Scenario 2: Eylau

Of the three campaign scenarios this is the shortest (7 turns versus 12 turns for Pultusk and 9 turns for Friedland) and the hardest on the French. The situation at the opening is the Coalition forces are concentrated near Guttstadt, while the French forces are dispersed across the map in winter quarters. To make matters even tougher on the French is the Russian 6th Division (Sedmaratski) in cantonment which can enter anywhere along the Eastern edge of the map with Essen (9th and 10th Divisions) entering as a reinforcement (3rd turn of scenario) near Ostrolenka threatening the French LOC that runs due north from Warsaw. These forces can freeze the French Vth Corps (Savary) and potentially Napoleon (with 3SPs of Guard) from moving north to reinforce the threatened front.

Bernadotte who holds the extreme left flank of the

Grand Armee is really out on a limb with his three divisions dispersed holding a broad front from Osterode to the coast. South of the Russian army is Murat and Ney with Davout a bit further away to the SE. To give you a sense of the French vulnerability here is the march distance (measured in MPs) for some of the French Corps from Allenstein: Napoleon (Gd)-19; Soult (IVth)/Augereau (VIIth)-21; Savary (Vth)-18; Davout (IIIrd)-12; Ney (VIth)-5; Murat (Cav Res)-3. As you can see it will take Soult and Augereau (12i SPs) almost the entire scenario to reach Allenstein with a high likelihood of significant march attrition due to likelihood of poor weather in this winter scenario.

The main Russian strategy appears to be to gain a Paris Morale point by keeping Bennigsen and 14 SPs within 5 hexes of Allenstein until 1 February (3rd turn of scenario), while Barclay, Bagration, and L'Estocq aggressively advance on Bernadotte to eliminate the Ist Corps as a factor in the late stages of the scenario. After putting the Paris Morale to negative 1 (effects French march attrition), the Russian forces should trade space for time and forces against the advancing French Corps in an attempt to avoid a major battle (e.g., Eylau). This sets up an operational Coalition victory unless the French can win a pair of critical victories.

The French strategy is first to attempt to drive Bennigsen away from Allenstein with Murat and Ney, but this is a difficult path to walk as the Russians are concentrated and outnumber local French forces. Once having failed to prevent the Russians from scoring their Allenstein PM point, the French have to concentrate their forces as quickly as possible and bring Bennigsen and the Coalition forces to battle and win a string of two critical battles. As you can see the French have a tough situation to overcome if they want to win.

26 January: Severe weather. French play New Wagons, which increases their dispatch distance putting Bernadotte in range to receive the OPINT MC. Bernadotte (3i) falls back on Osterode to concentrate his corps (Rivaud Division, 1i, in Osterode). Dupont (1i) fails his initiative and remains in Pr. Holland.

The French got an unusual card combo in their opening hand. In retrospect this was a mistake, but the French play the Countess Walewska card, which keeps Napoleon in Warsaw for the remainder of the turn with the intent of playing the Polish Question card during the next turn and bringing additional cards and forces (Poniatowski, 2i) into play. The shortness of the scenario makes the likelihood of any Austrian forces impacting play fairly remote. In hindsight what I should have done was ignore this opportunity and sent the Emperor and the Guard up to Allenstein as quickly as possible.

Using initiative movement (due to Walewska card) Murat reaches Allenstein with Ney close behind. The remainder of the French corps and Cavalry divisions begin the long trek to Allenstein to concentrate for the main event.

The Russians use their OPINT MC to bring L'Estocq south to attack Dupont, followed by an Advance card which allows Bennigsen (4a, 12i, 4c) to attack Allenstein supported by Bagration (1a, 1i), while Barclay (1a, 2i) advances toward Osterode to cut off Bernadotte.

During the French FM phase, Murat (2c) pulls out of Allenstein to avoid getting crushed by the Russian army. No battles.

29 January: Severe. The weather continues to be a factor in the scenario with Murat and Ney reoccupying Allenstein and due to the fortified town do not have to attack the Russians. The rapidly marching French corps take significant march attrition (3 SPs) as they try and reach their exposed forces. The French play the Polish Question card, gain two cards, receive Poniatowski, and discover (due to a 1 dr) that the Austrians are not going to enter the fray. Napoleon begins to move north. Sahuc (Cavalry Division) fails to move due to a captured order (French need to roll a die whenever an MC is given to a unit within 3 hexes of Coalition forces and have the MC cancelled on a 1 dr).

The Russians play an Advance card and engage Dupont with Barclay supported by L'Estocq. Dupont is eliminated. The Don Cossack vedette moves deep into French territory to set up a raid (play of a Raid event allows a vedette to attack an enemy depot and remove a card from their hand). Only Cossack and Friekorps can move beyond dispatch distance, so they are ideal for this type of deep strike.

1 February: Frost. Frost is the best weather condition on the table except for Fair weather (unobtainable during winter months), so the French make good use of the situation and push their forces hard both during the march and force march phase. The French gamble by playing a Frontal Assault card on Murat who commands Ney and several Cavalry divisions to attack Bennigsen.

Soult and Augereau receive a MC to continue their movement, while Napoleon moves to Ostrolenka followed by Poniatowski in anticipation of Essen entering the fray from the East. Bernadotte and Davout do not move so they can receive infantry replacements. The French bring in an artillery unit in Warsaw commanded by a MG.

As this is the interphase turn, Bennigsen decides to conserve his force and withdraws toward Guttstadt, but remains within 5 hexes of Allenstein gaining a Paris

Morale point (Paris Morale now negative 1). Barclay and Sacken move to the vicinity of Liebstadt, while L'Estocq falls back to Pr Holland.

Lastly, the French Wagons are worn out, so the French dispatch distance is reduced from 14 to 12 mps.

4 February: Rain-Mud. OPINT establishes a 4/5 movement rate that sees the French artillery replacement move forward to join up with Poniatowski near Sierock. Then an Advance card is played that allows Bernadotte to attack Barclay at Liebstadt. Soult/Augereau passes through Neidenburg (march attrition).

During the Coalition FM L'Estocq closes on Barclay, Bernadotte attacks at 1-2 odds and is forced to retreat, Barclay pursues.

The Russians quickly follow up with the play of New Wagons with the MC sending Sacken forward to attack Bernadotte. On the play of a Raid event the Don Cossacks raid a French depot reducing the French hand by one card. Bennigsen builds a redoubt near Guttstadt.

Bernadotte fails to activate and Sacken wins a one round battle victory that forces the Ist Corps back on Osterode.

7 February: Snow. The French play an Infiltration card as their OPINT with the MC sending Murat/Ney crashing into the Bennigsen redoubt. Davout accepts an Envelopment command and attacks Bennigsen's flank. The French then play an Evasion card allowing Bernadotte to take up a position at Osterode. Napoleon/Savary/Poniatowski mass to oppose Essen who is SE of Rozen.

A quick note on Essen. He came in as a reinforcement on 1 February and then immediately proceeded to exit off map. He then re-entered further South, but his presence has kept Napoleon in the Ostrolenka region. Essen has 6i, 2c and is a real threat unless Savary with a poor initiative rating can oppose him. In retrospect it would have been better to send Napoleon north as an unemployed leader who would have arrived near Allenstein by this time (especially if I hadn't played the Walewska card) and taken on Bennigsen. As it is the Russians have had the better general and a larger force, tough odds to beat.

The Coalition decides to have Bennigsen to stand his ground and declares pitched battle. The opening forces are Murat (11i, 5c) vs. Bennigsen (4a, 10i, 4c). What ensues is a three turn bloodbath in the snow (effectively the exact conditions and outcome of the historical Eylau, just a few miles SW of the historical battle). In the opening round the Russian artillery accounts for 2 French SP! The battle is hard fought, but above average die rolling by my wife led to a French

victory with the losses French 11, Russians 10, hence no chance for a critical victory. Bennigsen retires NE toward Heilsberg.

During the Russian turn Bennigsen launches a Feint Attack (card) which allows the Russian force to move adjacent to Murat without having to attack during the battle phase. Bagration closes on Bennigsen's position, while Sacken (1c, 6i) attacks Murat (2c).

Murat using the enduring effect of the earlier Evasion card play falls back on Allenstein where Soult-Augereau have just arrived. The collective French offensive strength is now up to 3c, 4i, which is insufficient to continue the offensive. Although the scenario has 2 more turns to go, the French are in no condition to continue to attack eliminating any chance of gaining a critical victory. The game ends with the Paris morale at negative 1, resulting in a Coalition operational victory.

I am definitely going to play this one again to improve my French strategy based on some lessons learned. The French situation is very tough, so it will be an interesting challenge to figure out.

Campaign Scenario 3: Friedland

Friedland Scenario: The Friedland campaign scenario was the last one checked before the rules went final, since it was already set up I decided to crank it up and play with the final components.

4th June: Rain. The scenario starts with Ney in an exposed position, probably to lure the Coalition into a fight. I played a March card as the OPINT (Operational Intent) card. I gave the command to Ney who pulled back a bit. This left Bisson's division exposed and since it is in an enemy ZOC it needed to pass an initiative roll; however, I was holding a Fall Back card, which allows this force to automatically pass its initiative and he also fell back. The French army, using initiative movement (based off the OPINT card) concentrated toward the Alle river intent on launching the summer offensive.

The Coalition is outnumbered in infantry, so they were conservative and did not make any force march attempts. The Coalition opened up with a General Retreat card as their OPINT, which allowed the entire Coalition army to break contact and fall back on Königsberg.

7th June: Heat. The French played an Approach March card as their OPINT, which allowed me to have a Cavalry force receive an administrative march order, while the remainder of the French army began a pursuit of the Coalition.

Having broken contact the Coalition cancelled the General Retreat and is beginning to form a series of defensive positions in the vicinity of Eylau and Königsberg.

10th June: Fair. French advance. At the operational level it is important to maneuver your various Corps (or Grand Divisions in the case of the Russians) so that they remain within supporting distance of each other. One of the challenges in Poland is the road network which is not as robust as it is in central Germany (see NaC for a comparison). The road network in the NE corner of the map as the road network converges on Königsberg is much better than in center of the map, so the French are advancing with most of their corps within supporting distance of each other (2 mps over primary roads). However, Bernadotte (6 SPs) and Mortier (3 SPs) on the French left were not within range of most other French corps due to the road network.

The Coalition has a large number of cards (APs) due to increased efficiency as the Russians fall back on their supply source. This makes the Coalition very agile in this scenario as they have cards to burn. The Coalition launched a counterattack on their right flank with Bagration and L'Estocq against the exposed French Ist (Bernadotte) and VIIIth Corps (Mortier). The French were routed with the VIIIth corps losing 3 SPs and the French Ist Corps losing 2 SPs.

13th June: Heat. Napoleon (Lannes, Gd, Grouchy) moves to support the French left wing while Bernadotte falls back within support range. The French center (IVth Corps: Soult) and right wing (IIIrd Corps: Davout), with Ney (Vth Corps) in reserve advance on Eylau.

The Russians play the very powerful Breakthrough card (allows a rapid concentration of forces, pursuit battle only) to enable Bennigsen (with Constantine, Russian Gd) to launch another counterattack. In this situation, Soult is well supported and Davout force marches (-1 SP due to Heat attrition) into the fight.

The battle of Eylau sees the Russians (2a, 13i, 4c) vs the French (0a, 24i, 2c) in a major engagement. The Russians lose in the first round on a 3-2 result, with the French making a 2 hex pursuit toward Friedland.

16th June: Fair. The French open with a Breakthrough card as their OPINT sending Napoleon (Gd, Soult, Lannes, Davout) to attack Bennigsen/Constantine near Friedland. Ney moves up on left to guard Napoleon's flank. Bennigsen fails to withdraw, so the battle is on. The best Russian tactic is to fight pursuit battles to try and deny the French a critical victory. The Coalition goal is to trade space for time.

The French stake the guard which in combination with the Breakthrough card and the Emperor gives the French a -3 drm. The resulting 1-3 sees the Russians retreat toward Allenberg, but the French pursuit falls a bit short in achieving the conditions for a critical victory die roll (Russians lose 3 not 4 SP).

The Russians begin to move their supply source, but the advantage of the Coalition player is he can still roll for Prussian resources, which can be shared. The Coalition plays a Mobile Defense OPINT which allows Bennigsen to withdraw across the Prege River (Primary river) at Wehlau and they destroy its bridge.

With an abundance of cards in this scenario, the Russians are able to issue MCs to all their forces allowing them to pull their entire force through Königsberg across the Prege river. There are only two open bridges upstream on the Prege that are still open. One near Wehlau and the other at Insterburg.

One of the challenges in Poland is the road network which is not as robust as it is in central Germany

What now occurs is one of those magic moments that allows you to, if but for a brief moment, feel like the Emperor at his best. For the Forced March phase, the French taking advantage of the fair weather play an Approach March card (no events allowed during Forced March) for its 6 MP value. Napoleon in a maneuver reminiscent of Lodi Bridge moves past Bennigsen's position and reaches the open bridge near Wehlau. A Cavalry corps (1 SP) under LaSalle reaches Insterburg. The French have grabbed both open bridges. The French Center of Op moves forward to keep Napoleon within Dispatch Distance (only possible due to an earlier play of New Wagons which increases the Dispatch Distance to 14 MPs).

19th June: Rain. Taking advantage of their rapid force march move the French play a Frontal Assault OPINT and Napoleon crosses the Prege and attacks Bennigsen at Wehlau. La Salle moves via initiative through Tilsit cutting off the Russian LOC to that location.

Bennigsen fails to disengage while Bagration moves up from Königsberg. L'Estocq moves toward Tilsit and reopens the LOC by repulsing LaSalle. In another large battle the French win a first round battle, but again only inflict 3 losses on the Russians who fall back toward Tilsit. During the Russian FM phase the entire Coalition army continues toward Tilsit.

The Russian strategy at this point is to stay on the map while trying to deny the French a critical

battle victory. This would result in a Coalition tactical victory because the scenario starts with a +1 Paris Morale, which would be reduced to zero due to the Coalition holding onto Königsberg. At this point there is insufficient time for the French to invest and take Königsberg.

22 June: Mud. Napoleon advances toward Mehlauken (four hexes from Tilsit exit hex), which is the last town on the map on the road to Tilsit and tries to bring Bennigsen to battle again. Murat/Ney clear the Königsberg bridgehead with Murat moving to Napoleon's aid.

Bennigsen is successful in withdrawing during the FM phase as the remainder of the Coalition army falls back to form a defensive line. Recent Russian reinforcements (Labanov's 14th Division) bring some extra strength at this culminating moment in the campaign. L'Estocq builds a redoubt NE of Mehlauken.

25 June: Fair. Napoleon captures Mehlauken and attacks L'Estocq's redoubt. L'Estocq fails to withdraw and the French win another empty victory (2-1 result, only a one hex pursuit) as the Prussian corps retreats toward Tilsit.

During the Coalition turn L'Estocq and Bennigsen find themselves in Napoleon's ZOC, so the Prussians play Mobile Defense allowing L'Estocq to withdraw from the French ZOC and the Russians play Feint which allows Bennigsen to remain in Napoleon's ZOC without having to attack. This critical set of maneuvers sets up the conditions for a Coalition victory.

