

Wargame Design

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Late Summer 2014*

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Wargame Design, *Late Summer 2014*

Editor-Publisher: Kevin Zucker

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Game Questions

Please provide a self-addressed stamped envelope with your questions. Email questions will be answered promptly. **Important:** Begin by stating the specific rules heading in question with its case number, if any.

Quote of the day

"The enemy corpses were literally piled up on top of each other. One could hardly take a step without trampling on them. Artillery trains had passed over these heaps of human remains, crushing them in a thick sludge of flesh, broken bones and bleeding wreckage. Beside a wheel I saw the mask of a human face whose posterior had been separated from it and which was lying in the mud like a glove."

—F. Dumonceau, captain commanding 6th Troop, 2nd Squadron, 2nd Lancers of the Guard (Colbert's brigade). Description of Smolensk, after the battle.

WARGAME DESIGN

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EDITORIAL

The Player Always Knows

by Kevin Zucker

How Much Confusion is Enough?

As the player, even playing with the Alternate Reinforcements, you still know something the historical general did not. You know exactly which portions of the theater have nothing at all in them, not even vedettes. Vedettes have to be used skillfully to create a plausible threat.

Kollowrat's II Corps is a powerful force that never moved on April 21st because of poor recon south of the Danube. The player knows there is no French force there and can immediately dispatch Kollowrat's Corps south.

That's an accurate insight. However, the game designer doesn't care if the Austrians get to dispatch
(continued on page 42)

OPERATIONAL STUDIES GROUP

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The Army of Bohemia at Leipzig

David Jones

Approximate NaL strength of Bohemia	137685	Does not include Bubna
Approximate Nafziger strength of Bohemia	172678	Does not include Bubna
	34993	Delta = Attrition+Dets.
Nafziger strength is this much greater:	-1000	AUS I Corps
Nafziger strength is this much greater:	-1500	AUS II Corps
Subtract out Bde Longueville, not present?	-2500	AUS II Corps
Nafziger strength is this much greater:	-2400	AUS III Corps
Subtract out 5 detached Bns, not present?	-4000	AUS III Corps
Nafziger strength is this much greater:	<u>-7400</u>	AUS IV Corps
Nafziger strength is this much greater:	-700	AUS Res Corps
Nafziger strength is this much less:	200	RUS I Cav Corps
Nafziger strength is this much greater:	<u>-5561</u>	PRUS II Corps
Nafziger strength is this much greater:	-100	RUS III Corps
Nafziger strength is this much less:	30	RUS V Corps
Nafziger strength is this much greater:	-1260	PRUS Gde Corps
Subtract out Platov's Cossack Div	-3800	
Subtract out Streifkorps	-3140	
Subtract out Mobile Column	-1500	
Difference	-34631	
Things to ponder/research:		
- Digby Smith's numbers are based on Nafziger		
- NaL numbers for the RUS are identical to the Nafziger numbers		
- Nafziger details his AUS & PRUS numbers down to the battalion level, but does not give a date on them; our conclusion is these figures are from army states taken during the Army's departure from Bohemia, about 1-3 October, when the Army had 187,481 men.		
- Major differences are for troops that engaged in fighting with Murat on the approach to Leipzig, October 8–12 (the AUS IV and PRUS II Corps).		

TOTAL COALITION STRENGTH AT THE TIME OF LEIPZIG

Wikipedia says the Coalition had 330,000 men at Leipzig, *Britannica* says 320,000 and *Petre* says 316,000.

Napoleon at Leipzig has (infantry and cavalry)...

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

on the battlefield 273,600

That figure does not include artillerists, wagon train, and engineers. Those troops can be estimated at 22,260 artillerists, 14,840 engineers, and 3,339 train, for a total of 314,000.

It is important to know the actual strengths at Leipzig so that we can determine the level of losses during the campaign (if we have a pretty good idea of replacements that joined during the campaign).

For example, Bennigsen's Army of Poland is credited with 59,000 men at the start of the campaign (then still in Poland). By the time it fights at Leipzig, it's first real combat of the campaign except for small skirmishes with the Dresden garrison, it is down to 31,500 men. So the Army lost as much as half its men just marching up 300 miles. We don't know if the 59,000 figure was a paper establishment strength that was never achieved, and we don't know how many men fell out during the long march who rejoined after Leipzig. Hofschröer's total for the Army of Bohemia is 205,758. That's 10,000 less than *Petre*.

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).

It is unlikely that any of these numbers that are supposed to be the actual strength of the armies at the Battle of Leipzig are correct. They only took states when things were quiet enough



for a parade, and only twice a month at most. The French were supposed to take parade states twice a month. But how often did the Austrians do so? The Russians? On the other hand the Prussian numbers always look more accurate.

The Army of Bohemia started the Autumn campaign with 291,000 men. By the time of the Battle of Leipzig, the army was down to 183,000 men, a reduction of 38% even after receiving replacements and reinforcements.

The Army of Silesia came out better. It had 99,000 men at the start of the campaign and 75,000 men at the Battle of Leipzig, a 25% reduction.

Finally, the North Army began with 114,000 men and finished with 63,000, a 45% reduction. The grand total of Coalition forces at the time of Leipzig was 321,000, and that is the best of our understanding at the present time. More work is needed.

“To Scorch Their Wings with Glory...”

JAPANESE NAVAL AIR FORCES AT GUADALCANAL

Kevin Zucker

That historians should give their own country a break, I grant you; but not so as to state things contrary to fact. For there are plenty of mistakes made by writers out of ignorance, and which any man finds it difficult to avoid. But if we knowingly write what is false, whether for the sake of our country or friends or just to be pleasant, what difference is there between us and hack-writers? Readers should be very attentive to and critical of historians, and they in turn should be constantly on their guard.

—Polybus, second century BC historian

My interest in this topic has been rekindled by reading John Prados's book *Islands of Destiny*. I had always questioned the unbelievably one-sided accounts of air losses given in Samuel E. Morison. Now I have found a book on the topic that gives exhaustive detail—Lundstrom's *The First Team and the Guadalcanal Campaign*. Morison on page 122 says, "For every six Japanese planes that crashed flaming, one Navy or Marine plane met a similar fate."

That appears to be a 600% exaggeration. If we wish to simulate the campaign we need better information than that. I think Morison was partially hamstrung by relying too heavily on U.S. Navy reporting, which was always double or more the actual figures for aircraft lost. Pilots often survived even if their aircraft were destroyed, maybe as much as one-third of the time. The other difficulty is that Morison tends to dehumanize the enemy, portraying the Japanese pilots as near-automatons who, with insect bravery, thoughtlessly sacrifice themselves to “scorch their wings with glory, liquid flame.”¹

Morison on page 348 goes on to report, "On 25 September the Japanese ferried to Rabaul 100 fighter planes and 80 bombers in order to conquer the air over the Solomons. But by this time the Wildcat pilots were skilled exterminators. On the 27th the enemy lost 9 out of 53 planes over Guadalcanal, the Americans none; on the following day the Japs returned with 62 planes and ran into an aerial buzz-saw;



23 of the Emperor's bombers and fighters were shot down ... Enemy air-combat losses since the Marines landing now ran well over 200 planes as against 32 downed American aircraft. These staggering plane losses prodded the Japanese into a change of tactics. Flights into the bullet-swept air over Henderson Field were now made by large numbers of fighters using a handful of bombers as bait. On 2 October these methods won them a score of 5 to 4, but the Americans soon caught on and brought the odds back in their favor."

Taking these statistics in order, then, we can compare Morison's account with actual data from the Japanese. Over the period JNAF lost about 389 aircraft (*see spreadsheet on pages 7-8*).

"On 25 September the Japanese ferried to Rabaul 100 fighter planes and 80 bombers..."

This reinforcement group did not arrive on one day. According to Lundstrom, from mid- to late September, Base Air Force at Rabaul received 38 fighters and 55 bombers (including 12 Vals—which couldn't even reach Guadalcanal and return). For September 16th, 23 Bettys and 12 Vals arrived; on the 17th, 21 Zeros and 4 Babs; on the 22nd, 20 Bettys and 12 Zeros. On the 27th of September, we find Carrier Taiyo bringing-in the 12 Vals and some obsolete aircraft types. Total over the two weeks: 79 bombers and 42 Zeros. Morison score: Perfect as far as the bombers are concerned, but 238% over in fighters. My guess is the reinforcement

¹ Siegfried Sassoon

numbers had to be inflated to supply the exaggerated "kills."

"But by this time the Wildcat pilots were skilled exterminators."

Some of them were, but in talking about fighter vs. fighter combat, the two sides were pretty evenly matched. Each Japanese Air Corps also had its aces. The F4F could take a lot of punishment, while the unarmored Zeros were more maneuverable.

"On the 27th the enemy lost 9 out of 53 planes over Guadalcanal..."

Our spreadsheet shows losses of only 2 Bettys of the Kanoya Air Corps and one Zero from the 3rd Ku. Morison score: +300%

"23 of the Emperor's bombers and fighters were shot down"

Through the end of September I have found only five Bettys lost, from the 4th Air Corps, and possibly 3 Zeros of the Tainan Air Corps lost during the period, exact date not known. If we include all eight, then Morison scores +287%

"Enemy air-combat losses since the Marines landing now ran well over 200 planes"

This time the numbers are nearly correct. The Japanese land-based Air Force had lost, by the end of September, 97 Zeros, 81 Bettys, and 19 Vals including combat and non-combat causes. If you include carrier-based losses and float planes, the statement is 100% accurate.

"On 2 October these methods won them a score of 5 to 4, but the Americans soon caught on and brought the odds back in their favor."

The statement is 100% accurate, as regards Japanese losses on 2 October, but for the Americans only 60% of actual losses are acknowledged. Details on the 2 October raid from Lundstrom (p. 266 ff.) show that the Japanese lost 4 aircraft but only one pilot, while scoring 2 SBD Dauntlesses and 6 F4Fs (along with their crews) as well as several more aircraft damaged.

Lundstrom sums up on page 528: "Between 7 August and 15 November 1942, while operating from the carriers or land-based at Guadalcanal, VF-5, VF-6, VF-71, VF-72, and VF-10 claimed 193 aircraft destroyed in aerial combat." In contrast to these claims, Lundstrom has estimated the

actual score as 102 aircraft. He goes on to add, "Other Japanese aircraft damaged in combat with Navy Wildcats either crash-landed or had to be written-off, but the exact number cannot be determined."

Of American pilots, "31 were killed during the campaign. At the same time the five squadrons operated 178 F4F-4 Wildcats and lost 108 to all causes, including the sinking of the Wasp and Hornet. In strictly fighter-versus-fighter combat, the ratio of loss was approximately 31 Navy F4Fs (23 pilots killed) to 25 Zeros. The raw statistics do not tell the whole story. After the disaster on 7 August (9 F4Fs lost to two Zeros), the fighter battles tended to even out."

Morison's *The Struggle for Guadalcanal* (which I have just re-read after 40 years) is a great book and very stylishly-written. "Readers should be very attentive to and critical of historians, and they in turn should be constantly on their guard."



John Prados responds:

It's been a while since I wrote ISLANDS—and last read Lundstrom and Morison. But I agree Morison overdid it. Lundstrom is perhaps an undersell. His data from Japanese fighter pilots is fabulous—but a key issue is losses among bombers and there he is less surefooted. I suspect that the truth lies hidden within that quote about how it's unknown how many planes had to be written off on landing due to damage etc.

I was trying to give a sense for that where I wrote about how damaged JNAF aircraft had to fly so far to recover, how it took them so long to make available closer airfields, and how that would have made a difference.

AIRCRAFT TYPES



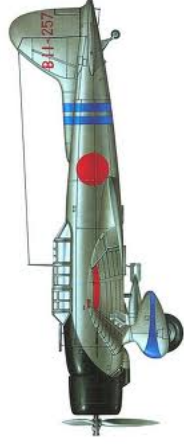
2-EMILY Type 2 flying boat



ZERO-21 Type 0 carrier fighter (ZEKE)



ZERO-32 Type 0 carrier fighter (HAMP)



VAL Type 99 carrier bomber

H6K4



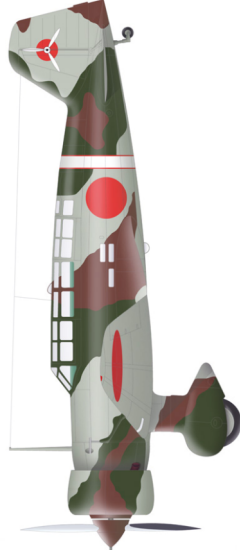
97-MAVIS Type 97 flying boat



0-JAKE Type 0 reconnaissance seaplane



2-RUFE Type 2 sea fighter



98-BABS Type 98 land reconnaissance plane



BETTY Type 1 land attack plane



0-PETE Type 0 observation seaplane



KATE Type 97 carrier attack plane (VT)



2-IRVING Type 2 land reconnaissance plane

JINI/S model 11

Zucker at Leipzig

by Kevin Zucker

In 2013 I got to visit Leipzig, Dresden, Düben, and the countryside though which the French reached the battlefield, as well as their retreat through the Hof Gap. My guide across the campaign was Andreas Gebhardt.

We had dinner with an interesting guy, Gerald Schmidt, who had just released his book "Vor der Grossen Schlacht" all about the days before Leipzig. The Düben museum had a display of his situation maps. The first thing I wanted to ask Gerald was whether he knew what happened to Napoleon's warchest. He wasn't able to confirm anything, but mentioned several tales of people in different villages who suddenly and inexplicably became wealthy after the battle.

Gerald grew up in Düben, where Napoleon had his headquarters before moving to Leipzig. It was a key bridge over the Mulde. He remembered asking his dad about the still-visible pilings from the old bridge while still a child, and his reaction when he heard the strange name of "Napoleon" that started him off on a lifetime's research.

"It was a bright and early summer morning of 1960, when I, sandwiched between my favorite toys and boxes, in my parents car crossed the Mulde bridge in Bad Duben. ... I was looking at some length over the sparkling river and its new and old bridge piers. "A temporary bridge from Napoleon's times" - I couldn't get this out of my head, even if I was only five years old."

Andy and I criss-crossed the region (above right). This is how I worked out the reinforcement schedule for NAL, working from Napoleon at the Crossroads. The area of the NAL map is indicated (center left). Napoleon's army is still positioned to cross the Elbe and possibly move on Berlin.

The map at right corresponds to about NAL hexrow S-4200 to S-6400. The motorway and S242 are not routes existing in 1813. Credit: "Liebertwolkwitz" on Google earth.

