

VOL III, Nr. 8 \$7.00  
Summer 2016

# Wargame Design

SPECIAL ISSUE

Napoleon's Red-coated Adversaries



## The Series Continues

• Napoleon's Last Gamble • Napoleon's Quagmire • War of Liberation I, 1813

## Wargame Design, Summer 2016

Editor-Publisher: Kevin Zucker

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*Tentative Publication Date: 10 February 2017*

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*On the cover:*

Robert Alex. Hillingford, *Wellington at Waterloo*.

## WARGAME DESIGN

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## EDITORIAL

### Battle at Mt. St. Jean

#### History Repeats Itself

No matter what, the Grand Campaign of NLG seems likely to feature a battle at Mont St. Jean on the 18th. The Anglo-Allied forces that come in at Nivelles have only two choices: to advance toward Q-B or MSJ. Wellington doesn't have enough troops to defend Q-B properly, so his best choice, most times, is to move via the road northeast out of Nivelles.

Most units slated for Nivelles arrive earlier than the classic original game, with an automatic March Order to Mt St Jean. Although they arrive earlier, they have a greater distance to march because of the mapedge shift to the west.

The units that arrive earlier, and the number of turns early (-) or late (+): Lambert-Bruckman, -9. Kruse, -8, Uxbridge and Cav., -4 to -7, Ompteda, -5. LOBAU / VI Corps, -2. Buttlar and Mahn, +6. IV Corps, +1 (but arriving 2 turns closer at Lasne). Since these forces—and particularly the British cavalry—arrive faster, the French must move a bit faster.

Work on *Napoleon's Quagmire* is proceeding (*see page 29*). Keep up with progress on Consimworld.

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## 2<sup>e</sup> Regiment de Chasseurs-à-Cheval de la Garde

The Guard Hussars are an Alternate Reinforcement in *Napoleon's Last Gamble*. They didn't make the campaign, remaining in Chantilly as new recruits were incorporated. Lacking men and especially horses, the unit did not participate in the battle of Waterloo.

Napoleon formed the regiment from the Regiment of Éclaireurs-Lanciers. They were ranked as Young Guard and nicknamed "The Hussars of the Guard."

Many elements of their uniforms were identical to those of the Old Guard but they were of poorer quality; instead of the fur cap they wore a red shako. The uniform was a green dolman braided in yellow with bright red facings, green trousers with red stripes or Hungarian knots, and a red pelisse. The shako was red with a green and red cord, and the officers' braid was gold.

The regiment was formally established by decree of 15 May 1815, with a theoretical strength of 49 officers and 1008 soldiers. Recruitment is based on four squadrons of Chasseurs of the Young Guard Éclaireurs previously dissolved, cavalry of the line with four years of service, and the four

regiments of the cavalry of the Guard, especially the chasseurs who provided 438 horsemen.

The Emperor, still procrastinating on the name of the unit, wavers between "Lancers" and "Hussars." On May 26, he finally decided on the designation "2<sup>e</sup> regiment de chasseurs à cheval de la Jeune Garde," keeping its former nickname, "hussars-scouts of the Young Guard." The regiment was attached to the Chasseurs of the Old Guard and the organization was supervised by the conseil d'administration of the 1st regiment.



Antoine Francois Eugene Merlin de Douai was nominated as Colonel-Major of the regiment and set about to organize its four squadrons. But this task was interrupted by the commencement of active operations, and Merlin was called to the Sambre front to

take command of the 5th Cavalry Division's 2nd Brigade (11th Chasseurs-à-cheval).

By the outset of the campaign less than three weeks later, the 2nd regiment of Chasseurs was barely organized, lacking 451 officers, NCOs and chasseurs, and 935 horses out of 968. The unit never left the area of Chantilly, where the depot was located.

## Deploy Before You Fight

Chris Moeller

I always wondered why commanders would spend all night and all morning just sitting, facing one another, only fighting in the afternoon. At Borodino, for example, Davout's famous proposal to march around the Russian left flank seems to make sense. Why did Napoleon choose to attack head-on, instead? In our game, we're starting to see why "just marching around the open flank" doesn't often happen historically.

You don't have unlimited time. Trying to maneuver prior to a large battle takes far longer than you think it will. Changing objectives "on the fly" has a real cost in precious hours, which the attacker is usually short of. Why does it take so much time?

In order to fight a consolidated enemy force, the attacker must have an equally consolidated force. It's no use throwing your lead elements at a powerfully

constituted enemy, while you wait for your main body to arrive. You will make no impression on the defender, and he will snap up your units as they get stuck in ZOCs and surrounded. So, the attacker has no choice but to cease his advance a few hexes away from the enemy and wait for his force to arrive, come out of road column and stack (all of which costs movement points). If the armies are large, this process can take a morning or an afternoon. If the defender falls back, the main battle is delayed further. Time ticks away. From the defender's perspective, why doesn't the consolidated force advance into the lead elements of the attacker as they approach? I've always wondered that as well. Why did historical army

commanders just sit and watch as the enemy marched to fill out a position, organizing tens of thousands of men until they were prepared to attack? Why not go out and smash them while they are in disarray? The game has been instructive. I faced a situation like that at Genappe on the 17th, with my deployed British army facing lead elements of a French column. When I went after them, they fell back onto their



*Prussian IV Corps on the road to Waterloo*

advancing columns, and actually consolidated more rapidly. It dawned on me that my aggressive push forward had only pushed them back on their friends to consolidate. I decided, in the end, to get into ground I liked and wait. Why help the French organize themselves while I lose cohesion by advancing? Why allow them to deploy on ground of their choosing, instead of waiting for them on ground of my choosing?

There are a lot of meeting-engagement battles in the Library games, particularly in the campaigns. This is the first time I've seen multiple set-piece battles evolve in the same time-line. It's unusual, and reveals all sorts of

subtleties that I'd never really understood before. When you play a Day of Battle, all of these issues have already been sorted out. In the usual Approach to Battle, there is one focus to the movement of both sides. You're heading towards Eylau, for example, and the Russians are falling back to that point. Whether you fight on the exact historical ground is subject to change, but the overall shape is the same: the armies move, they deploy, and then fight.

In the Grand Campaign for 1815, there's a rhythm that develops that you don't see in other scenarios. June 15th features a powerful advance against a delaying action. The 16th, particularly at Ligny, is a set-piece battle, during which both the French and Prussians are attempting to rapidly consolidate their armies: the French to land a decisive blow, the Prussians to survive. The 17th features a large-scale disengagement by the allies, and pursuit by the French. The 18th again transitions to at least

one more set-piece battle. Who knows what the 19th will look like?

There are any number of unique situations that present themselves during this rhythmic marching and fighting: why do armies deploy into traditional battle lines? When, where and how do they do it? When do armies turn and fight, and when do they fall back? When do they just break and run for it? How are pursuits handled? How are rearguards handled? How do you interrupt an opponent's strategic plans, either by attacking or blocking his moves? How do you buy time? How do you get into his head?

Obviously, I love the Library series as great history. I had no idea, at the start of *Napoleon's Last Gamble's* Grand Campaign, what the system had yet to reveal. The heart of this particular situation is the way it introduces transitions. Battle, retreat, pursuit. Standing and running. I hope you all get a chance to experience it.



*the showdown at Waterloo*



## The 7th Lancers

### A. 7 Pułk Ułanów (Księstwo Warszawskie)

7th Uhlans of the Duchy of Warsaw



In our OrBat for *Napoleon Against Russia*, the 7th Polish Uhlans are a vedette belonging to the 28th Light Cavalry Brigade of GdB Dominik Dziewanowski, in the IV Cavalry Corps. (“Uhlans” is styled in French “Lanciers.”) The 7th

Uhlans in Russia had 33 ofc and 639 men on 30 June. John Wladis has pointed out Fabry's (*Campagne de Russie*) situation dated 30 June showing "7e Regiment de lanciers" under Colonel Zawadzki in IVe corps de cavalerie.

Later, according to Nafziger's orbat for the French Army on 15th August (p. 515), 7th Lancers were present in 28th LC Brigade of Rozniecki's 4th LC Division. He gives their strength on that date as 407 sabers. Then (on p. 531) under the heading of "Other French forces detached from the main body at Borodino" he lists 28th LC Brigade (2, 7, 15 Polish Lancers) as being with Dombrowski's 17th ID at Mstislavl.

Cezary Domalski wrote that, “Before the assault on Smolensk, V Corps detached the 17th Polish ID to cover the southern flank of the *Grande Armée* and to observe the Bobruisk direction. Assigned to this division was Dziewanowski's (“Dziewan”) cavalry brigade, which had three regiments from Rozniecki's Division (2, 7, 15

Uhlans). So in IV Cavalry Corps remained the 4th Cavalry Division with only the 29th Cavalry Brigade, led by General Turno (3, 11, 16 Uhlans). All regiments have 3 squadrons each, after reorganizations and losses from Mir battle with Platov's Cossacks.”

### B. 7eme Régiment de Cheveau-légers Lanciers

A second unit called “7th Lancers” was attached to the Guard Cavalry in 1812. The counter for this unit was originally made French (blue). Their uniforms were dark blue with yellow collars. We determined the unit was Polish (unlike Nos. 1-6 which were French), so we issued a corrected counter on the NLG counter sheet. Though we show them attached to the Guard, a website I trust has them in Spain except for one troop. Despite this information I didn't remove them from the set-up (which

confuses them with the ex-Vistula 7th Uhlans attached from IVC). Lachouque says there were 1,400 Lancers with Murat in mid-October, near Moscow in two regiments, probably the 1st Guard Lancers and the 7th Lancers.

[http://www.napolun.com/mirror/napoleonistyka.atspace.com/Polish\\_Vistula\\_Uhlans.html#uhlans1812](http://www.napolun.com/mirror/napoleonistyka.atspace.com/Polish_Vistula_Uhlans.html#uhlans1812)

Quoted from the site above: "Until 1811 the Vistula Uhlans were one of the finest cavalry regiments in the World. Then Napoleon took the majority of the Polish troops from Spain in his war against Russia while the Vistula Uhlans stayed in Spain. Actually Napoleon ordered all the Uhlans to Russia, but French marshals refused to follow this order and kept them as personal escorts. Spain was a dangerous place. The uhlans were very unhappy with it. It had a negative impact on their morale and discipline. Instead of fighting the primary enemy of Poland, they were skirmishing with British cavalry, escorting French marshals and chasing the elusive guerillas in remote Spain. The esprit de corps decreased after a large number of veterans were selected to the Guard Lancers of the Old Guard and then left the regiment. These veterans were replaced with young recruits. The Vistula Uhlans were still a superb unit but not as good as before.

The 1st Vistula Uhlans were renamed in June of 1811 as the 7th Cheveau Légers Lanciers. The official name of the Regiment Vistula Lanciers was constantly changing:

March 1808- *Régiment de Lanciers de la Légion de la Vistule*

June 1808- *Régiment de Lanciers de la Vistule*

Feb. 1811- *1er Régiment de Lanciers de la Vistule*

June 1811- *7eme Régiment de Cheveau-légers Lanciers*

April-Dec 1815- *7eme Régiment de Lanciers*.

Cezary Domalski also informed us that "the 7th Lancers (Guard Cavalry brigade), the former 1st Vistula Lancer regiment, didn't participate in the 1812 campaign. About 60 officers and soldiers from the 7th regiment participated in the 1812 campaign, joined to 1st cheveau-leger-lancier regiment of the Guard (it was an unofficial assignment, soldiers joining the Guard illegally). The rest of this regiment joined the Grande Armée in December. Those numbers you show

(500 at Smolensk, and 300 at Maloyaroslavets) are inaccurate..."

The Polish Lancers of the Guard were however, in the army that marched on Smolensk.