28 June: Heat. The French have nothing to lose and needing a big victory to win the scenario play 'Batteries Forward' as their OPINT to attack Bennigsen one more time, but with a more aggressive use of artillery. Murat who is now in for the final assault successfully accepts an Envelopment command and he closes in on Bennigsen. Bennigsen fails to withdraw, so the French have a chance for victory.

The French have 1a, 21i, 9c versus Bennigsen (now reinforced with the 14th Division) 0a, 11i, 5c. The French artillery hits and the French stake the guard. The French die roll of 1 becomes a zero yielding a 1-3 result. Bennigsen retreats off the map toward Tilsit with Murat's cavalry corps achieving a full pursuit. The Russians lost 4 SPs and the French lost 1 SP. To win the scenario the French need a die roll of 1-4 (Army Commanders get a -1 drm in Critical Battles) in essence it all comes down one die roll...the die roll was 4, critical victory, French operational victory.

Great scenario, lots of maneuver and fighting.

Advances...(continued from page 10)

Toward the middle of October we added a new playtester to the project: Craig Ambler.

Ambler: Just played a few turns of my second attempt to practice 1807. I do like your new rule 178 as it pushes the French along and gives the Russians something to defend. On a quick workout I would say that the Russians will definitely gain one VP from the first month as it will be next to impossible to push the Russians half way up the map, and I think there is a very good chance of another one in the second interphase. Good change and it already has made a difference in that a preemptive French attack was stopped with 6 losses to 2 and only an unlucky 5 stopped a Critical battle (another great recent rule change). I am enjoying the second game better than the first as I become more aware of the tactics each side has to use.

Ambler: Just finished my game of 1807; a few points to mention. The game ended in the last week of February with an abortive Allied attack against the French positions. I felt that the Russians had no choice but to do it now as the French were at the end of their communication line, and a number of reinforcements were coming up which made it less worthwhile, or so I thought. Even though I do play solo I don't look at each side strengths during the other side's turn (I know it sounds odd, but it does work). As it was the French still have twice as many men as the Russians and due to command restrictions were able to able to command bigger armies so the Russians were not in the best health, and it showed in the battles.

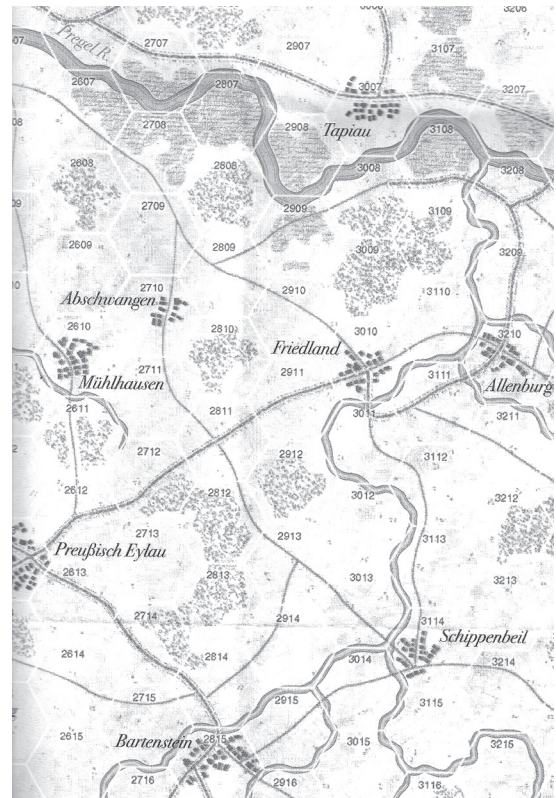
Although the losses in battle were not too large it seemed to me that whenever the Russians attacked they would have been badly beaten as the amount of reinforcements does lean towards the French. On one play of course this is not to say anything is wrong but it didn't work here first time for me.

Can you make clear in the rules that you need Chasseloup to start the trenches as I didn't see this until I looked through the cards at the end having not received him during the game, it didn't matter as Danzig hadn't fallen.

I still wonder about attrition in that it seems a stationary unit can lose as much as one moving. It is also odd that the basic game includes the original attrition rules whereas the advanced rules have a far simpler system (which is also a lot quicker).

One major problem is time. How do you get gamers to do nothing for a lot of turns. I had the Russians attack as I couldn't see the point in just sitting around waiting for Danzig to fall before they did something. The weather in Poland during the campaign was at times atrocious so maybe to could forbid movement during snow. Maybe assign VPs for certain back area locations being held by a certain number of troops.

KZ: Thanks for sending your observations. They are



Roads to Friedland (HoV map)

perhaps pointing the way for further development.

Why are the Russians attacking at all? I believe that the Russians should be mostly on the defensive, and make the French come to them.

Victory Conditions are always the last rule to become set. After you see how all the pieces fit together, then you adjust the Victory Conditions.

So right now we need to use the Victory Conditions to force the French to be the attacker. If the Russians feel they need to attack to win then obviously they will get a shiner.

About attrition, a force that moves zero should be free from attrition. I will make sure to put that in. That would also include a force that attempts to move and fails, I suppose.

The advanced attrition *is* simpler than the standard. That is one reason why we allowed this particular evolution and we are hoping more people will get into the system because of it.

Strategic Choices (cont'd from p.15)

Danzig. This gives the Russian a big decision to make concerning the defence of the City. These choices make this a rather interesting campaign for both players and will hopefully see different strategies being attempted.

This game is really an excellent design, one I am glad I have played and one that deserves to be played many times.

A Friedland Campaign

Joel Toppen

The Friedland Campaign is the most difficult for the Coalition Player. He has the opportunity to attack on the first turn but must fight a delaying action for the remainder of the game.

Well, I finished playing through the Friedland campaign this afternoon. I was pleasantly surprised to find this a very interesting campaign. The Russians hit Ney hard on the first turn and scored a critical victory which brought the Paris Morale to '0'. Then, Bennigsen and the Prussians skilfully gave ground. Bad weather—lots of heat, rain, and mud, only 2 turns of fair weather—helped the Coalition cause. A key moment came about when

Napoleon converged his corps leaders for a Breakthrough assault on what he thought was a significant Russian force on a fair weather turn. Unfortunately, he converged on a vacuum. The “force” was a Vedette—he couldn't scout with his own vedettes

Overall, a very fun, tense gaming experience. I am most impressed with this game!

owing to a low number of cards that turn (bad AP roll). This wasted opportunity gave Bennigsen time to withdraw behind another river line. Meanwhile, the Don Cossacks were causing a great deal of trouble with the French LOC. Murat had to dispatch 3 SPs of cavalry to try to deal with this menace. Nansuity with 2 SPs was given a Hasty Attack order to try and kill the Cossack vedette but rolled a '6' on the resolution and failed.

Finally, Napoleon re-concentrated his army on the last turn to try for an all-out attack on Bennigsen. The Guard was committed and the French won, but not enough for a Critical Victory. One last chance was granted on the Coalition turn when Sacken's corps, which had pursued in another battle on the French half of the turn, failed to withdraw from Napoleon and Murat. Rolling a '6' in his attack, Sacken was forced to retreat 5 hexes. Sadly for the French, Murat rolled a '5'

in his pursuit and only inflicted 2 casualties on Sacken.

Overall, a very fun, tense gaming experience. I am most impressed with this game!

Regarding the Don cossacks, Barry mentioned this too. Remember there are limits on these guys. They have to be in Dispatch Distance to receive a Card (a 'Raid' Card, for example), and they are subject to Exclusive 79.

Yup. I remembered this. Only a couple

of raids by the Russians. The real damage was there ability to break the supply line (Dispatch distance) from the COP to the units in general. The trick was to maneuver the Cossack to a point that would break a supply line for some French units AND still be beyond the range of Nansouty who could repulse them out of the way. A fix to the problem would have been to move the COP closer, but then that would mean fewer cards, and the French frankly were experiencing terrible initiative rolls.

“...and they are subject to Exclusive 79.”

Hmmm...At the end of #79, it says: “**Exception:** Cossacks and Freikorps.” I interpreted that to mean that the Cossacks and Freikorps can roam at will behind enemy lines (the former more so as Freikorps are much easier to kill). Is this correct? (Answer: Yes. The real restriction on the Cossack vedettes lies in Exclusive #171, which governs vedette attrition. It is also the intent to force the French to at least consider having to seriously screen his rear areas with his own cavalry).



Horace Vernet, Napoleon at the Battle of Friedland (1807)

Winter in Poland

First Half of the HOV Grand Campaign

Barrie Pollock

The campaign is proceeding slowly (turn 3) but well. It looks like a brew up is coming near the river crossings SW of Pultusk.

Friant had just repaired one of the bridges when Barclay waltzed in and burnt it again effectively removing himself from a ZOC. The rules seem to allow this, whereas a repair in similar circumstances would not be allowed.

Lastly, Osterman put Galitzin with a full cavalry corps under his command. I'm sure this is okay, but it just feels odd since Galitzin has a portrait and Osterman doesn't.

It's all great fun.

The coalition replacements for Turn 10 look odd. It doesn't seem possible for the Prussians to ever use 3 cav pts.

With supplies desperately low on both sides, my campaign is at a lull. Things are so bad, Napoleon has gone back to motivate the quartermasters.

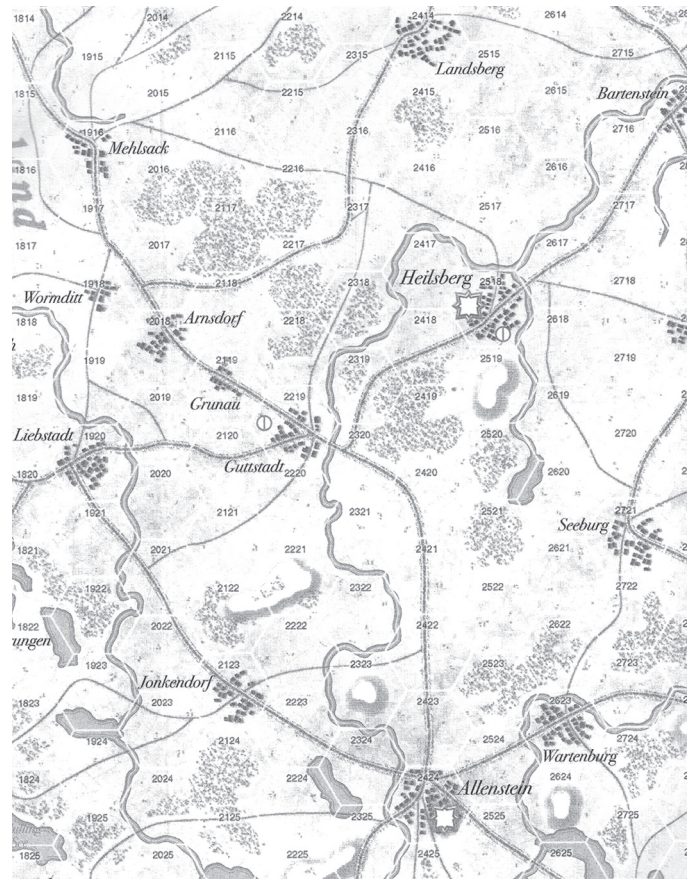
When the Russians decided to move their supply source from the SW there didn't seem to be any reason not to go all the way to Koenigsburg. There isn't anything to prevent this that I can see.

Question re, "hanging around" vp's for the Russians. Paragraph 178 says that Allenstein doesn't become operative until 1807. Does this mean that they can score VPs on Turn One or is Turn Ten (Jan.2) considered to be 1806?

Answer: Coalition can get the points for Allenstein on turn 20 and on, they just miss them on turn 10.

Lastly, in my own campaign, the Russians played two Approach Marches in one turn to facilitate the fall back to the Allenstein area. With French supplies already low, switching the S/S to Warsaw and the appearance of the Countess, the French have given them a week's head start. At the Jan. 2 interphase we are entering a new phase indeed.

Cavalry probes have revealed Buxhowden and Barclay to be drawn up at Neidenburg. This appears to be a very strong position with woods in front and a swamp to protect the left flank and is a crucial location on the road net. Bennigsen has also been located, off road and behind a river covering the other road north (as the Russian I shuffled Bennigsen, an inf. Div and two vedettes and placed them in four locations the group could have reached but a probe located Bennigsen right away). Not wanting another bloodbath, Napoleon is trying to work his way between the two forces, using secondary roads.



Allenstein to Guttstadt (HoV Map)

To the west, the Prussians couldn't wait and marched 2/3 of the dubious cavalry replacements off on foot to replace Lestocq's losses after a sanguinary affair beating off Ney's only attempt to force something in that sector. Ney has retreated to Thorn where he has met X Corps units and Bessieres who was sent over from the main force to at least get St.Cyr into action.

Napoleon has outflanked the Neidenburg position and is driving on Allenstein in severe weather, using cards to mitigate attrition effects.

He has caught the Russian rear guard—Sacken, I think and is about to launch an attack with I, VII, Gd and a small cavalry corps led by Grouchy.

Turn 19 in the snow (historical weather this first playing). Using six cards to gain every advantage possible (one was intercepted), Napoleon attacked Allenstein. On the left wing, using the Guard, IV, VII, Murat and Rivaud (21 sp + 1 a) the Emperor drove Bagration (8 sp+1a) out of the blazing town. Murat failed to pursue. Losses were 3 Ru, 2 Fr, but amazingly, it went over big in Paris. On the eastern side of the large battlefield Bennigsen (11 sp+2a) handily threw back the cross-river attack of Lannes and Bernadotte (9 sp +1a). However, because Bennigsen eschewed pursuit and because the I Corps gunners were superb, losses were 2 Ru, 1 Fr.

Turn 23 saw the Battle of Guttstadt, the second Eylau-style bloodbath fought in this campaign. This

didn't impress Paris much, but overall Napoleon has +2 vp total. However, now at Turn 27 he's down to five cards, Cossacks are playing havoc with the supply lines and the Archduke Charles has just arrived on the map with his expeditionary force.

What is likely to happen with these Cossacks is that they will knock off every depot on the map before the game is over. This will happen because:

1. The rules regarding card acceptance make it unlikely the coalition will play a Sortie card (unless maybe Soderheim holes up in Danzig eventually) making these cards available for raids and;
2. The Coalition doesn't seem to have to worry much about an overall shortage of cards and;
3. They are almost impossible to kill. I take it that a retreat before combat in bad weather does not permanently eliminate them?

(Answer: Yes, retreats in frost/snow or in any weather in March, April, and May will permanently eliminate a vedette. There was a severe lack of forage for mounts during these periods.)

Incidentally, the French moved their supply source back to Thorn after taking Allenstein. This shortened the route and temporarily gave relief from the Cossacks.

Bennigsen had moved to support a temporary improved position set up by Lestocq near Muhlsack. However, the French tried to use a frost window to crush Ostermann in Heilsburg, using several cards they could ill afford to assemble a double force for the attack while positioning secondary forces to block Bagration and Barclay from coming to Ostermann's aid. Ostermann rolled a '1' for force march and was able to slip across the bridge before the blow fell.

Now Bennigsen is marching by secondary roads to Preussisch Eylau to meet Bagration and Ostermann. Barclay was last located at Bartenstein, but may also be joining the main army. Lestocq may be with Bennigsen or else falling back to shield the Prussian recruiting centres.