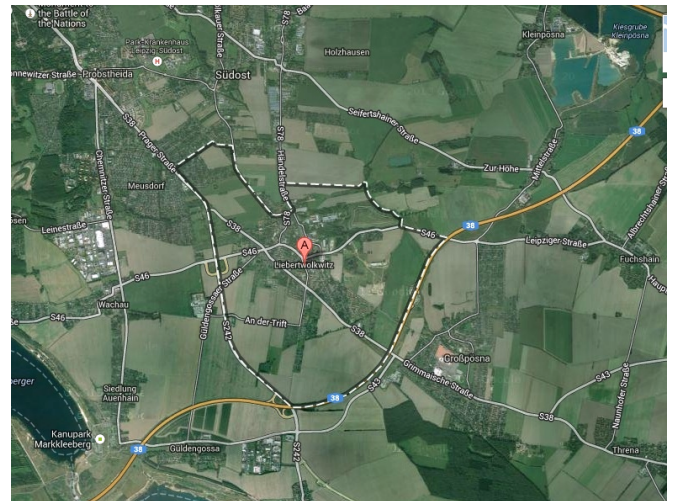
You can see more pictures of our trip including the man-made lake here ... (Andy is sipping a cup of coffee, on the phone organizing our next day's activities):

<http://napoleongames.com/drupal2/kevin-zucker-germany-tour-2013>



Situation for October 13

The encroachment of the city has just begun to reach here. Still, much of this terrain was mined-over and the lake (lower l.) is a result of it. The lake is where Markkleberg and the dammed-up Pleisse would flow. The University Woods are nicely preserved (except for some housing). Cröbern is buried under the motorway.

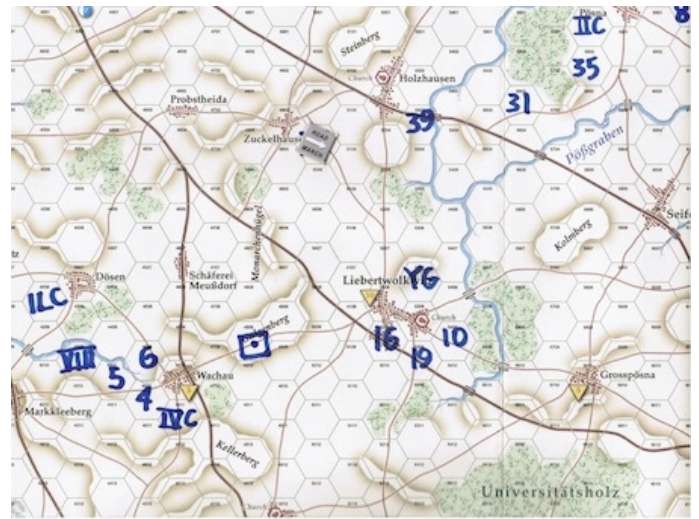


Liebertwolkwitz today

Situation at Start



16 Oct. 1813: 2 PM



Set-up, 16 October

Below is the French Set up for October 16th. In some hexes blue numbers indicate French divisions at 2PM. (Many others are covered up by units.) Napoleon was awaiting the "evenement;" in this case, the arrival of XI Corps (35, 31, 39) and the IIC.

Unlike most gamers, he preferred not to use the guard. He did send in Letort's Div of the Young GC (Letort and Lyon, perhaps), as reported by Petre:

"Napoleon, meanwhile, had reinforced his weakest points by sending Augereau to support Poniatowski on the line Dösen-Wachau. Letort's division of Guard cavalry also supported the Poles ... The Emperor had no reason for dissatisfaction with this first defensive period of the battle ... Napoleon now prepared to pass from the defensive to the offensive."

At 2 PM with the arrival of Macdonald, the Army is positioned for attacks on the Kolmberg, the Universitätsholz, and the Kellerberg.

[F.L. Petre, *NAL* old-style Study Folder, p. 17.]



Marmont at Mockern

by Kevin Zucker

Regarding the October 16th Scenario, a player asked: "What is the game logic for Marmont to withdraw from the IPs? There are 17 VPs to be had up there. Is it that he knows Langeron is coming? iirc, in Chris Moeller's game the French had little trouble holding off Blucher."

For Marmont, with just his VI Corps, to even try and hold the line of IPs against three corps, would risk annihilation. The IPs are just a delaying position. When Marmont first chose the position he estimated he would need an extra corps to defend it. Even with two corps, Marmont has to expect to be withdrawing. The Mockern position is a shorter one that is easier to defend and farther from the enemy arriving.

However, Mockern is so much closer to Leipzig that Marmont must fight all the harder there. He actually held his own all day against Blücher, up until the last hour.

I gave 5 VPs for Radefeld because it is a high spot all the generals mention. It's tableland from there across the whole north side. I saw the view from this area last year, before driving into Leipzig on the road that Delmas took through Hohe- nossig.

Radefeld is the highest point in the neighborhood. From that location you can see church spires almost to the Elbe. This position, including the Gustavus battlefield, is "dominating terrain." From Radefeld, they could see, for example, Delmas's big column moving through Hohe- nossig. And that was *fateful* intelligence that hypnotised Blücher. The Arrival cards Nos. 23, 25, 26, 27 and 29 create some of this orbat uncertainty.

slight reinforcements. He was lucky that Blücher was having an off-day.

If I had to pick one factor I would first be struck by his troop quality. He had the ex-coastal gunners, average age 23 years, who had been training as artilleryists in the ports. We rated three of Marmont's VI Corps brigades at Initiative [4] — if they had a cadre from Spain. (As a rule [4] units are 400-450 men per SP.) This makes them tough in village fighting.

Another advantage they have now, overlooked in the original game, is the "chateau" at Moeckern; while, in the original game Blücher had a nice mapedge to anchor on—no longer.

Here's Marmont's narration of events of the 16th. He clearly thinks highly of his troops...

"The enemy assault was initially directed against the village of Möckern; the village was attacked with vigor, and my fire could not dissipate the enemy effort; the village was defended by the troops of my 21st Division under the orders of General Lagrange. The 2nd Regiment de Marine was charged with the defense of this post, and fought with vigor and tenacity; they hung on for a long time, lost it, then retook it again; but the enemy redoubled his efforts by sending more troops to capture this point. Then I ordered a change of facing by brigade, and the troops immediately executed an oblique move by forming 6 lines in echelon. The 37th Light Infantry Regiment and the 4th Regiment de Marine were successively sent into the village; the men retook the entire village and defended it with all the courage you would expect from good troops."

"The fighting continued with the same stubbornness and tenacity for more than three hours. The enemy suffered enormously heavy casualties caused by the advantageous position of our guns.

VI	Marmont	5917N	3222N	4424N				
VI	20 6-4-4 Pelleport	F.5917N	F.2817N	R.4724N			Nav Arty, Cadre-Spain	32L, 1 Marine
VI	20 5-4-4 Joubert	F.5917N	F.2817N	R.4724N			Nav Arty, Cadre-Spain	20, 25 Prov, 3 Marine
VI	21 6-4-4 Jamin	F.5716N	F.2720N	F.4424N	elim	elim	Nav Arty; Muni Gds	37L, 4 Marine, Joseph
VI	21 5-3-4 Bouquet	F.5615N	F.2520N	R.4222N	elim	elim	All Naval Artillery	2 Marine
VI	22 6-3-4 Coehorn	F.5414N	F.2613N	R.4625N	elim	elim	Cadre-Spain	15, 23L, 11, 13 Prov
VI	22 4-3-4 Choisy	F.5215N	F.2615N		elim	elim	Cadre-Spain	70, 121, 16 Prov
VI	25L 2-3-7 Normann	F.5818N	F.2713N		elim	elim	2 Chev rgts	Württ 2 Chev, 4 Chass
VI	5L 3-3-7 Lorge	F.5818N	F.2510N	F.4425N			6 Chas rgts (from III)	Bdes Jacquinot, Merlin
VI	5-3-4 Foucher-a	F.5014N	F.3222N	R.4524N				5 foot batt
VI	4-3-4 Foucher-b	F.4814N	F.2718N	R.4625N	elim	elim		4 foot batt
VI	2-3-6 Foucher-c	F.6116N	F.2713N	F.4725N	elim	elim		2 horse batt

It is amazing what Marmont was able to do with his one corps. He actually had Polish assistance (one combined arms stack) and some other

"I decided to send some of the troops of the 20th Division, who formed in echelon the center, (continued on page 45)

Armistice!

by Kevin Zucker

The Allies took Napoleon's offer of armistice on 17 October as a mere ploy to gain time. But the fact that he brought this up at all indicates that he clearly foresaw what would happen on the morrow...the conversation is related by Merveldt.

On 17th October at 2 o'clock in the afternoon, the Emperor Napoleon had me brought to him, and after he made me a few flattering remarks about the attempt, which I had made, to fall upon the rear of his army; he informed me that he would prove to me that his word of honour was to be greatly respected.

After a few questions regarding the strength of the Allied Armies, he told me that he had not thought them to be so substantial. He asked me whether his presence with the [French] Army was known to us, and I confirmed that it was.

"So, you had the intention of bringing about a battle against me?"

"Yes, Sire."

"You have made a miscalculation about the strength of forces I have assembled here. How strong do you estimate me to be?"

"At most 120,000 men."

"I have 200,000. I think that I have estimated your strength to be a little less than it is. How strong are you?"

"Over 350,000 men, Sire."

"Will you attack me tomorrow?"

"I don't doubt it, Sire. The Allied Armies will use their superior strength to attack Your Majesty every day; they hope thereby for a decisive battle and to bring about the retreat of the French Army."

"Will the war last forever? It is time to end it."

"Sire, that is the general wish, and peace lies in the hands of Your Majesty."¹

"... The conversation then took a political turn. Napoleon wished to take the opportunity of communicating with his father-in-law through Merveldt, and pass



information that he was prepared to buy peace at a great personal price. It is highly unlikely, despite suggestions, that Napoleon was interviewing Merveldt with the idea of using negotiations to escape his encirclement. Speaking with a captive soldier was a questionable method of obtaining intelligence on the intentions of the allies ... Napoleon spent the next few hours in conversation with Merveldt, to whom he had returned his saber. Napoleon then issued the orders for the withdrawal of the French army." —Nafziger, p.189 (following Austrian Kriegsarchiv's history)

At this time, Napoleon has just about given up on preserving his Center of Operations (baggage, war-chest, bridge trains & engineers). Napoleon now knows that he is going to lose most of his army, either in battle or without any APs on the march to France. Possibly Napoleon intended these pacific overtures to reach the Austrian peace party, to bollix up the enemy councils.

Apparently, Merveldt was not a member of the Peace Party ... "In early 1809, Merveldt became a prominent member of the group pushing for war against France, together with such notables as Archduke Ferdinand, Archduke John, Empress Maria Ludovika of Austria-Este, and Count Heinrich von Bellegarde."

¹ Alfred Plischneck's *Gott Erhalte! Austria's Victory over Napoleon, Eyewitness Accounts 1805 to 1815* [Vienna, 2009]

Letters from the Vault

Among the unexpected reasons that prompted me to restart OSG in 2010 was the outpouring of support when, six years ago this October, I announced that OSG was closing down. We did a year's worth of business that week, and 2009 turned out to be just a sabbatical. (By the way the Lyme Disease has abated.) —KZ

Oct.–Nov. 2008

Sorry to hear of your retirement from war gaming publishing. I play piano and do amateur conducting and my wife is a retired Methodist chaplain of a nursing home, so between the two of us, we'll surely be interested in looking at your path for humanity website. It's been a pleasure hearing your thoughts and corresponding with you occasionally. Thank you for all your kindnesses and intelligent conversation.
Togu Oppusunggu

Please take good care of yourself. Never give up hope. I remember your great works, forever...
Masataka

Je te souhaite autant de succès dans la suite de tes projets que dans le wargame.

Je suis sûr que ce sera le cas, car on sent à travers ces quelques mails, sur quelques photos, dans tes jeux, dans tes passions... on sent ta grande générosité. Et je pense que la générosité est mère de succès.

Elian

Although I'm disappointed to see OSG go, I greatly appreciate all your efforts and wish you the best of luck in your future endeavors. I often thought about coming up to Baltimore to help out with game assembly, but unfortunately never found the time.

I am so sorry to hear about your condition and wish you a quick recovery. Take care of yourself and the best of luck in the future. Words are insufficient to say thank you for everything you have done. You and OSG will be missed.
Dan

PS: In the last years before my father passed away, he became involved in both music and meditation as a way to cope and find balance. It really helped him more than the dozen or so pills

he took. Positive thinking and feeling do indeed heal. Anyway, good luck with this new path. It will be a success, I'm sure.

I think I'll be playing forever those games. Have I your permission to create vassal modules for playing with my friends? It's a shame that I can enjoy them only once a year because I moved from my parent's house. If you ever come to Navarre, or Spain ...
Sincerely, Edgar.

Your announcement has left me without words, really. I'm sure you deliberated your decision a lot, and think it's the best for you. But I was accustomed to "grow" with your games. I liked a lot the Napoleonic age before, but it has been the main habit. Best wishes, we have only one life.
Edgar

I will not join the concert of tears and sweet stuff on Consim... What else... you are not dead ! just changing life. I know what that is, I wish you the best.
Didier

I know better than to try to talk an intelligent person out of a decision he has already made. Perhaps if someday you decide you want to take up a hobby you might consider Napoleonic studies(?). Best of luck and great success in your new endeavour. Thx

I am very sorry to hear of the demise of OSG and your ongoing health problems. Although I have not financially contributed to your company, you have had my moral support over the years.

I fondly look back at the day Mark and I visited your Baltimore home. You were very kind to host our game play that particular day. I want you to know that you were, excuse the pun, instrumental in motivating me to return to playing the violin.

I looked for you at WBC this past summer, but noted you were not there. Perhaps it was due to health issues. In any event, I trust we will cross paths again.

If you have an OSG game design in your inventory that covers the Waterloo campaign, please mail it to me, along with an additional set of counters and I will promptly remit the discounted sale price.
Randy Heller

My best wishes for the future and thank *you* for bringing the Napoleonic world to life for us.
Karoly

I'm a firm believer in both positive thinking and especially music. Music stirs something deep inside and brings back great memories.
Take care and fly high.
Robert Tunstall

Best of luck and all good wishes! We didn't meet, but I feel like I've come to know you over the years. Your wargaming work has brought me countless hours of pleasure, and a deep appreciation of the Napoleonic era. Thank you so much for all that.

Very sorry to see you go, so to speak. Though, who knows, perhaps one day you'll resume designing and/or publishing wargames again. If so, please do let me know. I appreciate your work and output over these many years.

Best of luck in your new endeavour. Sorry to hear about closing OSG :-).
Thank you for teaching me a lot about Napoleonic era and experience with designing board games!best wishes,
Mikolaj Lenczewski

I would like just to thank you for all the hours of enjoyment and history debates we had—and I'm sure we will still have—around your Nap. games: I just remember how fascinated I was when I first discovered my first "Kevin Zucker game."

I modestly feel like a simple sad "grognard", in front of "les Adieux de Fontainebleau à la vieille garde". Maybe will you come back one day from "l'Ile d'Elbe"? I wish you all the best in your future projects.