News reached the headquarters at Dabrowna that a Russian force had crossed the Dnieper River ... The Emperor sent four squadrons of Polish Guards under Koziatulski to investigate. We set off after midnight, and ... arrived at a spot half mile from Katan. There we encountered our first Cossacks. Our main body halted by some buildings and one squadron went out to meet them. The Cossacks retreated off to our left, towards the Dnieper. At about [6.30 AM] the sun rose and we were able to see the country round about. To our front stood a line of cavalry on the crest of a hill, screened by a few hundred Cossacks. Koziatulski now recalled the first platoon, which had already come to grips with the Cossacks, and he formed the leading squadron into line. The regular cavalry must have been able to see our other three squadrons in support, as they did not move from their position. But the Cossacks approached with increasing boldness, firing with their ancient pistols. As we sent nobody out to skirmish with them, they came closer and closer, shouting 'Lachy!' (slang for Poles) when they discovered we were Polish. A Cossack officer on a fine grey horse came as close as 100 paces, perhaps less, and in good Polish challenged us to meet him in single combat. Koziatulski forbade any of us to move. "The Cossack jumped from his horse and cried; 'Now you can catch me!' He then took off his cap and waved it in the air, then having concluded that he would not provoke us, he leapt on his horse and rejoined his men. The Cossacks must have fired a hundred shots at us, but not one hit its target. Cossacks will not charge even a lone squadron if it is in good order. They like best to rankle individuals, whom they taunt in order to lure them out of the way, entrap them, and take them prisoner. For that reason you should never let impetuous, bold, or excitable troopers go out and skirmish with Cossacks.

### List of Polish Cavalry Regiments

There were 15 Lancer (Uhlans) regiments in the Polish Army and 4 Polish Lancer regiments in the French Army. Napoleon also created six French Lancer Regiments, then added the two Vistula Uhlans, 1 and 2 at the end, as numbers 7 and 8. Because of the two different series, those numbers, 7 and 8, are duplicated among Lancer/Uhlans regiments.

**Cavalry regiments in November 1807:**

1st Cavalry Regiment (653 men)  
Colonel J.M.Dabrowski  
2nd Cavalry Regiment (571 men)  
Colonel Kwasniewski  
3rd Cavalry Regiment (857 men)  
Colonel Laczynski  
4th Cavalry Regiment (823 men)  
Colonel Mecinski  
5th Cavalry Regiment (943 men)  
Colonel Turno  
6th Cavalry Regiment (996 men)  
Colonel Dziewanowski

The Poles numbered their cavalry regiments not by/within type but like the British, *à la suite*:

**Cavalry regiments in January 1809:**

1st Chasseur-a-Cheval Regiment (745 men)  
Colonel Przebendowski  
**2nd Uhlán Regiment** (880 men)  
Colonel Tyszkiewicz  
**3rd Uhlán Regiment** (719 men)  
Colonel Laczynski  
4th Chasseur-a-Cheval Regiment (600 men)  
Colonel Mecinski  
5th Chasseur-a-Cheval Regiment (596 men)  
Colonel Turno  
**6th Uhlán Regiment** (691 men)  
Colonel Dziewanowski

In November 1809 new units were formed:

**7th Uhlán Regiment** (840 men in 4 squadrons)  
- Colonel Zawadzki  
**8th Uhlán Regiment** (954 men in 4 squadrons)  
- Colonel Rozwadowski  
**9th Uhlán Regiment** (936 men in 4 squadrons)  
- Colonel Przyrzychowski  
10th Hussar Regiment - "*Golden Hussars*" (803 men) - Colonel Uminski  
**11th Uhlán Regiment** (899 men in 4 squadrons) - Colonel A. Potocki  
**12th Uhlán Regiment** (943 men in 4 squadrons) - Colonel Rzyszczewski  
13th Hussar Regiment - "*Silver Hussars*" (1,048 men) - Colonel Tolinski  
14th Cuirassier Regiment (610 men in 2 squadrons) - Colonel Malachowski

The Poles formed one regiment of cuirassiers but Napoleon felt that they were too expensive and suggested chasseurs or uhlan. So the King of

Saxony (the ruler of the Duchy of Warsaw) directed the conversion of these cuirassiers into chasseurs. Poniatowski argued for dragoons but the King declined to heed his advice. Poniatowski relented but added that it will take a long time due to practical obstacles such as remounting. Soon however war erupted against Russia and there was no time and money for the conversion.

**15th Uhlán Regiment** (916 men in 4 sqdns) - Colonel Trzeciecki

**16th Uhlán Regiment** (661 men in 4 sqdns) - Colonel Tarnowski

In 1811 each cavalry regiment raised a depot squadron of 2 companies. Due to financial difficulties in the Grand Duchy, in early 1812 Napoleon took into French pay the 9th Uhlán Regiment.

When Napoleon liberated Lithuania (which had previously been part of Poland) several new regiments were created:

**17th Uhlán Regiment** - Colonel Tyszkiewicz

**18th Uhlán Regiment** - Colonel Wawrzecki

**19th Uhlán Regiment** - Colonel Rajecki

**20th Uhlán Regiment** - Colonel Obuchowicz

**21st Uhlán Regiment** - Colonel Lubanski

Lithuanian Tartar Squadron - Mustapha Murza Achmatowicz

Regiments in the French service:

- **1st Lancer Regiment of the Guard** (Old Guard)

- **3rd Lancer Regiment of the Guard** (Young Guard)

- **1st Vistula Uhlán Regiment**

- **2nd Vistula Uhlán Regiment**

In May 1815 Napoleon issued a decree organizing the *7e Chavauleger-Lancier Polonais*, the former 1st Vistula Lancer regiment. It consisted of 350 men and only 13 horses. The lancers fought on foot in the defense of the bridges in Sevres earning Marshal Davout's praise.

*Continued on page 14*



# Waterloo Campaign Arrivals

**Tim Carne**

In the Autumn of 2015 I completed working out the arrival and deployment information for all the units in the campaign. Given that the same unit appears in different scenarios, some from the standard game and some from the Expansion Kit, I created a matrix containing all the units in all the different scenarios. In some cases the route of march had to be worked out so that the units can arrive at the correct point and time. For example Anglo-Allied units arriving at Nivelles in the Standard campaign arrive at hex N0131. For these same units their arrival had to be set to S1302 one hour later on the QB map as that is the only map area in play for the QB and Ligny mini-campaign.

Anyone familiar with older versions of this and other Waterloo games may spot some unfamiliar arrivals. With information that is now more accessible than in the past, a mass of new publications including some detailed work based on archives, and the excellent website of Pierre de Wit we found a number of inaccuracies in prior editions. That is not to say that older published material has no value, I have relied heavily for the British arrivals on Siborne, both his *History* and the *Waterloo Letters*. The Prussian information comes from Hofschroer's 2 volume work on the campaign and this is based heavily on Lettow-Vorbeck. Finally the Osprey series by John Franklin is supported by a website providing information about the Brunswick contingent.

I will also mention Stephen Beckett's controversial work making a case for Soult being an active traitor steering Napoleon to defeat and replacement. In seeking to support his hypothesis he has documented who was where and when and which orders were being communicated in some detail which again helps to fix the location of the French forces.

A top-down approach is effective to locate the majority of the units in the campaign but this has been supported by a bottom-up approach based on reports, letters, memoirs etc. This latter has been somewhat time-consuming but it has been the only way sometimes to resolve inconsistencies between various sources. The example of Ompteda gives some idea of the conflicts of information that have arisen.

The draft setup and TRC information that I provided to Kevin is as good as I can make it but additional or conflicting evidence may emerge in the future. Any improvements would be well received via the CSW forum for this game. I have also worked on the premise that the TLNB game mechanisms will deliver a good game (or

should that be great scenarios) based on the setup and arrivals information.

## Prussians

Prussian I Corps was deployed along the Sambre to Thuin (off map) extending to like up with the Anglo-Allied screen to the West. 1 Brigade had an outpost line centred about Thuin whilst 2 Brigade was centred about Charleroi. The 3 and 4 Brigades were further to the east with some units south of the Sambre, while the Corps reserves were concentrated at Sombreffe. The advance of the French on the 15th caused the outpost lines to fall back with I brigade concentrating at Gosselies and 2 Brigade at Gilly. This was a pre-planned concentration to delay the French and allow the remaining three Prussian corps to concentrate.

As the French player is likely to read the setup for the Prussians as well as his own forces, it has been decided to allow the Prussian player to redeploy the "trip-wire" forces lining the Sambre in order to create uncertainty in the mind of the French player.

The historical Prussian concentration was slow, with both II and III Corps arriving only on the morning of the 16th June, after long marches. Historically II Corps was between Mazy (S5624) and Onoz (S5428) on the night of the 15th/16th. The 21st regiment arrived late morning but this has not been represented in the game in the interests of avoiding excessive detail for the player. III Corps managed to close-up, arriving on the heels of II Corps in the mid-morning.

IV Corps was badly behind schedule and the Prussian high command was not well informed about the movement of IV Corps. Blucher probably decided to fight a battle on the 16th rather than a rearguard on the expectation that all the four Prussian corps would have concentrated. Prussian IV Corps is treated as an ALT reinforcement allowing arrival earlier than historical but in line with the original command intent.

Historically having failed to arrive on the 16th Prussian IV Corps was ordered to Dion le Mont on the 17th. The Brigades arrived during the mid-afternoon but had a difficult march due to the poor cross-country roads and the difficulties with mud. Bulow kept his corps concentrated and allowed his tired troops some rest as they waited for the 13th Brigade to close up after serving as rearguard. To prevent the Prussian player from acting beyond the capabilities of this force then IV Corps has march orders to Wavre on the 17th.

## French

The French arrive to the south of Charleroi in three columns. Reille's II Corps seized the crossings at Thuin and elsewhere on the Sambre protecting the flank of the Corps as it advanced on Marchiennes au Pont.

Vandamme had a late start meaning that the attack on Charleroi was made by the Young Guard rather than III Corps. The only new information concerns d'Erlon's corps. Two divisions were left behind to guard the Sambre crossings, Quiot (Allix) at Thuin and Marcognet at Marchiennes au Pont overnight on 15th / 16th June.

The remainder of I Corps was at Gossilies. This means that 1st Division (Allix) had a significant march to make before closing up with the rest of the Corps on the 16th. Leaving these two divisions to guard the Sambre crossings reflects that Napoleon had a good idea of Wellington's dispositions prior to commencement of hostilities but had concerns over where the Anglo-allied army might be concentrating.

The "What-if" here is to consider Napoleon's concern that the Anglo-Allied army might have concentrated at Nivelles and advanced on Charleroi whilst the main French thrust was against Blucher around Ligny.

Another "what-if" to consider for the 15<sup>th</sup> is the late start of Vandamme's III corps. Better staff work should have ensured that this corps led the centre with Pajol's cavalry and secured Charleroi earlier and without having to engage the young guard.

The French army lost a lot of time on the morning of the 15<sup>th</sup> June and arguably earlier. Beckett describes the initial French plan (10<sup>th</sup> June) as having II corps leading I corps on the left (this happened), a centre column on VI corps followed by the Guard and a right column of III Corps followed by IV Corps, all rather similar to the battalion *carre* of 1806. Soult appears to have realigned the columns so that by 12<sup>th</sup> June the right column had essentially merged with the centre. Napoleon did order Soult to re-establish the right column but III corps was already realigned so this was left in the centre. The right column was then just composed of IV corps and this was a day's march behind where III corps ought to have been had the original plan been followed. The creation of an optional alternative start to the campaign was discussed and sensibly rejected as this game has plenty of official scenarios. Should anyone want to try this original design of Napoleon then they need only remove III corps from the entry points and times on the TRC and bring these on as reinforcements at SX 2916 a division at a time starting at 11:00 at the start of the Grand campaign. In this case VI Corps would enter on the entry points south of Charleroi a division at a time starting at 11:00

The French chain of command was restructured during the 15th with the arrival of Ney in the middle of the

afternoon. Some sources report Ney having arrived earlier however the army was still subject to orders issued by Soult and reporting back to Soult until Ney had a functioning command HQ.

With all the French on the map area early in the game there is little to add in terms of the arrival of the units but much to be said for the alternative "what-if" questions based on ALT reinforcements.

I return to Napoleon's concern over a potential allied advance from Nivelles on the 16<sup>th</sup>. The arrival of D'Erlon's corps caused a shock to the French until it was determined that this was D'Erlon rather than Wellington. As a player of the game you will have a good idea if any Allied reinforcements have arrived early as ALT reinforcements. I suggest deploying unused vedettes in the same numbers as the first ALT reinf to give the impression of an early arrival in order to generate uncertainty in the mind of the French player. The same could be said for the arrival of Bulow to give the impression that IV Corps has arrived. Scouting by the French with light cavalry and their vedettes would be necessary to clear up the situation and take some pressure off the 1<sup>st</sup> Prussian corps and the forces as Quatres Bras.