Though they wouldn't know it, the French are at the end of their tether with only five cards left.

Buxhowden was dismissed after Allenstein fell because I was tired of being unable to issue him a command. However, I think it could be maintained that having a second army commander in the field is a good thing for the Coalition.

Do you think such a tiny expeditionary force is all Austria would have been willing and able to commit in early 1807? It hardly seems worth the effort of declaring war. Of course, if it was much more, no French player would ever trigger Austrian intervention.

With Napoleon known to be away from the front, Bennigsen used six cards including frontal assault, advance and envelopment to move 84,000 men and 126 reserve artillery pieces in frost/snow without losing a man. They attacked Davout's position SW of Bartenstein. Davout had only 21,000 infantry plus Grouchy's cavalry. The III Corps had not seen much action since being mauled in the fighting near Pultusk back in December. Not fancying a force march in the bad weather with supplies low, Davout stood his ground hoping the short winter days and the snow would allow him to escape. The gamble was successful as Bennigsen got a 1-3 combat result and Galitzin rolled a '6' for pursuit. However, the Russian artillery also caused losses so it's still a defeat for the French. Now comes the interphase. The new French wagons will be worn out, three Cossacks are still loose in the rear and winter shows no signs of ending.

Massena has entered the map. Is Lannes supposed to be sick or something for the next few months and then return as the Reserve Corps commander? I recall reading something like that actually happened.

The tide seems to have turned against the Cossacks. The bad weather at the beginning of March has led the surviving Platov boys to head north to safety while the Don group is riding for their lives across the south part of the map pursued by Latour-Mauberg and a bunch of vedettes.

Bennigsen has continued his winter offensive, using a feint card to force Davout to vacate Heilsberg (Napoleon considered a counter offensive but the supplies just weren't there.)

Major question—Charles has just moved up against Poniatowski in Warsaw. What happens when he moves adjacent to the bridgehead? Does Prince P defend there or only in the main city? Bessieres is a week's march away with his small ad-hoc relief force.

Answer: Is it the case that Poniatowski is in Warsaw and Charles is entering the bridgehead hex? If so they are two separate spaces and there is no combat. The bridgehead hex indicates that Charles cannot cross the primary river to attack Warsaw.

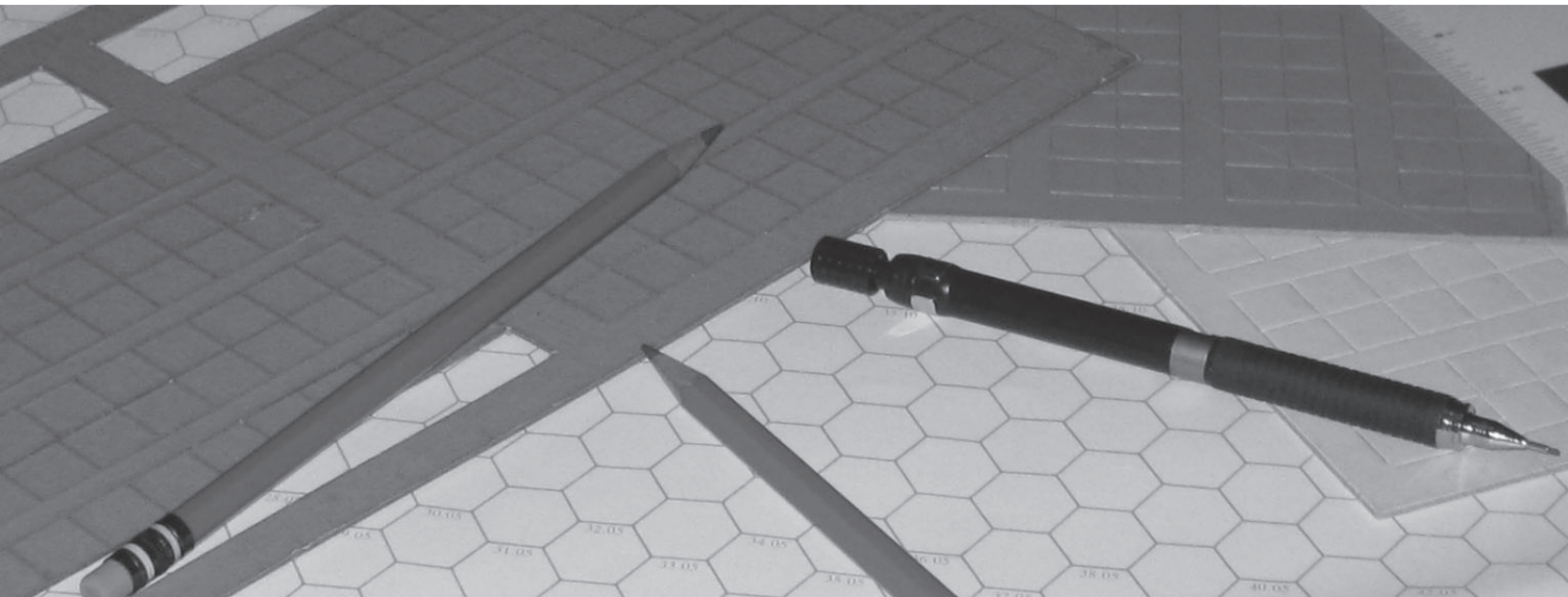
Charles can enter the bridgehead but cannot attack across it. Therefore, he will have to cross the Vistula at some other point to threaten the prince. Good thing for him he doesn't have to worry about a supply line (fancy that for an Austrian!)



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Wargame Design



Intelligent Design and Theory

Victory: Games & Reality

Kevin Zucker

When designing a game we usually wait until the end of development to work out the Victory Conditions. Naturally we need to see what is feasible, what might be too simplistic. We want the Victory Conditions to reflect the actual strategic situation. Here we need to step out of the operational level and see the big picture. We say the French won the historical 1807 campaign because they defeated the Russians at Friedland and pursued them off the map. But what were the Tsar's goals? He succeeded in making life difficult for Napoleon, and cost him 100,000 men. Was he already looking toward the next campaign?

Webster's defines "Victory" as 'Final and complete supremacy or superiority in battle or war.' This situation rarely applies anymore; certainly it did not apply in July of 1807. In the ancient world, one big battle decided the war, and usually one army would fail utterly once its line was broken. So the term "Victory" had an objective correlative that was unambiguous. How many times is "The Fall of the Enemy Capital" trotted out as a Victory Condition? Yet in 1805 and 1806 the Fall of Vienna and Berlin did not stop the fighting. We need to question this way of looking at Victory, and to foresee final outcomes.

Hollywood has a schematic way of approaching endings devoid of real resolutions. In a video game, you shoot the terrorists, they fall down and you score points. In real life, those "terrorists" had a family, and now you have their hatred, more terrorists. Our cardboard troops march through a blank zone—where are the civilians?

I've heard it said that all movie endings are artificial; it is also said there can be only one natural ending, but that is still one more ending than real life has to offer. In the "typical" movie, the guy has an immediate goal. For her, that ending is just the start.

Victory conditions are susceptible to the same criticism as movie endings. In real life there are no endings, the camera keeps rolling, something else happens. We "win" the war and take Baghdad, but then what? The screen doesn't go dark, the people don't leave the stage. So we have a way of perceiving reality that is seriously distorted by the forms of entertainment that we have learned our habits of mind from. There is no closure, there is only a temporary hiatus.

Smolensk Quad, 1812

- Poryeche (August 7-11)
- Krasnoy (August 14)
- Katan (August 15-16)
- Smolensk (August 16-17)

The Russian advance began on 7 August; the right column under Tuchkov, the center, under Dokhturov, with Ataman Platov's Cossacks in front; the left, under Bagration. One infantry regiment garrisoned Smolensk. Neverovsky's 27th Division moved to Krasnoy, southeast of Smolensk, to guard against a surprise attack.

On 8 August, Platov defeated Sebastiani's division near Inkovo, east of Rudnya.

On 12 August, Barclay was informed that Napoleon had his army at Babinovichi and threatened the left flank. Barclay moved his army to Volokovo on the Rudnya route.

News of Inkovo had induced Napoleon to suspend preparations for the drive on Smolensk and concentrate instead around Lyosno to intercept the advancing Russians. Within 24 hours he perceived that the Russians were not going to attack and reverted to the Smolensk operation.

This maneuver was one of his masterpieces. He ordered Davout to cross the Dnieper at Rossasna, Junot to move to Romanovo, and Murat, Ney and Eugene to march south, crossing through Orsha and Rosasna. The Rossasna column contained Murat's cavalry, the Imperial Guard, III and IV Corps. The second column under Marshal Davout was composed of I, V and VIII Corps.

On 10 August Napoleon began his concentrations for the maneuver. With a deep cavalry screen, his intent remained concealed. During the night of 13-14 August, General Eble completed his pontoon bridges over the Dnieper at Rosasna and the French crossed.

Their advanced guard reached Krasnoy, attacking the 27th Infantry Division, and occupied Krasnoy at 3:00 p.m., driving the Russians into the ravine. At Korytnnya, Neverovsky rallied his cavalry and rearguard and next day he continued his retreat to Smolensk. His division lost 1,500 men, including 800 captured and 9 guns. The French lost 500-600 men. If not for Neverovsky, the French might have reached Smolensk with its small garrison under Count Bennigsen. Napoleon halted for a day to regroup. The opportunity was lost.



New York Subway (IRT), 23rd Street Station

We were Wargamers Once— And Young *Salad Days at SPI*

Lenny Glynn

By God, time does fly. It's more than 34 years now since I had the great good luck of playing...I mean working... at Simulations Publications Incorporated (SPI)—the wild and wacky outfit that cranked out hundreds of the best games from the “Golden Age” of wargaming. Fresh out of Columbia College, class of '71, I took my first full-time paid “professional” job as a writer/editor/game developer at SPI's offices along 23rd Street in Manhattan, and settled in for what proved six months of fun—and games!

Like most of the grognards sucked in by SPI's forcefield in the early 1970's, my roots in gaming ran back to the marvelous, irretrievable early 1960's experience of finding *Tactics II*, the first commercially-available wargame on the shelves of Zayre's, a local Boston-area department store. At last, I could see—and feel—the experience of commanding a mixed-armed army...leading the infantry, armor, amphibious and paratroop forces of Country Blue into righteous battle against the vile forces of Country Red (or vice versa).

A company called Avalon Hill had pioneered a new genre: wargaming. And as the months and years rolled by, pre-teen military buffs like myself eagerly awaited their new releases. Every six months or a year, AH rolled them out: *Gettysburg*, *D-Day*, *Stalingrad*, *Africa Korps*, *Bismarck* and other classics, not to mention a few stinkers like *Guadalcanal*. No matter. Even the clunkers were real wargames, not abstract fantasies like *Risk* (as great as *Risk* is...).

I was hooked, and so were many thousands of kids like me. But it was to get better.

As Avalon Hill's house magazine, *The General*, informed me, there was a very savvy new designer,

Jim Dunnigan, pushing the envelope on historical simulations and he was at work on two World War One games, *Jutland* and *1914*, just as I was enrolling at Columbia, just a long subway ride away from Dunnigan's home, then in Bay Ridge Brooklyn. A phone call, a token, and I found myself in the inner sanctum of the next generation of war games, a hobby whose future then seemed to be unlimited.

Over my years at Columbia I was a frequent visitor and playtester with Dunnigan and company, first in Brooklyn and later at Dunnigan's mid-town lair, the headquarters of a major multi-national company where he worked as the midnight-to-8AM night guard. And who, you might ask, guarded the guard himself? Nobody. It was while working that nightshift that Dunnigan bought, developed, and published a wargame magazine known as *Strategy&Tactics*, which is still publishing.

S&T established such taken-for-granted norms as including a monthly wargame in the magazine, and vetting the popularity of articles and games by a then-revolutionary device known as reader “feedback.”

S&T's start-up was a great example of good-old-fashioned entrepreneurship—and reliance on the kindness of strangers, in this case the shareholders of the multi-national company whose building Dunnigan was “guarding.” Before long, the night guard was putting all those Xerox machines, drafting tables, and even computers, techs and basement publishing staff and gear to very good use. At least one issue of S&T was created, and printed—all 1500 copies—right on the premises. Crews of wargame enthusiasts would “report to work” on various Dunnigan projects soon after midnight. I well recall teams of sweaty post-teenagers hauling the finished product out the service doors by 7AM...into taxi cabs...to get to the binder and then the post-office before the first of the real company's workers showed up for morning coffee.

I myself once drafted the entire org chart “order of battle” for the French and German armies of the opening days of WWI—by hand, using a Rapidograph and fueled by caffeine and “speed.” That artwork is still there—in the *Battle Manual* of Dunnigan's Avalon Hill game, *1914*. If you have a copy, you could look it up.

That multinational HQ, in other words, actually “came to life” in the wee hours and settled down to calm quiet just as the sun came up—as if nothing had happened in the meanwhile.

By the time I graduated and joined SPI full-time, though, this whole “guerilla publishing” operation had gone legit, in a suite of offices along Park Avenue South—with real business controls, budgets and an honest-to-God accounting staff—who actually had a lot of money to account for—for a while.

Like any office job, SPI was basically run 9 to 5, though many of us often worked much later. But that is where the similarities with any “normal” job stopped. Who among us hardcore gamers could imagine that we’d be paid real money (enough to live in Manhattan—before the real estate frenzy, anyway) just to sit around researching, designing—and playing—wargames, or cranking out copy on military history? And how about those Friday nights? Playtest night? The place would fill up with twenty or thirty play-testers...and the *real work* of SPI would get going: making sure that the games we were building were both fun and as realistic as possible.

I say the real work because playtesting is to wargaming what racing is to automobile design. When the rubber meets the road, you find out about how well that suspension holds up, how much torque the driveshaft can handle and so on. Similarly, when you’ve designed and played a game on, say, Case White, the German invasion of Poland in 1939, you might think it’s just perfect. It helps to have playtesters do things the designer and developer would never have thought of doing on their own like maybe having the Polish cavalry take Berlin on turn 2—game over, per “sudden death” rule 11.5(a) on the fall of the national capital! Gotta tweak that rule, fellas!

But as real work goes—playtesting is kinda high on the pleasure scale, as opposed say, to filing quarterly performance reports. And fun, I must say, is the memory that most lingers from my six months at SPI. Not just with the playtesters, but with watching the sometimes intense office interplay of Dunnigan and his art director partners, Redmond “RAS” or “Raz” Simonsen, who was revolutionizing game graphics—and was a ferocious gamer in his own right. Simonsen and I played many and many a wargame, most notably about 15 rounds of *Napoleon at Waterloo*, a deceptively simple introductory version of that battle. RAS had mastered “NAW” the way Bobby Fisher mastered chess. He won all of these games except one—always grinding in his victory with a signature mix of pity and contempt.

Ah, but my one victory was enough. It was one of those games where the luck goes disproportionately, inexplicably in your favor...and keeps coming...and coming, until Simonsen was red in the face, furious, but also, thank God, helpless. What a pleasure to close in on—and crush—his tiny surviving forces which were extinguished virtually to the last counter on the board before he threw in the towel. I knew enough not to rub that one in, and I was wise not to. Shortly after I left his office, Simonsen soaked the board and counters with lighter fluid—and gave the game a true Viking funeral.