Keep courage, I think you should be quite busy these days !"Vive l'Empereur !"
Robin ALLOUI

Shoot...given my backlog I just read this for the first time. WHAT A DRAG!!! I'm truly saddened. Thank you for so many unbelievably great games and memories that will continue to live on my gaming table. You are one of the good ones!
jfk

I am sad to her about your health. My best wishes for you and all the best in the future. Thanks for all nice Games & Support.
Jürgen Kasperzak
Quirxel Games

I'm still playing Struggle of Nations, still trying to crack Napoleon's problem with those little "packages."

My old copy of Napoleon at Bay is in the store room because I have the new copy. And I have still have a browning Xerox copy of the TSG Rules for NaB.

It's been a long ride. Thanks again. Just placed an order for Four Battles.

Goodbye old friend. 30 years I've been buying and playing your games. You've done some fantastic work. Good luck.
Roger Pearce

Sorry to hear that Kevin - I have followed your work since the first Napoleonic games in the 70's and I treasure your games....even if I don't find time to play anymore - I guess there's always retirement. Good luck on your new endeavours
Colin Fraser

At first I thought: what a sad news!
Then, reading through your mail, I realized that you have moved to something else that maybe it's more important to humankind than Napoleonic warfare. Yet, your gaming work can be seen as a set of several huge milestones in the wargaming world.

Anyway, thank you for everything you designed, developed and produced.

I hope you to have all the health you deserve. I'll take the chance to look at your new website (I've already given it a glance; it seems very interesting and akin to other my interests. I'll go in depth at the first free moment).
Take care! Ciao (arrivederci!)
Alessandro

I'm really sorry to hear that you are shuttering OSG. I guess will have to learn to love those microscopic hexes in my AH copy of Struggle of Nations. :-)

Thanks -- and more power to you in your new endeavor. I really admire somebody who is willing to follow their unconventional dreams.
Roger Pearce

I'm sorry you're leaving the business, but I wish you the best of luck in the future. I've just placed an order. I am saddened at our loss of your talents as a designer. I have a number of your games, and have enjoyed them, and the website. You and I had lunch some years back – 2004 or

so – when I was down to visit my son at Peabody.
-Jim

Well, I am glad you are well and happy with your new projects. I am very fond of music: All the evenings, when I arrive from work, I spend 2 hours or more as a home-teacher of violin for them (you know, kind of Suzuki method with strong support at home).

It's sad to see the end of OSG though :-(
I've liked your games a lot over the years, specially the GCoN, even if I never understood why the rules allow attacks of 1 hex vs. 2 hexes and 2 hexes vs. 1 hex, but not 2 hexes vs 2 hexes. I think it's a mistake due to the original game system ... Joaquin

I am sad to see OSG close its doors once again, but wish to encourage you in your new pursuits--you are the most "renaissance" and eclectically-bent Renaissance Man I've ever come across!
It will be a long time before these wargame designs of yours are superceded, if ever.
Semper Fidelis,
Colonel Eric M. Walters, USMC

I have just received your message announcing the going out of business of OSG. I must confess that it has come as a shock and that I cannot help but feeling an uneasy sadness about it. I cannot claim any close acquaintance to you and my commercial relation to OSG dates from merely about one and a half year back but let me tell you that I have enjoyed immensely all the games and books from OSG from the very beginning. And of course I was selfishly expecting the new titles at the rate of one or so per year. Sort of relieve for me. It is interesting that you are going to devote your time now to music and healing: I reckon that playing (mainly solo) and reading Napoleonics has always had a sort of soothing, healing, certainly beneficial effect on me for many years now. I will command several OSG titles during the next weeks. Pity that there will not be new Leipzig edition.
Andres Mujica

Now that is quite a surprise! Are you dedicating yourself 100% to herbal healing now? In any case, I wish you all well in your new life.
Pierre

Thank you for the note and I am so very sorry to hear about OSG's demise and your own struggle with Lyme disease. Your Operational Level games are the best Napoleonic simulations ever and I've always looked forward to new editions and new campaigns.

Paul Dangel

I'm sad to hear about your closing the doors to OSG. I've purchased several of your games, and although I have to admit I haven't played them yet (but do plan to), I admire the superb quality and research that has gone into each of them. I would like to order one of your games now. I think Habit of Victory or Four Lost Battles would be my top picks. I am more interested in ease of learning and play than I am in total historical accuracy, although I know all your game rank very high.

Thanks again,
Mike Hellyer

I'm sorry -- shocked, in fact -- to hear that you're going out of the wargame business. We'll miss you, tho you & I haven't done business in many years. The hobby will miss your creativity.
MD

Good luck Kevin on all your future endeavors.
Sincerely,
Terry Doherty

Four Last Battles sounds real good. I just put my order in. Thanks for all your help, and I look forward to setting up and playing FLB. Good luck with the new venture -- I'll be checking that website out, too. You are definitely at the top of the Pantheon in Napoleonic era wargames.
Mike H.

First, I am saddened to hear you have been stricken with Lyme's disease. I know people who have been affected by it some severely. I am also glad to hear of your recovery and your exploration of holistic medicines. I wish you well in this new endeavor for you and hope you will bring to many a chance for healing that traditional medicines do not fill. Finally, I am selfishly saddened by your departure from historical simulations. I still have an original copy of your "1814: Napoleon at Bay" in the SPI black plastic tray. It was then and still remains one of my favorites. A great design system that was ahead of its time and with your updating,

kept fresh and new though the years. The CON series remains a favorite and I am saddened that we will not see the campaigns 5X completed. I will have to decide what to do with my credit with you (I think I have one). I'll let you know later. I always marvel at the path that life has carried me. How one gets to where one is today, influenced and chanced by singular and collective events beyond comprehension. The path imagined is never the one realized. And it is in many ways the journey that matters more than the goal. Enjoy your journey. If you don't mind, I am going to pass your website along to an old girlfriend, who now lives in BC and practices a number of holistic arts. I think she will find your site of interest and as she still has a strong connection with the holistic community back here in Philly, may be a useful connection. Also, if you plan on generating a mailing list to keep people informed of your progress, please be sure to keep me on it. Good luck to you.
Gene Rodek

Wow, this is a thunderbolt from Baltimore! I am so sorry that your talent and positive influence will be leaving the wargaming sphere but wish you well (literally) and much success and contentment in your new endeavors.

I just read your announcement and I want to tell you good luck in your new occupation. I shall say that the hobby of historical games will miss OSG, and by that I mean mostly your input and it was a pleasure and an honour to have been allowed to participate and help (on a very small measure) to some of I hope that you still will have time to read and post from time to time in some of the wargames forum you were often seen and are known to kindly answers. Merci pour toutes ces belles années de jeux d'histoire napoléonienne et meilleurs vœux pour la suite. With best regards,
Pierre---

All best with the new direction. And thanks for giving us OSG. Matt

I hope you're doing okay, and wish you well with this new chapter in your life. I'll try to call this weekend if I can (I'm in my own bizarre new world at the moment too, and it's hard to see clear of it sometimes). I want to tell you how much I admire what you have created.
Chris

Wow - your most recent came as something of a bolt from the blue, as I'm sure you may imagine! While I'm very sad to know that your fine games will no longer be an expanding feast, I can well understand your desire to follow the new path. It was with great sorrow that I heard the bad news. I hope we still see you around, but I know you deserve a break and a rest. The level of quality you have been responsible for and the fun you displayed (that was a revelation to me when I met you).

This comes as both bad and good news. You are truly one of the giants of the board wargaming industry, and I have been a collector of your games since "Battles of the Hundred Days" and "Arcola" and have almost all of OSG's Napoleonic titles.
Sincerely,
John E. Meyer

Je suis attristé d'apprendre votre départ. Quoi qu'il en soit, je vous remercie pour tout le travail que vous avez accompli. Je possède chacun de vos jeux et je suis heureux de les étudier. Vous manquerez à bon nombre d'entre nous. Je vous souhaite une bonne continuation. Amicalement. Pascal SAIDANI

I used to work at Recon hobbies in Clifton NJ on the early 90s. I think we met/spoke on the phone back then. I'm sorry to see you closing OSG; I hope everything is OK on your end.

I am saddened by the news, I have always felt that you were the only designer who was able to capture the flavor of the period, and it is always a wonderful experience to play your games. I have now started using your games to enhance our miniatures campaigns.

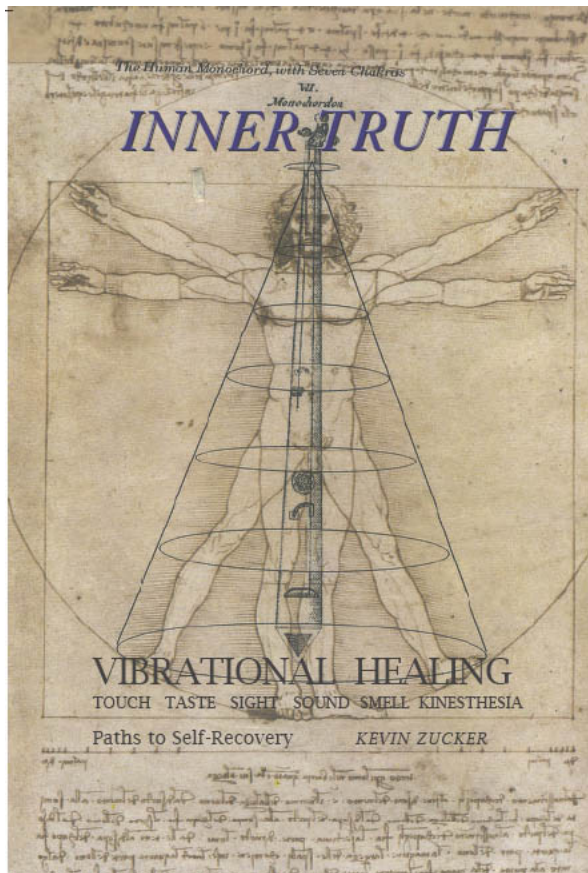
Sorry to hear of your leaving the hobby, believe me I'm not exaggerating it when I say that it will not be the same without you and OSG. Best of luck with your new endeavour.
Maurizio

Hello Kevin,
I have been away for a long weekend and have come back to this news and I am shocked. I have caught up on reading all the posts on CSW and I must echo all the good that has been said about you and your contribution to the hobby.

I am sure that you will be missed greatly by your many hobbyist friends and Napoleonic enthusiasts across the world and although I never met you I feel a loss in that. I was so looking forward to all your planned future publications and games. May I take this opportunity to you wish you well in your new venture - good health sir (with a tear in my eye). Warmest regards
Richard Lawrence

I have been very sadly struck by the news of your illness and I sincerely hope that you will be able to fully recover. Moreover I am also sadly hit by the news that you will stop your activity as game designer and Napoleonic researcher. In all those years I have highly enjoyed you games and also have appreciated the high level of research and study behind the final products. Again I send you my best wishes for your future.
Lavinio Canavesi

I was sorry to hear you are ending OSG, then went to your flower healing website and was blown away. More power to you! Then I remembered the old movie, "Dinner with Andre" where the famous Findhorn farm/commune in Scotland was mentioned ... Michael Thompson



I dropped in to the site and saw OSG was closing and then looked on Consim and found out why. I in some ways do not know what to say, many have already said so much in recognition of your work over the years. I would just like to add a thank you for years of enjoyment.

Sorry to hear that you decided to give up wargaming design. I understand your decision to concentrate on the link between music and healing. But there's also a linking between gaming and healing. Many years ago (10 more or less) I had a really difficult time...

Now I am feeling much better my health recovered fully and my life is much better (indeed Now I have a family and two fantastic little kids). But I still need my wargaming evening. It still remains a moment in my life when I can forget all little problems.

So I wish you all the best in your new project, but hope that you will still find some time to continue design your games. Your games have done much more good things than you can image.
Jan

Cela aura été un grand plaisir et un honneur d'avoir été autorisé à contribuer à des wargames si brillants, aux côté d'une entreprise authentiquement désintéressée comme OSG.

Comme beaucoup d'autres j'imagine, je ressens de la tristesse à penser que votre grande oeuvre (inachevée ?) s'arrête là ; de la nostalgie déjà à voir la fin de l'aventure plus que trentenaire d'OSG qui aura ponctué toute ma vie de passionné de l'épopée Napoleonienne.

Mais surtout je ressens de l'admiration pour votre capacité à vous remettre ainsi totalement en cause !

Mes meilleurs voeux de réussite pour votre nouveau projet, pour cette nouvelle vie, loin des grilles d'hexagones et des calculs stratégiques ... et merci pour le passé, et pour l'avenir, car vos jeux resteront !

Très cordialement,

Congratulations on moving from a labor of love to a higher calling! I would like to take this opportunity to let you know that *Napoleon's Last Battles* was the first game I ever bought, way back in Junior High and I still have a copy. I'm going to miss looking forward to the yearly new game OSG always put out. Oh well...

Alternative healings are very big out here in
(continued on page 45)

Napoleon Against Russia: Order-of-Battle Notes

Derek Lang

Napoleon Against Russia presents five critical battles between Smolensk and Moscow. Borodino is the most famous of these, so we expected to find detailed orders-of-battle with accurate strengths. However, actual data on unit strengths at Borodino seems not to exist. There are Corps / Division / Brigade structures, but nothing with precise information on individual unit strengths. For the other battles in the campaign, detailed strength data is (in most cases) conspicuous by its absence. The lack of French data is explained by the fact that Imperial Headquarters burned records during the retreat.

Most published histories give a total strength for each army, but there is no agreement among historians as to what those totals actually were. For example, here are just a few of the varying estimates for Borodino:

Author	French	Russians
Chandler (1966)	136,000	120,800
Duffy (1972)	133,000	125,000
Hourtoulle (2000)	115,000	140,000
OSG (2014)	124,600	131,200

As far as orders-of-battle are concerned, here is what can be found in four of the better histories of 1812:

Christopher Duffy: Order-of-battle for Borodino, without strength data for individual units.

Alexander Mikaberidze: Order-of-battle for Borodino again without unit strengths.

George Nafziger: Good order-of-battle for the French at Smolensk (with unit strengths) but nothing concrete for the Russians. For Borodino, there are orders-of-battle for both sides, and although individual unit strengths are lacking there is data for the artillery.

Richard Riehn: Corps strength totals for both sides, sampled at various dates throughout the campaign.

We decided that Riehn's *1812: Napoleon's Russian Campaign* contained the most credible data. Riehn has painstakingly researched strengths for each Corps as the campaign progressed. This was of crucial importance in creating all of our orders-of-battle. We worked from Riehn's Corps strengths, in conjunction with the orders-of-battle provided by Mikaberidze and Nafziger to reconstruct the strength of every brigade

for each battle. In addition, we received valuable assistance from Terry Doherty, who was kind enough to share his research for Clash of Arms's *La Bataille de la Moscowa*. After a lot of number-crunching, we arrived at the strengths below. For example, at Borodino our cardboard armies muster 124,600 for the French against 131,200 for the Russians.