## Anglo-Allies

The Anglo-Allied forces were established to the West and Southwest of Brussels with many units separated from their divisions. Wellington delayed issuing orders until he was convinced that the French advance on Charleroi was the serious thrust of the campaign and not a feint. British histories are heavily influenced by Wellington's correspondence and the de Lancey Disposition. More recent work has drawn some of this into question. By working through the various sources especially De Wit and leveraging the table drawn up by Hofschroer it has been possible to get a good idea of the locations and actions of the various commanders and their formations.

Wellington feared an advance on Mons and the uncertainty about this explains some of the decisions made not to simply rush all units to Quatre-Bras for the 16<sup>th</sup>. What I had not initially noticed until working out the movement from arrival into the battles was that Wellington's forces did have significant halts on the 16<sup>th</sup> of June which is not what you would expect a game player to do as they would march these to the point of any current crisis. This is I believe a consequence of the player having too much information about their own and enemy forces.

The following is a summary based on the arrival of the units onto the map area. I have ordered this in order of arrival.

3rd British Division. ALTEN. The division first reached Nivelles at around 09:30 on the 16th. By 13:00

the whole division was assembled about half an hour's march East of Nivelles. At 15:00 the Division was ordered onto Quatre Bras but some way into this march Ompteda was detached to provide a flank guard at Arquennes. This is some 5 miles Southwest of Nivelles. Here it was further supported by a Dutch brigade who eventually relieved Ompteda at about 18:00 at which time he marched back to QB arriving around midnight having been delayed at Nivelles by cavalry crossing the town. The game arrival has been set to allow the division to arrive at QB in line with the historic timings. Interesting that Ompteda's own writings put his Brigade on the field of battle of QB before it was detached and order to guard the flank.

1st British Division, COOKE. Hofschroer and De Wit place Cooke as halting less than a kilometre short (West) of Nivelles by 15:00 on the 16th then marching onto Quatre Bras following new orders arriving about 7PM.

Here we have two significant divisions taking time for a halt as the division allowed the rear units to close up. These waits and the detachment of Ompteda indicate continuing concern on the part of Wellington of a French thrust from Mons. The Grand Campaign and other scenarios feature French ALT reinforcements, Young Guard and Rapp. This is enough to give truth to Wellington's concerns if deployed with Ney.

5th British Division. PICTON. The movement from Brussels to Quatre Bras is well documented. Perhaps often overlooked is the break in the march that was taken mid morning at the exit to the Soignes forest. Given that the Nivelles road branches off soon after this point it is likely that this halt was taken to allow the clarification of information about the French advance before committing Picton to finish the march to Quatre Bras rather than on to Nivelles. 4th Hanoverian brigade (Best) marched with the 5th Division as these both started the day in Brussels. 5th Hanoverian brigade (V Vincke) started the day near Halle and marched first to Mt St Jean before following the Genappe road to QB.

The historical record suggests that Picton and other parts of the Reserve marched faster than the movement rate allows especially when you factor in the break in the forest. This is partially due to these being small formations so the effect of extending the column as it marches is reduced. The Chaussee can also be considered a freeway or motorway of its era, wide, well surfaced and lacking steep gradients and chokepoints.

The Brunswick contingent. The concentration point was at Laeken north of Brussels. Due to the dispersal of the contingent the Duke of Brunswick ordered the cavalry, leib and line infantry to march off as soon as ready whilst the light infantry continued to concentrate and

wait for the artillery to come in from Asse/Asche. This second group only left Laeken around 11 am and took some hours to march to Quatre Bras. Several of the Franklin letters on the Osprey site refer to the absence or late arrival of the artillery. Traditionally the Brunswick contingent had been considered as arriving as a single formation but in fact this was not the case, the first units arrived at QB between 15:30 and 16:00 and the artillery and light infantry 19:00. It does appear that the first group also halted North of Waterloo for about an hour awaiting further orders from Wellington.

Nassau Brigade v Kruse. This brigade was centred on Woluwe (NX3106) and was directed to concentrate at the Port de Leuven (NX1709) before marching the 1st and 3rd battalions to QB with halts in Soignes forest and MSJ en-route. These two battalions arrived towards the end of the action with the final battalion arriving even later.

Once again we have these two formations halting to concentrate but also halting at a fork in the road where a decision would be needed before moving these formations forward to Quatre Bras or Nivelles.

Netherlands Cavalry division. Van Merlen had been brought across to Quatre Bras leaving the remainder of Collaert's division deployed to the South of Nivelles, originally Haine St Pierre and Haine St Paul, moving later during the 16th to Arquennes. On the 17th Collaert provided a rearguard to Chasse's division as it marched to Mt St Jean.

Given what we know from history it would make sense for the player to move the whole of Collaert's division onto Quatre Bras but again we have this fear in the direction of Mons. This keeps the remainder of Collaert off the map until midday on the 17<sup>th</sup>.

British Cavalry except Dornberg. These brigades were first assembled and moved to Enghien to support the concentration on Nivelles. As the axis of the French advance was determined to be on Quatre Bras then Brigades were pulled further to the East through Nivelles arriving in the late afternoon and on to Quatre Bras.

British Cavalry Brigade Dornberg. For this one it is important to separate the movement of Dornberg himself from the movement of his brigade. Dornberg was responsible for gathering information through the outpost chain and moved to join Wellington at Quatre Bras on the 16th. The Brigade was split between the two KGL light dragoon regiments at Mechelen North of Brussels and the 23rd light dragoons at Gooik West of Brussels. The Cumberland Hussars were also attached to the Brigade. The evidence supports the KGL regiments taking the Brussels – Genappe route with 23rd Lt Dragoons and Cumberland Hussars going first to Enghien then on to Nivelles and QB. Give most of the cavalry arrives via

Nivelles I had decided to give the Anglo-allied player the advantage of having some additional cavalry arriving by the Genappe route as the brigade is represented as a single counter.

2nd British Division CLINTON. De Wit reports the division assembled about Ath on the 16th marching first to Enghien and the Braine le Comte the lead elements arriving at 21:00 and the division being concentrated by as late as 01:00 on the 17th. He has the vanguard at Nivelles, arriving at 07:00 and then marching on QB only to halt some three miles East of Nivelles. Around 9:00 the division is ordered back to Nivelles and then on to Mt St Jean in the wake of Chasse and Collaert.

2nd Netherlands Division, CHASSE. The division was close to Nivelles during the night of 16th/17th with d'Aubreme's brigade being to the North of the town and Detmer's still to the South having been deployed near Arquennes to support the Cavalry. The Division was concentrated North of Nivelles during the morning of the 17th marching on Mt St Jean from about 11:00 followed by Collaert, Clinton and Mitchell.

4th British Division COLVILLE. The division was ordered to Enghien and then on to Braine le Comte and Nivelles but bivouacked near Braine le Comte on the night of the 16th/17th with Mitchell closer to Nivelles. Mitchell marched off around 10:00 only to be delayed in Nivelles by the Belgian cavalry passing through the town. The remaining brigades were stationed at Braine Le Comte (off map) until the 18th when they were moved to Hal.

Clinton, Chasse and Mitchell are pre-programmed to concentrate at Mt St Jean on the 17<sup>th</sup> June unless countermanded by Wellington. It is possible to envisage these divisions moving on to Quatre Bras if Wellington is not needing to retreat on the 17<sup>th</sup> but perhaps in that case the French would already be facing a strategic defeat.

6th British Division (Cole – absent). The two brigades of this division only joined together on the Waterloo battlefield on the 18th. Best's brigade marched with Picton as mentioned above and fought at QB on the 16th. Lambert (who commanded the division in Cole's absence) marched with his division from Ghent through Asse/Asche and onto Brussels. The brigade spent the night of 17th/18th at Petit Espinette in the Soignes forest some four miles North of Mt St Jean marching on to Waterloo by around 8AM where they spent time clearing the roads from the abandoned carts.

## References

Pierre de Wit's website: <http://www.waterloo-campaign.nl/>  
 Hofschroer 1815 the Waterloo Campaign  
 Siborne The Waterloo Letters  
 Siborne History of the Waterloo Campaign  
 Beckett Waterloo Betrayed

## Forces at Hal as ALT Reinforcements

The June 16<sup>th</sup> 9 PM cut-off is operating to exclude these forces (if not already entered) which certainly could have been called in on the 18th had Wellington chosen to.

I think these may need a special case as it was only Wellington's concern for his right flank and covering the Mons-Brussels road that caused him to keep these forces there. If we are assuming the role of Wellington as player then we ought to be able to override history and call in this detachment. The same can be said of d'Erlon on the 16th which is addressed either by card or special rule (32.37).

In the ALT reinforcements we have elements of the Young Guard and V Corps available, which were not even in theatre. I admit the interest of including these for strategic variation of the campaign. The Hal forces were clearly in theatre and able to be used.

As always there needs to be a balance of risk and reward for making operational decisions. My current thinking on this is to allow the French player to exit forces at Nivelles (these may be vedettes acting as dummies or real units – e.g., V Corps if on map).

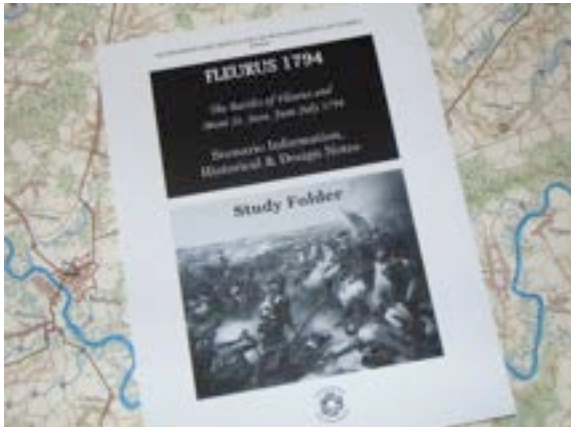
Modify the ability of Wellington to bring the Hal forces on to the map based on the French units exited (simple unit count) to reflect the patrolling undertaken from Hal towards Nivelles. If Napoleon does send forces off map at Nivelles then determine on the 18th the outcome of any engagement towards Hal based on whatever forces Wellington chooses to leave there with the results ranging from minor victory either way to French major victory which uncovers the road to Brussels.

I can see why Wellington would have wanted the insurance that his right flank was secure and would have given fair warning if he needed to retreat from Mt St Jean, but this was not the only option he had.

The reward for the French player would be a strategic win off-map (worth a bundle of VP) against the risk of having to face Wellington and eventually Blücher with fewer forces.

## In Development: Fleurus 1794

Derek Lang



*Fleurus 1794* is an expansion module for *Napoleon's Last Gamble*, dealing with the Charleroi Campaign of 1794. Its four scenarios will cover the battles of Fleurus and Mont St Jean, the key engagements in the French conquest of the Austrian Netherlands during the War of the First Coalition.

### Historical Background

The battle of Fleurus took place on 26 June 1794 in the area around Charleroi, north of the River Sambre. The armies of the French Republic were faced by an alliance of Austrian, Dutch and British forces in modern-day Belgium. In late June the Armée de Sambre-et-Meuse (70,000 strong) commanded by the future Marshal Jourdan, crossed the Sambre and laid siege to Charleroi. The Coalition Army of the Netherlands, an Austrian and Dutch force (50,000 strong) commanded by the Austrian Field Marshal Coburg, marched to relieve the city. Coburg's army attacked at dawn on 26 June, unaware that Charleroi had already surrendered the previous evening. The battle raged throughout the day as the Coalition army pressed towards Charleroi and the French were gradually forced to give ground. However, late in the afternoon, with the outcome hanging in the balance, Coburg finally discovered that Charleroi had fallen and ordered a withdrawal.