Redmond Simonsen wasn’t the only great character

at SPI. There was Al Nofi, who has forgotten more about military history than most people will ever know (with the possible exception of Jim Dunnigan). Al was the guy who told me about the mascara rations of Rumanian cavalry officers in the First World War! A prolific writer, Al took to my editing of his copy at S&T the way a vampire takes to a crucifix. But we’re still friends (I hope) and I am a regular retail buyer of his books. And John Young, a great guy, great gamer and designer—notably *Destruction of Army Group Center*—who left us way, way too soon. And Dave Isby, the Anglophile designer of *Soldiers*, squad-level combat in the early days of World War One. Dave would go on to become a lawyer, but also to hump the trails into Afghanistan with the anti-soviet mujahadeen. And John Prados, a brilliant young political scientist from Columbia who brought us *Year of the Rat*, a simulation of North Vietnam’s 1972 offensive in the south—and one of the first wargames to zone in on immediately topical subjects. John has since created dozens of games, notably several variants of *Third Reich*, one of the hobby’s all-time best sellers—and written over a dozen great military history and intelligence books—and has lots more in the pipeline.

These are just a few of what proved a truly remarkable crew.

It was all led, assembled and inspired by Jim Dunnigan, an incredibly fertile game designer and thinker. Dunnigan spawned complex game systems seemingly as easily as most people write thank-you notes. He invented whole genres, like the tactical games that led to *Advanced Squad Leader*. Actually, though, ASL may have its roots in a freelance game “Gunfight at the OK Corral” which was sent in over-the-transom to SPI. While most of us on staff were strategic or operational gamers—wanting to take Berlin, say, not take out a single machinegun nest—“OK Corral” offered us a chance to go one-on-one, shotgun-to-Colt 45 with Doc Holliday, Wyatt Earp and the Clancy brothers. And “Gunfight” proved so hugely popular among SPI staff (who were supposed to be working on “real” games, like Franco-Prussian War) that I have little doubt it planted the seeds of the tactical genre we know today.

None of us knew it then, but we were—literally—living through the salad days of the wargame hobby. For bright, slightly geeky young kids, 95% male, paper-based board wargaming was, again literally, the only game in town. There were no home computers in the early 1970’s, no *Dungeons and Dragons*, no fantasy games, no video games, no *Magic the Gathering*, no *Grand Theft Auto*. If you wanted to stretch your head, wargames were your main choice—and SPI was the epicenter, the Mecca, the Xanadu.

continued on page 35

Thirty Years of Campaigns for the Campaigns of Napoleon

Dick Vohlers

Dick is one of our rules experts. He can tell you the differences between the rules used in 1978 or 1994 or 2007.

He has attempted the impossible in creating a compendium of all the current rules to all seven games in the 1X series. These rules are available for free download at <http://www.napoleongames.com>.

Back in the 70s I was a big fan of SPI games, and I noticed with interest when late in that decade Kevin Zucker left SPI to form a new game company called Tactical Studies Group (very soon to become Operational Studies Group to please the giant dragon of Lake Geneva). I had thought Kevin's *Napoleon's Last Battles* game was quite good, so when I saw that he was coming out with a game on Napoleon's 1814 Campaign in France, I picked up a copy.

From the very first time I played *Napoleon at Bay*, the first game in *The Campaigns of Napoleon* series, I appreciated the fact that it was as much or more of a simulation than it was a game. It showed how armies of the era could lose as many troops (or more) through march attrition as through battle. It illustrated how and why most of those armies were so dependent on their lines of communication, and how and why Napoleon was able at times to abandon those lines and still win. Above all, it demonstrated how proper maneuvering could win a battle before it was even fought.

As it was the first game in a new system, there were some rough edges, but Kevin continued to polish the system in the next 5 or 6 years with follow-on releases. By 1986 five boxed games in the series had been published through three different game companies, and I bought, and played, all of them as they were published.

However, by this point there had been enough changes that I felt the first couple of games in the series needed updating. In addition, while the base system was the same, the rules for some of the individual games overrode the base rules in many areas, and it sometimes wasn't easy to tell which rules were new system rules and which were truly exclusive rules to a specific campaign.

In the late 80's (just before I got my first PC) I started a paper project to try to put together a standard

set of rules for all the games, with separate exclusive rules for each game in the series. I was able to do this pretty easily for some of the games, but others required more work than I was willing to devote to it, so the project languished after a few games were completed.

Then in 1995, *1807: The Eagles Turn East* was published. For that game, Kevin rewrote the rules to follow the sequence of play, an approach that I very much liked. In my opinion, an approach like this helps larger games, because it allows a player to read a section of rules and then play the appropriate phase and not have to try to internalize all the rules at once.

I still had some organizational issues with the rules, though. A trend that increased with each game published from 1986 was the division of the rules into three parts. The main rules were designed to be used by all games, with the thought that the earlier games could be played with the standard rules of a later game in the series, an approach I liked.

However, I didn't like the way the exclusive rules were divided for each game. These were split into two sections, the "Battle Scenario" rules for the short scenarios, and the "Campaign" rules for the longer ones. Sometimes it wasn't always exactly clear how a "Campaign" rule was supposed to supersede a "Battle" rule. In addition, many parts of both of those sections were really "system" rules that applied to the whole series when playing a campaign scenario. Because I usually played the campaign scenarios when I played, that meant I had to refer to and correlated three different sections of each game's rules. In addition, I also had to refer to the same three sections in the latest game to catch the latest version of each rule. Thus, I ended up doing a lot of page flipping each time I played a game.

By 2003, a total of 7 boxed games had been published in the series, along with one in a new 5x subset. Kevin had by then published three editions of *Napoleon at Bay*, and a second edition of the second game in the series, *Bonaparte in Italy*. The changes between those versions gave me an indication how Kevin was evolving the system. In addition, I had become a rules editor for Kevin in the late 90s, so I was getting a better feel for his design philosophy and I had electronic copies of many of the rule books. I had also become more experienced in writing rules myself, and now had a PC to help me. For all those reasons, I finally returned to my project from the 80s.

I had three goals in mind:

1. I wanted to consolidate the Standard, Battle Scenario, and Campaign rules into one booklet that followed the Sequence of Play.
2. I wanted to incorporate all the errata I had accumulated from printed sources and online sources such as ConsimWorld.com.

3. I wanted to make the exclusive rules for each game as short as possible, and basically have them include only the setup information and victory conditions for each campaign game. The other exclusive rules I wanted to put into the Consolidated Rules in the pertinent sections, but marked so as to be clear which game each applied to.

I was able to get the first point, about half of the second point, and a bit of the third point done by late 2003. I sent it out for review, but then I was rendered hors de combat by some health issues. In my absence Kevin and others tidied up my work and made it available on Kevin's Web site.

Late in 2006 I was finally able to get back to the project, and I'm pleased (*very* pleased) that it is now done. The *Campaigns of Napoleon 1X Campaign Rules 2nd Edition*, along with system tables, exclusive rules for each campaign, and exclusive tables, are now available on OSG's Web site at <http://www.napoleongames.com>. To help introduce these rules, Kevin has asked me to provide an article describing why I undertook the project and summarizing how the Campaign Rules differ from his rules. The first part of that I just described above, and a summary of the changes follows next. The rest of this article assumes you have some familiarity with the system. If not, take a look at the Campaign rules on OSG's website.

Overall Guidelines and Changes

In consolidating and updating the rules, I tried to stay as much as possible within the spirit of the existing rules and errata. I was not trying to make this "my" game, but rather an updated version of Kevin's game. However, if I found what I thought was a hole, a rule that differed between games, or something that I didn't think worked, I went ahead and made additions and modifications as best I could with what I thought would work in the framework of the system.

I started with *The Sun of Austerlitz* rules from 2003, but I did add in appropriate changes that were made in *Napoleon at the Crossroads* from 2006. This means that the older games now use the newest rules, so items like Initiative rolls are different in the older games than they were originally. I also tried to incorporate all errata I had that still made sense. (Some changes were superseded by later games.) I removed rules from the older games that were no longer in the system (like Demoralization).

I added more cross-references, especially in the Sequence of Play and the Combat overview. (The two-page Sequence of Play is a combination of both of those sections.) I moved some rules around for clarity and to conform to the Sequence of Play. Probably the first

thing that you'll notice when looking at the Campaign rules is that I also color-coded the exclusive rules within the Campaign Rules by game so you can easily find the rules of the game you are currently playing.

I also realized as I progressed through the games that some games had sections of rules that didn't feel right being in the Campaign Rules because a) they conflicted with similar rules in other games or b) they were so long that it would lengthen the base rules for little purpose. The Redoubt rules are an example of the first type of rules. These appear in only two games, but their rules differ substantially in both. For the second type, both the 1796 and 1807 Campaigns have lengthy sections on Fortnights, which again are different between the two games.

Campaign System Changes and Clarifications

Here's a summary of many of the changes in the Campaign Rules, some of which are significant and some are not.

Lines of Communication: The first edition of the Campaign Rules set the LOC to 40 primary road hexes for all games in the series. However, when I started working on some of the games with long distances (like *Bonaparte in Italy 1800 and 1809*), I found that a short distance skewed the game too much. I therefore went back to the LOC lengths in the originals, with some modifications because they are now extended by depots.

Supply Distance: Similarly, in the first edition I used the concept of Supply Distance from *The Sun of Austerlitz*. However, that concept was removed in *Napoleon at the Crossroads* and clarifications added to get the same effect. I have used the latter approach in second edition of the Campaign Rules.

Tracing Distances: I clarified that an LOC is traced from a supply source to a Center of Operations, and then a Dispatch Distance is traced from there to a unit. Sometimes the rules implied that you traced the lines out to the unit, but other times it implied the reverse. This shouldn't matter for an LOC (which are always traced along Primary Road hexes), but it could for Dispatch Distance, depending on the terrain.

Depots: These have been extended to apply to older games in the series that didn't have them.

Fortification terrain: I created a new category of terrain called Fortifications. Basically, it includes Fortified Towns, Capital Cities, Redoubts, and Citadels. These are often treated the same as Fortified Towns, and it was easier to use one term as a shorthand instead of listing each type in many rules. If a specific rule does

not apply to all of those terrain types, then the ones it does apply to are listed.

Citadels: When I reviewed the citadel rules in each game with citadels I realized that in some cases the defenders could get down to 1 point above the surrender level, but then they would never attrite below that. I therefore added modifiers to each separate citadel, based on the Attrition table for the appropriate game, to allow the defenders to get to the surrender levels. I based these on the historical surrender dates. I also “systemized” some formerly exclusive rules, such as the resupply of citadels. Finally, I added a new segment near the end of the turn as a reminder to check for the surrendering of citadels.

Army Commander Bonus: In some games, to get the Army Commander AP Bonus, the Army Commander had to have a star. I eliminated that requirement so the rule was the same for all the games.

Moving Bridge Trains: In some games, the bridge trains paid infantry costs, and in some they paid cavalry costs. To keep them in line with artillery, they now always pay infantry costs.

Repulse in Forage Mode: To Repulse a unit in Forage mode you only need 5–1 odds, and a unit in Forage Mode needs 9–1 odds to Repulse. This was in an errata item somewhere, and I questioned whether a unit in Forage Mode should even be able to Repulse. But I then realized it might need this capability if it’s performing a Repulse while retreating from combat.

Weather DRMs: I conformed the die roll modifiers for advances and pursuits to match Kevin’s intent.

Cavalry Superiority on Pursuit: The Battle Rules listed this one way, but the original Campaign Rules listed it another. Using both was redundant, and so I removed the Battle Rules version.

Reserve Rules: There was a lot of errata around these rules, so as I incorporated that errata I also clarified the rules for consistency and playability.

Battle Type Selection: I rewrote this section to clarify how its requirements and the Reserves rules relate.

Pre-game Forced March: I added that the weather is always Fair for these marches.

System Tables

As you can see, about half the tables in the series are

the same between games. I therefore grouped them together as “System Tables.” For the CRT, I used the latest one, even though earlier games had slightly different numbers. I used the latest modifiers for all the tables.

Exclusive Rules

As with the updates themselves, the changes here are listed by the year of the campaign covered in the game, which may or may not be the actual name of the original game.

Overall: As the series has progressed, Kevin has added and deleted rules along the way. As I worked on each game, I had to conform it so that it fit in with the latest rules. For instance, I already mentioned that the Demoralization rules have been removed, and the leader Initiative rules changed. A section that was started with the games in the mid-90s and expanded from there concerns Vedettes. I added information about how to use Vedettes to those games that did not previously have them. I tried to conform smaller things, too, such as terrain effects. For instance, in some earlier games defenders in Fortified Towns were tripled, as opposed to just doubled in later game. I modified all the games to be the same (doubled) for consistency.

1792: The original version of this game is the only one in the series not designed by Kevin, and the only one to appear in a magazine. Because of that, it required more changes than most others to conform to the standardized rules. Nevertheless, I attempted to get the end result to play as close to the original as possible. I added Supply Sources, (immobile) Centers of Operation, and related concepts such as Dispatch Distance. As in the original, certain depots with Lines of Communications can be the source of Movement Commands. I made the Vedette rules optional here because players have to create counters for them. I made several changes to the stacking and related rules because 1 SP in this game is only 500 men, as opposed to the 1000 in all other games. I conformed the terrain effects as much as possible to the rest of the system.

1796: In this game, Mantova and La Citadella are considered one combined citadel. In the Campaign Rules, the stacking limit for “Fortification” hexes is 25. However, the combined limit for Mantova/La Citadella was 24. As an example of a small change, I changed the combined stacking limit for those hexes to be 25 so as to be in line with other Fortifications and be easier to remember. I also clarified when leaders are available as replacement leaders.

1800: In the original game, the East map was only used to trace Austrian LOC distances. I therefore removed the map from play, but shortened the Austrian LOC distances to compensate. I updated the break points on the Army Condition Charts to match those found in the later edition of *Bonaparte in Italy*. That game also had lowered the size threshold for critical battles, which I extended to this game, too. I created new leader charts so I could conform the leader ratings to those used in the later games, and so I could incorporate errata. I also created unit values for each unit, and again modified the setups and turn track.

1805: As one of the latest games in the series and the one on which the Campaign rules are based, there are very few modifications to this game.



1807: I reworked to the Danzig and Thorn rules to make them clearer and to integrate them better with the Campaign rules. In order to integrate some of the deployment errata, I had to completely revise the setups and reinforcement information, and I tried to make it all clearer when I did so.

1809: Another area that has changed as the series has progressed is section on the Bridges. This game has a third class of bridges, Trestles, that doesn't appear in other games. I modified the Trestle rules to conform them to the changes for other types of bridges. The original game did not include Foraging. However, some of the east map in this game overlaps the map used

in *The Sun of Austerlitz*, which does have Foraging. I therefore borrowed the Forage Values from that game for this game, and Forces may now Forage. I removed the Attack Effectiveness rules from this game, as they were not used in later games except 1814, where they were different and optional. Once again, errata required that there be new setups and reinforcement information.