French Army at Borodino

	Infantry	Cavalry
Imperial Guard	11,500	4,000
I Corps	32,000	1,200
III Corps	8,600	1,800
IV Corps	17,500	3,000
V Corps	6,500	1,500
VIII Corps	6,500	1,000
I Cav Corps		4,500
II Cav Corps		4,500
III Cav Corps		3,000
IV Cav Corps		2,500
Totals	82,600	27,000

Adding in the manpower of the artillery, which Riehn gives as 15,000 men:

Grand Total (inc. artillery) = 124,600

Notes on the French Order-of-Battle

We had to do quite a bit of detective work (and additional research) with the French order-of-battle before we were finally happy with it.

Imperial Guard

Once we knew that Delaborde's entire Division was absent at Borodino, the strengths of the other Guard Infantry units made a lot more sense. It meant that the Old Guard unit strengths were now consistent throughout the campaign; which seemed a lot more plausible than the fluctuating strengths we had seen to start with.

I Corps

The artillery totals quoted for Borodino (147 guns) and Malojaroslavets (144 guns) seemed unrealistically high to me. Every source I looked at said there were

14 guns in each of the 5 Divisions, which gives 70 guns. So for the Corps' total to be correct there would have to be 70+ guns in the Corps Artillery Reserve, which is extremely unlikely. I assumed a figure of 32 guns in the Corps Reserve, making the Corps' total 102 guns. The disparity must be due to the small 3-lb'ers which Davout had dragged along.

IV Corps

I had a few headaches with this one. Eugene had 17,500 infantry at Borodino and 24,000 at Malojarslavets. So, even assuming that the units which fought at Borodino remained at roughly the same strength, an extra 6,500 men seem to have appeared from somewhere. The obvious source was Pino's Division, but it only had 5,200 at Smolensk – there had to be more. Then Kevin discovered a strength of 6,000 for Pino (presumably some replacements must have joined him in Vitebsk).

For the rest, I made the assumption that the Velites di Borgese and the Tuscan Guard (originally attached to the French Imperial Guard) were incorporated into Lecchi's Italian Guard. That seems likely because they are not included in the strength returns for the French Guard at Malojarslavets, so the Italian Guard would have been the obvious place for them to go.

The commonly quoted artillery total for Borodino appeared to include the 14 guns from Pino's (absent) Division. We reckon the correct total to be 74 (not 88).

V Corps

Again, the quoted artillery total for Borodino included guns which were not present. The 12 guns from Dabrowski's Division were absent, so the corps total should be 38 (not 50).

Russian Army at Borodino

	Infantry	Cavalry
II Corps	10,300	
III Corps	9,500	
IV Corps	9,500	
V Corps	13,000	2,400
VI Corps	11,300	

Russian Army at Borodino (cont'd)

	Infantry	Cavalry
VII Corps	10,800	
VIII Corps	13,300	
IC Corps		2,500
IIC Corps		3,500
IIIC Corps		3,700
IVC Corps		6,100

Totals **77,700** **18,200**

Adding in the manpower of the artillery, which Riehn gives as 10,800 men:

Total (including artillery) = 106,700

Adding in the 8,500 Cossacks and 16,000 Militia:

Grand Total (inc. irregulars) = 131,200

The Russians actually have a slight numerical superiority, although they have about 18,000 fewer regular troops than the French. Of course, the raw numbers are translated into Strength-Points, at ratios of between 400-1000 men per SP (depending on unit quality); so the slight qualitative superiority of the French will still make itself felt in the game.

Notes on the Russian Order-of-Battle

The Russian order-of-battle was a real jigsaw-puzzle of (often contradictory) information. Here are a few of the more interesting points to emerge:

Where sources differed on names, or the spelling of names (and they often did), I generally used Mikaberidze's version. His research is the most up-to-date, and as a Russian-speaker he is more likely to be reliable when it comes to Russian names.

Most Russian artillery batteries consisted of 8 guns and 4 licornes. We rated the licornes as half a gun for the purposes of Strength-Point calculation (so SP's were factored on 10 guns per battery, not 12). This still makes them stronger than French batteries, which normally had 6 or 8 guns each.

I Corps

Wittgenstein's I Corps will be an Alternate Reinforcement at Smolensk-Valutino but pinning-down an accurate order-of-battle for it proved extremely difficult. Its organisation seemed to change on an almost weekly basis throughout the campaign, as regiments were moved from one brigade to another, or detached altogether. The organisation that players will see in the game is based on Nafziger's order-of-battle for August 14th, the last time the Corps was re-structured prior to Smolensk.

V Corps

Grand Duke Konstantine's V Corps caused a bit of confusion. Riehn's total strength for Smolensk included both infantry and cavalry, but his numbers for Borodino and Malojaroslavets were for infantry only (so the cavalry just appeared to vanish). Also, Lavrov is sometimes listed as the Corps commander when in fact he was only the Guard Infantry commander – some sources (wrongly) identify the Guard Infantry as being V Corps, when the V Corps actually included Guard Infantry and Cavalry.

Cavalry

A few regiments of Uvarov's I Cav Corps swapped brigades between Smolensk and Borodino, but it all made sense in the end.

Korff's II Cav Corps appears to have been very weak at Smolensk. The only way that I could make sense of that was if only one brigade had been present, so we proceeded on that basis. Borodino was more straightforward, and Malojaroslavets saw the remnants of II and III Cav Corps amalgamated together.

Artillery

We duplicated the exact composition of the Army Artillery Reserves at Borodino. The brigade structures came from Mikaberidze, and both he and Nafziger agree on the number (and type) of batteries that were present. Players will enjoy handling "artillery corps" for the first time, as they are not something we've seen in TLNB before.

Militia

We grouped the Militia Divisions into a single "Corps." They will have to be tracked together on the Demoralization Chart, so they need to be all one formation. However, they have no Officer to command them – and that is deliberate. Unless placed in command by a Commander (unlikely, to be sure) they will effectively always be out-of-command and have to roll to move (individually) in the Initiative Movement Phase. They will therefore not be able to move as stacks, nor advance after combat. That simulates their lack of training and low military usefulness, without the need for any special rules.

Some Comments on Attrition

Normally, we would expect armies to suffer losses from attrition, even during periods of no actual battles. However, according to Riehn, the Russians had virtually a zero attrition rate. In the buildup to Smolensk he tells us: "The two [Russian] armies numbered 95,734 men, not counting the cossacks. In sharp contrast to the French, this force had sustained no losses other than those suffered in combat." This statement, if true, is remarkable indeed. They must have lost a few men to sickness at least, but other than that their attrition rate was apparently negligible. Perhaps these losses were made good as they retreated toward oncoming reserves.

Of course, battlefield casualties and (for the French) attrition did cause unit strengths to decrease as the campaign progressed, so players will notice that many individual units have a second (weaker) version for use in the later battles. These substitute unit counters are denoted by having their initiative rating box in yellow (used in Borodino and Malojaroslavets), or red (Malojaroslavets only).

Instead of adding a lot of additional counters for Malojaroslavets, we decided to use the reduced-strength side for all cavalry except the guard. All non-guard cavalry on the French side at Malojaroslavets are one-step units. The poor state of the cavalry by this stage of the campaign makes that justified. Riehn tells us: "The infantry still looked good, but the cavalry was in abominable condition. All that really remained usable were the 4,600 men of the guard cavalry; they had not participated in Murat's follies and consequently were in fairly good condition."

Leaders

Russian Commanders

We rated Barclay and Bagration both [1]-10 Commanders. Barclay's rating was already established in *Napoleon at Leipzig* and *La Patrie en Danger*, and Bagration we reckoned to be of similar ability. I've always thought of Bagration as a sort of "Russian Ney", and Ney is rated as a [1]-10 as well, so it seems about right.

One thing you won't see is a Kutuzov counter. At Borodino he never set foot outside of his headquarters, and most of the actual battlefield management was done (in his absence) by Barclay and Bagration. There will likely be a card for Kutuzov however, so he won't be omitted entirely.

Officers

Creating initiative ratings for Officers is always an interesting (if subjective) task. Invariably, you discover some obscure information about certain individuals that makes you reconsider your previous assessment of their abilities. A few such examples to mention here:

Junot

We had originally intended to give Junot a "3" initiative rating. However, his performance at Valutino (as related by Riehn) made us re-evaluate that:

"While the action was in progress, Junot (who had crossed the Dneiper at Pruditchevo) stood by watching, figuratively speaking, with his hands in his pockets. At this point, one may no longer say that the man was merely mentally disturbed; he was an alcoholic in an advanced state of deterioration... Despite the fact that Junot was one of Napoleon's old favorites, from the days of Toulon, the Emperor was beside himself and, for a moment, contemplated relieving Junot of his command. He decided against this and, typically, transferred his ire to the hapless Westphalians, innocent bystanders in more ways than one, who were given the task of cleaning up the battlefield. It must, however, be kept in mind that Junot certainly was no longer in full possession of his faculties."

In the light of this description, and Junot's poor overall performance, we decided to give him a "2" initiative rating.

Platov

We rated Platov as a "3" initiative, perhaps lower than some might expect. In "*The Battle of Borodino*" Alexander Mikaberidze tells us that Platov was "a capable leader of Cossacks, but was also known for arrogance, a tendency to bicker with other generals, and a fondness for alcohol."

Mikhailovsky-Danilevsky (Kutuzov's adjutant), wrote that at Borodino Platov was "in a drunken stupor, which, among other things, made Kutuzov tell me that this was the first time he had seen a General dead-drunk in the midst of a decisive battle." This fact may have been the reason why Uvarov was placed in command of the cavalry flanking maneuver, when Platov was actually the senior of the two.

Kutaisov

Kutaisov had a good reputation as a very capable artillery officer; but his habit of not personally being where he was supposed to be (i.e. where his staff could find him) is not only what got him killed at Borodino, but is also why we rated his initiative as "3" and not higher.

Mikaberidze quotes Davydov's account of how Kutaisov decided to accompany General Yermolov despite the latter's attempts to dissuade him: "You always rush where you are not supposed to be, do you not remember the Commander-in-Chief's recent reprimand that no-one could find you?" Yermolov himself recalled that Kutaisov "did not accept my advice."

Nevertheless, he seems to have been a very charismatic and popular leader, as Mikhailovsky-Danilevsky recounts in this incident at Borodino: "As the battle intensified, Kutaisov was visiting one of the batteries and, while standing there a cannon-ball flew above him and several gunners ducked their heads: "*Shame on you for ducking*" Kutaisov told them loudly, but a moment later another cannon-ball whizzed by and this time it was Kutaisov who ducked his head. "*That one doesn't count,*" he said, laughing."

Recovery and Reorganization in TLNB

by Kevin Zucker

In the Library of Napoleonic Battles, Recovery in game terms simply means moving units from one box to another, as a way to insert the Initiative check into the reorganization process. This die roll takes place before Reorganization, which is when you actually put the recovered unit back on the map.

I like having the recovery die roll because it builds unit quality into the reorganization process, using the Initiative Rating, just like any other activity the unit might do on its own.

Units which fail the Recovery die roll can still keep rolling each turn until recovered. Only demoralized units and French minor allies have to roll during the Reorganization step itself. Units that fail the second die roll are PEU—they don't get to keep trying.

What is the difference between recovery and reorganization? Recovery means the men are present, but the unit hasn't been patched back together. Reorganization, on the other hand, means the broken battalions have been amalgamated, re-officered, and re-supplied. Hence it takes an officer Reorganize.

Having the men all present and accounted for, but unorganized, without officers to tell them where to go, counts for nothing in game terms. They need more ammunition, weapons, battle-field promotions, replacements, a rousing speech, musicians, and only the Corps officer can supply these things. That is called "Reorganization."

When a unit is "ordered," this refers to the unit's footprint—battalion, and company formations, in serried ranks, with their officers and flags. If the ranks were not dressed, the disordered unit would be incapable of complex maneuvers. More about unit formations ...

http://www.napolun.com/mirror/napoleonistyka.atpspace.com/infantry_tactics_4.htm

The Saxons in 1806 were minor allies of the Prussians. One of their brigades (Cerrini) was destroyed at Saalfeld and the survivors went to Jena where they were waiting for supplies and equipment. They hadn't eaten in three days. When a rumor went up that the French were in approaching, panic broke out and the brigade just dissolved. Those men were recovered but not reorganized.

Another example from the Peninsula

*Half of Maucune's division escaped over the mountains, throwing away their packs. He re-gathered his division in Miranda de Ebro.*¹ The distance is 51 km. But the division reformed... or at least a brigade of it.

That men throw away 75-lb. packs when trying to run up a hill is obvious, but they will need new packs—at least a cartridge box and a musket—before they can be usable. If they are cavalry, they will need new mounts. Regiments sometimes did try to have spare mounts around while wounded soldiers gave up their mounts to dismounted soldiers.

When men throw away muskets, on the other hand, there is little hope of their return to combat any time soon. This we could say is the primary sign of—not just a demoralized unit—but a unit that is going to fail at Reorganization.

There is no data available to tell us what chances a demoralized unit had of returning to the colors. The only data we have are Corps parade state taken once or twice a month. When you have no data, then you keep trying until you get a number that works.

Another thing to understand is the nature of a unit in this period. You should not think of a Napoleonic regiment the same way you think of a WWII Regiment, for example.

Muskets were very inaccurate and in order to maximize their effect, battalions had to fire and move as one. Anything that knocked the formation out of shape could negate the unit as an entity. That means a unit could cease to exist in game terms while taking only a minor loss, or even just getting jostled by disordered troops.

In war, anything can happen at any time: very *unlike* our games. In war, there are no rules that may not be broken. Any charts and tables we provide are by their very nature inaccurate—by providing results that are too exact.

Now things like Movement Allowances and manpower, you can get hard data on. But for all the "soft" numbers, reading the memoirs of unit commanders is very important. Ultimately the best way to evaluate the reorganization and recovery process is to see whether it works in play.

¹ Digby Smith, 18 June 1813

Another factor in the reorganization complex is the relationship between the front and reverse (reorganized) side of combat units. We chose a reduction of one-third in strength (a range of 29% to 40% for all units above the strength of 2). If we knew there was a difference among units we could have set the reduced strength at a different fraction of total; for example, for all "4" initiative units, and a different proportion for "3s," etc.

That might sound like a juicy area for investigation until you start to list the intangibles, including the intensity of the combat in which the unit was lost. Was there artillery or even combined arms being used against the unit? Was it cav.-vs-cav.? You could really go into all the factors, consider the weather (infantry units crumble more during the rain), on and on.

But that would be too heavy a design load on the players. Besides, a very tough unit could have a larger proportion of wounded and killed than a very poor unit, simply because it would stay in contact exposed to casualties, for a longer time.

Other Examples

Olsufief's bloodied survivors were still awaiting their reorganization in Bergères the day after Champaubert (on 11 February 1814).

There isn't often data on reorganization, but sometimes we get lucky. The excerpt, above right, is from page 25 of OSG's *1806 Folder* (1998).

When Maude says "41% is perhaps the heaviest loss by victorious troops in a unit so large as a division," that leads me to the proportion between 29% and 40%. What is the magic of these proportions?