The Coalition Army withdrew to the north and took up position between Mont St Jean and Wavre, covering the approaches to Brussels. The Armée de Sambre-et-Meuse rested for several days around Charleroi before finally moving in pursuit. Then, on 6 July, Jourdan's advance guard encountered the right wing of Coburg's army at Mont St Jean. A fierce action ensued around Hougomont and Waterloo, where the Dutch and Austrian troops held their positions until nightfall. Following a council of war with his senior officers, Coburg decided not to risk another battle and next morning the Coalition Army conducted a fighting withdrawal to the northeast. Three days later, on 10 July, Jourdan entered Brussels, effectively taking control of the Austrian Netherlands. It was a major success for the French Republic and a significant moment in the War of the First Coalition.

### Early Beginnings

Shortly after Kevin announced the intention to produce an Expansion Kit for *Napoleon's Last Gamble*, extending the map area to include Charleroi and the Sambre, I began to consider the possibility of a game-module covering the battle of Fleurus. The Fleurus battlefield of 1794 lies south-west of the Ligny battlefield of 1815, between Ligny and Charleroi, north of the Sambre: exactly the area covered by the Southern Expansion Map. So far so good, but what was the composition of the armies that fought in 1794? Finding the answer to that question proved to be a lot more difficult than I imagined.

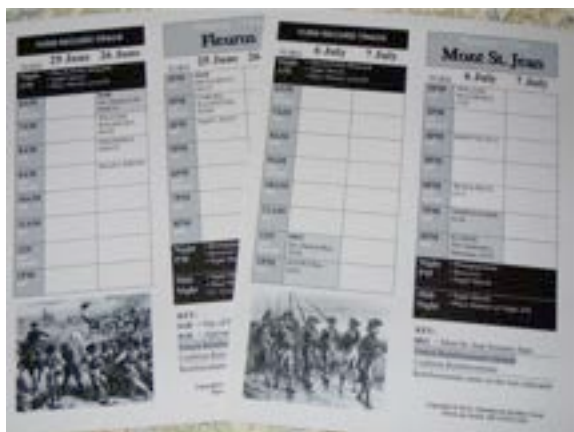
The Wars of the French Revolution and Republic are not as well documented as the Wars of the Empire, and reliable information on some of the early battles can be hard to find. No detailed account of the battle of Fleurus has ever been published in English, and accurate order-of-battle data is fragmentary even in non-English sources. In addition, much of the available information is

contradictory, and it took months of research to piece together an order-of-battle for each army from various French and Austrian/German sources. Detailed orbat research can be a slow process, and working on *Napoleon's Last Gamble* during the same period meant that the development of *Fleurus 1794* has been going on in the background for over a year.

### Work in Progress

As well as the French and Austrian-Dutch armies, the game will also include the Duke of York's Anglo-Hanoverian army. For the *Fleurus Day of Battle* and *Approach to Battle* scenarios the Anglo-Hanoverian army can arrive as alternate reinforcements, but there will also be a special *Alternate Approach to Battle* scenario in which they appear as regular scheduled reinforcements, allowing players to see what might have happened if the two Coalition armies had joined together.

The fourth scenario is the battle of Mont St Jean. The scenario will focus on what might have happened if Coburg had decided to stand and fight at Waterloo. This is potentially a very interesting and challenging situation, as both sides race to concentrate their scattered armies for a decisive battle along the ridge at Mont St Jean.



**Publication date (est.) 1 October 2016**

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*continued from page 8*

### Lithuanian units in 1812<sup>1</sup>

The 2nd Lithuanian Lancer Guard Regiment and the Lithuanian Tartar Squadron were consolidated into the 1st Polish Lancers of the Imperial Guard as its 7th Squadron and continued to serve Napoleon until the fall of Paris.

The 18th, 20th, and 21st Lithuanian Lancer Regiments were assigned to the reorganized 4th Reserve Cavalry Corps under the command of General Kellermann as part of the 7th Light Cavalry Division. This division was formed into two cavalry brigades under the command of Generals Tolinski and Kwasniewski and consisted of the new 8th Polish Lancer Regiment, the 13th Polish Hussar Regiment, and -the 16th Polish Lancer Regiment. Lithuanian General Weysenhoff commanded a Brigade assigned to the 8th Light Cavalry Div.

With the regrouping of the French army its Lithuanian units were again engaged in combat with the Russians. Colonel Przewdziecki's 18th Lancers took part in the January 15, 1813, Battle at Koidanow where it was cited for bravery and combat ability. Lieutenant Grabowski was awarded the Virtuti Military decoration and Colonel Przewdziecki the Legion of Honor for charges against advancing Cossacks.

The 17th and 19th Lithuanian Lancer Regiments continued to fight in East Prussia where they frequently engaged the Russian Cavalry. On February 11-12, 1813, the 17th Lancers were surprised at Zirke and General Ronald Giedroyc and a great many troopers taken prisoner. A great honor was paid the 19th Lancers on March 31, 1813, when they were selected to act as scouts and bodyguards for Napoleon while visiting Pattensen. On April 20, 1813, the two lancer regiments were combined due to losses into the 17th Lithuanian Lancer Regiment. This unit served with great distinction under Marshal Davout and as an auxiliary unit attached to the Danish Corps during 1813.

<sup>1</sup> Source: [http://www.lituanus.org/1984\\_1/84\\_1\\_01.htm](http://www.lituanus.org/1984_1/84_1_01.htm)

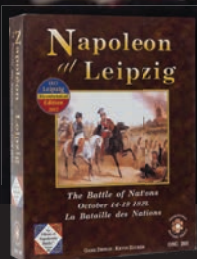
"...one of my top five wargames of all times. It is a fantastic gaming experience"  
*David Schubert*

"...I've played and enjoyed more of Kevin's designs than any other designer."  
*Peter Garnett*

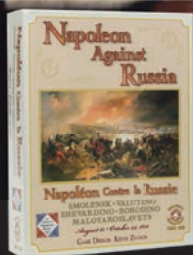
"I am really fond of the aesthetics of the series, the maps, the counters, the general appearance ... well in fact ... everything."  
*Patrice Bienfait*

# The Library of Napoleonic Battles

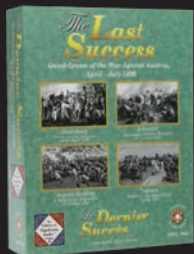
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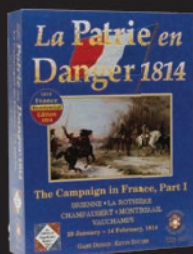
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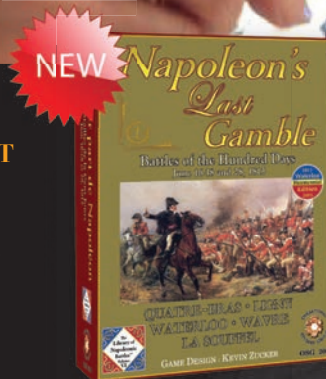
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## TLNB Rules Seminar

### Suggested Changes to the Series Rules

**Tim Carne, Chuck Silverstein, Derek Lang, Dick Vohlers, Dick Whitaker, Christopher Moeller, Kevin Zucker**

*Not every demand for change can be heeded, but if the grognards, playtesters and editors agree, then rules changes should not fail of a hearing. Our policy is to avoid lengthening the rules: any changed paragraph has to get shorter. On this particular day several changes were proposed but none were adopted; nevertheless there is a lot of "deep-structure" to be discovered about the rules in the process of deciding when a change might be appropriate. The initial proposal was from Tim, proposing a change to Cavalry vs. Chateaux.*

**TIM:**

Try this gamey mechanism the next time you want to take a chateau: just include some high-quality cavalry in the attack. If a Dr is achieved and converted into a shock, this increases your chance of a Dr in the shock combat. Remember that the combined arms benefit is disallowed in attacks on fortified places (15.15), so I wonder what is being simulated here.

To remedy this, I have been limiting the initiative value of cavalry to 2 when determining the result of a shock against defenders in a fortified place. This usually means some infantry unit uses its initiative rather than the cavalry. Cavalry on their own have a low chance anymore of taking a fortified place; but still a chance (e.g., the grand redoubt at Borodino which I treat as a Chateau).

Cavalry use their printed initiative for shock results arising from the CRT when fortified places are not involved.

I also have an issue with partial woods hexes. In combat along the open side of a wood then they should be able to fight as per the rules as written (strength reduced to 50%) but when deeper in a wood (the hex is completely wooded, or combat is across a hexside with completely wooded hexes on both sides) then I think they should be ineffective if isolated.

I would suggest cavalry on their own would take an automatic Ar if attacking or Dr if defending (if they do not take an RBC), and any enemy infantry able to advance after combat if

desired. The same automatic Ar or Dr for artillery with a risk of a step loss if they throw a 6 if in combat with infantry. If stacked (not adjacent and in the same combat) with infantry then have the cavalry and artillery contributing 50% of their strength.

**CHRIS:**

I haven't thought through all of the ramifications of Tim's suggestions, but I like them (particularly the cavalry vs chateau idea). The issue of cavalry/artillery in woods is interesting, but distinguishing "full woods" hexes as a specific terrain type is problematic. Also, making a combat result automatic could have ramifications. Good stuff though!

**CHUCK:**

I second Tim's point about limiting cavalry vs chateaux.

For the *Grande Redoute* at Borodino, I question applying a chateau vs IP modifier. The GR was largely open on the rear, presumably to make it easy to bring in the caissons. If my memory serves the Saxon HC went around then turned into the GR from the rear. Not exactly Chateau de Goumont.

**KEVIN:**

One time we had a lot of extra rules about HC. We axed about 1/6th of the rules in *Four Lost Battles*. Even if the redoubts could be taken from the back, on the other five sides they were about like Hougomont. One could add a rule for the open side. One could add a whole new rule for Redoubts. But when will it stop? Is it necessary to go into such great detail? Each detail you add belabors the "design load." Design 101 says resist the "Kitchen Sink" approach. A design has to have a shape, and not just keep adding on boiler plate. Decide what is the most important detail, and put the focus there.

**DESIGN CHALLENGE:** TLNB keeps accumulating flotsam and jetsam. Part of the **design intent** of TLNB is to be an accessible, quick-playing game. I think we should be jettisoning rules, not adding them.

What is your nomination for one dead-wood rule to dispose of, to get rid of once and for all?

Let me know, thanks!



THE WINNER gets their dead-wood removed from the rules.

CHUCK:

I think the core rules are so concise there's very little deadwood there! The chrome seems to be coming from stuff arising when we actually play through situations, and mainly with the campaign versus day of battle.

CHRIS:

Okay, cutting one major rule? This is just off the top of my head...*Supply*. Think it through for a moment:

Do we *really* need baggage wagons? I've never seen one get captured before.

Are the ramifications of being out of supply so horrible that the game would break without it? Being out of supply is often a bugaboo, creating unintended consequences (I'm thinking of Yorck being OOS in the 1814 campaign).

It's heresy, I know, but supply feels like an afterthought in LNB, vs. a design centrality in CoN. I know we need supply sources for retreat purposes, but it's the only part of the game that feels like you could lose it and not prove fatal.

DICK:

Here's my suggestion: ditch the cavalry charge rules as they're rather *fiddly* (can't charge through a friendly unit, you have to remember to resolve it *before* combat, etc.). Many players flinch at losing a cavalry unit during a charge and perhaps a change to the combined arms modifier could produce the same result.

TIM:

I fully support the principle of keeping it simple. The concept of the "one brain cell" rule is a good one.

In the early form (*NLB*) all the unit types are the same but cavalry moves a bit extra and artillery has ranged fire. With the chateaux rules we now have a differentiation of infantry as the only type of units that can benefit from the chateau. Likewise now, cavalry have the ability to charge and RBC.

I found that in the fighting over Ligny it became a smart tactic to bring some cavalry with high initiative into the combat in order to improve the chance of forcing a Dr on the defenders in a shock result. That felt gamey and contrary to historical usage. Fine to use the odd

infantry unit with an initiative of 4, that suggests some veteran and effective infantry but cavalry get high initiative for their ability to react and intervene in the more open areas.

The woods issue is probably too complex to deal with. My concern in this area is that deployed artillery need depth for the limbers and the ammunition wagons and you do not get that depth in woodland. Likewise for cavalry, they tend to steer clear of woodland with the exception of cossacks and vedettes.

Working out the supply state does slow things down for little difference. I would be tempted to remove the supply check for the daytime turns but make the supply check *overnight* significant for recovering the units back to full effectiveness.