1814: This was another fairly recent game that required very few changes other than incorporating errata.

1815: I added Centers of Operations for both the English and French, and added rules for treating the Prussian Supply Source as a special immobile Center of Operations. I removed a couple of special rules on alternate leaders that Kevin said had been added by the original developer. I tried to clarify just what was and wasn't allowed in the turns before, during, and just after the French Invasion. Because this game has a different time scale than other games in the series (one day per turn instead of two), I had to create exclusions for some of the Campaign rules.

Note that I did not update *Struggle of Nations*. While I was ready to abandon the "Package" concept and have players consider only half of the leader counters as being "in play," I felt that the lack of hex numbers on the map would require too much work when explaining setups and reinforcements. In addition, with the recent publication of *Napoleon at the Crossroads* in the 2x series, I thought most players that wanted to study the 1813 campaign would most likely play that game.

Exclusive Tables

The other half of the tables in each game are exclusive to each game. These I group together and then added as many cross-references into both the Campaign Rules and the Exclusive Rules as I could.

Conclusion

The comments shown above should give you a flavor of the modifications inherent in the new Campaign Rules. There are undoubtedly other changes in the game which I have neglected to mention, but which you will discover if you play. If you have any questions on these rules, please either ask them on the appropriate forum (<http://www.napoleongames.com>) or on the Campaigns of Napoleon topic on ConsimWorld (<http://talk.consimworld.com>). I will monitor both forums.

I hope these rules will provide players of this fine series an easier way of playing the campaign scenarios in *The Campaigns of Napoleon*.

The Role of the Idea in Game Design

Michael Thompson

Mr. Thompson worked at OSG back in 1979 when we were located in NYC.

IDEA: n, 1) A plan for action; 2) Something imagined or pictured in the mind; 3) A central meaning or purpose.¹

- 1) An idea for a game design, is a plan for the act of designing.
- 2) A game design idea is usually imagined, or pictured in the mind of the designer. He may imagine the design of the playing pieces, or the game board, or even a game character.
- 3) A game design idea always has a central meaning or purpose to the designer. It may be an educational game (teaching children), or ideological (a political role-playing game), I suspect there are lots more types of games but successful games often combine two or more meanings and fulfill multiple purposes.

The Pure Idea

Even the simplest, purely abstract games with closed systems, from Chess to Go, all stem from a pure idea. Computer games with graphics masking unfathomable programming complexity, are often the most basic of all designs ideas.

When beginning a new game design ask: "What does my idea mean to me?" Your answer may lead you towards the theme and title of your game, clarify your idea, and guide the entire course of its development.

Many designers and developers must design within the limits of a preexisting product line. Such a situation gives the designer the security of an established system. He can then find the subtle nuances and be truly creative to meet those goals. Or, as is too often the case, the designer can simply plug in the new variables, like a movie sequel, and go on to the next project without ever approaching the realm of the pure idea.

As an independent game designer, the pure idea must come first. This is always true, even if you begin with one design objective, and your original idea has morphed towards its own intrinsic truth, emerging as another game all together. It is equivalent to the

sculptor Michelangelo pulling the right statue out of each block of marble in turn. He had to see the statue within before making the first cut.

Design Criteria and The Influence of Genre

All game designs operate under a set of design criteria. For example, a historical simulation of a Napoleonic campaign must adhere to the historical record to set the stage for the design accurately, using reasonably accurate period maps and thorough Orders of Battle for the various armies involved. And the Victory Conditions must reflect the geopolitical realities in play at that time, regardless of where the players take the game once it gets underway.

Other war games, like the Avalon Hill's classic, Blitzkrieg, are not historical and are free from the historical record, but must still adhere to basic consistent design criteria so that, for example, the tank units do not move faster across the hexagonal grid faster than the fighters, who must, in turn, move faster than the bombers.

All wargames are expected to advance their genre, which has led in recent years to extreme complexity in many cases, but "kriegspiel" designs such as Blitzkrieg must break new ground or return to tried and true simplicity in the "beer and pretzels" style to offer something new to the wargame lexicon.

Recognizing and delivering balance between an original game idea and the history and development of the specific game genre your design coheres to, is, for me, one of the most challenging and rewarding aspects of game design. As a word game designer I will always have Scrabble looking over my shoulder, and yet I will always thank the Design Gods for her birth, as without her most word games may have remained buried under the dominance of crossword puzzles, anagrams and Hangman and my designs may never have found their chance.

A recent example of a breakthrough in game design creating a whole new mass market genre is the number game Sudoku from Japan, now syndicated in every major newspaper in the U.S.A. As I ride the subway in New York I see more people solving its symmetrical cryptography than chewing on the New York Times daily crossword puzzle. So simple, yet so complex, and it's self-contained on paper so if you don't solve it before you get to work you can pick it up to unravel its depths at lunch or on your way home. Perfect for the train and now it is online and many play it at home in place of classic card solitaire games like Free Cell and Las Vegas. There will be more mass market number puzzle games to come.

Game Dynamics

All game ideas, when formulated into a playable

1. The Merriam-Webster Dictionary

design, have their own dynamics. In my opinion the most critical of these are the interplayer dynamics—in other words, how the players interact while playing the game. What does the other player do when it is not his turn? Wait? Or, as in Scrabble, can he plan?

If the turns of the game are short enough, waiting for your turn can create suspense, like in the card game Gin Rummy, where your adversary's discard is critical; or, as in Backgammon, where your opponent rolls two dice and moves—waiting to see if he takes a risk or plays safe generates considerable suspense, which is then taken to another level when you roll your own dice.

On the other hand, I know master game players who pick up a book and read while I'm planning and executing my turn in the middle of a complex war game. There is simply not much for them to do until I have executed the lion's share of my turn and require their participation to resolve combat. High levels of game complexity often exact such interactive costs, and are one of the main downsides of game designs whose original ideas are taken to a bureaucratic extreme. This is where wargame ideas that are best suited for solitaire play often excel; if you, as the game designer recognize this when you ask the question: "What does this game idea mean to me?" you may very well produce a solitaire game that excels.

I will never forget a collected gentleman playing Texas Hold 'Em in a casino who read science fiction with a wall of chips in front of him. Once he'd anted with an automatic flip of the wrist, he only peered over his wall once per hand—to pick up his two-card deal, glance at it, and if he didn't have openers, throw them in. Now and then he got the goods and then he usually won. Otherwise he ignored the table and enjoyed his Robert Heinlein.

In this case the multi-player dynamics and house rules did not require his active participation except to hold his seat, ante, receive his cards, and either check, bet or fold. Otherwise, his time was his own. As an expert player, each decision on his part was short enough so that it did not adversely effect the flow of the game for the other players, another sure sign of a clean, elegant game design. Tight rules help prevent novice or average players from slowing down the pace of the game; in the case of Poker, peer pressure alone is often enough to keep the ball rolling.

Game Mechanics

The dynamics of a game idea flow directly into the game mechanics of its subsequent design. As a game designer I ask myself, "Do the various procedures, or game mechanics the players use flow gracefully? Do they project the game idea?"

For example, in the past someone decided that rolling two dice in a rectangular box was both exciting (random results) and practical (the dice did not fly off the table and get lost), and these decisions helped create modern Backgammon. Do the game mechanics project the game design's root idea successfully? Are they physically practical? Do they require physical invention or technical innovation to advance the game idea? Such questions often define the very nature of computer games as new generations of handheld game controllers and creative technologies, such as online role-playing environments, provide players with the ability to evolve diverse characters, and entire new ecologies of both interactive and solitaire play arise.

Good game dynamics created by efficient, effective and fun game mechanics deliver successful game designs. Games with poorly conceived dynamics and clumsy, unbalanced game mechanics end up gathering dust on your shelf or languishing forgotten on your hard drive. Thus, a good game mechanic must answer the designer's question: do you, game mechanic, advance my game idea, or do your side effects outweigh your benefits?

Let the Idea Guide You

Many game designers may argue that you must begin with a specific set of design criteria, and then find the right set of dynamics and game mechanics to fulfill that goal. I prefer to let the gestalt of the design process lead me to the truth of the game idea, and the identifiable theme of the design, of its own accord. I do not know how many times I have been stuck in the development of a promising game design only to wake up in the morning with the simple answer waiting patiently on the front doorstep of my consciousness like a newspaper with a banner headline, leading me directly into the solution of my design problem.

Often the root idea is not the obstacle, but instead my faith that game will work, as I weave my way through various permutations towards readily apparent solutions that logically appear to fit. Then one day I wake up with a pure intuitive leap towards the simpler, "intended" solution that I've simply gotten out of my own way and allowed inspiration, or my long term, analytic, integrative process, to solve the problem for me.

The Bottom Line

To claim either of the above two methods is beside the point. All that matters is that it feels right and it works: that you can build it, play it, and prove it through blind playtesting while having a good time along the way. The marketing is another story all together.

The Learning Process

Game design always comes back to the root idea, and no two designers approach their original game design ideas in exactly the same way. Of course one can and must copy, and borrow game ideas from other designers, as you cannot even glance at a game of interest without automatically assimilating those parts of it that are valuable to you.

Some years ago when I took a word game to a major game company and noticed some professional playtesters putting some games through their paces in the next room. I went over and took a quick look and asked the Research and Development rep if I could do some work for them as a playtester. “Oh no,” she said, “we could never let an independent designer into our development schedule. My boss would have a fit.” The very thought of me even glancing at their new game line before it hit market was enough to make her nervous.

Good game dynamics created by efficient, effective and fun game mechanics deliver successful game designs.

Creative Verification

The greatest pleasure I have ever encountered as a game designer was not, as you might expect, when I got my hands on my first published game design, shrink-wrapped box and all, but came instead one afternoon while I was exploring the Toy Building in Manhattan where the annual Toy Fair used to be held. Examining the product line in a display window outside a game company, I came across a design identical in concept to a game I'd recently designed on my own and was certain was unique to me. This verification of my idea proved to me that I was on the right track and that my idea was valid and possessed an independent reality free from the possibility of individual ownership, no matter what the lawyers might say. The idea existed in the world and was thus part of us all.

Ever since I realized this I've been able to look at a game design, any game design, from a distance and as a practical designer who wants to know what makes the game tick. Just listen to the idea. If you can hear it tick it will, in its own time, share its truth with you...

Salad Days at SPI *continued from p.28*

Unlike Avalon Hill, which had kept us waiting six months to a year between titles, SPI cranked out at least six magazine games a year plus maybe a dozen more in boxes or zip-lock bags. Compared to AH, SPI's business model moved at light speed, and a whole generation of kids responded. Circulation of S&T—maybe 1200 when Dunnigan acquired it—shot up to north of 35,000 by 1980—and there were easily 200,000–300,000 active wargamers who might buy a given title.

Today, wargame companies float Project 500 ideas...in the hopes of pre-selling 500 games before taking the risk of publishing. In the early 1970's, SPI could go to print with 5,000 of a new title, with the reasonable assurance that hardcore “collectors” would snap most of them up, and if the game was great fun, thousands more gamers would buy the second printing.

I well recall the daily mailbags dumped on our front desk—bulging with checks. Even though there was no Internet to make impulse buying easy, almost thoughtless, the bags of checks kept rolling in from a hobbyist base that was large—and growing. For a while in my six months (February to August 1972) we set revenue records every week—which Dunnigan and Simonsen celebrated by inviting the entire staff out to dinner. I recall one evening at Luchow's, an historic, now-gone German restaurant, where the raucous crew spilled out to carry on a snowball fight, dodging taxis and cars passing us by on 14th street near Union Square.

I left SPI in August 1972, partly to pursue a career in journalism (starting as a stringer for *Time* magazine in Boston) and partly to leave a broken heart behind in New York (Brooklyn, actually). Redmond Simonsen, who could be such a ferocious warrior over the game board was, I recall, most understanding. He even gave me good advice on how that heart would heal.

In the decades since, I've written for *Time* and *Newsweek* and *BusinessWeek* and *Institutional Investor* and for presidential candidates and cabinet members and CEO's. But I've never had more fun on the job than in my days at SPI—or worked with a quirkier, more creative—and terrific crew. God rest those veterans of wargames golden age who have left us —John Young, “RAS” Simonsen, Red Fox and many others. And great good health to all those still rolling the dice here on Earth. Trust me on this, folks. There are a lot more good games still to be played—and some great SPI vets are still around to design them.

Lenny Glynn worked at SPI in 1972, where he edited Strategy and Tactics magazine, Moves magazine and helped develop Soldiers and Franco-Prussian War. Together with John Prados he co-designed Spies (SPI) and Cold War (Victory Games).

ANALYSIS

Force Strength at Leipzig

Kevin Zucker

In looking over the first Special Study (2007), we noticed some opportunities to fix-up our estimates of the Allied strengths at Leipzig. It appears that all authorities have forgotten to deduct attrition and battle casualties from the 10–12 day period prior to the battle. This resulted in a much greater Allied numerical advantage than they actually had (although their superiority was so overwhelming that thousands never got a chance to engage anyway).

Still, it could be important to correct the historical record. It also appears that David Jones did not receive a byline or any credit in the booklet for Appendix 5 of Study Nr. 1, which David wrote. The editors apologise for the omission.

In the back of OSG’s Special Study Nr. 1, Appendix 5 details the difference between the strength of the Army of Bohemia as given in two different sources, Nafziger’s being 30,000 larger but undated.¹

NaL 137,685
Nafziger 176,978

Our researcher David Jones tracked down the differences unit by unit, discovering more than 5,000 missing from Klenau’s Austrian IV and Kleist’s Prussian II Corps, two avant garde formations that skirmished with the French repeatedly. The other Prussian and Austrian formations in the army averaged losses of about 2200. The Russian figures showed only minor differences.

Appendix 5 roughly estimates the Nafziger strength of Bohemia at 172,678 (but a better estimate is 177,000, as follows):

Russians (Barclay)	40,934
Austrians (Schwarzenberg) ²	109,707
Prussians (Kleist) ³	26,601
Prussian Guard (Inf and Cav) ⁴	6,958
Subtotal	184,240
Less Bubna (Austrians)	-7,262
	176,978

“Gesamtstarke” 180,219
Nafziger 176,978

¹ George Nafziger, *Napoleon at Leipzig*. Works cited by Nafziger: Zweguintov, *L’Armee Russe* and Austrian General Staff, *Befreiungsbriege 1813*

² Excluding artillery and service troops—9,302

³ Oct. 14th states; excluding Thielmann—1661

⁴ Oct. 1st states.

The Bohemian Army OB (Appendix 6 of SS Nr. 1, page 85) states the strength of the army as 147,577 men, 39,904 mounted men, for a total of 187,481. Subtracting Bubna’s 7,262 brings it down to 180,219, leaving a 3,241-man disparity (180,219–176,978; about 1.8 percent).

The figure of 180,000 is for the beginning of September. A second set of figures at the end of that Appendix show an increase of Austrian strength of 10,000 men before the onset of the march to Leipzig (*Beginne des Linksabmarches nach Sachsen*), which began at the period of October 1–3—while the Russians and Prussians, who had been more active, had lost around 20,000 men.