In the most violent clashes, it is disproportionately the officers and the old guys in front (the "cadre") who take the losses. (At other times it is the conscripts who suffer.) When you approach 50% losses, you can imagine very few of these brave souls still standing.

At the Battles of Jena and Auerstädt, the Prussian Army was effectively destroyed. The French lost 13,500 in combat while killing or wounding 24,700 Prussians and taking 19,300 captives, a total of 44,000 men (42% of the battlefield force).

Davout's Losses at Auerstaedt

1st Div	98 ofc.	2181 men	25% of total
2nd Div	30	900	12%
3rd Div	134	3500	41%*
Cav Bde	6	213	17%
Tot	268	6794	25.5%

* Perhaps the heaviest loss recorded as borne by victorious troops in so large a unit as a division. (Augereau's Corps at Eylau, the only possible exception, would lose 57%.) 109

According to Davout's estimate, his Corps inflicted a total of 15,000 enemy casualties, ¹¹⁰ comprising 12,000 killed and wounded, 3000 prisoners and 115 guns captured. The Duke of Brunswick himself was mortally wounded early in the battle. The pursuit of the Prussian main army continued only as far as

Augereau's VII Corps Losses at Eylau

Augereau's worst-hit regiments were broken up after Eylau; they lost 57%+, in game terms, PEU. VII Corps had 12,561 infantry men at Eylau (all the cavalry was detached). The corps lost 7,286 men (58%), including 2,000 prisoners. Two days after Eylau, the seven regiments mustered 5,275 effectives, plus the intact cavalry and artillery.

14th Line at Eylau

The 14th Line was one of the VII Corps' worst-hit regiments. This unit lost 39 officers wounded or killed—over 60% officer casualties. The 14th Line had 2 battalions at Eylau, with 1,752 men including about 65 officers. I have posited that at 40% losses a unit dissolves (unless it has just won the battle). The 14th Line lost 60% of its officers, many of its units being PEU. Overall, the Corps lost 58% but losses continued to mount as the French pulled back through the winter mud. When these troops were transferred to other regiments on the 4th of March, 24 days after the battle, the 14th Line had only 4 companies—only 1,400 effective infantry, plus stragglers. With its cadre decimated, the regiment was dissolved. This was a rehearsal for 1812.

My idea is that an "elim" will mean 30-40% RIF, not less.

The Schustekh Saga

by Kevin Zucker

On the 19th of April Schustekh was in command of the Kienmayer Hussars No. 8. He didn't operate with Mesko, who marched independently.

Schustekh was sent with 4 squadrons to support Thierry at 5 PM on the 19th of April. When he reached Rohr he found an infantry battalion there. Schustekh had been commanding a division until 6 April but no longer on April 19th. We chose to include Schustekh's counter with a strength of 1 (*at right*).

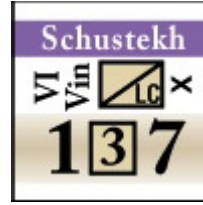
This is what happened to Schustekh on the 20th, from OSG's Special Study Nr. 6...

Rohr, 1 P.M.

Schustekh's four squadrons momentarily checked Jacquinet's pursuit force, consisting of "Jacquinet's light cavalry, part of Nansouty's and St. Sulpice's cuirassiers, four of Morand's infantry regiments, and, later on, Zandt's Bavarian cavalry brigade." Thierry managed to rally 1□2 battalion and 1□2 squadron of his routed brigade. To cover the retreat of Thierry's remnants and baggage, Schustekh charged but saw his men driven back in their turn, joining the flight toward Rottenburg, the French cavalry in their midst slaughtering them wholesale. ... Schustekh's detachment and the remains of Thierry's brigade dissolved in panic."

Just to complete the "Schustekh Saga" here is what happened to him after Abensberg: at Neumarkt on April 24th he commanded a Division (part of V Armeekorps) comprising Brigades Mesko de Kubinyi and Radetzky (HR 8 Kienmayer was included in Mesko's Brigade at this point). After the army passed through Linz things were re-organized and he commanded part of the rearguard (nominally part of VI Armeekorps) consisting of Hohenfeld's Brigade plus HR 8 Kienmayer. He led this formation in the action at Ebelsberg on May 3rd. There was some more re-organization (aka random shuffling of units) on May 9th and Schustekh's new command consisted of Reinwald's Brigade plus HR 8 Kienmayer again. So, including Abensberg, he actually held 4 different commands in the space of 3 weeks (I think the Austrians just liked to make things difficult for themselves). He was not present at Aspern-Essling or Wagram.¹

At 5 PM on the 19th, Louis ordered General Schustekh to take 4 squadrons to Thierry so in the game he is that cavalry unit. What Schustekh was



Thanks to Joe Kussey for bringing this to our attention!

doing on April 24th is immaterial. Soon he commanded the rearguard in the VI Corps, so we placed him in the VI Corps; he was with the VI Corps at Aspern-Essling.

why is Schustekh a reinforcement with VI corps, rather than fighting for his life at Rohr on the map during the Absenberg game? —Joe Kussey

That is actually a very good question. He camped at Rohr on the night of the 19th. He shouldn't be coming in with the VI Corps, but rather should set up on the map.

TLS Update: Abensberg, Austrian Reinforcements (*add*):

Add Schustekh to the TRC to arrive as April 19, 9 P.M. reinforcement (with Mesko), hex 0127. Place 1 [3] 7 Schustekh in hex 0924 for the DoB. Remove Schustekh from the TRC as currently listed at 12 Noon on the 20th.

Schustekh was in or near Perka (0924) to receive orders from Ludwig at 5 PM and moved down the road (two hours) to reach Rohr by nightfall.

"FML Baron Schustekh lost (on 6 April) Brigade Radetzky from his division which was set up as an independent avant-garde of the Fifth Army Corps." So his command was reduced to just the Brooder Grenz Rgt (2 bns) - with Bde. Mesko - and the 8 sqdns. of Kienmayer Hus. that we have under Schustekh himself.²

"General Baron Mesko, with the second Brigade of Schustekh's Division, took over the rearguard; thereby FML Baron Schustekh was for a short time without troops and remained at the Headquarters of His Imperial Highness the Archduke."³

Mesko took over the rearguard on April 6th. ⁴So Schustekh was a supernumerary officer available for special missions for two weeks, until Ludwig sent him on a mission to Rohr. Schustekh seemed to have had a close affiliation with the Kienmayer hussars throughout the entire period.

² The Austrian Military Journal for the year 1835, courtesy of the K(u)K Kriegs-Archiv., p. 263

³ p. 265

⁴ p. 263 (No. 1618)

¹ The above paragraph is from Derek Lang

LEIPZIG

Collorodo *I* 12	☒	Unrecov	Recov'd	Elim	Sacken *OS* 8	☒	Unrecov	Recov'd	Elim
Meerveldt *II* 7	☒	Unrecov	Recov'd	Elim	Langeron *L* 20-19	☒	Unrecov	Recov'd	Elim
Gylai *III* 9	☒	Unrecov	Recov'd	Elim	St. Priest *VIII* 8	☒	Unrecov	Recov'd	Elim
Klenau *IV* 13	☒	Unrecov	Recov'd	Elim	Konstnine *K* 33-32	☒	Unrecov	Recov'd	Elim
Homburg *Res* 18	☒	Unrecov	Recov'd	Elim	Wttgnstn *W* 13-10	☒	Unrecov	Recov'd	Elim
Liechstn *II _t * 5	☒	Unrecov	Recov'd	Elim	Wnzngrde *Z* 13	☒	Unrecov	Recov'd	Elim
Fresnel *V* 18	☒	Unrecov	Recov'd	Elim	Doctorov *D* 19	☒	Unrecov	Recov'd	Elim
Bubna *2Lt* 6	☒	Unrecov	Recov'd	Elim	Yorck *I* 15-12	☒	Unrecov	Recov'd	Elim
Stedingk *S* 12	☒	Unrecov	Recov'd	Elim	Kleist *II* 15-11	☒	Unrecov	Recov'd	Elim
Wrede *Bav* 20	☒	Unrecov	Recov'd	Elim	Bulow *III* 18	☒	Unrecov	Recov'd	Elim
					Tauntzen *IV* 12	☒	Unrecov	Recov'd	Elim

LEIPZIG

Victor *II* 14-11-6	☒	Unrecov	Recov'd	Elim	St. Cyr *XIV* 14	☒	Unrecov	Recov'd	Elim
Souham *III* 18-5	☒	Unrecov	Recov'd	Elim	Drouot *OG* 15-10	☒	Unrecov	Recov'd	Elim
Bertrand *IV* 9-4	☒	Unrecov	Recov'd	Elim	Oudinot *YGI* 12-10	☒	Unrecov	Recov'd	Elim
Lauriston *V* 12-10-4	☒	Unrecov	Recov'd	Elim	Mortier *YGII* 11-8	☒	Unrecov	Recov'd	Elim
Marmont *VI* 19-12-3	☒	Unrecov	Recov'd	Elim	Arrighi *LO/ IIC* 8-2	☒	Unrecov	Recov'd	Elim
Reynier *VII* 11-2	☒	Unrecov	Recov'd	Elim	Latour *IC* 9-7	☒	Unrecov	Recov'd	Elim
Pontwski *VIII* 8-11-10-2	☒	Unrecov	Recov'd	Elim	Sebastini *IIC* 5-4	☒	Unrecov	Recov'd	Elim
Augereau *IX* 8-6-3	☒	Unrecov	Recov'd	Elim	Kellrman *IVC* 4	☒	Unrecov	Recov'd	Elim
McDnald *XI* 18-16-7	☒	Unrecov	Recov'd	Elim	Pajol *VC* 5-4-3	☒	Unrecov	Recov'd	Elim
					Nansouty *GC* 9	☒	Unrecov	Recov'd	Elim

LA PATRIE en DANGER

Pahlen *AG* 4	☒	Unrecov	Recov'd	Elim	Vasilchkov *C* 4	☒	Unrecov	Recov'd	Elim
Rajewski *III* 8	☒	Unrecov	Recov'd	Elim	Galitzin *GC* 6	☒	Unrecov	Recov'd	Elim
Yermalov *V* 11	☒	Unrecov	Recov'd	Elim	Gylai *III* 7	☒	Unrecov	Recov'd	Elim
Scherbtov *VI* 11	☒	Unrecov	Recov'd	Elim	Frimont *V* 7	☒	Unrecov	Recov'd	Elim
Olsufief *IX* 7	☒	Unrecov	Recov'd	Elim	Yorck *I* 15	☒	Unrecov	Recov'd	Elim
Kaptsevch *X* 6	☒	Unrecov	Recov'd	Elim	Kleist *II* 9-13	☒	Unrecov	Recov'd	Elim
Lieven *XI* 6	☒	Unrecov	Recov'd	Elim	Wrede *Bav* 10	☒	Unrecov	Recov'd	Elim
					Kronprinz *IV* 6	☒	Unrecov	Recov'd	Elim

LA PATRIE en DANGER

Victor *II* 7	✘	Unrecov	Recov'd	Elim	Mortier *OG* 13-7	✘	Unrecov	Recov'd	Elim
Marmont *VI* 8-7-6	✘	Unrecov	Recov'd	Elim	Doumere *IC* 4	✘	Unrecov	Recov'd	Elim
McDnald *XI* 6	✘	Unrecov	Recov'd	Elim	Exelmans *IIC* 4	✘	Unrecov	Recov'd	Elim
Gerard *Res* 6	✘	Unrecov	Recov'd	Elim	Milhaud *VC* 4	✘	Unrecov	Recov'd	Elim
Ney *YG* 11	✘	Unrecov	Recov'd	Elim	Nansouty *GC* 7	✘	Unrecov	Recov'd	Elim
Indnpt *IND* 6-5	✘	Unrecov	Recov'd	Elim					

Roll 1 die each Command Phase. On an even number, reroll using 2 dice and consult the chart below. Use 1 die as a 10 and the other as a 1. Apply results

#	EVENT
11	LEADER HURT – Randomly select one Friendly leader who is at least within 2 hexes of enemy units. Remove him and replace.
12	REORGANIZE 🏠
13	LEADER ORDERS HASTY ATTACK – Randomly select one Friendly leader who has at least one in-command unit within 2 hexes of an enemy unit. <i>ALL</i> units of this command must move directly into EZOC's and attack. Does not apply to OOC units that gain initiative on their own.
14	ARMY SLOW – Every unit on the map decreases their movement allowance by ½ (rounded down).
15	COMMANDER MOTIVATES – Chose a commander at random. All leaders (and by extension their in-command units) within command range of that commander {4} increase their movement allowance by 1. Does not apply to OOC units that gain initiative on their own.
16	CHECK WEATHER ⚙️
21	REINFORCEMENTS ARRIVE EARLY – Select the next regularly scheduled reinforcement. If more than one reinforcement group is scheduled to enter at the same time, randomly select one. This reinforcement group may enter now.
22	REORGANIZE 🏠
23	LEADER ATTACKS UNPREPARED – Randomly select one Friendly leader who has at least one in-command unit within 2 hexes of an enemy unit. <i>All</i> units of this command that attack this turn subtract 2 from the combat die roll (even units currently in EZOC's). Does not apply to OOC units that gain initiative on their own.
24	ARMY GENERAL RETREAT – Must move ALL units (even OOC and units in EZOC's) toward any Friendly Supply Source using full Movement Allowance. In addition, roll 1 die. Add the number of currently demoralized leader formations. On a 7+, assume the general retreat continues and the game ends.
25	REINFORCEMENT ROUTE CHANGE - Player may bring in the next regularly scheduled reinforcements. Roll 1 die. On a 1-3 they must enter along the next road/trail <i>clockwise</i> from their designated area. On a 4-6 they enter along the next road/trail <i>counter-clockwise</i> from their designated area.
26	LULL – Skip the turn. No combat or movement allowed. No reinforcements enter. 🕒
31	LEADER STOPS – Randomly select one Friendly leader who has at least one in-command unit within 2 hexes of enemy units. <i>ALL</i> units of this command may not move at all. They may attack if already adjacent to enemy units. Artillery may bombard. Does not apply to OOC units that gain initiative on their own.
32	REORGANIZE 🏠
33	REINFORCEMENTS DELAYED – Select the next regularly scheduled reinforcement. If more than one reinforcement group is scheduled to enter at the same time, randomly select one. This reinforcement group is delayed ? number of turns. Roll 1 die. This equals the number of turns the force is delayed.
34	CHECK WEATHER ⚙️
35	LEADER AMBUSHED – Randomly select one Friendly leader currently in Road March Column. This leader must move out of Road March (remove the marker) and stop for the turn.
36	ARMY SLOW – Every friendly unit on the map decreases their movement allowance by ½ (rounded down).