KEVIN:

Getting rid of supply may not be possible, but we could probably cut those rules down. Checking Supply only at night could be a big improvement. I would be very happy if we could chop a paragraph or two. The point of the supply rules is not about *supply* at all, in part it's the trains, but really it's a *morale* impact on the troops.

The location of the baggage is a *psychological* point in the rear that must not be lost, the crossroads on the LOC and the line of retreat. If the line of retreat is lost, then the army has no way of escape. Every man is looking over his shoulder at that line of retreat. The baggage train defines that point, reducing it to an exact hex.

Cavalry vs chateau: The chateau is a small location within the hex along with more open terrain surrounding it. Hougoumont, for example, was only about 50 x 90 meters. Adding the walled garden it's about 100 x 22 meters. Adding the woods and orchard it fills a 480 meter hex. The majority of troops in the hex are never in the chateau at the same time. The chateau is like a bulwark that prevents the hex from being overwhelmed by an opposing force—that strong point that holds out even if the enemy are all around it. However, the garrison does need some communication with the troops outside in order to receive reinforcements and ammunition.

A *cavalry charge* against a chateau hex should **not** be permitted; combined arms is **not** permitted. However, cavalry can still be active in regular combat against the "non-garrison" troops

in the hex. We don't make a distinction between which troops are actually garrisoning the chateau. At Hougoumont, there were never more than 4 battalions inside the place at one time, but the rest of the guards division was "in the hex."

**DEREK:**

To be honest, I would prefer not to see any changes to the rules. It feels to me as if each new game in the series brings one or two small changes, but I would rather we didn't make changes unless absolutely necessary—only to fix a rule that isn't working or to improve clarity.

If I had to pick a rule to be jettisoned, then I would nominate the Cavalry Charge rule. Although, perhaps rather than jettison it altogether, we could just simplify it in some way? Not sure how we would do that though.....

In the discussion on I.P and chateau rules, I saw a comment that the Great Redoubt at Borodino was "open" at the rear. From my research for NAR I remember reading that the redoubt had an 8 foot high wooden palisade at the rear, so although it wasn't properly fortified on that side, it wasn't completely "open" either.

**KEVIN:**

I agree that we could lose the cavalry charge rules without much impact on play. As we discovered, our grognards fall into three categories.

- 1) Charge once or twice in a game.
- 2) Charge once in a while.
- 3) Never use the cavalry charge table.

Group No. 3 seems to be the largest. I don't think it hurts anything to leave it in the rules. Just by being a hypothetical possibility it forces players to maintain vigilance.

**CHRIS:**

I personally love the charge rules, and would hate to see them go. They don't add any friction to the game for folks who don't use them.

**DICK W:**

I second the notion of keeping the charge rules. Within the detail and the grand tactical level of this series it does a nice job of presenting the opportunities and dangers of the massed cavalry charge. It also prevents the unbreakable line.

## The Library of Napoleonic Battles

Update to Version 6.8

27 June 2016

**2.2 6th bullet, 4.3, 4.5, and 7.7:** Change the reference to the Disengagement Phase from 2.2C to 2.2A1.

### **B. March Order Dispatch Segment (Night AM turns)**

Unless a General Retreat is declared, any one friendly Force may be sent a March Order (20.42). This March Order takes effect in the upcoming day.

*EXCEPTION: If a General Retreat is declared, this becomes effective immediately.*

### **C. Night March Phase**

Delete the parenthetic phrase "(not those who were just sent them in B above)."

### **7.21 Movement Point Cost Exception**

If a hex has Woods and a Chateau, ignore the Chateau cost.

### **8.43 Blocking Hexsides for LOS**

A Crest hexside is considered to include the vertices on both ends of the hexside, as depicted on the map.

### **10.23 Retreat Before Combat Restrictions**

A cavalry unit cannot use RBC in a combat resulting from an unsuccessful Repulse (9.22).

### **12.33 Retreat Across a Bridge**

If the bridge is a pontoon deployed across an unfrozen River hexside that does not contain an existing bridge or another deployed pontoon, the first retreating unit is eliminated on a roll of 4, 5, or 6, with one still added for each successive unit.

### **12.34 Units Unable to Retreat Fully**

Always place a reduced unit that can't retreat fully for whatever reason into the PEU.

### **17.3 Automatic Supply**

Remove "Approach to Battle" in this rule. Units are automatically in supply at the start of any scenario, including Day of Battle scenarios.

**20.42:** Change the reference from 2.2A to 2.2B.

### **20.51 General Retreat March Order**

#### **Third bullet:**

The order may be issued during the friendly Command Segment of any day Turn, or at the beginning of the March Order Dispatch Segment (Night AM turns).

#### **New seventh bullet:**

- Unlike a regular Movement Order where all units of a formation move at the speed of the slowest unit, during a General Retreat MO each unit moves at its own speed.

### **23.25 Thunderstorms**

Thunderstorms only last for one hour, on the same turn the weather table yielded the Thunderstorm result. The next two turns are rain plus mud.

### **Explanation of Results for the Combat Results Table**

For the Sk (Shock) result, change "... and apply the result on the Shock Combat Table" to "... and consult the Shock Combat Table."

### **Charge Table Results**

If the result is Pr2 and only one unit is charging, the unit is reduced twice and hence eliminated.

# The Coming Storm Update

22 June 2016

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.

In addition, use the Study Folder, Casualty Record, and Turn Record components from The Coming Storm Update Kit, which can be downloaded from:

<http://www.napoleongames.com/files.html>.

## 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 as 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, unless otherwise specified. French and Coalition corps generally have their own dedicated baggage trains (below). However, any number of Russian units can trace to any Russian baggage train.

- If a train is mentioned in the reinforcement schedule it enters as specified.

- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner’s choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner’s choice.

**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.

**20.41 EXCEPTION:** Change this to read:

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

## The Battle of Jena-Auerstädt

**21.21 & 21.24:** Because the 1<sup>st</sup> Hussars start in play, place Milhaud in the Full Strength Holding Box at the start of the game. In the French Alternate Reinforcement group #1, replace Milhaud with the 13<sup>th</sup> Chasseurs vedette. This will allow Milhaud to build up should his second vedette enter play.

**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.

**21.52:** The number of Prussian Mode cards for the Approach to Battle scenario should be 3.

## The Battle of Pultusk-Golymin

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

**22.52:** The number of French Mode cards for the Approach to Battle scenario should be none.

## The Battle of Eylau

**23.52:** The number of French Mode cards for the Approach to Battle scenario should be none.

**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:** Ignore this section as Bennigsen has been removed from play in the updated Study Folder. Zero command points due to illness.

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

# TLS Update 22 June 2016

*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/files.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/files.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 Demont from both columns.
- French, IX Corps, Hartitzsch, Zeschau, Arty (Saxon 1<sup>st</sup> 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 19<sup>th</sup> at A0111. Schustekh, Mesko—9PM on the 19<sup>th</sup> 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:**

**19.24:** Replace the second paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements, unless otherwise specified. French and Austrian corps generally have their own dedicated baggage trains.

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner's choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.
- The French Cavalry Corps units have no baggage train prior to Wagram. These units can trace supply to any Friendly baggage train or Supply Source within reach (18.21).

**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.*

**20.31 EXCEPTION:** Change this to read:

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

## **The Battle of Abensberg**

**21.12:** The Coalition player draws only 1 Mode Card.

**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 7<sup>th</sup> Line, 2025 should read III/3 7<sup>th</sup> 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 7<sup>th</sup> 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.

**26.34 Casualty Record Tracks:** Use the Abensberg column for the French and the Eckmühl column for the Austrians.

**26.35 Weather Chart:** Use the Abensberg information.

**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 7<sup>th</sup> 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.
- 65<sup>th</sup> Line, Regensburg (3902)
- C Clément, Guiton, HArt., Abach 1713
- III/Pajol, III/Pire, III/3 7<sup>th</sup> Light, 3729
- III/Guyon, 2701
- III/Jacquinot, 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 20<sup>th</sup> instead of being ALT Reinforcements for the 21<sup>st</sup> or arriving at E1154 at 6 PM on the 22<sup>nd</sup>.
- Oudinot and IV Corps units Fririon, Valory, and Arty. arrive at Neustadt at 5 AM on the 21<sup>st</sup> 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 ( $n$ =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 2<sup>nd</sup> Div. (5 units), VII Corps Arty., VIII/Franqumnt, VIII/Schrfenstein, 2<sup>nd</sup> HC Div. (3 units), and 1<sup>st</sup> 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 21<sup>st</sup>.

#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 22<sup>nd</sup>. 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 22<sup>nd</sup>. The 3PM group arrives on the turn of card play and the 6PM group follows three turns later.

#4. Rheinbund Regiments: 2<sup>nd</sup>, 4<sup>th</sup>, and 5/6<sup>th</sup> 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.

# Napoleon at Leipzig 5<sup>th</sup> Edition

Exclusive Rules UPDATE  
20 June 2016

**25.26:** Replace the second paragraph and the three bullets after that paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements, unless otherwise specified. French and Coalition corps generally have their own dedicated baggage trains.

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner's choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

25.55 Change this paragraph to read:

When reinforcements arrive at an enemy Supply Source, the hex is not considered captured and there is no VP score.

**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 mapedge enemy supply hexes by Reinforcements that enter there.

**26.31** EXCEPTION (*change*):

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

**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 17<sup>th</sup> is skipped according to this rule, set up Reynier and the units of the VII Corps at the start of the 18<sup>th</sup> in their locations for the 18<sup>th</sup>. 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 which are marked on the Setup as Full strength.
- Grouvel (XI) is *not* reduced for Oct 29.

### 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.
- **Card No. 28** Forced March (*change*): "Once an enemy unit has started attacking...."

# La Patrie en Danger

Exclusive Rules UPDATE 22 June 2016

**25.26:** Replace the second paragraph and the first two bullets after that paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements, unless otherwise specified. French and Coalition corps generally have their own dedicated baggage trains.

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner's choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

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

25.26

**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.

**26.31 EXCEPTION (change):**

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

**28.31 La Rothière AtB Scenario:** Do not place an I.P. in 1323 as there is a chateau in the hex.

**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 1<sup>st</sup>.

**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 30<sup>th</sup> 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 29<sup>th</sup>.

**Army of Silesia Set-Up Card**

**11-Feb and 14 Feb Columns**

- For the VI Corps, 24 artillery unit, in the DoB 29 Jan column change 0610 to 0510.
- 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.

**French Casualty Record Track**

- In the Brienne column, add "VI" in box 8 and "GC" in box 7.

**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 Against Russia

UPDATE

24 June 2016

Tinted items are updated in the NAR Update Kit

## 25.18 Russian Armies, Units

Lebedev is the Smolensk Militia (SMO).

**25.24:** Replace the second paragraph and the bullets after that paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements, unless otherwise specified. French and Coalition corps generally have their own dedicated baggage trains.

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner's choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

**26.31 EXCEPTION:** Change this to read:

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

**27.33** The March Order is for the Day of Battle (not the Approach), and doesn't apply to forces in Smolensk; only to the troops under Bagraion on the road to Dorogobuzh.

## 27.5 Smolensk AtB

Mode Cards are played and take effect at 6 AM turn.

## 27.52 Mode Cards at Start

Reduce draw to 2 cards for each side. Reinstate the Road Column Card Nr. 1 in the Russian deck.

**27.54 (add):** The Russian Player gets his regular free March Order (25.6).

**28.31 (change):** Place the I.P. in 2208, not 2522E.

**29.37 c)** Change "7 September" to "6 September."

## 30.2 Borodino Alternate Reinforcements

**FRENCH** The following units were en route to join the army, arriving just after the battle. But there are no Russian ALT Reinf. to balance these. If you wish, add 3 ALT Cards (No. 29) to the French deck.

- #1. Brigade Guyon/IV
- #2. Division Pino/IV
- #3. Division Delaborde/YG

**30.37 (add):** Consider the units of the French 1st and 3rd Divisions of the I Corps to be part of the IV Corps for command, but not supply, purposes, in this battle.

## 31.16 Maloyaroslavets First Player

*(change):*

The Russian Player is first player.