The Prussian troops assigned to the Army of Bohemia belonged to two Corps—Kleist’s II Corps and the Royal Guard. Let’s compare Kleist’s strength in the Nafziger OB and in *Napoleon at Leipzig*. The Leipzig OB follows Friedrich.⁵ These totals do not include Thielemann, who was retreating on Berlin.

Because Nafziger and the “Gesamtstarke” are so close, we conclude that Nafziger’s states were actually taken about Sept. 4, while Friedrich is apparently from September 28-October 3rd:

	Nafziger	Friedrich
9 th Bde	5833	4519
10 th Bde	4551	3137
11 th Bde	5363	3270
12 th Bde	5419	3046
Cav Res.	4700	2713
Res Art	735	1489
Total	26601	18174

Overall the Corps lost 8427 men (about 1% per day) between the two states. We know the Prussians and Russians of Bohemia together had a net loss of 20,000 men between Sept 3rd and October 3rd. Thus the Russians alone lost over 11,000 men (net) in the period. [The Cavalry’s 4700 is an estimate, as the text specifies no strength for Wrangel’s brigade.]

Do the Nafziger strengths fit our other data? For example, the Prussian 9th Brigade had 7219 at Dresden (see Study page 63), it lost 795 men in combat and 802 along the route of march (estimated), leaving 5320 remaining to fight at Kulm. Losses at Kulm were more than made good by replacements and by early Sept. the Brigade again had 5833.

Most historians have accepted the Friedrich strength as a Leipzig one. There were two different errors; first to forget about the losses in attrition and small skirmishes en route to Leipzig, and secondly, to forget whole units detached and absent from the battle, such as Bubna.

⁵ Geschichte der Befreiungskrieg: der Herbstfeldzug.

Even OSG, during the design of *Napoleon at Leipzig* back in 1979, accepted the Friedrich figure (above) as the strength on October 14th. As *Napoleon at the Crossroads* shows, Kleist had 15 000, not 18,000, men at Leipzig. The *Crossroads* game credits the Nafziger figures fully as Kleist's 4 September strength.

Friedrich says there were 30,617 Prussian troops in the Bohemian army, including the guard, on 3 September. Confusingly, however, the breakdown given for the Prussians totals only 23,274 (Kleist 18,174 and the Guard 5100) the figures as we have seen are actually from late September.

In OSG's Special Study Nr. 1, Appendix 6 is the Bohemian Army OB from about 4 September. At the end of this appendix (on page 85 of the Study) are given two strength totals for the Army. The first set of figures are for September 4th;⁶ the second set of figures at the end show an increase of Austrian strength by 10,000 men by the time of the onset of the march on Leipzig⁷—late Sept. / early Oct.—while the Russians and Prussians, who had been more active, had lost around 20,000

Conclusion

Instead of 321,000 men the Coalition Armies had on the battlefield only 283,000 men at Leipzig.

The Army of Bohemia

Austrians

I Colloredo	18,000
II Merveldt (9,000?)	3,000
III Gyulai	12,000
IV Klenau	15,000
Res Hessen	12,000
Cuir Nostitz	3,000
Lt. M. Liecht	6,000

Russians

I Gortchak	6,000
II Eugen	6,000
I Cav Pahlen	3,000
III Raevsky	9,000
V Yermolov	9,000
II Cav Gallitzin	6,000

Prussian

II Kleist	15,000
Roeder	3,000
Alvensleben	6,000

Total **132,000**

The Army of Silesia

Russian

IX Olsufief	8,000
X Kapzewitsch	6,000
VIII St. Priest	9,000
IV Cav Markov	6,000
XI Sacken	6,000
III Cav	9,000

Prussian

I Yorck	24,000
Jurgass	3,000

Total **69,000**

The Army of the North

Russian

XIV Woronzow	6,000
O'Rourke cav	3,000
VIII St. Priest	9,000

Swedish

Stedingk	15,000
Swedish cav (?)	3,000

Prussian

III Buelow	18,000
IV Tauentzien (nb)	24,000

Total **54,000**

The Army of Poland

Russian

Osterman (nb)	18,000
Dochturow	24,000
IV Cav Markov (nb)	6,000

Austrian

Bubna (nb)	6,000
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Total **24,000**

Notes: (nb) = Not at Leipzig

14 OCTOBER STRENGTH

Bohemian Army	132	183	168
Silesian Army	69	75	66
North Army	54	63	49
Army of Poland	24		

TOTAL **279** **321** **283**

⁶ Gesamtstärke der Böhmisches Armee zu Anfang September

⁷ Beginne des Linksabmarsches nach Sachsen

ENDNOTES: DISCUSSION

Wikipedia says the Coalition had 330,000 men at Leipzig. Britannica says 320,000 and Petre says 316,000. Napoleon at the Crossroads says about 261,000. Part of the discrepancy is that NaC doesn't include artillery and technical troops, just infantry and cavalry. Deducting Bubna accounts for the rest.

NAPOLEON AT LEIPZIG (INFANTRY AND CAVALRY):

Army of Bohemia	127,400
Army of Silesia	59,500
Army of the North	49,200
Army of Poland (incl. Bubna as 6,000)	37,500
	273,600

The *Napoleon at Leipzig* numbers were worked-up by John Wladis—the first time we worked together on a project (27 years ago!). He derived them from Langeron's *Memoirs*, Plotho, Friederich, Sporckill, Bernhard and Berneck. We also looked at photocopies

So really, I don't believe any of these numbers that are supposed to be the actual strength of the armies at the Battle of Leipzig.

of archival material that Charlie Tarbox had obtained but just tweaked a little based on what he showed us. My one problem with the work of Nafziger is his lack of attribution. I don't doubt the figures given, just can't really use them without knowing when they were taken. Digby Smith very likely worked from Nafziger, and we cannot give extra credence to their figures for agreeing (but perhaps they would gain credence if there were not exact matches throughout).

On the other hand, most general histories credit the Allies at Leipzig with between 316,000 and 330,000 men, and they would need 160,000+ in the Army of Bohemia to reach that total (as Nafziger has it).

Napoleon at the Crossroads followed *Napoleon at Leipzig* as the strength reference for the Leipzig Scenario (Set-Up H).

From: David Jones

Do you give any credence to Hofschroer? His numbers for the Austrians in Bohemia, given in his Osprey book, are not the same (corps by corps) as Nafziger/Smith (with the exception of 1st Lt Div); all totaled, they are slightly less by about 2000. (He shows the Reserve stronger, and the rest of the corps weaker).

He does break out the Russian and Prussians by corps. He does not cite any sources.

From: KZ

I have the Hofschroer book on Leipzig 1813 and I just opened it to page 17 and I had made a note in the margins, "Check Math." You know that Hofschroer has lost credibility with his anti-Wellington bias. He states, "The Austrians did not make up their minds whose side to fight on until the last minute and were as much worried by the Russian threat as the French." (p. 40) There isn't anything I have read to support that claim. I'm pretty sure that is Hofschroer being Hofschroer. His total for the Army of Bohemia is 205,758. That's 10,000 less than Petre. In my years on this subject, I have come to realize that precious few authors have taken the trouble to consider losses from attrition. For instance, Petre gives Blücher's Army at Katzbach the same strength as it had on August 15th (less just 1,000 men).

So really, I don't believe any of these numbers that are supposed to be the actual strength of the armies at the Battle of Leipzig.

I am sure that the number of men on the battlefield doesn't exist and never did.

They only took states when things were quiet enough for a parade.

The French were supposed to take states twice a month, as you know. But how often did the Austrians do so? The Russians? On the other hand the Prussian numbers always look more accurate. In NAL they are the only ones that aren't rounded.

I found the same problems looking at the strengths for the Battle of Friedland. The figures everyone uses for the French at the battle were their cantonment states in mid-May.

The point is, not many authors knew the extreme attrition suffered by these armies from day to day. (Of course, there was Charles Minard's graph of the Russian campaign, but that was seen as exceptional.) It is hardly mentioned in any book until Chandler, then van Crefeld looks at it some. It has always been difficult to build attrition tables, because the data is hard to dig up. For 1807 I had 8 or 10 data points for each corps through the course of the campaign. For 1813, I found someone on the General Staff who said that "Napoleon allowed 200,000 men starve to death in Saxony." That should be on page one of every book, but you can't find it, you have to dig for years to find out what was really going on....

In looking over the OB for the Original NaL I realized that I cannot confirm the dates of the unit states presented in the Study Folder. All I can say is that the Austrian, Russian and Prussian states were taken at separate times. Dave, I would like to know the dates that these bean counts were made. That would save a lot of effort.

**Watch for Napoleon at Leipzig II
Coming Soon!**

AFTERWORD

1809 and 2009

Kevin Zucker

[This is an update of a seminar given at the Origins War College in July 2005.]

We can learn from parallels in the history of the Napoleonic era that shed light on the present quagmire in Iraq. Napoleon was defeated by insurgents in Spain and Russia, and never developed any counter-insurgency strategy beyond the 'traditional' hostage-taking, brutality and burning of villages. As a historian, I personally saw the same handwriting on the wall with news of Abu Ghraib.

When Napoleon's troops arrived in central Germany in 1806, they were greeted as liberators, and in some cities they really were strewn with flowers. Yet, within three years they were resented as occupiers. What happened?

Prussia was still a feudal society in 1806. Serfs were still the property of their feudal lords. Suddenly here were the French, talking of liberty. The church had always focused people's hopes on the hereafter. Yet these heretics were saying you can have a better life here and now, and we are here to help you. These ideas raised people's hopes to change their profession, or move away, to travel, become educated, etc.

Friedrich Wilhelm, the Prussian King, felt the earth moving under his throne. Defeated by Napoleon in 1807, saddled with an onerous war indemnity, the King saw his people swaying to this new music emanating from Paris.

As a monarch from an ancient lineage, the Hohenzollerns, he instinctively knew that to embrace liberal reforms would only increase hopes further, and this process, once set in motion, would culminate in revolution and the overthrow of the monarchy. How he resisted Stein and the other brilliant young advisors; yet to do nothing seemed sure to bring even more immediate collapse.

The serfs were freed, and the genie of German nationalism was unleashed—a *Befreiungskriege*, a war of German Liberation. No longer were professional soldiers fighting for a King; a new force, the Landwehr, was decreed; simple peasants fighting for their fatherland.

Something similar happened in Iraq. When they were fighting to prop-up a tin-horn dictator, the Iraqi troops showed no mettle, abandoning their units in droves. However, many of those same fighters are active insurgents striking out against the occupation. If asked, "Why are you fighting?" they might answer, like



Polish and U.S. Army Special Forces advance on militia gunmen during Operation Jackal in Diwaniyah, Iraq, June 3, 2008.

that anonymous confederate in 1862, "because you all are down here."

The presence of coalition soldiers in the nation of 26 million people is resented—71 percent regard the Coalition as "occupiers." That figure reaches 81 percent if the separatist, pro-U.S. Kurdish minority in northern Iraq is not included.

According to a British Foreign Office source quoted in the Guardian, "Private memos are circulating in Washington, Baghdad and London setting out detailed scenarios for withdrawal of US and British forces from Iraq as early as possible. 'Of course, we think about leaving Iraq. There is no point in staying there.'"

"A United Nations resolution declared that U.S. and other forces would have to leave if requested by the Iraqi government."

FORCE DEPLOYMENTS

The U.S. has 157,000 soldiers in Iraq, the strongest foreign contingent there, followed by the U.K., and South Korea. Spain and other nations participating in the original Coalition have withdrawn their troops from the country. U.S. forces are assigned to five of the six zones in the country.

1. North: Ninevah, Dohuk and Erbil provinces (STRYKER BDE MNB)
2. West: Anbar (MEF)
3. East: Salahuddin, Ta'mim, Suleimaniyah and Diyala (42nd ID, 1st ID COMBAT TEAM)
4. Baghdad: (3rd ID, 1st CAV AND OTHERS). Task Force Baghdad comprises 34,000 US and foreign troops. There are also 7,500 Iraqi National Guard troops in Baghdad along with 18,000 police.
5. South of Baghdad: Najaf, Karbala, Babil, Qadisiyah and Wasit (2nd BDE, 10th ID)
6. Far south: Muthanna, Dhi-Qar, Basra, etc. (MULTI-NATIONAL DIV)

(CONTINUED ON PAGE 44)

Multinational Force Iraq: Complete Current Order of Battle¹

In the summer of 2006, units from the fourth rotation of forces in Iraq (Operation Iraqi Freedom 05-07, or OIF 05-07) began to be replaced by units from the fifth rotation, OIF 06-08, and in January 2007, some units began to deploy early as part of a “surge” or forces into Anbar and Baghdad. As of April 2007, there were approximately 145,000 American troops in Iraq. Many brigade combat teams (BCTs) lend battalions to other BCTs during the course of their deployments, giving them “operational control” of those units. In such cases, the battalion’s name is followed by “OPCON”. Many higher-echelon units have two or more designations, often the formal unit around which the formation is based and then the name of the provisional task force; in these cases, both names are included, separated by a slash. Unless otherwise noted, all units are American. This order of battle extends to battalion level and lists maneuver units only; artillery, support, special operations, and advisory units are not listed.

Multinational Force Iraq (Gen. David Petraeus)— Camp Victory, Baghdad

1st Battalion 185th Infantry Regiment (California National Guard)—rear area security, Camp Bucca, Iraq

3rd Battalion 297th Infantry Regiment (Alaska National Guard) (Lt. Col. Duff Mitchell)—rear area security, Camp Buehring, Kuwait

1st BCT, 34th Infantry Division (Col. David Elicerio) (Minnesota NG)—Logistical Support Area (LSA) Adder, Tallil

1st Battalion 133rd Infantry Regiment (Mechanized) (Iowa NG) (Lt. Col. Ben Corell)—Camp Ripper, Asad

2nd Combined Arms Battalion 136th Infantry Regiment (Minnesota NG) (Lt. Col. Gary Olson)—Camp Taqaddum

1st IBCT, 82nd Airborne Division (Col. Charlie Flynn)—LSA Adder, Tallil

2nd Battalion 504th Parachute Infantry Regiment—U/I location

3rd RSTA Squadron (Airborne) 73rd Cavalry Regiment (Lt. Col. Michael Iacobucci)—U/I location

307th Brigade Support Battalion—U/I location.

Multinational Corps Iraq/III Corps (Lt. Gen. Raymond T. Odierno)—Camp Victory, Baghdad

1. This section is reproduced (edited) from http://en.wikipedia.org/wiki/Iraq_War_order_of_battle#Overall_chain_of_command

Multinational Division Baghdad/4th Infantry Division (Maj. Gen. Jeffery Hammond)—Camp Victory, Baghdad

33rd Light Infantry Battalion (Republic of Georgia)—FOB Prosperity, Baghdad

2nd Battalion 3rd Infantry Regiment (Stryker) (OPCON² from 3rd SBCT, 2nd Infantry Division)—QRF recently in East Rashid, Baghdad

1st Battalion 149th Infantry Regiment (Kentucky NG)—Camp Slayer, Baghdad

2nd SBCT, 25th Infantry Division (Col. Todd McCaffrey)—Taji

1st Battalion 21st Infantry Regiment

1st Battalion 14th Infantry Regiment

1st Battalion 27th Infantry Regiment

2nd Squadron 14th Cavalry Regiment

225th Brigade Support Battalion

2nd Battalion 11th Field Artillery Regiment

2nd BCT, 101st Airborne Division (Col. William Hickman)—Camp Liberty, Baghdad

1st Battalion, 502nd Infantry Regiment (of Bastogne fame).

