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WORK IN PROGRESS

Publication Date: 14 February 2020
NAPOLEON'S WHEEL, 1805
and
NAPOLEON AT BAY EXPANSION KIT
Includes: 2 rule books, 1 counter sheet (280), many player aid cards, Charts & Tables Folder. Requires Organization Displays and maps from any edition of the game. New OrBat information to fine-tune the scenarios. New slimmed-down set of rules and a 4-page folder with optional rules on how to interface between NAB and TLNB scale games. The new counter sheet will have the same color scheme as the TLNB counters.

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WARGAME DESIGN
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EDITORIAL

The Point of No Return

With the Battle of Reims (No. 42) we have arrived exactly half way through the Library. A friend wrote: "Glad to see you're moving to lesser-known terrain. Looking forward to all insights playing them will give." How will the second ten games differ from the first nine?

The first ten volumes worked through the most popular campaigns, chosen by customer feedback. There are no more Leipzigs and Waterloos out there; no more blockbusters left after the Austerlitz of *Napoleon's Wheel.* The follow up to *Wheel* will be *Napoleon in Spain*; the Italian campaigns of 1796, 1797; and 1800. Then Spain again; Portugal; 1813 (Dresden); 1814 in the south, and finally, the quartet of *Lost Battles* (1813).

We are reducing the print-runs from 2,000 to 1,500 units; eliminating the card decks; and reducing unit price by about $15. Having had ten years to see what campaign-specific cards are needed, we will implement the "Fog of War" cards that vary from game to game. Though we are expanding into new territory, major tweaks, such as the new Arty Table, are likely to be fewer and fewer.

—Kevin Zucker

BOMBARDMENT RESULTS COLLECTED FROM Bautzen DoB Scenario, Andy's AAR #-5

GT-08:00, May 21st

	Results	Hits Fr	Hits Coal	Losses
ARF step:				
• Pr-I-Klüx's 7,14.Arty bombards Fr-IV-12's Arty, accompanied by Soult on 3-hex-range with 2	d6r=3, N/E			
• Pr-I-Röder's 8.HArty bombards Fr-IV-Res' Arty on 3-hex-range with< 1	d6r=5, N/E			
Attack declaration and bombardment step – N/E				
ARF step:				
• Fr-V-16's Arty bombards Ru-L-9' Pahlen Cav with 2	d6r=2, N/E			
• Fr-IV-Res' Tanissier Arty bombards Ru-AG's Koslowski LtCav Bgd with 2	d6r=1, N/E			
• Fr-IV-24.Cav' 1.HArty bombards Pr-I-Röder's Alvensleben-b Bgd and its Pr-I-Röder's 4,9.Arty with 1	d6r=4, N/E			
• Fr-IV-Res' Menoire Arty bombards Ru-I-Röder's Merlin HArty with 1	d6r=5, S	Suppressed		
ARF step:				
• Pr-I-Klüx's 7,14.Arty and its 7.HArty, supported by Röder's 4,9.Arty bombard Fr-IV-24.Cav with 4	d6r=3, S	Suppressed		
• Ru-Res' Magdenko and Wassilev Artys bombard Fr-III-10 except its v.Dedem Bgd on 3-hex-range with 3	d6r=1, N/E			
Attack declaration and bombardment step:				
• Fr-V-16's Arty bombards Pr-I-Res' Stöffel LtCavBgd with 2	d6r=6, Dr		Dr	
• Fr-III-Res' Tanissier Arty bombard Ru-L-9's Pahlen LtCavBgd on 3-hex-range with 1	d6r=4, N/E			
ARF step:				
• Fr-V-16's Arty bombards Ru-L-9's Pahlen CavBgd with 2	d6r=5, Dr		Dr	
• Fr-III-10's Arty, supported by its Res' Tanissier HArty bombards Ru-Res' Zykr CavBgd with 3	d6r=2, N/E			
Attack declaration and bombardment step:				
• Ru-Res' Magdenko and Wassilev Artys, supported by L-18's Arty bombard Fr-III-10 except its v.Dedem Bgd with 7	d6r=5, Dr	Dr		
• Ru-L-9's Arty, supported by Pr-I-Res' Schäffer-b HArty bombard Fr-V-16 on enfilade fire with 2	d6r=4, S	Suppressed		
ARF step:				
• Pr-I-Zieten's 14,33.Arty, supported by Klüx's 7,14.Arty bombard Fr-IV-Res' Cav and HArty with 5	d6r=6, 1R,	1R		moving Jacquet Cav into PEU-box
• Pr-I-Klüx's 7.HArty, supported by Röder's 4,9.Arty bombard Fr-IV-Res' Menoire Arty with 2	d6r=3, N/E			
• Pr-I-Zieten's Held Arty bombards Fr-IV-12's Bellair Bgd with 2	d6r=5, Dr	Dr		driving off 50%!!! of the planned attack force!!!
• Pr-I-Res' Schäffer-b HArty, supported by Ru-L-9's Arty bombard Fr-V-16 with 2	d6r=4, S	Suppressed		
Attack declaration and bombardment step:				
• Fr-III-Res' Tanissier Arty, supported by its 11's Arty bombard Ru-L-18's Umanetz CavBgd on enfilade fire with 5	d6r=6+1=7, 1R,		1R	moving Umanetz into PEU-box
• Fr-IV-Res' Menoire Arty, supported by its 4.HArty bombard Pr-I-Klüx's 7,14.Arty and its 7.HArty on enfilade fire with 1	d6r=4+1=5, S		Suppressed	
ARF step:				
• Fr-III-8's Arty, supported by its 20's and Res' Tanissier Artys bombard Ru-L-18's with 5	d6r=1, N/E			
• Fr-III-11's Arty bombards Ru-L-9' Cav with 2	d6r=5, Dr		Dr	
• suppressed Fr-V-16's Arty bombards Pr-I-Res' Schäffer-b HArty with 2	d6r=1, N/E			
• Fr-IV-24.Cav's HArty, supported by its Res' 4.HArty bombard Pr-I-Klüx's 7,14. Arty and its 7.HArty with 1	d6r=6, Dr -		Dr	driving off the complete planned attack
Attack declaration and bombardment step:				
• Pr-I-Zieten's 14,33.Arty bombards Fr-IV-Res' 4.HArty with 2	d6r=1, failed			
• Pr-I-Klüx's 7,14.Arty and its 7.HArty bombard Fr-IV-Res' Menoire Arty with 2	d6r=3, N/E			
• Pr-I-Zieten's Held Arty bombards Fr-IV-25's Moroni Bgd in marsh with 1	d6r=3, N/E			
• Pr-I-Res' Schäffer-b HArty, supported by Ru-L-9's Arty bombard Fr-V-16 on enfilade fire with 2	d6r=6+1=7, 1R,	1R		elim 16's Penne Bgd with 3 SPs into PEU-box,
• Ru-Res' Magdenko and Wassilev Artys, supported by L-18's Arty bombard Fr-III-8 with 7	d6r=2, S	Suppressed		
ARF step:				
• Pr-I-Klüx's 7,14.Arty and its 7.HArty, supported by its Zieten's 24,33.Arty on 3-hex-range bombard Fr-IV-Res' Arty and 4.HArty with 3	d6r=3, N/E			
• Pr-I-Zieten's 9.HArty bombards Fr-IV-15's St.Andrea Bgd with 1	d6r=5, S	Suppressed		
• Ru-AG's 34.Arty bombards Fr-III-23.Cav with 2	d6r=3, N/E			
Attack declaration and bombardment step:				
• Fr-III-Res' Tanissier Arty bombards Ru-L-18 on 3-hex-range with 1	d6r=2, N/E			
• Fr-IV-15's Arty bombards Pr-I-Zieten's Pirch Bgd with 1	d6r=5, S		Suppressed	
• Fr-IV-Res' Arty and its 4.HArty bombard Pr-I-Klüx's 7,14.Arty and its 7.HArty with 1	d6r=3, N/E			
ARF step – N/E				
Attack declaration and bombardment step - N/E				
ARF step:				
• Ru-Res' Magdenko and Wassilev Artys, supported by L-18's Arty bombard Fr-III-10 except its v.Dedem Bgd on enfilade fire with 7	d6r=1+2=3, S	Suppressed		