## 31.2 Maloyaroslavets ALT Reinforcements

**FRENCH**

- #1. 1st Div/I
- #2. 2nd and 4th Div/I
- #3. PONIATOWSKI, 16th Div/V
- #4. NEY, III Corps

**RUSSIAN**

- #1. MILORADOV, Depreradovich-m/V, Dukam/V
- #2. KONSTANTINE/V Corps
- #3. and #4. *(no change)*.

## 31.32 March Orders at Start *(change):*

PLATOV has a March Order for Maloyaroslavets.

## 31.34 Russian Units in Road March *(add):*

Russian units of 4 SPs or less may move adjacent to each other in Road March, even on the same road. **(EXCEPTION to 7.53, 3rd bullet.)**

**32.22 ALT reinforcements *(change)*** the reference to 27.2 should say 27.53 (2 places).

**33.31 Undeclared Truce Days *(add):*** Set up any reinforcements due to arrive during Sept. 6th in their historical positions for the 7th or as near as possible outside EZOCs.

## 34.21 Grand Campaign Force Structure

Some units are changed-out when moving from Smolensk to Shevardino:

## FRENCH ARMY

• The three Württemberg Brigades in III Corps (Hugel, Koch, Bruselle) are removed and replaced by Scheeler's Division unit.

## RUSSIAN ARMY

### (25.34) Units First Appearing at Shevardino

• 1A and 2A artillery corps. They contained guns redistributed from the other corps. Use of the artillery corps is optional, but if you do you must remove the line artillery units as shown on the Borodino Initial set up. The (weaker) yellow version of some artillery units (Schulman-b/VII, Bogoslavsky-b/VIII, Goulewicz-b/IV) came about because some of their batteries were transferred to the Artillery Reserve. If you take the option not to create the Artillery Reserve then you would not use the substitutes Goulewicz-b, Bogoslavsky-b and Schulman-b.

• The individual cavalry regiments attached to each Infantry Corps were taken into the four Cavalry Corps at Borodino. Remove the regiment units when making up the Borodino counter mix:

**Elizabeth Hus, Gd Cossacks, Izyum, Sumy, and Akhtyrka Hus.**

**Counter Mix:** (*change*): Russian VI Corps officer Dochturov's revised initiative is **(4)**, not (2). (The Weather Marker is not needed.)

**Card Deck: No. 6** Formation Scattered (*change text*): raise it just **6"** for all surfaces.

**Card No. 90** is labelled number 91—no effect.

### Maloyaroslavets Remove from Deck (*add*):

1 Russian Card No.6, 1 French Card No. 25, and all cards No. 26 from French and Russian decks.

### Turn Record Track, Maloyaroslavets

Use the *NEW Revised TRC REV 5/4/15*

Delete Chastel-m from the 10 AM turn.

### Turn Record Track, Smolensk

- 16 August, 5 PM (*add*): Girardin, Bordessoule, 1, 7 HArt/I
- 17 August, AM (all): French Guard units arrive at 0147W
- 17 August, 12 Noon (*add*): 1st YG Div/YG at 1301W

- 17 August, 1 PM (*add*): JUNOT at 0147W
- 17 August, 4 PM (*clarification*): Italians/IV—GR Div *only*

### Russian Initial Set-up, SmoAtB (*change*):

Devell arrives with the rest of the 7th Division at 3 PM.

### Russian Initial Set-up, SmoDoB (*change*):

Bagration sets-up at 1419 East (not West).

### Russian Initial Set-up, SmoAtB, SmoDoB, & Val (*change*):

Remove the entries in the IIC Corps for Klebev and Panchulidzev II.

**French Set-up Cards:** The card lists Guyon as having an initiative of 3 and belonging to the 13/IV Division. The counter shows the unit has having an initiative of 4 and belonging to C/IV. The counter is correct.

**French Set-up Cards:** Not all units that arrive as reinforcements are indicated by "Reinf" on the cards, especially for the Smolensk scenarios. Use the Turn Record Tracks to determine which units are reinforcements for a battle.

### French Initial Set-up, SmoAtB (*change*):

GC	Bessieres	1208W
	St. Sulpice	1208W
	Guyot	1208W
Attached	7th Lancers	1208W
	1, 3 HArt	1208W

### French Initial Set-up, SmoDoB (*change*):

Delaborde	Berthezene	1207W
	Lanusse	1205W
	Nourry	1304W

Delaborde's 1st YG division was detached from the rest of the guard and placed under Eugene's orders (IV Corps).

- Girardin's I Corps LC units should be marked as Reinforcements for Smolensk AtB.
- Leader Davout should be marked as a Reinforcement for the Valutino battle.

### French Casualty Record Track

In the Shev-Borodino column, remove the entry for 4/I in row 8. The entry for it in row 5 is correct.

### 6.31 Officer Initiative Checks

**HOUSE RULE:** If the officer who fails his Initiative Die Roll is within 3 hexes of an enemy unit, the leader and all his units within his Command Range are in command, but may move **one** and only one **hex**.

# Napoleon's Last Gamble

UPDATE-34 June 27, 2016

Napoleongames.com

## TURN RECORD TRACKS

### 16th June Mini-campaign

7PM Remove Dornberg/Br Cav. The unit is not present.

### 16th June Campaign

7 PM (not 4 PM 17 Jun) Cavalry Brigade Grant arrives at Nivelles. March Order may be freely assigned.

### Quatre-Bras & Mini-Campaign

3PM van Merlen/N Cav arrives, 1101.

8 PM Kruse's arrival is correct—disregard the “Bw.”

### Waterloo

4 PM MAJ Bardeleben replaced Braun as Arty/IV.

### Initial Set-up Cards

- If Initiative Ratings on the Set-up cards are different from the counter, the counters are correct.
- **Set-up, A-A:** A revised version of the Initial Setup has been published (.pdf available for free download). Change van Opstal's set up from S2008 to S2109.
- **Set-up, Prussian:** The 28th Inf Rgt. (2nd Brigade) should be reduced ® at Ligny and Eliminated (E) at Wavre (not set-up in hex 4612).

## WATERLOO

**Set-up, French:** HArt Gronnier/II 1317 (not 1613).

Pégot/I 2117 (not 2116). Piré 1317 (not 1316).

### LA SOUFFEL

**Map:** 0734 is a French entry hex.

**Set-up, French:** 16th Division artillery 1115 (not 0909).

**TRC:** 11AM (not 1 PM) 4th Division enters at 2701.

11AM (add) WILHELM.

12 NOON (change) French 17th Div., Arty., Grouvel, 0734 enter at NOON not 2PM.

1PM (add) Hessian 2nd Div., 1101.

## STUDY FOLDER

**25.71 Thunderstorms:** Thunderstorms only last for one hour, on the same turn the weather table yielded the Thunderstorm result. The next two turns are rain plus mud.

**25.77 Grand Battery Movement:** Units in a Grand Battery are limited to 1 hex of movement each turn the Grand Battery is in effect.

**26.12 PEU units:** PEU units are removed from the Reorganization Display once their VPs have been scored for the day. They should not be counted again on succeeding days of the campaign.

**26.51 VP Cards:** At the beginning of every day, when players draw a new hand of cards, the loser draws cards equal to his previous day's hand. The winner draws the number of cards stipulated by his victory level then

discards down to his previous day's hand size +1.

Shuffle all discards back into the deck.

### 26.3 Exiting the Map

Either Player may choose to exit his units by playing the "General Retreat" card once per game/campaign. If not using the cards, the Phasing Player may still declare one General Retreat per Army (20.5).

### 30.2 Alternate Reinforcements, Coalition

#2 (add) Anthing, Estorff

**30.36 Frischermont Chateau:** Place a Coalition Roadblock (34.4 see below) in hex 2316 at start.

### 32.2 Alternate Reinforcements, Coalition

#2 (add) Anthing, Estorff, and STEDMAN's 1 N div

#2 (change) All of these units enter at N0113.

**32.3 Special Rules:** Also apply 28.35.

### 33.34 All other Scenario Information

Change the reference to 23.37 to 32.37.

## CARD DECK

### Coalition Card No. 6—Formation Scattered

**1-2. Troops Needed Rest (change):** “The strongest stack of the scattered formation is removed...”

*NOTE: Players may opt to remove both Coalition Cards No. 6 for a more historical opening of the campaign.*

## CARD RULES

**24.2 Player Decks (Ignore the Example)**

**24.57 Scatter (remove words):** “rolls 1d6”

## COUNTER MIX

### French Young Guard

YG initiative is 3 (not 4). 11.3 does not apply.

### Artillery in Shock Combat

Shock combat means a sudden meeting at short range. In the open, artillery alone would be able to get off one volley before taking shelter. Artillery wasn't usually very good in shock combat, unless defending a town, woods, crest, slope, or bridge. Siting guns at the far end of a bridge was a favorite tactic, and in that situation artillery alone could still fight a shock combat at its printed initiative. Davout was able to drive back an attack at close quarters with a howitzer at Eckmühl. (Obersanding, 5 PM)

In an Ar\* there has to be closed terrain.

HOUSE RULE: Artillery's Initiative in Shock Combat is always one† unless it has the benefit of a crest, sits at the far end of a bridge, or is covered by a town, woods or slope. In other words, if it is defending in an Ar\* Shock combat, it should get to use its printed initiative. If artillery is defending in woods, town, behind a crest, on a hilltop, or across a bridge or trestle, and the result is Shock, use the artillery's printed Initiative Rating to resolve the Shock Combat.

†You won't use the artillery unit's shock value unless it is alone in the hex.



## Napoleon's Last Gamble Expansion Kit

UPDATE-34 June 27, 2016  
Napoleongames.com

### 35.0 GRAND CAMPAIGN

#### Wellington's Strategic Reserve

Arrives as follows (except units already arrived as Alternate Reinforcements).

##### *Set up at Anderlecht*

Beaulieu/HR, NX0610

##### *June 18th, 11 AM (from Antwerp)*

McKenzie, Bodecker, Marsh, enter NX 2101

##### *June 18th, 7 PM (from Ghent)*

French Royal Army, enter NX 0708

##### *June 19th, 11 AM (from Ostend)*

DECKEN, Bennigsen, Munro, enter NX 0708

##### *June 19th, 12 NOON (from Ypres)*

Bülow, enters NX 0708

### 34.12 Mode Cards at Start

Remove French Card No. 5, "early arrival," and reduce Mode Cards to 2.

### 34.32 and 35.32 March Orders at Start

Remove all French at start march orders.

### 34.4 ROADBLOCKS

A roadblock represents a physical obstruction plus some hundreds of men. A roadblock prevents all movement through a road or trail hexside.

**34.41 Roadblocks at Start, June 15th:** Prussians: 5; Anglo-Allies: 2 to be placed north of the *Sam-bre at a Defile*—bridge, town, up slope, or woods hexside. Roadblocks are deployed like hidden units. Use any Hidden Force marker.

**34.42 Construction:** Each army can construct up to 3

Roadblocks each Night PM turn, on any road or trail hexside in a defile (34.41), not in EZOCs, within 3 hexes of a friendly unit. Construction is automatic—simply place the Hidden Force/Road-block Marker on the map.

**34.43 Defending:** Infantry units attacked exclusively through roadblocks are doubled in strength. Cavalry may not attack through a roadblock.

**34.44 Clearing roadblocks:** It costs an infantry unit 2 MPs to clear a roadblock marker from the map—unless infantry are defending the hexside. In this case the roadblock is automatically cleared when the unit(s) defending the hexside are removed by combat.

### 35.12 Mode Cards at Start

If you aren't using the cards begin rolling for the French Leaders and Wellington as stated (see Card No. 2). Add a reference to (32.12)

### 35.2 Alternate Reinforcements

Here it says to use the ALT reinforcements from 32.2. Some of the French ALT reinforcements for 32.2 enter at S1433. That should be SX1016 or SX1616 for the Grand Campaign.

**35.3 Special Rules:** Also use 34.41 in the Grand Campaign Scenario. EXCEPTION: Ignore the last sentence—do score points for Ligny and Sombreffe.

**35.35 Remove Cards From Deck:** The French start with all four Cards 29. On subsequent days, add back into the deck any cards listed as being removed on the first day except for Mode cards and any Card 29 that has been used.