2nd Battalion, 502nd Infantry Regiment (Lt. Col. Michael Getchell)—Patrol Base Copper

1st Battalion, 320th Field Artillery Regiment (Lt. Col. David Burwell)—Camp Liberty

1st Squadron, 75th Cavalry Regiment

526th Brigade Support Battalion

2nd Brigade Special Troops Battalion (Lt. Col. Miguel Hobbs)

4th Squadron, 2nd Stryker Cavalry Regiment (OPCON from 2nd SCR)

1st Battalion, 64th Armor Regiment (OPCON from 2nd HBCT, 3rd Infantry Division)—Jamia, Baghdad

2nd Battalion, 32nd Field Artillery Regiment (OPCON from 4th BCT, 1st Infantry Division)

1st Battalion 325th Airborne Infantry Regiment (OPCON from 2nd BCT, 82nd Airborne Division)—Hurriya, Baghdad

4th IBCT, 1st Infantry Division (Col. Rick Gibbs)—FOB Falcon, Baghdad

1st RSTA Squadron 4th Cavalry Regiment (Lt. Col. Jim Crider)—Dora, Baghdad

2nd Battalion 12th Infantry Regiment (Lt. Col. Stephan Michael) (OPCON from 2nd BCT, 2nd Infantry Division)—East Rashid, Baghdad

1st Battalion 18th Infantry Regiment (Mechanized) (Lt. Col. George Glaze) (OPCON from 2nd BCT, 1st Infantry Division)—southwest Rashid, Baghdad

2nd Battalion 23rd Infantry Regiment (Stryker) (OPCON from 4th SBCT, 2nd Infantry Division)—East Rashid, Baghdad

1st Battalion 28th Infantry Regiment (Lt. Col. Patrick Franks)—Amel, Baghdad

2. Operational Control

1st Battalion 38th Infantry Regiment (Stryker) (Lt. Col. Ricardo Love) (OPCON from 4th SBCT, 2nd Infantry Division)—East Rashid, Baghdad

2nd Stryker Cavalry Regiment, 1st Armored Division (Col. John S. RisCassi)—Rashid, Baghdad
1st, 2nd and 3rd Squadrons

Fires Squadron

Regimental Support Squadron

1st Battalion, 21st Infantry Regiment (OPCON from 2nd SBCT, 25th Infantry Division)

4th BCT, 10th Mountain Division (Col. Mark. A. Dewhurst)—FOB Loyalty, Baghdad

2nd Battalion 30th Infantry Regiment

2nd Battalion 4th Infantry Regiment

3rd RSTA Squadron 89th Cavalry Regiment

5th Battalion, 25th Field Artillery Regiment (Lt. Col. Dennis Yates)—FOB Rustamiya, Baghdad

4th Brigade Support Battalion

4th Brigade Special Troops Battalion

2nd Combined Arms Battalion 69th Armor Regiment (Lt. Col. Troy Perry) (OPCON from 3rd HBCT, 3rd Infantry Division)—FOB Rustamiya, Baghdad

1st Battalion 504th Parachute Infantry Regiment (OPCON from 1st BCT, 82nd Airborne Division)—Rusafa, Baghdad

2nd BCT, 82nd Airborne Division (Col. Billy Don Farris)—FOB Apache, Baghdad

2nd Battalion 325th Airborne Infantry Regiment—Combat Outpost Ford, Adhamiyah District, Baghdad

1st RSTA Squadron 73rd Cavalry Regiment (Airborne) (Lt. Col. Ross Davidson)—Sadr City, Baghdad

1st Battalion 26th Infantry Regiment (Mechanized) (Lt. Col. Eric Schacht) (OPCON from 2nd BCT, 1st Infantry Division)—Adhamiya, Baghdad

Multinational Division Center/TF Marne/3rd Infantry Division (Maj. Gen. Rick Lynch)—Camp Victory, Baghdad

2nd BCT, 3rd Infantry Division (Col. Terry Ferrell)—FOB Kalsu, Iskandariya

3rd Armored Recon Squadron 7th Cavalry Regiment—U/I location

1st Combined Arms Battalion 30th Infantry Regiment (Lt. Col. Ken Adgie)—Arab Jabour

6th Squadron, 8th Cavalry Regiment (OPCON from 4th BCT, 3rd Infantry Division)—between FOB Falcon and Arab Jabour

3rd BCT, 3rd Infantry Division (Col. Wayne Grigsby)—FOB Hammer, Besmiya

1st Combined Arms Battalion 15th Infantry Regiment—vicinity of Salman Pak

3rd Armored Recon Squadron 1st Cavalry Regiment (Lt. Col. John Kolasheski)—FOB Hammer,

Besmiya

3rd BCT, 101st Airborne Division (Col. Dominic J. Caraccilo)—Camp Striker, Baghdad

Headquarters, 3rd Infantry Brigade—Camp Striker, Baghdad

1st Battalion, 187th Infantry Regiment

3rd Battalion, 187th Infantry Regiment (Lt. Col.

John Valledor)—Patrol Base Kremple

3rd Battalion, 320th Field Artillery Regiment
626th Support Battalion

3rd Special Troops Battalion

1st Battalion, 33rd Cavalry Regiment (Lt. Col. Brian Coppersmith)

3rd Combat Aviation Brigade

2nd Battalion, 3rd Aviation Regiment

3rd Battalion, 3rd Aviation Regiment

4th Battalion, 3rd Aviation Regiment

603rd Aviation Support Battalion

4th BCT, 3rd Infantry Division (Col. Tom James)

4th Battalion, 3rd Brigade Troops Battalion

3rd Battalion, 7th Infantry Regiment

4th Battalion, 64th Armor Regiment

703rd Brigade Support Battalion

31st Infantry Brigade[*citation needed*] (Republic of Georgia)—Camp Delta, Kut

U/I Georgian infantry battalion

U/I Georgian infantry battalion

Multinational Division North/1st Armored Division/TF Iron (Maj. Gen. Mark Hertling)—COB Speicher, Tikrit

3rd Brigade Combat Team, 1st Cavalry Division (Col. David Sutherland)—FOB Warhorse, Baquba, supporting Operation Arrowhead Ripper

6th Armored Recon Squadron 9th Cavalry Regiment (Lt. Col. Keith Gogas)—FOB Normandy, Miqdadiya

1st Combined Arms Battalion 12th Cavalry Regiment (Lt. Col. Morris Goins)—vicinity of Baquba

5th RSTA Squadron 73rd Cavalry Regiment (Airborne) (Lt. Col. Andrew Poppas) (OPCON from 3rd BCT, 82nd Airborne Division)—northern edge of Baquba

31st Light Infantry Battalion (Republic of Georgia)—FOB Warhorse, Baquba

1st BCT, 101st Airborne Division (Col. Michael McBride)—COB Speicher, Tikrit

1st Battalion 327th Infantry Regiment (Lt. Col. Peter Wilhelm)—Siniyah, north of Tikrit

2nd Battalion 327th Infantry Regiment (Lt. Col. J.P. McGee)—Patrol Base Olsen, Samarra

1st Special Troops Battalion

2nd Battalion 320th Field Artillery Regiment (Lt. Col. John Dunleavy)—LSA Anaconda

1st Squadron (RSTA), 32nd Cavalry Regiment
426th Brigade Support Battalion (Lt. Col. Greg

Anderson)

1st BCT, 10th Mountain Division
 2nd Battalion 22nd Infantry Regiment (Lt. Col. Dennis Sullivan)
 1st RSTA Squadron 71st Cavalry Regiment (Lt. Col. Darrin C. Ricketts)
 1st Battalion 87th Infantry Regiment (Lt. Col. Christopher S. Vanek)

3rd SBCT, 2nd Infantry Division (Col. Steven Townsend)—leading Operation Arrowhead Ripper, Baquba
 4th Battalion 9th Infantry Regiment (Stryker) (Lt. Col. Bill Prior) (OPCON from 4th SBCT, 2nd Infantry Division)—outskirts of Baquba
 5th Battalion 20th Infantry Regiment (Stryker) (Lt. Col. Bruce Antonia)—western Baquba
 1st Battalion 23rd Infantry Regiment (Stryker) (Lt. Col. Avanus Smiley)—western Baquba

4th SBCT, 2nd Infantry Division (Col. John Lehr)—Camp Taji
 2nd RSTA Squadron 1st Cavalry Regiment (Stryker) (Lt. Col. Marshall Dougherty)—Khan Bani Saad
 3rd Armored Cavalry Regiment (Col. Michael Bills)—FOB Marez, Mosul
 1st, 2nd, 3rd and 4th Squadrons
 Regimental Support Squadron

Combat Aviation Brigade, 1st Infantry Division—COB Speicher, Tikrit
 Headquarters and Headquarters Company, Combat Aviation Brigade
 1st Squadron 1st Attack Battalion
 3rd Squadron 1st Aviation Regiment
 2-1 General Support Aviation Battalion
 601st Aviation Support Battalion
 1st Squadron 6th Cavalry Regiment

3rd BCT, 82nd Airborne Division (Col. Bryan Owens)—COB Speicher, Tikrit
 3rd Combined Arms Battalion 8th Cavalry Regiment (Lt. Col. Kevin Dunlop) (OPCON from 3rd BCT, 1st Cavalry Division)—FOB Paliwoda, Balad
 1st Battalion 505th Parachute Infantry Regiment (Lt. Col. Scott Harris)—FOB Summerall, Bayji
 2nd Battalion 505th Parachute Infantry Regiment (Lt. Col. Viet Luong)—FOB Brassfield-Mora, Samarra

Multinational Force West/I Marine Expeditionary Force (Forward) (Maj. Gen. John Kelly)—Camp Fallujah

Regimental Combat Team 5 (Col. Patrick Malay)—Camp Ripper, Al Asad
 3rd Light Armored Reconnaissance Battalion
 1st Battalion 7th Marines
 3rd Battalion 23rd Marines
 3rd Battalion 2nd Marines

2nd Combined Arms Battalion 7th Infantry Regiment (Lt. Col. Doug Crissman) (OPCON from 1st HBCT, 3rd Infantry Division)—FOB Eden, H_t
 Regimental Combat Team 1 - Camp Fallujah
 1st Reconnaissance Battalion—Camp Fallujah
 1st Battalion 1st Marines
 3rd Battalion 3rd Marines
 3rd Battalion 5th Marines
 Company D, 3rd Assault Amphibian Battalion
 Company D, 1st Tank Battalion
 S Battery, 5th Battalion 10th Marines
 Company A, 1st Combat Engineer Battalion
 5th Armored Recon Squadron 7th Cavalry Regiment (OPCON from 1st HBCT, 3rd Infantry Division)—vicinity of Amiriyah
 3rd Battalion 509th Parachute Infantry Regiment (Lt. Col. Val Keavane) (OPCON from 4th BCT, 25th Infantry Division)—COP Karmah

1st HBCT, 3rd Infantry Division (Col. John Charlton)—Camp Ramadi
 2nd Battalion 5th Marines (Lt. Col. Craig Kozeniesky)—Camp Ramadi
 3rd Battalion 7th Marines (Lt. Col. R. B. Turner)—Camp Hurricane Point, Ramadi
 1st Battalion 9th Infantry Regiment (Lt. Col. Charles Ferry) (OPCON from 2nd BCT, 2nd Infantry Division)—Camp Corregidor, Ramadi
 3rd Combined Arms Battalion 69th Armor Regiment (Lt. Col. Michael Silverman)—Camp Ramadi
 1st Battalion 77th Armor Regiment (Lt. Col. Miciotto Johnson) (OPCON from 2nd BCT, 1st Infantry Division)—Camp Ramadi
 13th Marine Expeditionary Unit (Col. Carl Mundy II)—Camp Taqaddum
 3rd Battalion 1st Marines (Lt. Col. Phillip Chandler)—Camp Taqaddum

Marine Wing Headquarters Squadron 3
 Marine Aircraft Group 16
 VMA-542
 VMAQ-2 (LtCol Richard T. Bew)
 VMFA-115
 VMGR-252 (LtCol David A. Krebs)
 VMM-263 (LtCol Paul Rock)
 HMM-362 (LtCol Brian W. Cavanaugh)
 HMLA-167
 HMLA-773 (LtCol M.L. Maffett)
 HMM-262 (LtCol Michael Farrell)
 HMM-364
 HMM-361 (LtCol Frederick H. Lengerke)
 MALS-16 (LtCol Anthone R. Wright)
 1st Battalion, 52d Aviation Regiment
 Marine Air Control Group 38 - Al Asad
 Marine Tactical Air Command Squadron 38
 Marine Air Support Squadron 3 (LtCol Richard Hilberer)
 Marine Wing Communications Squadron 38
 Marine Unmanned Aerial Vehicle Squadron 1
 Marine Air Control Squadron 1

Marine Wing Support Group 37
Marine Wing Support Squadron 272 (LtCol Terrence A. O'Connell)
Marine Wing Support Squadron 372 (LtCol Erik B. Kraft)
Marine Wing Support Squadron 473 (Colonel C.J. Roach)

Multi-National Division South East (UK)—Basra International Airport
Headquarters, 4th Mechanised Brigade
The Royal Dragoon Guards
1st Battalion Scots Guards
The Royal Scots Borderers, 1st Battalion The Royal Regiment of Scotland
1st Battalion The Duke of Lancaster's Regiment (King's, Lancashire and Border)
1st Battalion The Mercian Regiment (Cheshire)
Overwatch Battle Group (West) (Australia)—Camp Terendak, Tallil
U/I Danish Helicopter Unit—Basra International Airport

Multinational Division Central South
11th Armored Cavalry Division (Poland)
(Maj. Gen. Pawel Lamla)—Camp Echo, Diwaniya
U/I Mongolian company
U/I Polish battalion—Camp Echo, Diwaniya
Cuscatlan Battalion (El Salvador)—Camp Delta, Kut

RECENT DEPLOYMENTS

Operation Iraqi Freedom 07-09 Rotation: On November 17, 2006, the Pentagon announced the first of the major units scheduled to deploy as part of the OIF 07-09 rotation. Several of the units later had their deployments accelerated as part of the surge of troops to Baghdad. Another unit originally scheduled to deploy for OIF 07-09, the 173rd Airborne BCT, has been retasked to Operation Enduring Freedom in Afghanistan. Other units, including 13,000 National Guard soldiers, were alerted for deployment on April 9, 2007, for a forecast troop total of 160,000 by early summer. Still more were alerted on May 8, 2007. Another routine announcement was made on July 31, 2007. The major units on the basic OIF 07-09 rotation are:

XVIII Airborne Corps

1st Armored Division—to replace 25th Infantry Division
4th Infantry Division—to replace 1st Cavalry Division
1st IBCT, 10th Mountain Division—to deploy in June
2nd Battalion 22nd Infantry Regiment
1st RSTA Squadron 71st Cavalry Regiment
1st Battalion 87th Infantry Regiment
2nd Stryker Cavalry Regiment—to deploy in