#	EVENT
41	COMMANDER SLOW – Chose a commander at random. All leaders (and by extension their in-command units) within command range of that commander {4} decrease their movement allowance by ½ (rounded down). Does not apply to OOC units that gain initiative on their own.
42	REORGANIZE 🏠
43	ALTERNATE REINFORCEMENTS - Player may bring in the next alternate reinforcements in their designated area.
44	ARMY GENERAL RETREAT – Must move ALL units (even OOC and units in EZOC's) toward any Friendly Supply Source. In addition, roll 1 die. Add the number of currently demoralized leader formations. On a 6+, assume the general retreat continues and the game ends.
45	LEADER UNAVAILABLE – Randomly select one Friendly leader who has at least one in-command unit within 2 hexes of an enemy unit. <i>All</i> units of this command must pass an initiative die roll to move or attack this turn (<i>even units in EZOC's</i>). Does not apply to OOC units that gain initiative on their own.
46	REINFORCEMENT NEVER ARRIVES - Select the next regularly scheduled reinforcement. If more than one reinforcement group is scheduled to enter at the same time, randomly select one. This reinforcement group never enters.
51	LEADER DISENGAGES – Randomly select one Friendly leader who has at least one in-command unit within 2 hexes of enemy units. <i>ALL</i> units of this command must move directly away (even out of EZOC's) from the nearest enemy unit using its full MA. Does not apply to OOC units that gain initiative on their own.
52	ARMY SLOW – Every friendly unit on the map decreases their movement allowance by ½ (rounded down).
53	ALTERNATE REINFORCEMENTS ROUTE CHANGE - Player may bring in the next alternate reinforcements. They must enter along the next road/trail <i>counter-clockwise</i> from their designated area. Roll 1 die. This equals the number of roads/ trails away from the designated area.
54	CHECK WEATHER ☀
55	LEADER LOST! – Randomly select one Friendly leader currently in Road March Column. This leader must turn of the next road/trail intersection <i>AWAY</i> from the nearest enemy units and continue to follow that new road/trail for that turn.
56	REORGANIZE 🏠
61	ALTERNATE REINFORCEMENTS ROUTE CHANGE - Player may bring in the next alternate reinforcements. They must enter along the next road/trail <i>clockwise</i> from their designated area. Roll 1 die. This equals the number of roads/trails away from the designated area.
62	LULL – Skip the turn. No combat or movement allowed. No reinforcements enter. ⊕
63	LEADER ATTACK CANCELED – Randomly select one Friendly leader who has at least one in-command unit in an EZOC. <i>All</i> units of this command may not attack this turn. Includes bombardment. Does not apply to OOC units that gain initiative on their own.
64	REORGANIZE 🏠
65	COMMANDER STOPS – Chose a commander at random. All leaders (and by extension their in-command units) within command range of that commander {4} may not move at all this turn. They may attack if already adjacent to enemy units. Artillery may bombard.
66	REINFORCEMENT ROUTE CHANGE - Player may bring in the next regularly scheduled reinforcements. Roll 1 die. On a 1-3 they must enter along the next road/trail <i>clockwise</i> from their designated area. On a 4-6 they enter along the next road/trail <i>counter-clockwise</i> from their designated area.

TURN RECORD TRACK

TURN	<i>19 April</i>	<i>20 April</i>
4AM 0400		
5AM 0500		
6AM 0600	Mini-Campaign start	
7AM 0700		
8AM 0800		
9AM 0900		
10AM 1000		NAPOLEON, LANNES A0111
11AM 1100		
12N 1200		VI HILLER Weissenwolf, Weis Arty., Hoffmeister, Hof Arty., Schustekh, Corps Arty, A0152
1PM 1300		
2PM 1400	C Defranc, Domerc, H Arty., St Germain, A0111	

The Last Success **Four Days**

TURN	<i>19 April</i>	<i>20 April</i>
3PM 1500		III Demont A0111
4PM 1600		
5PM 1700		
6PM 1800		
7PM 1900	VIII Hügel, Röder. Stettner, HArt., A0111	
8PM 2000	VIII VANDAMME Franque, Scharf, A0111 V Mesko, A1027	VIII Arty., OUDINOT II Comroux, Albert, Jarry, Arty., Colbert, Corps Arty., A0111
Night PM	<ul style="list-style-type: none"> • Night March • Disengagement • Optional Night Combat 	
Night AM	<ul style="list-style-type: none"> • March Order Dispatch • Recovery • Night March • Place Marker at 4 AM Turn 	

KEY:

French Reinforcements (tinted)

Coalition Reinforcements

Reinforcements enter on the turn indicated.

A = Abensberg map, E = Eckmühl map

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Baltimore, MD 21211 USA

TURN RECORD TRACK

TURN *21 April* *22 April*

4AM 0400	Mini-Campaign continued	KOLOWRAT II Corps (all), E3901
5AM 0500		
6AM 0600		
7AM 0700		
8AM 0800		
9AM 0900		
10AM 1000		
11AM 1100		
12N 1200		
1PM 1300		IV Marulaz E1154
2PM 1400		

The Last Success **Four Days**

TURN *21 April* *22 April*

3PM 1500		II Coehorn, Leisure, Arty., Ficatier, E1154
4PM 1600		MASENNA IV Cosson, Dalesme, Nagel, Arty., E1154
5PM 1700		IV Lerru, Arty, Neuenstein, C Reynard, HArty., Fouler E1154
6PM 1800		
7PM 1900		
8PM 2000		Mini-Campaign <i>end</i>
Night PM	<ul style="list-style-type: none"> • Night March • Disengagement • Optional Night Combat 	
Night AM	<ul style="list-style-type: none"> • March Order Dispatch • Recovery • Night March • Place Marker at 4 AM Turn 	

KEY:

French Reinforcements (tinted)

Coalition Reinforcements

Reinforcements enter on the turn indicated.

A = Abensberg map, E = Eckmühl map

Rules of Play UPDATE

TLNB Rules v. 6.63-6.64

20 August 2014

6.2 Effects of Command (*add*): "Combat Units do not have to be in Command to attack (10.0), *Bombard* (13.0), or *Charge* (14.0)."

7.61 Crossing a Span (*add at end*): "Leaders and Vedettes do not have to be in Road March."

8.43 Blocking Hexsides: LOS along a hexside congruent to Blocking Hexes is blocked.

10.11 LOS Step: Perform the LOS step even if there are no combats to be resolved.

12.2 Shock Table, Shock Note E: With a 1R result, the owner must reduce either the strongest or the best initiative of his units involved.

15.14, second bullet: Units in Chateaux implement retreat results from the Shock Table normally.

18.14: If one end of a deployed pontoon is occupied by a unit friendly to the pontoon, a roll of 1 to 3 is considered no effect.

21.2 Demoralization Effects (*change*):

Reorganization: The Phasing Player must roll for each *Demoralized* Combat Unit (22.23-3).

21.2 EXCEPTION (*change*):

The French player's *Demoralized* minor ally troops must instead pass a normal Initiative check. If this fails the unit is PEU (also 20.51-4). French minor allies include all French player nationalities except French and Poles.

24.32 Second Turn Bonus Cards

On the second game-turn (only) both players draw during the first player's Card Segment.

24.52 Mode Card Effect

If a scenario (such as 28.0 or 31.0 in Napoleon at Leipzig) starts with a night turn that has no Card Phase, play the mode cards on the first daylight turn.

Glossary (*add*)

Column: If a corps has "non-divisional artillery" that is not present in a scenario, the baggage train is also not present.

Surrounded: A unit is surrounded and may not retreat if all adjacent hexes contain enemy units, EZOCs not occupied by friendly combat units, or prohibited terrain.

CHARTS AND TABLES

Reconnaissance Table (*change*): The table has been revised as shown below. NOTE: A force whose only cavalry is heavy cavalry (HC) is "no cavalry" on the Recce Table.

Reconnaissance Table (when moving into an EZOC)				
NON-PHASING	PHASING PLAYER HAS:			
	LC	Vedette	(no cavalry)	
LC	•	Roll Die*	•	no reconnaissance results
Vedette	V-Recov	•	•	no reconnaissance results
(no cav.)	Reveal	Reveal	•	Reveal = reveal enemy units

KEY: V-Recov Vedette is eliminated and transferred to the Recovered section
*Roll Die: 1 = Reveal / 2, 3, 4 = V-Recov / 5, 6 = Vedette is PEU
• = No Result

25.24 Pontoon Trains and Baggage Trains (*add*):

• If the formation's existing non-divisional artillery does not arrive, its baggage train does not arrive either.



TLS Update

12 August 2014

Set-up cards have been back-printed with a revision date. Use the revised information. If yours are not back-printed you can download the updated cards at <http://napoleongames.com/drupal2/TLS.html>

Game Maps: Players should ignore little slivers of land along the Danube. Hexes such as 1611 or 1710 on the Eckmühl map cannot be entered. Roads & trails crossing streams count as trestle even if there's no trestle symbol printed on the map.

Abensberg Map: Hex 4009 should have a blue French entry arrow.

Eckmühl Map:

- Hex 0009 should have a French supply symbol for use when playing on just the Eckmühl map.
- Hex 3131 is a Chateau. Hexes 2340 and 2443 contain a square dot indicating a "location" for historical reference only (no effect).

19.31 Distinguishing the Wagram mix

- The French VIII Corps unit 5/6 Rheinbund should not have a dark box around its Initiative rating.

Initial Set-up cards: The first three cards are for Abensberg, Eckmühl, and Aspern-Essling—each battle has an ATB and DOB column. Cards 4, 5 (and 6 if any) are for Wagram only. The columns headed "Regiments" and "Notes" are for historical interest. "Changes to Order of Battle" shows detachments (-) and attachments (+) at the battle of Aspern-Essling.

Further Revised Set-Up Cards *Here are some further revisions to the French set-up—these new changes are included on the pdfs at <http://napoleongames.com/drupal2/TLS.html>*

- French, C Corps units in the IV Corps section, rows for all three units, Eckmühl DOB column: Change R7P to R5P.
- French, C Corps units in the VIII Corps section (p.3), rows for all four units, Abensberg ATB column: Change R11A to R2P.
- French, III Corps, Demont row, Wagram columns (p.1): Remove from both columns.
- French, IX Corps, Hartitzsch, Zeschau, Arty (Saxon 1st Division) rows, Wagram DOB column: Change their setup hexes to 2608.
- French, IV Corps, Wagram ATB column: For three units, change 3234 to 3233 and for another four units change 3034 to 3033.

- French, VIII Corps, Eckmühl DOB column: VANDAMME, Hügel, Röder, and Stettner start in 1448*; change St. Germain to R11A.

Card Deck: Card 28, Forced March, *change:*

"Once an enemy unit has started combat, you have to wait until the advance after combat before you can play a forced march."

Turn Record Track, Abensberg:

AtB change Start 6AM (not 10AM)

Defrance, Doumerc, St. G., HArt.—2PM on the 19th at A0111.

Schustekh, Mesko—9PM on the 19th at A0127.

DoB change NAPOLEON, LANNES—10AM (not 11AM).

VIII/Arty.—8 PM at A0111.

Schustekh: Place at start in 0924 & remove from TRC at 12PM.

Teugen-Hausen change Start 12N.

Turn Record Track (Revised), Eckmühl:

22 April, 9 AM—Add C/Defrance, Doumerc, and HArt.

22 April, 7 PM—Remove all three units in the box. They are correctly listed at 5PM.

Study Folder:

19.51: The example refers to **Abensberg**, not Eckmühl.

19.7: Austrian artillery units from different corps cannot combine in a bombardment of the same target.

20.31 VP Award

The exiting player receives **4 VP** for each baggage train exited.

EXAMPLE: If you have eliminated between 5-9 enemy VPs, you may only receive 1 VP for Exit.

The Battle of Abensberg

21.13 and 21.14: Remove both sides' Cards No. 2.

21.14: Remove just one card No. 28.

21.2 Alternate Reinforcements:

AUSTRIAN

#1. "Arty" includes both artillery units.

#2. LIECHTENSTEIN, 4031 (not 4009).

#3. CHARLES, III Corps units A. Liechtenstein, Bieber, Arty 8-3-4 and 3-3-4, ROSENBERG, all of IV Corps, and HOHENZOLLERN, 4031

21.31 Group #1 is also under the March Order.

21.51 Duration: 19 April, 6 AM (*not 10 AM*)—20 April, 8 PM

21.52: The Austrians start with just 3 Mode Cards.

The Battle of Eckmühl

22.2 Alternate Reinforcements:

FRENCH

#3 (*change*) IV Corps units Fririon, Arty., and Valory are Alternate Reinforcements only.

AUSTRIAN *change*

#1. II Corps, 3901, accelerated from 4 AM on the 22nd.

Instead of arriving at its scheduled time, the II Corps will arrive according to the card instructions.

#2. I Corps, 3901. **Adjust Card Deck:** remove 2x Card No. 29, Alt. Reinf. (not 4x).

The Battle of Aspern-Essling

23.12: The French start with just 1 Mode Card.

23.13: Remove No. 6 (Formation Scattered) from the French deck

23.2 Alternate Reinforcements:

AUSTRIAN #1: Remove REUSS-PLAUEN. Add Archduke Ludwig.

The Battle of Wagram

24.2 Alternate Reinforcements: AUSTRIAN #1: Add REUSS-PLAUEN.

The Battle of Teugen-Hausen

26.11 Duration: 19 April, 12N (*not 10 AM*)—8 PM

26.14: Remove only 2 cards No. 29 (*not 4*)

26.21 French Set-up Teugen-Hausen

III/2 7th Line, 2025 *should read* III/3 7th Light, 2025.

Gilly, Gautier, Grandeau *should read* III/2 (*not* III/1).

Guyon *should read* 2701 (*not* 0111).

26.23 Reinf. (add) 1PM—I Res Corps Arty. and HArt., Baggage.

26.24 Alternate Reinforcements: FRENCH

(*change*) Add Bde Petit to the French Set-up in hex E0013. This brigade will not move unless placed under direct command by Davout. If this doesn't happen it will be allowed to arrive with Alternate Reinforcements Group #2 as printed.

HISTORICAL NOTE: Brigade Petit was actually about to exit the East map when Marshal Davout rode over from Teugen around Noon and ordered the brigade to turn return to Teugen. Colonel Petit was personally with the 7th Light during this day.

26.31 March Orders, FRENCH: The French units that start on map have a pre-programmed March Order to exit at E0013-14, or E0009.

26.32 St. Hilaire's Division (II/3): Treat the units of Lorencez, 57th Line, Destabenrath and the 2-4-4 Arty as part of III Corps under Davout in this scenario.

26.33 Supply: The Austrians use E0033 as their (only) supply source. Treat this scenario as an Approach to Battle scenario for purposes of section 17.3 (Automatic Supply). That means all units on-map at start are automatically in supply until the next Weather/ Recovery Turn.

HOUSE RULE: REMOVE FROM DECK

Aaron Tobul

In a 4-day game, with three reshuffles, you're almost guaranteed to get all of your Alternate Reinforcements and cancel one or two enemy formations—particularly for the mini-campaign (and any other scenarios longer than two days), but also in the approach to battle games.

18.74. Only Played Once: For approach to battle and longer scenarios Alternate Reinforcement and Cancel Reinforcement cards are removed from the deck after being played (and scored) once.