**35.43 Baggage Train Movement:** All Formations must recover any units awaiting reorganization before their baggage trains move away from the current friendly supply source. If the Formation's Trunk Line (17.43) is increased, roll for each unit of the Formation still on the Reorganization Display: on a die roll of 5 or 6 move the unit to the PEU. All units that are out of supply (or lack a baggage train) upon reorganization must also roll as above.

## TURN RECORD TRACKS

### 15th June Grand Campaign

9 PM (not 6 AM 16 Jun)

Brunswick, Specht, and Cramm arrive NX 2101.

## CARD DECK

### Campaign Game and Grand Campaign (only)

**French Cards Nos. 20 and 24:** Ignore the instruction and any VPs for playing the Suchet and Davout cards, if they don't appear within the first 24 hours of the campaign. Remove these cards from play after being scored.

**ALT Reinforcement Cards No. 29:** For both sides, ignore instruction and any VPs after June 16th, 9 PM.

## NEXT GAME: PENINSULAR WAR II

**Napoleon's Quagmire****Derek Lang**

We now have complete orbats for the French and Spanish armies at all four battles, and the counters are ready for art production.

It has been quite a complex task to put these orbats together from the existing sources. The Spanish orbat for Talavera in particular required an almost forensic reconstruction (I spent nearly 30 hours on that) since the sources give such conflicting information. In many cases it is almost impossible to say with certainty which regiments were in which divisions/brigades, or exactly how many men they had. The problem seems to be that the Spanish Army at the time did not have a proper system for recording strength returns.

According to Sañudo—who seems to be the leading Spanish military historian for the period—there are no contemporary documents that show complete orders-of-battle with annotated strengths for any battle. So, every Spanish orbat that exists has had to be reconstructed from the (often incomplete) evidence in the various contemporary documents that do exist. Sañudo says that his orbat for Medellín was largely based on the data in individual regimental histories (which have the original strength returns) and personal journals (e.g. Cuesta's correspondence and the diary of Brig. Gen. de Alos).

**French Orbat**

The individual unit strengths (manpower) are generally a little lower than in Andrew's version. This is because I used an aggregate of all the sources, and most of them have lower strengths than Oman. However, this actually made very little difference to unit strengths in game terms (SP's) as all but a handful of units come out with identical SP's to Andrew's version. Also, the total army strength for Talavera is virtually the same—45,500 in my version, and 45,737 in Andrew's.

**Spanish Infantry**

Generally, most sources agree on which regiments were present. The problem is that they

generally don't agree on which divisions they were in, or how many men each regiment had. The consensus seems to be that the Spanish had roughly 25,000 - 26,000 infantry in total, and my reconstruction (based on multiple sources) came out with a total of 25,500 so I think I probably have it just about right.

**Spanish Cavalry**

Most English-language sources claim that the Spanish had 6000 cavalry at Talavera, a figure that probably originates with Oman. However, the Spanish sources all give much lower figures (around 4500). The reason for the difference seems to be that the Spanish cavalry regiments did not have enough horses to mount all of their men. So, my theory is that Oman's strength of 6000 relates to the number of men, but the Spanish sources' figure of 4500 relates to the number of horses. Since we are really only interested in actual "combat strength" on the day of the battle, I have based my strengths on the Spanish sources.

**Spanish Artillery**

The Spanish had 30 guns at Medellín, 5 batteries of 6 guns each. However, 20 of those guns were lost in the disastrous defeat. At Talavera they once again had 30 guns, but the organization was a bit different. Each infantry division had 4 guns, two sections of 2 guns each (one section of 8 pdr and one section of 4 pdr). They also had a horse battery of 6 guns. Some sources say that this was with the Vanguard Division, but others say that it was split into two half-batteries, one with each of the two Cavalry Divisions. I think the latter is more likely, given that the Vanguard already had two sections of foot artillery.

Cuesta himself is a bit of an enigma. Based on what I've read so far (which admittedly isn't much) I don't think he was really as incompetent as he is often made out to be. I considered making him a [2] commander, but in the end I decided to make him a [1]. His performance at Medellín was poor.

## NAPOLEON'S LAST GAMBLE

**Some Thoughts on the Grand Campaign**

Christopher Moeller



If you've been following our videos ... <https://www.youtube.com/channel/UCZBlwWUhsaiixeI7ImWq22g> our group is well into June 16th of the Grand Campaign, and I've been thinking about where and why "our" Waterloo has deviated from the historical campaign. My first thought is that it hasn't deviated too much, honestly. The road net (and supply sources), have helped dictate both army's marches. As the Allied player, I'm very conscious that the bulk of my reinforcements will be coming in at Nivelles during the afternoon, and there are only two main roads out of that town: one to Quatre Bras, and one to Mont. St. Jean. If holding Quatre Bras were possible, that would be the obvious first choice. The road from Nivelles continues from there to the Prussian positions at St. Amand and Ligny. If Quatre Bras is taken, then Mont St. Jean is the next obvious concentration point. I've heard a lot about the "good ground" at Waterloo that caused Wellington to make his stand there, but I've never heard about the "good road" from Nivelles (which, from my perspective is a much more compelling reason to concentrate there). The game has shown that to me.

For Kurt's Prussians, the Ligny/St. Amand area is the most obvious concentration point, and that's where our Blücher chose to assemble. It has direct access to supply and reinforcements, and has the most direct road to Wellington. The Grand Campaign increases the incentive to stick

to historical ground where possible through the use of terrain-based victory points. On the 16th, only the Quatre Bras and Ligny regions supply points. Both players want those to help keep the momentum on their side. On the 17-18th, those points go away and shift further towards Brussels.

So those are the similarities. What are the differences? The thing that jumps out at you is how Aaron and Chuck's French forces have made better time than their historical counterparts, (and that despite ahistorical bouts of mud). I can think of several reasons for this. First, Napoleon got off to an earlier start on both the 15th and the 16th than he did historically. The rules do build in the historical delay. On the 15th, Napoleon must roll a 1 to get moving (a roll Chuck made on his first attempt), and on the 16th, Napoleon again must roll a 1 to get moving (our boys played an "early start" card which canceled that). Second, our French sprinted, in road column, right out of the gate. They did not remain concentrated during their marches on the 15th, as the historical positions seem to indicate Napoleon's did. They sent cavalry forces out in front, (especially towards Ligny), followed by flying columns of the Old Guard. Third, our Prussian Kurt chose to keep his I Corps intact, rather than contest the Sambre crossings, or the roads to Ligny and Quatre Bras. That preserved his force for the battles to come, but left the road net between the

Sambre and Ligny/Quatre Bras more or less open.

For these reasons, the French were able to assert their influence on both the Ligny and Quatre Bras battlefields well before their historical counterpart, BUT with relatively fewer forces, and those strung out on the roads. This was effective at Quatre Bras, where that handful was able to push the Dutch/Belgian occupiers aside. Against the Prussians, by evening of the 15th, the advancing columns of Guards had levered I Corps out of Ligny and St. Amand. The downside, from the French perspective, is that neither Allied army was particularly hurt in those meeting engagements. By noon on the 16th, the Prussians had deployed two untouched Corps and a still functioning I Corps around Ligny. The Anglo-Allied forces, which looked to be gobbled up in the morning, were able to extricate themselves and slowly gain mass as the day wore on.

This is a very long campaign, and small mistakes can snowball into large problems. One allied unit on the road south of Quatre Bras on the morning of the 16th could have kept the French at bay for

most of that morning. As it was, the Prussians evacuated that section of road on the night of the 15th, and the French got an early start at dawn, closing from the old roman road to Gemioncourt in two quick bounds.

I love vedettes and hidden forces. Maybe I have some John Bankhead Magruder blood in me, but I do love to bluff and make wild gambles... holding sections of line with nothing but air. Well, if you enjoy that sort of puzzle, I encourage you to play the Allies in this game. I've held the line around Quatre Bras with leaders. With baggage wagons. With my pontoon train. With one precious Prussian vedette, pried away from Kurt's hands. It's been an amazing dance, one I haven't been able to share with my excellent opponent Aaron, because if he knew what I was working with, it would have been over the next turn. I can talk about it now because I've been stiffened with some reinforcements, but it's been one of the best gaming experiences of my life.

*End of the 6 PM turn, June 15<sup>th</sup> (looking south)*



## What is Basis?

Dave Demko and Kevin Zucker

Manpower is only one determinant of a unit's combat strength. There is another multiplier, called "basis," a blend of reputation, the proportion of new conscripts, performance during the battle, and what facts we can glean.

Basis is everything other than sheer size that makes a unit prevail. We say 350 Old Guardsmen equal 500 young guardsmen. The old vets can lose up to 40% of their strength and stay engaged. The young guys would lose cohesion before 30% were lost.

The game says that in a stack of units, the pointy end is only one regiment or (later) maybe a brigade. Unseen, battalions filter back to rest and refit. When there are no more reserves, a unit begins to fail when the front rank vets and the officers have mostly been incapacitated. The young soldiers rely upon the example of their officers and older cohorts. When they are gone, the unit no longer gels and each man seeks his separate means of escape. In a better unit, there is more resiliency about where that point of disruption and disintegration comes. The best unit can lose 40% of its manpower and still maintain functionality: capable of marching, maneuvering, fire discipline. The worst unit in most TLNB have an initiative of 2. I think they would become shaky after about 20% of cadre are down.

Units with an Initiative of 4 are evaluated at 350 or 400 men per SP. A 3 initiative translates to 500 men per SP, and so on: a 2 converts 600 men per SP, and a 1 either 700 or 800 men. The game shows variable amounts of resiliency (staying power) at the unit level by the men-per-



strength-point basis and the initiative rating. In Shock Combat, the Initiative Rating is more important than the strength.

At the formation level, demoralization represents resiliency. Demoralization reduces the offensive capacity of a unit, but its effect on staying power shows up in the extra roll to see if units end up in the PEU box. The tie-in between the

individual unit and the formation is again the initiative rating. The ability of units to reorganize does vary during a scenario as their formations reach their demoralization levels.

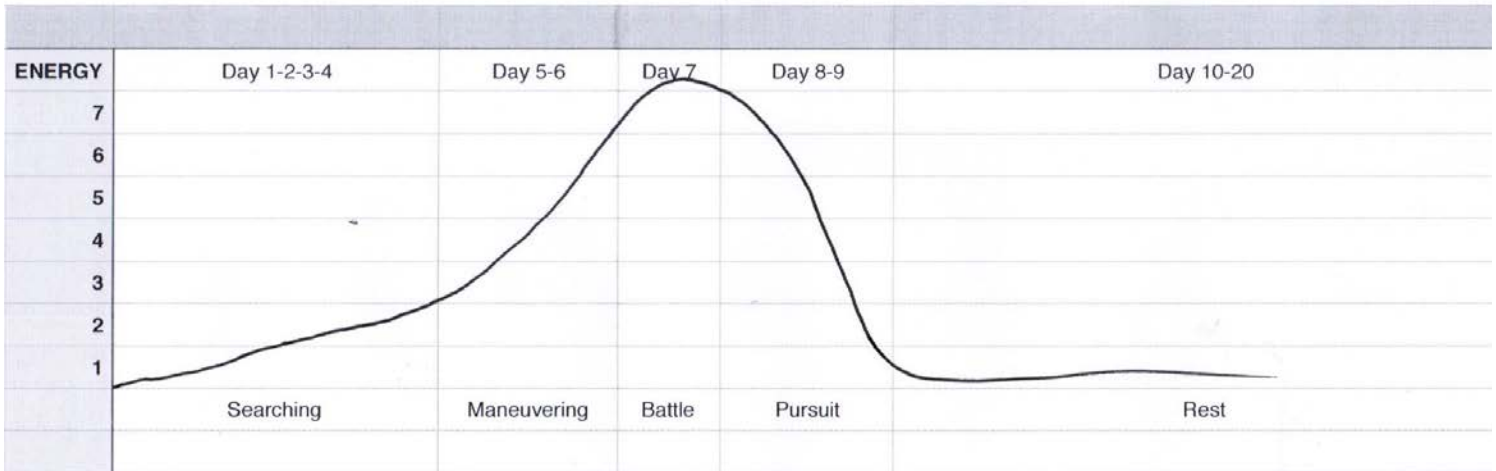
But that's just the groundwork. The game distinguishes between permanent and

temporary morale effects, between "inherent" and "situational" morale. Manpower and basis are inherent, while demoralization and General Retreat are situational. The inherent and situational influence resiliency differently.