August
1st Squadron 2nd Stryker Cavalry Regiment
2nd Squadron 2nd Stryker Cavalry Regiment
3rd Squadron 2nd Stryker Cavalry Regiment
4th RSTA Squadron 2nd Stryker Cavalry Regiment
4th HBCT, 3rd Infantry Division—to deploy in
September
3rd Combined Arms Battalion 7th Infantry Regiment
4th Combined Arms Battalion 64th Armor Regiment
6th Armored Recon Squadron 8th Cavalry Regiment
1st IBCT, 101st Airborne Division—to deploy in
September
1st RSTA Squadron 32nd Cavalry Regiment
1st Battalion 327th Infantry Regiment
2nd Battalion 327th Infantry Regiment
3rd IBCT, 101st Airborne Division—to deploy in
early October
1st RSTA Squadron 33rd Cavalry Regiment
1st Battalion 187th Infantry Regiment
3rd Battalion 187th Infantry Regiment
2nd IBCT, 101st Airborne Division—to deploy in
late October
1st RSTA Squadron 75th Cavalry Regiment
1st Battalion 502nd Infantry Regiment
2nd Battalion 502nd Infantry Regiment
3rd Armored Cavalry Regiment—to deploy in
early November
1st Squadron 3rd Armored Cavalry Regiment
2nd Squadron 3rd Armored Cavalry Regiment
3rd Squadron 3rd Armored Cavalry Regiment
2nd BCT, 1st Armored Division—to deploy in
late November
1st Battalion 6th Infantry Regiment (Mechanized)
2nd Battalion 6th Infantry Regiment (Mechanized)
1st Battalion 35th Armor Regiment
4th IBCT, 10th Mountain Division—to deploy in
late November
2nd Battalion 4th Infantry Regiment
2nd Battalion 30th Infantry Regiment
3rd RSTA Squadron 89th Cavalry Regiment
(already partially deployed)
2nd SBCT, 25th Infantry Division—to deploy in
early December
1st Battalion 14th Infantry Regiment
1st Battalion 21st Infantry Regiment
1st Battalion 27th Infantry Regiment
5th RSTA Squadron 14th Cavalry Regiment
1st HBCT, 4th Infantry Division—to deploy in
late December
8th Armored Recon Squadron 10th Cavalry Regiment
1st Combined Arms Battalion 22nd Infantry Regiment
1st Combined Arms Battalion 66th Armor Regiment
3rd HBCT, 4th Infantry Division
1st Combined Arms Battalion 8th Infantry

Regiment
1st Combined Arms Battalion 68th Armor
Regiment
2nd Armored Recon Squadron 9th Cavalry
Regiment (possibly as 4th Armored Recon Squadron
10th Cavalry Regiment)
I Marine Expeditionary Force Headquarters
Regimental Combat Team 1
Regimental Combat Team 5
37th Infantry Brigade Combat Team (Ohio
National Guard)(Columbus, Ohio)—to deploy in 2008
unknown complement of Ohio and other National
Guard battalions
39th IBCT (Army National Guard)(Little Rock,
Arkansas)—to deploy in 2008
unknown complement of Arkansas and other
National Guard battalions
45th IBCT (Oklahoma National Guard)(Oklahoma
City, Oklahoma)—to deploy in 2008
unknown complement of Oklahoma and other
National Guard battalions
76th IBCT (Indiana National Guard)(Indianapolis,
Indiana)—to deploy in 2008
unknown complement of Indiana and other
National Guard battalions
**In addition to the units that have been
officially announced, the following units are
training with the expectation of deployment in
the late OIF 07-09 timeframe:**
58th IBCT HQ (Maryland National Guard)
1st RSTA Squadron 158th Cavalry Regiment
(Maryland National Guard)
1st Battalion 160th Infantry Regiment (California
National Guard)
1st Battalion 175th Infantry Regiment (Maryland
National Guard)
116th IBCT HQ (Virginia National Guard)
3rd Battalion 116th Infantry Regiment (Virginia
National Guard) (Lt. Col. John Epperly)

3rd Battalion 144th Infantry Regiment (Texas
National Guard)
2nd RSTA Squadron 183rd Cavalry Regiment
(Virginia National Guard)

OTHER NATIONS CONTRIBUTING TO MNF-I

Division and brigade contributors: The British military commands the Multi-National Division (South-East) (Iraq). As of February 2007, the Australians, Romanians, Danes, Portuguese and Lithuanians remain. The UK itself has about 4,500 personnel serving in Iraq, making it the second-largest contributor of foreign troops to Iraq. Led by the 3rd UK Infantry Division, MND-SE is a division in name only, its one brigade being the British 19th Light Brigade.

As of 2006 British troops were organized into six battalion-sized battlegroups, based around the Queen's Royal Lancers in Maysan province, the 2nd Battalion of The Royal Regiment of Fusiliers in downtown Basra, the 1st Battalion of The Staffordshire Regiment in north Basra, the 1st Battalion of The Royal Green Jackets in south Basra, The Yorkshire Regiment south of the city, and the 2nd Battalion of The Duke of Lancaster's Regiment as a divisional reserve. Within the battlegroups, battalions and regiments are mixed and matched on a task-oriented basis; companies from the 3rd and 7th Battalions of the Black Watch, the 2nd Battalion of The Light Infantry, the 2nd Royal Tank Regiment, and the 2nd Battalion of The Royal Regiment of Fusiliers are also deployed.

Fire support is provided by elements of the 5th and 40th Regiments of Royal Artillery, and engineering support by the 38th Engineer Regiment Group. Various military police and logistical support units are also attached.

Poland retains command of one Polish infantry battalion. Other Polish troops make up Military, Border, and Police Transition Teams; for a total of 900 troops as of February 2007.

(CONTINUED FROM PAGE 39)

In 2006 contrary to the advice of the Iraq panel, Bush authorized an increase of 12,000 soldiers. The so-called "Surge" originally intended to last six months, has now lasted over a year.

Insurgents: The Imam Al-Mahdi Army, a militia led by radical Shiite cleric Moqtada Sadr, has some 10,000 members that have clashed with U.S. Forces in Karbala, Kufa and Baghdad. One of the most militant resistance groups, the Islamic Army of Iraq, is highly organized with 15,000 to 17,000 members. Iraqi intelligence estimates the insurgency overall at 40,000 hardcore fighters and about 160,000 part-time fighters and supporters centered in the Sunni areas of Baghdad, Babel, Salahuddin, Diyala, Nineveh and Tamim provinces. Many are members of the old 400,000-strong Iraqi army.

THE THEATRE

Iraq's land area, larger than California, comprises three topographical zones: (a) the majority of the population lives in the fertile valley of the Euphrates and Tigris (the central core), (b) the vast Desert on the western rim, and (c) the mountains of the far north-east. The two great rivers flowing in from Syria and the mountains, respectively, create a double-hourglass shape as they approach each other at Baghdad, then divert, to finally confluence at Basra, near the outlet on the Persian Gulf.

The provinces of Anbar—which includes Fallujah—and Nineveh, which includes Mosul, were unprepared for the January elections because of tenuous security. The Kurdish population is concentrated in the six



Provinces (Governorates) of Iraq with Important Roads

provinces of Dohuk, Erbil, and Suleimaniyah, eastern Ninevah and Ta'mim, and central Diyala. The southern halves of Diyala, Karbala, Babil, Wasit and on to the Persian Gulf are primarily Shi'a provinces.

Baghdad is the center of the road net. Eight radial routes lead out of Baghdad: (1) to Kirkuk by Ba'qubah; (2) Route 1, directly north to Mosul and on into Turkey; (3) west to Damascus; (4) Rt. 29 south to An Najaf and Saudi Arabia; (5) Rt. 1 south to Ad Diwaniyah and on to Basra; (6) Rt. 6 southeast to Al Kut, Amarah, and Basra, following the Tigris; (7) the road northeast to Iran, by Ba'qubah along the Diyala; (8) Rt. 8 south to As Samawah, An Nasiriyah, and Basra.

Until this year, 2008, Baghdad and its surroundings were the most dangerous for U.S. forces. About 80 miles north and west of the capital, as far as Tikrit and Ramadi, is the "Sunni Triangle." South of Baghdad, along the road to Karbala in northern Babil province, is the volatile "Triangle of Death" (Yusufiyah, Mahmudiyah, Iskandariyah)—about 15 miles on a side. But these Sunni zones have been pacified by a program called Concerned Local Citizens (CLCs). General Petraeus, who was under pressure to reduce casualties, "... seems to have concluded that it was essential to cut deals with the Sunni insurgents if he was going to succeed in reducing U.S. casualties."

The CLC program turns groups of former insurgents, including fighters for al-Qaida in Iraq, into paid, temporary allies of the U.S. military. Some 70,000 former insurgents are now being paid \$10 a day by the U.S. military. At a cost of 255 million dollars a year, Petraeus created a parallel military force made up almost entirely of Sunni Muslims.¹

THE DECISION

The U.S. has no timetable for withdrawing its forces from Iraq and a pull-out depends on the readiness of the Iraqi Security Forces,

As Napoleon stated in his Military Maxims, a general should be prepared for any contingency. A plan for the withdrawal of U.S. forces from Iraq has been in existence since October of 2004. It should be regularly updated.

Withdrawal is the proper way to preserve our national economy and our military strength. Historically, catastrophes have usually resulted from vacillation as the opportunity slips by. The decision to retreat has to be taken in good time, and once taken it must be executed with dispatch. One must be careful not to miss the right moment while still in full possession of power and position. Thus the troops are

enabled to prepare for retreat instead of being drawn into a desperate life-and-death struggle.

THE PLAN

The operation begins with the removal of the wounded and non-essential administrative personnel. Then the most advanced bases are abandoned first, each withdrawing column being protected by a reinforced rearguard. Baghdad will take the longest to evacuate and will be the most difficult part of the operation. Once Baghdad is evacuated the final stage of the operation will take place in a quickly deteriorating situation. To facilitate petroleum supplies for American tanks that get no more than 0.6 miles to the gallon, the withdrawal must follow the oil pipelines directly to Basra.

The Rearguard is always the most dangerous place in a retreat, as it remains in contact with the enemy. Its task is to render enemy advance difficult by showing perseverance in single acts of resistance, backed up by mobile reserves. Rather than simply abandoning the field to the opponent, the Rear Guard is ready day or night, on guard against what is unseen, constantly on the alert. Readiness is all.

As the withdrawal progresses, small detachments will collect together into larger and stronger forces. Troops of the 4th Infantry Division in Kurdish territory will withdraw into Turkey, or might even remain behind to prevent attacks by their neighbors.

STAGES

Once all non-essential personnel are withdrawn, troop withdrawal might be accomplished in as little as 6 months. Desert sandstorms begin during March, and major troop movements must wait until after the storms subside.

Stage One—Begin withdrawing all civilian personnel, contractors, the wounded, etc. Support and logistics will be needed inside Turkey for our northern exit troops. Naval Transport will have to be arranged to arrive at Turkish ports. We will have to plan a massive airlift from all the airfields, especially from Baghdad International. This will require greatly enhanced security around the airport.

Stage Two—Begin moving *non-essential* support troops and non-combat personnel from Baghdad by road (6) to the southeast or by airlift.

Stage Three—Withdraw troops from Suleimaniyah. Withdraw forces from Diyala back to Baghdad. Some troops will have to cover 120 miles in this period.

1. *Military Officials Disagree on Impact of Surge* by Guy Raz, quoting Macgregor

Stage Four—Pull back from Baghdad and Anbar province to al Hillah. About 60 miles. This is the critical phase. Begin withdrawing troops in Wasit, back to Amara and Basra, retaining bridgeheads on the east bank of the Euphrates river to protect highway (5) south. Northern exit forces will continue to hold the Sunni triangle.

Stage Five—Evacuate the Euphrates River from al Hillah to an Nasiriyah. Up to 175 miles.

Stage Six—Withdraw southern forces into Kuwait and Saudi Arabia. Up to 140 miles, allowing time for stragglers to rejoin. Withdraw northern forces from the Sunni Triangle, and exit into Turkey. Northern Forces may delay exit as needed.

AFTERMATH: UNKNOWNNS

- Sunni vs. Shi'a violence.

Would the chaos get worse before it got better? After the withdrawal is well underway there will certainly be a power struggle between Sunni, Shi'a, and Kurd unless the U.N. intercedes with a peace-keeping force. But, it would finally get better.

The insurgents comprise two main groups:

- 1) Outsiders who thrive on chaos, and
- 2) Iraqis who want all foreign fighters out of their country.

- Oil under clerical control. Would this be used to fund terrorism or to rebuild? Probably both.

- The War on Terror. Now you really have Iraq as a base for terrorists.

- What Happens to Afghanistan?

- Would Iraq's neighbors intervene? Given the animosities in the region, it might be in some interests to keep the pot boiling in Iraq.

- Could the United Nations help? The parties now involved in conflict, including the U.S., the Iraqi government, Kurds, Sunnis, Iranians, Moqtada al Sadr, etc., should meet together under the auspices of the United Nations to negotiate an end to the war

The Myth of Victory

What would a victory in Iraq look like? Victory, some say, might require an occupation of 50 years. At a cost of \$720 million per day, such a "victory" would destroy our economy. With 5/6ths of Iraqis opposed to foreign occupation, victory moves farther away each time we drag someone's relative away in the night. Our armed forces, too, are exhausted. Endless war is a fantasy, not a serious option.

Why Are We at War? Who Gains?

Is this war advancing the foreign policy of the U.S? Or is it only of benefit to powerfully-connected corporations? Throughout history, wars have stemmed from economic root causes.

The Future

We need a new lens with which to see the wider context—what Joseph Campbell has termed "the confrontation of east and west." Now we have a choice: the meeting of east and west can bring flowering or it can bring destruction. Right now the wheel of history, which has been following a western-oriented progression, has ground to a halt due to a new countervailing force. Everything is stuck and inert, and politicians predict continuing war for half a century or longer. The last time this occurred, eight or nine centuries ago, the West finally regained lost knowledge of the ancient world, and so much light in so many branches of knowledge.² The encounter of east and west led Europe out of the dark ages and into the fertile ground of the Renaissance.

Now in another era of encounter, we can pursue the dark path, and continue the struggle without comprehension of what we are fighting, or why. Or, our path may be lighted by remembering the benefits which could accrue to both sides in a mutual relationship of give and take between cultures.



2. Imagine our world without Arabic numerals, coffee, or the concept of zero: this would make computing impossible.

The Habit of Victory

NAPOLEON'S CAMPAIGN IN POLAND, 1807

*"Tilsit was the zenith of his greatness
and brilliance."*

—Marshal Marmont

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- One 22" x 34" map, 280 counters
- 100 playing cards representing Orders
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- Siege of Danzig, Pursuit Events Table

Each card is a small picture of an event, with its own Attrition Table and combat stance for the force receiving that order. In his correspondence Napoleon generally gave the Marshals a destination to be reached at a certain time. If the enemy was thought to be nearby, the order would further specify what sort of meeting engagement was desired. It was all about moving the separate corps in tandem, not necessarily moving the fastest. The Russians often outmarched the French in this campaign. Their generals found the strategies they would use later successfully. For the French as well, the 1807 campaign was a foretaste of 1812.



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