27.0 MINI-CAMPAIGN

The following entirely replaces section 27.0 on pages 11-12 of the Study Folder.

27.1 Four Days in April

Use the Abensberg and Eckmühl maps side-by-side, with Eckmühl to the right and Abensberg to the left. Row 40 on Abensberg overlaps row 00 on Eckmühl.

27.11 Duration: 19 April, 6 AM—22 Apr, 8 PM

27.12 Mode Cards at Start: French 2, Austrian 3

27.13 Card Deck, French—Remove from Deck:

No. 4, No. 23 (x1), No. 24. No. 29 (x 4) EXCEPTION: Do not remove Card No. 29 during 21 and 22 April.

NOTE: Because the mini-campaign is a combination of two scenarios, the number of Alt. Reinf. card No. 29 has to vary over that time period.

27.14 Card Deck, Coalition—Remove from Deck:

No. 29 (x1), No. 28 (x1).

27.14 Bonus Cards: French 2, Austrian 2.

27.15 Pontoon Trains: Austrian 1; French 0.

27.2 Initial Set-up

Using all set-ups for the Abensberg ATB (*see* 21.5), set up units shown under the Abensberg ATB with these additions:

27.21 French Set-up (add):

These units set-up as follows on the Eckmühl map:

- III/3 (less 7th Lt.) followed by III/2 in a road column between Wolkering (3020) and Burgweinting (3912).
- III/1 followed by DAVOUT and II/3 in a road column between Seedorf (2515) and Ober Isling (3409).
- Baggage, Schmidfeld 3004.
- 65th Line, Regensburg (3902)
- C Clément, Guiton, HArt., Abach 1713
- III/Pajol, III/Pire, III/3 7th Light, 3729
- III/Guyon, 2701
- III/Jacquinet, 3409

27.22 Austrian Set-up (add):

- IV/Vecsey in hex E3435.

27.23 Reinforcements:

Use the Abensberg TRC for April 19 and 20, and use the Eckmühl TRC for April 21 and 22. Ignore reinforcements that are just crossing from one map to the other since they are already in play.

Reinforcement Changes for the Mini-Campaign only:

- II Corps units Conroux, Albert, Jarry, etc. arrive at Neustadt (Abensberg map, hex 0111), at 8 PM on the 20th instead of being ALT Reinforcements for the 21st or arriving at E1154 at 6 PM on the 22nd.
- Oudinot and IV Corps units Fririon, Valory, and Arty. arrive at Neustadt at 5 AM on the 21st instead of being ALT Reinforcements.

27.3 Special Rules

27.31 Improved Positions at Start: E2036

27.32 Destroyed Bridges at Start: A0325.

27.33 Archduke Charles: Each Weather/Recovery Turn, the Austrian Player must roll 2 d6. On a result of "2," Charles suffers a seizure. Charles may have only one seizure. Roll one d6 to determine duration of debilitating effects ($n = \text{number of turns}$). During the seizure, Charles may not provide command, reorganize units, participate in advance after combat, or issue a March Order. He may move. This effect begins with the Austrian Command Phase of the Recovery Turn and lasts through n complete turns.

27.34 Victory Conditions: In addition to 20.1, the player who controls any VP hex at the end of the game receives the number of Victory Points shown in the hex.

27.35 Regensburg: Each hex of Regensburg (E3701, E3801, E3802 or E3903) is treated as a chateau. Enemy units may not enter Regensburg (except by advance after combat) as long as

The Regensburg garrison must check for surrender during any friendly Command Phase in which at least one friendly unit occupies any hex thereof. To avoid surrender the garrison must pass an initiative roll (use the best unit). Initiative failure results in surrender (the garrison is immediately PEU).

The *Steinerne Brücke* at E3901 cannot be destroyed. French units may not enter hex E3901.

27.36 General Retreat: Austrian Forces that declare a General Retreat (*see 20.3*) may exit at A0554, A1754, A3201, E3901 and/or E3904. A General Retreat only applies to friendly units on one map section, and either player may declare one per map section.

If Austrian units exit from the *Abensberg* map, the following French units must also exit from the same hexes, starting with Group #1. REQUIREMENT: Exit **at least** the same amount of French SPs as the Austrians exit, but not more than the total of Groups #1 and #2:

#1. The Bavarian 2nd Div. (5 units), VII Corps Arty., VIII/Franqumnt, VIII/Schrfnstein, 2nd HC Div. (3 units), and 1st HC/Doumerc. These do not return to play.

#2. Seven units of III Corps, VII/Vieregg cav., plus LANNES and NAPOLEON, will return as reinforcements on 22 April as shown (*see Eckmühl TRC*).

If any units listed above have been eliminated then the French Player must exit unit(s) in their place up to the total SP requirement (including leaders). If he fails to do this at once, he loses 1 VP at the end of each following French Player Turn the requirement is unmet.

27.37 Alternate Reinforcements:

AUSTRIAN

#1. VI/Nor AG, HArt., Drag No 1, Chev No 6, Hohenfeld, Hohen. Arty., Vienna Vol., A0152

#2. KOLOWRAT, II Corps (all), E3901
Regular Reinf. accelerated from 11AM on the 21st.

#3. BELLEGARDE, I Corps (all), E3901

FRENCH

#1. VIII/I Franquemont, Scharffenstein, 0033.

#2. MASSENA, IV Corps. Regular reinf. accelerated from 1PM, 4PM and 5PM on the 22nd. On the turn of card play, Marulaz enters, on the following turn the 4 PM group arrives, the turn after that the 5PM group arrives, and then the turn after that the three units marked only as ALT arrive.

#3. OUDINOT, II Corps. Reinf. accelerated from 3 PM and 6PM on the 22nd. The 3PM group arrives on the turn of card play and the 6PM group follows three turns later.

#4. Rheinbund Regiments: 2nd, 4th, and 5/6th Regiments (making up the Division Rouyer), 0033.

27.38 Do NOT use the Abensberg Special Rules:

Ignore the Transiting Corps rule (*see 21.31*)—they move without March Orders. They are **not** Alternate Reinforcements for the Mini-Campaign.

27.39 March Orders at Start: The French Player may issue March Orders to up to 4 on-map Friendly Forces, and the Austrian Player may issue 2.

27.40 St. Hilaire's Division (II/3): Treat these units as III Corps units under Davout in this scenario.

27.41 Supply: Treat this scenario as an Approach to Battle scenario for purposes of section 17.3 (as numbered in the most recent series rulebook).

HOUSE RULE: ARTILLERY

Christopher Moeller

- In the original TCS rules glossary, artillery is defined as being treated "like trains, moving at cavalry costs."
- In the updated glossary, artillery is no longer defined as a train. It moves like infantry (for foot artillery) and cavalry (for horse artillery).
- Streams only affect baggage trains.

One of the joys of exploring *The Coming Storm* has been seeing artillery getting some of that love. They have WHEELS! *They're pulled by HORSES!*

Something as simple as defining them as trains is full of implications. Many times, as I've thrown my formation forward, I've suddenly realized that my guns were going to have to leave the group to head upstream to a nearby bridge, delaying their deployment for a turn or two. Or when beating an orderly retreat, finding all of my artillery suddenly in jeopardy because a stream blocks their path. I suddenly understand why maybe so many guns were captured! All those slopes, marshes and streams suddenly mean something!

The Muhlen Fluss at *Friedland* is nothing with the updated rules. Using the original TCS artillery rule, you experience the fault in Bennigsen's position, split in two by the Millstream.

The Coming Storm Update

13 August 2014

Errata for the series rules for The Library of Napoleonic Battles, the Combat Tables Folder, and the Adding the Card rules are not included here. Use the versions of those components published with the most recent series game, which currently is version 6.64 published with La Patrie en Danger.

In addition, use the Study Folder, Casualty Record, and Turn Record components from The Coming Storm Update Kit.

Counters

- The Prussian Leader Alt Larisch should have a “6” instead of an “M.”
- Yurkovski (Russian), Pelet (Prussian), and Heyking (Prussian) may be replaced by Vedettes as if they were LC units.

Maps

- There is no additional MP cost or combat strength impact where there is a slope on a stream hexside, such as in Eylau hex 0330, 0430, or 0531.
- Ignore little bits of woods such as shown on the Pultusk map in hexes 0147, 0305, 1115, 0601, 2850, 0537, 0714, and 1915; or on Jena 3150 and 3249.
- Jena map: Assume there is a Trestle wherever a trail crosses a stream.

Card Deck

- Card No. 7, Turning Movement (*addition*): “Any formation, stack* or unit in Supply ...”
* if all units in a stack are of the same division.
- Card No. 17, Cavalry Pursuit (*clarification*): Ignore the first sentence. The Cavalry Impetus rule was deleted from this game.
- Card No. 26, Reinforcements Take Another Route: Mark this card has having an Enduring Effect.
- Card No. 27, Delay: As with Card No. 25, play of this card applies to all units of a formation, even those arriving in later turns. If more than one force is scheduled to arrive on the same turn, the person playing the card chooses which is affected.
- Card No. 28, Heavy Cavalry & Combined Arms: Remove all of these cards from the game.

Study Folder

19.24: Replace the first sentence of the second paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements behind the main body of their corps, at the back of the column, unless otherwise specified.

French and Coalition corps generally have their own dedicated baggage trains (below).

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If the formation arrives as a reinforcement the baggage and pontoon trains arrive last (during the same turn as the non-divisional artillery, if any).

19.26: In the second sentence, change the player order: The *second* player deploys all his vedettes first, then the first player deploys his.

20.16: Change the first sentence to read:

Add or subtract the VP Value of each card you have played during the game, if that card’s event was actually used, as specified on the card.

20.41: A player gets 4 VPs for *each* baggage train exited.

The Battle of Jena-Auerstädt

21.22 & 21.25: Dyherrn should be marked ® (Reduced).

21.33: Brunswick may command any one formation of his choice in a given turn, not necessarily 1A.

21.38: Check supply on the first turn of the Day of Battle scenario.

The Battle of Pultusk-Golymin

22.33: An artillery unit is still immobilized even if the weather improves.

The Battle of Eylau

23.63: Removed LC Vialanes as an 8PM reinforcement as he starts on-map per 23.61.

The Battle of Friedland

24.21: Change the setup for the three Res units to read “in the Sortlack woods north of hexrow 30xx.”

24.24: The note “(Approach to Battle Only)” means that the indicated units are released from their mandatory March Orders (24.32) when their ALT group enters play.

24.35: Reduce Bennigsen to [1] but leave him in the game.

24.36: (new special rule) Treat Lannes as a [2] Commander in the Friedland scenarios.

La Patrie en Danger

Exclusive Rules UPDATE 19 August 2014

25.21 Initial Set-up: The French player sets up first.
EXCEPTION: La Rothière DoB.

25.71 Night Combat: The Night PM Movement Allowance is 2/3 (inf/cav), like any other night turn.

26.15 VP Hexes: If there are no instructions in the scenario Victory Conditions for what VP hexes are counted, count all of them that have been occupied by a combat unit in supply.

28.5 La Rothière AtB Scenario (add): Colbert (GC) and the whole French IC Corps should also be listed as exceptions as they enter on the 1st.

29.2 Champaubert ALT Reinforcements: Normally the units in groups #2 and #3 arrive at 1 PM on 10 Feb.; they can arrive earlier as ALT Reinforcements.

30.2 French (change): Charrière, Marguet, 0131W

31.12 No Mode Cards on First Turn: Just start with normal movement on the first turn and do bonus cards on the second turn as usual.

32.3 Undeclared Truce Days: should include both January 30th (draw two bonus cards) and the 31st.

33.53 March Orders at Start (change): The Coalition Player has only one pre-programmed order (not 2) for Sacken's entire column to march to Haute Epine (1125W).

Parallel Roads/Trails: In any case where a hex contains two parallel roads or trails, ignore the second one. It is not possible to have units in road march on both roads within a given hex simultaneously.

La Grande Armée Set-Up Card

Obv. Column

- YG units: The initiative of all YG units is (3) as shown on the counters.

14-Feb. Column

- XI Macdonald's 4 units: Change to "exited."

Army of Bohemia Set-Up Card

29-Jan Column

- IV Corps (Kronprinz): Units of the IV Corps arrive at 9 AM on the 30th, which is after the end of the Brienne DoB and AtB. You would only be using information in the 30th column if you are playing the Mini-campaign (32.0). The Turn Record is correct although the Bohemian Army Initial set-up card seems to indicate the units arrive at 9 AM on the 29th.

Army of Silesia Set-Up Card

11-Feb and 14 Feb Columns

- Give the Russian IX Corps a replacement officer since Olsulfief has been eliminated.

Turn Record Tracks

La Rothière:

- In the 8 AM box for Feb. 1, the unit quantity may be either 3 or 5, since Thierry and Laville are ALT reinforcements, and may already be on the map in the campaign game.

Champaubert:

- Yorck enters at W3913 not W3919.

Montmirail:

- Blücher, Kleist and Kapsevich appear twice, once on the Montmirail card and once on the Vauchamps card. The entries shown for 12 February at 1 PM and 2 PM should be ignored.
- The YG baggage train enters the Feb. 11, 9 AM turn at 1954W.

Coalition Casualty Record Track

- In the Brienne column, add "AG" in box 4.
- In the Montmi/Champ column, add IX RU in box 6.

Remove Cards From Deck Chart

- There is only one Coalition card No. 27; change the entry in the 27.0 Brienne column to "x1 in AtB."

Counters

- The formation color on the YG baggage train should be dark gray, not black.
- The Laferriere cavalry unit was Young Guard but part of the GC. The unit has the correct designations: GC = Guard Cavalry (the Corps to which it belongs), YG = Young Guard (the brigade is comprised of Young Guard Cavalry Regiments).

Napoleon at Leipzig 5th Edition

Exclusive Rules UPDATE

14 August 2014

25.24 If a formation's non-divisional artillery does not arrive, its baggage train does not arrive either.

The above applies to all games in the series.

25.77 (add): An artillery unit in a Leipzig hex cannot bombard but may engage in adjacent combat.

26.1 If playing a multi-day campaign, calculate victory point awards at the end of each individual battle.

26.15 Control of Enemy Supply Sources

If a player begins the game in occupation of an enemy Supply Source, no VPs are scored for that. VPs are not scored for occupying mapped enemy supply hexes by Reinforcements that enter there.

27.5 Two-Map Scenario for Liebertwolkwitz

Do not count the North map victory locations.

28.16 Pontoon Trains (*change*): Coalition, 1 with Schwarzenberg (only).

29.16 Pontoon Trains (*change*): Coalition, 2.

31.13 (add): Score VPs and reshuffle the decks with the discards on the 6AM turn of each day. Reconstitute the decks as for that day's scenario, adding back in or removing cards as listed. The mode cards are used only during the initial setup, not at the start of each day.

31.3 (add): If the 17th is skipped according to this rule, set up Reynier and the units of the VII Corps at the start of the 18th in their locations for the 18th. If those locations are not available, scatter VII Corps according to Card No. 6.