How much time a unit spends fighting as opposed to running and hiding depends both on its printed value and a numeric rating. We are trying to show the impact of trained officers and non-coms skilled at maneuvering a unit in battle. Ben Hull's "Fields of Fire" shows combat results by breaking platoons and squads down into teams, some of which aren't good for much. Teams can rally back to greater capabilities if given orders. Leaders in more experienced formations have more order points to use for rally, movement, and combat. So the more experienced formations can recover quicker and get more done.



Phases in Napoleonic Operations



## Phases in Napoleonic Operations

Kevin Zucker

Wargames can do two or three things really well: fire and movement, and then command. But having those three major subsystems isn't enough to get you off the battlefield. You have a wargame that only includes the “war” part. There can be nothing about operations until we have subsystems for the non-combat aspects of war. Otherwise, with just those three, we are lost, and we find that necessary rules are not available to deal with off-days.

The above sketch is a schematic of the energy expended by the army over the course of one operation cycle. The energy expenditure in battle is not sustainable. Even the winning army reaches near to the breaking point.

Operational warfare in our Napoleonic period contains a repeating cycle of events ... a phase of Searching for the enemy, Maneuvering for position, the Main Battle, the Pursuit (which is usually a collapsing line for the victors against the energy of self-preservation by the enemy). Finally a period of Rest and Refit on both sides as utter exhaustion sets in. Supply

systems were so rudimentary that an army could maintain operations for 11-14 days at most, or else the army would begin to disintegrate.

There would be times when an army would be capable of no very great efforts. At the Battle of Leipzig, the most extreme example, Napoleon decided to use up his soldiers in the fight, because he knew he would lose them in the retreat. Another example is the Battle of Grossbeeren, also in 1813. There the French had changed over from a march column to a rest footing just before the Prussians attacked. TLNB ignores these differences in the amount of available energy, except to a degree by the MA specified on the cards.



## NAPOLEON'S LAST GAMBLE

# Roadblocks

Kevin Zucker

*This was a first essay envisioning the necessary rule. For the final version of the Roadblock rule, please see the latest NLG Update on pages 27-28.*



Throughout development the question remained: how to deal with the scattering of Prussian battalions at the outset of the French advance across the Sambre. Let's look at the historical situation on June 15th, 1815 (map).

HQs of these three regiments are all posted on the road to Ligny:

- 28th I.R. - III bn. detached
- 6th I.R. - I and II bns. detached; Fus bn on the road to Ligny
- 2nd Westphalian Ldw – (-) I and III bns.
- 1st Westph. Ldw – (-) Fus bn
- 7th I.R. – (-) Fus bn

TOTAL- 7 infantry battalions spaced about every 6 hexes.

When a whole army is retreating after a battle they need roadblocks. But the proposed rule only allows roadblocks to come on during night. Allow posting of roadblocks on any given turn; simpler, maybe better?

The Rearguard is always the most dangerous place in a retreat, as it remains in contact with the enemy. Its task is to render enemy advance difficult by showing perseverance in single acts of resistance, rather than simply abandoning the field to the opponent.

A roadblock has to carve-off MPs from the enemy, by making them stop and fight. It will force the enemy to deploy, and then retreat before combat takes place. A picquet has to have survivability, so it has to have an escape route.

A proper rear-guard needs all three arms, while here, in the Prussian deployment, we have infantry bns. operating without much cavalry to provide cover. They properly should be at the mercy of any cavalry which can catch up to them. The difference is that now, in the game as written, it is run for the hills, "sauve qui peut," and it doesn't resemble the Prussian defense. The Prussians did historically lose a few battalions and squadrons, but only about 1,000 men in the whole retreat to Ligny.

Our roadblocks would be similar to skirmishers, though roadblocks could do other things besides skirmishing. Note that the Prussians used their fusilier battalions as roadblocks and they were the only ones trained in skirmishing.

We often hear of forces retreating under the cover of their skirmishers. Would our roadblock rule also help a retreating army?

## RESEARCH NOTES

# The Spanish Army of 1809

Derek Lang



*“...You cannot get a sense of the courage and enthusiasm with which the troops attacked, calling out to King Fernando VII and General Cuesta. I cried tears of joy to see the mettle of our people...”*

—Brigadier General José Maria de Alos (at Medellin)

The forthcoming release of the next instalment of TLNB will be our first venture into the Peninsular War, or “War of Independence” as it is known in Spain. Covering the four major battles of 1809 – Medellin, Talavera, Almonacid and Ocaña – it will see the Spanish army make its first appearance in TLNB. This article aims to provide some general background information, placing the army in its historical context, accompanied by some developer’s notes that will hopefully give players an idea of what they can expect to see when the army appears in cardboard form.

*“Aside from its small size, and its disorganization after the outbreak of war, the Spanish army was not overly efficient. Its combat experience was limited to the already distant war of the Pyrenees, between 1793 and 1795, which had shown serious flaws, and the short Portuguese campaign of 1801. The years of the reign of Charles IV, with the ruin of the treasury, had plunged the army into a situation of endemic lack of equipment, personnel and training.”*

José Luis Calvo Albero (1809: *La Campaña del Tajo*)

## The Infantry

The Spanish infantry was composed of Guard, Line, Light, Foreign and Militia regiments. For the most part, regiments had 3 battalions each, except for Light and Militia regiments which usually consisted of only a single battalion. The two regiments of the Guard - Royal Spanish Guards and Royal Walloon Guards – were the best in the army and fought very well on a number of occasions, notably at Medellin where the Royal Walloon Guards suffered heavy casualties.

Unlike most other European armies of the time, the Line infantry regiments of the Spanish army did not usually employ their 3 battalions together as a single tactical unit. Individual battalions belonging to the same regiment were often to be found serving in

different divisions, which did little to promote tactical cohesion. The frequent defeats suffered in the early battles meant that many regiments were under-strength and new recruits were constantly being brought in to replace losses. Obviously, this situation was far from ideal in terms of producing an effective fighting force. The Light infantry regiments consisted of only a single battalion. However, this was very strong (8 companies) and they often fought as two separate battalions (4 companies each). The Light infantry regiments were capable of performing proficiently as skirmishers, as was the case at Medellin where they were able to “neutralize the usual screen of *voltigeurs* that, to date, had given the French deadly results.” Juan Jose Sañudo Bayón (*Campaña y Batalla de Medellin, 1809*)

The Foreign regiments (Swiss and Irish) had a long tradition in Spanish service and were generally regarded as being superior to the Line regiments. The Provincial Militia, originally raised in 1803 for the war against Britain, was a bit of an oddity, in that it was not strictly a militia at all but actually part of the regular army. Spanish sources describe the Provincial Militia as being in all respects equal to the Line regiments. In addition to these units, there were also two regiments of Marines, which had 2 battalions each.

## The Cavalry

Spanish cavalry can broadly be divided into three categories: Line regiments (heavy cavalry), Dragoon regiments and Light regiments – the latter category included Hussars, Lancers and Cazadores (Chasseurs). Officially, regiments consisted of 4 squadrons. However, horses were always in short supply, and regiments often lacked sufficient numbers to mount all of their available troopers. In addition, there was a scarcity of good quality heavy horses for the Line regiments, so that they often had to use inferior mounts, which in other armies would probably have been considered more suitable for dragoons.

Proper training of new recruits was also a problem; it takes longer to train a cavalryman than to train an infantryman, and the necessities of war often meant that units were thrown into battle before the training process was complete. Bearing in mind these shortcomings, it is hardly surprising that the Spanish cavalry frequently came off worse in engagements against their French counterparts, as happened at Medellin and Ocaña.

## The Artillery

*“It was a modern artillery, comparable to the best European contemporaries.”*

Andrés Cassinello Pérez (*La Guerra de la Independencia en España*)

Spanish artillery seems to have been of a reasonably good standard, both in terms of guns and personnel. Their guns were patterned on the French Gribeauval system, which the Spanish army had adopted in 1783, using 4, 8 and 12 pounder pieces. Spanish artillery generally

performed well on the battlefield, for instance at Talavera where Spanish guns played an important role in support of their British allies.

### Developer's Notes

What will the Spanish army look like in game-terms? Following is a summary of the Basis (men per strength point) and Initiative assigned to each type of unit:

#### Infantry

500	[3]	Guards
550	[3]	Grenadiers
600	[2]	Foreign regiments
650	[2]	Light regiments, Marines
700	[1]	Line regiments, Provincial Militia

#### Cavalry

650	[2]	Line regiments, Dragoons
700	[1]	Light regiments

This means, for example, that a Spanish unit which had 2000 men will have fewer strength points than a British or French unit of equivalent size, and the Spanish unit will almost certainly have a lower initiative. Due to the deficiencies already referred to, the Line cavalry regiments will not be rated as Heavy Cavalry (HC) but will be classified the same as dragoons.

As bad as they are, these ratings may seem generous to those familiar only with the traditionally negative view of the Spanish army. However, taking a more balanced view, and studying some of the excellent Spanish sources that have been published in the last few years, it is clear that the army was by no means the hopeless shambles commonly portrayed by most Anglophile historians. The unit ratings reflect a desire to create an army that is viable in terms of playability, while at the same time remaining as faithful as possible to the historical facts.

Undoubtedly, Spanish troops were not as well trained as their British allies or French opponents, but the main weakness of the Spanish army lay in its leadership. There was a shortage of experienced junior officers, and at a higher level, senior leadership was often appalling. With that in mind, the Spanish Commanders – Cuesta, Venegas and Areizaga – will have a command rating of [1], and most of the Officers will have an initiative of (2): except for those where the evidence indicates a greater level of competence – Zayas, Lacy and Girón, among others – who will have an initiative of (3). Of course, the importance of command in TLNB should not be underestimated, and players will probably find commanding the Spanish armies to be a challenging task. In terms of structure, the Spanish army employed a similar divisional system to the British; but with larger armies and weaker leadership the Spanish could never hope to match the efficient battlefield performance of Wellington's army.

### Guerrillas

*“Guerrillas appeared to be everywhere, requiring extraordinary efforts from the French soldiers and sapping their morale ... They paralyzed the roads, created a state of continuous insecurity and caused casualties to the French. Therefore, the guerrillas became an*

*invisible army which restricted the freedom of movement of French units.”*

Antonio Moliner Prada (*La Guerra de la Independencia en España*)

Guerrillas were an important aspect of the war in Spain, and although not actually part of the army, they will be included in the game. However, the guerrilla counters will not be combat units, but rather markers which will indicate that guerrillas are active in a particular area. In general terms, the concept is that guerrillas will be able to perform either a scouting or a harassing role, each of which will provide different benefits to the Spanish player. A guerrilla card will also be included in the deck.

### Conclusion

Perceptions of the Spanish army are largely based on British authors, who often fail to consult Spanish sources. In order to properly understand the subject, it is necessary to research the work of Spanish historians. With that thought in mind, it is appropriate to conclude with a few comments from Spanish authors.

*“A major problem, not only in 1809 but throughout the War of Independence, was that Spanish strategy was always disproportionate to the resources available. Spain was a ruined country, partially occupied by the enemy, and deprived of the traditional institutions of government. The Spanish armies were a collection of remnants of the old Royal Army and new recruits, lacking experience, poorly organized, equipped and trained ... In its tactical aspects, the army was outdated. It used some advances of the time, such as light infantry, but lacked proper coordination between arms. Nor was it able to perform complex manoeuvres or to sustain long-term campaigns.”*

José Luis Calvo Albero (*1809: La Campaña del Tajo*)

*“Another factor we should consider is that the territory was ours, we should defend it, and this attitude was promoted by authorities both local and national. The English always moved without regard to this imperative, pursuing only the destruction of the enemy and the security of their own forces. But in our territory, the defense of our people and our cities was the primary objective, which entailed risks and sacrifices.”*

Andrés Cassinello Pérez (*La Guerra de la Independencia en España*)

### Sources

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