31.31 Bonus Cards for the 16th and 18th (*change*): Minimum of three per player.

31.31 (add) Each victory in prior battles will allow the winning player to draw "Bonus Cards" from his card deck in the Wachau/Möckern and Leipzig battle games.

- Each Strategic Victory: 3 Bonus Cards per battle
- Each Tactical Victory: 2 Bonus Cards per battle
- Each Marginal Victory: 1 Bonus Card per battle
- Minimum: 3 Bonus Cards per player

EXAMPLE: The Coalition Player wins a Marginal Victory at Liebertwolkwitz and a Strategic Victory at Wachau/Möckern. He would draw four Bonus Cards on turn two of the Leipzig battle game.

French Set-Up Cards

18-Oct. Column

- Ney (army leader): Change 4026N to 4227N.
- Stockhorn (XI): Change 3526S to 4903S.
- Personne (II YG): Change 3425N to 3428N.
- Hochberg (LO): Change 3223N to 3828N.
- Quinette (LO): Change 3828N to 3229N.

29-Oct. Column (Hanau AtB Scenario)

- ALL French units (including ALT reinforcements) start at reduced strength, except the Young Guard units and those units

30-Oct. Column (Hanau DoB Scenario)

- Napoleon sets up in 1021H on top of Fressinet.
- All French reinforcements except the YG units are reduced.
- Arrighi (LO) sets up with LO Quinette at 0215H.
- XI Corps, Zucchi counter is reduced, not eliminated, & sets up with Aubrey-a in 0920.

Coalition Set-Up Cards

- The first date column on pages 2 and 3 should read 14-Oct.
- Unit Puttitz (page 3, IV Corps) should read Hirschfeld. The unit commander was formerly Puttitz.
- 16-Oct Column, Wittgenstein's Corps: The 5, 13, 27 artillery unit can't start in 4923S as that hex contains a chateau. Displace the unit one hex in any direction desired.

French Casualty Track

- Add GC Corps to space No. 9.
- In the Leipzig column, remove the entry for VIII Corps in the 7 row. The entry in the 10 row is correct.

Coalition Turn Record Track

- The 14 October scenario starting time is actually at 10AM.
- The 16 October scenario TRC says Gyulai enters 9AM on 16 Oct., but that should be 3AM.
- 17 October, 6 PM (*add*): Pontoon train arrives at 1013N.
- 18 October, 10AM: Winzingerode should have (6) not (8) units. *This applies to the Oct. 18 scenario only. In the Campaign Game all 8 units enter with Winzingerode.*

Hanau Turn Record Track

DOWNLOAD Updated TRT for Hanau—

<http://talk.consimworld.com/WebX?233@@.ee6f7cc!enclosure=.1dda61a8>

- The 29 October 5PM entry for "Arrighi, LO" is Arrighi and unit Quinette only. The LO unit "d'Isle" is ALT only.
- Under 29 October, the French V Corps enters at 6PM, while Lauriston arrives at 3AM. This is correct.
- Marmont, VI, came earlier and should arrive at 3PM.
- Mortier should be an alternate reinf. #3. Add one more Alt. Reinf. card into the French deck.
- Bertrand (IV) arrived after Oudinot (I YG), so they should switch places on the TRC (4-5 PM 30 Oct).

Weather Effects

- Remove the "No" from the Deploy Pontoon column and add the following note to the bottom of the table: Rivers and Lakes are never frozen in this game.

Counters

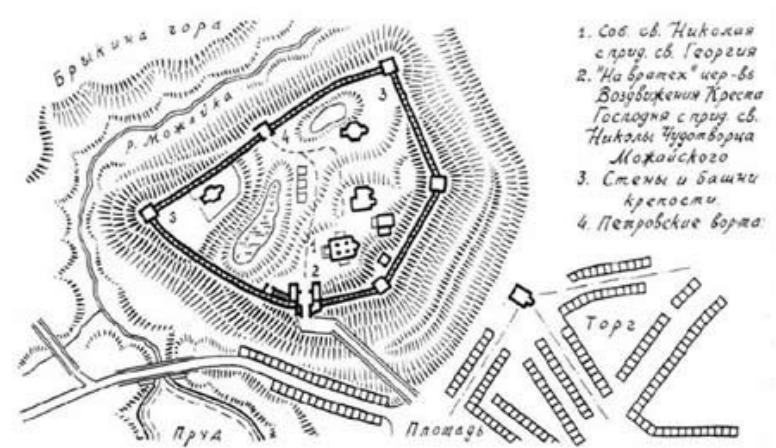
- Bavarian leader Wrede is a Commander-Officer.
- Square markers, back: -1 MP should be 1 MP.

Cards

- Card 5 (Early Arrival) cancels the effects of Card 2 (Late Start).
- **Card No. 6** Formation Scattered (*clarification*): If the game map is covered by Plexiglas drop from 6" and not 12".
- **Card No. 16** Baggage Train (*addition*): Give the Coalition Player a third pontoon train when he plays this card. In addition, the trains arrive immediately as reinforcements; no die roll is required.
- **Card No. 26** Reinforcements Take Another Route (*clarification*): Mark this card as having an Enduring Effect

Mozhaysk in 1812

Paolo Scannapieco



The walls had been torn down prior to the campaign.

Researching the status of “chateaux” hexes is a sometimes involved process. Here Paolo takes us into a look at the case of the so-called “Kremlin” at Mozhaysk.

I agree about Mozhaysk’s size, but about the monastery and the fortress I have a consideration. In the second paragraph of Fyodorov's document there is written:

"In urban areas was located since the 70th year of the XVIII century the Luzhetsky monastery with magnificent five-domed Cathedral of the Nativity." In wikipedia.ru the monastery seems to be even older (1408)... but I have had no time to deepen this topic and this discordance in founding year.

And in wikipedia.ru there is written:

"On August 27, [September 8] after the Battle of Borodino, **Napoleon's soldiers entered the monastery of Luzhetsky**. On August 28 at 6 o'clock in the morning the rearguard of Platov continued to hold the city with six battalions of rangers, regular and irregular cavalry. The battle for the city was commanded by Mikhail Kutuzov. The main forces of the Russian army were ordered to Moscow, and in Mozhaisk burned the warehouses of provision, so as not to leave them to their opponents. The same day, French troops entered Mozhaisk. The city had more than five thousand wounded soldiers. One hundred and twenty meters from the St.

Nicholas Cathedral, for three days stood the headquarters of Napoleon.

“During the retreat of the French troops set fire to the Luzhetsky monastery, all its interior ruined. The city was almost completely destroyed. In it were part of the Corps of Junot, and on October 10 they began to retreat to Vyazma.”

About the fortress, in Fyodorov's document there is written:

“Mozhaysk had already lost its former quality as a walled city. On the Kremlin hill they dismantled and allowed to decay the fortress walls and towers.” A “Kremlin,” according to wikipedia, is a major fortified central complex found in historic Russian cities. So the fortress was dismantled, but the monastery was present and maybe it can be considered a Chateau.

According to wikipedia.ru the monastery in 1908 was located 2 versts from the city. I found it north-west of Mozhaysk and it is close to Isavitsy village.

Full Strength Holding Box

Place reconfigured units here:

- Cavalry units that broken down into vedettes
- Infantry Divisions that have broken down into Brigades

Eliminations Removed From Map

- Increase casualty level by full strength non-vedette
- Always PEU
 - Already Reduced Strength
 - 1-strength combat units
 - Baggage and Pontoon trains
- Possible PEU situations
 - Unable to retreat fully (EZOC ok) D6 4-6
 - Retreats across bridge (12.33)



Permanently Eliminated Units

Reduced Units

Awaiting Recovery

- Flip unit to reduced side when recovering
 - Day Turn: roll initiative or less to recover
 - Night Turn: recover automatically
- Vedettes:
 - Not surrounded: go to Recovered box
- Recovery
 - Recovery turn - Pass initiative roll (22.12)
 - Night - all automatically recover



Recovered and Ready for Reorganization

- Day: 2 units under leader not in EZOC (22.22)
- Leader OOC even if attempts fail
 - Demoralized 1-4 = Go to map
 - Demoralized 6-5 = PEU
- Place on map under leader
 - adjust casualty level by full strength
 - flip non-vedette to reduced side
 - displacing any already present units



Full Strength Holding Box

Place reconfigured units here:

- Cavalry units that broken down into vedettes
- Infantry Divisions that have broken down into Brigades

Eliminations Removed From Map

- Increase casualty level by full strength non-vedette
- Always PEU
 - Already Reduced Strength
 - 1-strength combat units
 - Baggage and Pontoon trains
- Possible PEU situations
 - Unable to retreat fully (EZOC ok) D6 4-6
 - Retreats across bridge (12.33)



Permanently Eliminated Units

Reduced Units

Awaiting Recovery

- Flip unit to reduced side when recovering
 - Day Turn: roll initiative or less to recover
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- Vedettes:
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Recovered and Ready for Reorganization

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Notes to JNAF Tables on Pages 7-8

NON-COMBAT LOSSES ARE INCOMPLETE

After adding their carrier-based losses during the campaign, total JNAF aircraft losses equal TWO Midway battles.

1. R-Area Force, Shortland-Rekata Bay; Also includes Chitose, Sanyo Maru and Sanuki Maru; redes. 802 Ku
2. Lundstrom says only 13 Zeros actually arrived 31 Aug. Their unit isn't known, the 6th is best guess.
3. Moved to Buka with 21 zeros on 28 Sept.
4. Conducted attacks on Guadal on 28 Aug and 4 Sept. 8 zeros lost by Shokaku; Zuikaku losses were -4 or more.
5. Moved to Buin on 8 Oct. H-I p. 175
6. Attack on Guadal 9/5 and daily 9/9-9/14, 7 pilots lost; Chitose Bettys withdraw
7. 29 operational Zero-32s
8. Attacks on Guadal 8/9, 8/10, 8/21 with no loss
9. Maximum aircraft complement on Taiyo, 27 a/c; Unyo arrived on 11/10
10. Majority of Hiyo's fighters (15 zeros and 7 Vals or more) remained through Dec.
11. Tainan Air Corps may include losses for Kanoya and possibly other attached Air Corps. Tainan lost 32 pilots killed through 31 Oct.
12. **Totals:** 60 Zero-21, 45 Zero-32, 37 Val, 57 Betty (not all flyable)
- 18 **Oct Totals:** 36 Zero-21, 19 Zero-32, 13 Val, 49 Betty, 1 Irving, 5 Mavis
- 13 **Nov. Totals:** 57 Zero-21, 45 Zero-32, 32 Val, 40 Betty. Lundstrom, p. 477
- Rabaul:** 252, 253, 582 Air Groups—35 Zero-21, 21 Zero-32.
- Buin:** 204 Air Group, 24 Zero-32, and Hiyo Air Group 13 Zero-21 (not all operational).



Est-ce que le Bougre sait ce qu'il fait?

EDITORIAL

(continued from page 2)

the II Corps south, because the corps is large and unwieldy, and has to stretch out on the road. This means that a very small force can delay it effectively. If II Corps arrives, it does so piecemeal and has to deploy in woods. Most of its units are initiative 3, which means they are disadvantaged in the woods, because of shock.

It is unavoidable that the players will know, and somewhat remember, the enemy forces at the set-up. However, as the game rolls along, after two or three turns, you won't know anything anymore.

Kevin Zucker

Marmont

(continued from page 12)

and directed these to assist those already engaged against the enemy.

“The battle took on a new character, and our masses of infantry found themselves, for one moment, less than 30 paces from the enemy. No action was more lively; in a few moments, I was wounded and my uniform riddled; the situation began to deteriorate rapidly. In this situation the enemy made a furious cavalry charge—several battalions belonging to the 1st and 3rd *Regiments de Marine* were literally crushed. Nevertheless, we continued fighting without retreating until nightfall; then we moved to the rear.”

Letters

(continued from page 18)

Northern California. Do they get a lot of acceptance back in Maryland or do people just roll their eyes? Forgive them for they know not what they need... If you ever want a copy of the freebie local weekly, with their list of alternative healing classifieds, I can send you one. Good luck, keep it simple, and *vive l'empereur*.

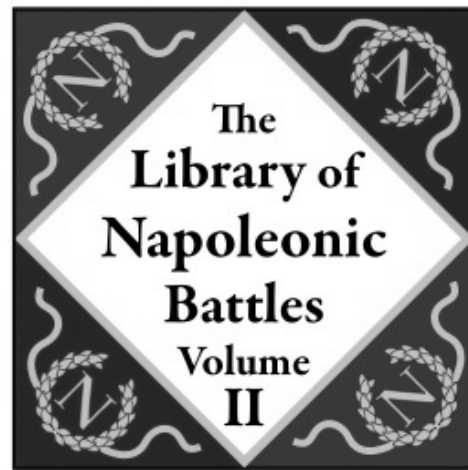
Walt Olawski



The Library of Napoleonic Battles

Components:

- 3–5 full size 22" x 34" maps
- Two counter sheets (560 units)
- Two rules folders
- 100 cards
- Numerous player aid cards.
- Game Box



THE LIBRARY OF NAPOLEONIC BATTLES

is a two-player simulation of 70 battles at the Grand Tactical level. The series is planned to cover all the major battles of the Napoleonic Wars, from Napoleon's first army command in Italy, 1796, to his final defeat at Waterloo 19 years later.

The French Player must exploit the strengths of the constantly evolving French army against a host of Coalition Forces, using a tried and tested game system based on the classic *Napoleon's Last Battles*.™ The optional card rules allow for uncertainty as to both sides exact Order of Battle, and allows forces that were actually within range to participate unexpectedly. The uncertainty here allows for a more real-world situation, since the actual commanders never knew what forces they were facing.

The system employs Leaders, Vedettes, Hidden Forces, Road March, Baggage Trains, March Orders, Repulse, Pontoons and Alternate Reinforcements. You must use your vedettes to break through the enemy outpost line, and obtain scouting reports on enemy forces. You will need to maintain your supply line, as each Corps has its own baggage train that was of symbolic value as well as serving a practical need. You will need to husband the use of your officers and commanders to maximize your striking power.

THE LIBRARY OF NAPOLEONIC BATTLES

will include 18 volumes, several of which have been published already. The next three titles of this series are now available for pre-order. Each volume of the Library includes between three and five complete battle games, each with one long scenario - the "Approach to Battle," which can be played in 5-6 hours - and one short "Day of Battle" scenario, which can be played in 3-4 hours.

For players desiring the complete experience, each volume includes a Campaign Game that encompasses all the battles played in sequential order. Each package concentrates on a single year of campaigning, and the results of one battle will influence the set-up for the next game in the campaign. Guide your army from its first contact with the enemy until the final showdown!

THE LIBRARY OF NAPOLEONIC

BATTLES uses one and the same mature set of rules that will not be changed or redesigned along the way. You will be able to learn the rules once and then just focus on the unique situation presented by each battle.