Attack declaration and bombardment step:
- Fr-III-Res' Tamissier-b HArty bombards Ru-Res' Kern and Suthov Bgds with 2 — d6=3, N/E
- Fr-III-10's Arty, supported by its Res' Tamissier Arty on 3-hex-range bombard Ru-L-18 with 4 — d6=3, S — Suppressed
- Fr-IV-24.Cav's 1.HArty, supported by its Res' Menoire Arty and 4.HArty bombard Pr-I-Klüx's 7,14.Arty on enfilade fire with 2 — d6=3+1=4, S — Suppressed

ARF step:
- Fr-Res' Tamissier Arty bombards Ru-L-18's Scherbatov Div on 3-hex-range with 1 — d6=5, S — Suppressed

Attack declaration and bombardment step:
- Ru-Res' Artys bombard Fr-III-39's Stockhorn Bgd and its Res' Tamissier HArty with 5 — d6=3, S — Suppressed

ARF step:
- Pr-I-Zieten's 14,33.Arty and its Klüx's 7.HArty, supported by Klüx's 7,14.Arty bombard Fr-IV-Res' 4.HArty with 6 — d6=6, 1R, — 1R — moving into the PEU-box

Attack declaration and bombardment step – N/E

ARF step:
- Fr-III-Res' Tamissier Arty bombards on 3-hex-range Pr-I-Res' Stöffel LtCavBgd with 1 — d6=4, N/E

Attack declaration and bombardment step:
- Ru-AG's Arty bombards Fr-III-23.Cav with 2 — d6=6, Dr — Dr
- Ru-Res' Artys bombard Fr-III-10's v.Dedem Bgd with 6 — d6=6, 1R, — 1R — losing 2 SPs
- Ru-L-18's Arty bombards Fr-III-10's Goris-b Bgd with 1 — d6=4, N/E
- Pr-I-Zieten's 14.,33.Arty and Klüx's 7.HArty bombard on 3-hex-range Fr-IV-24.Cav with 2 — d6=6, Dr — Dr

ARF step:
- Ru-AG's Arty bombards Fr-III-Res' Tamissier-b HArty with 1 — d6=3, N/E

Attack declaration and bombardment step:
Fr-III-Res' Tamissier Arty, supported by IV-38's Arty on 3-hex-range bombard Pr-I-Zieten's 9.HArty with 3 — d6=5, Dr — Dr
- Fr-III-Res' Tamissier-b HArty bombards Ru-Res' Kern Bgd in town with 1 — d6=4, N/E

ARF step:
- Fr-III-Res' Arty bombards Pr-I-Zieten's 9.HArty with 3 — d6=5, Dr — Dr
- Fr-IV-38's Arty bombards Pr-I-Zieten's Pirch Bgd with 1 — d6=1, N/E

Attack declaration and bombardment step:
- Pr-I-Röder's 4,9.Arty bombard Fr-IV-24.Cav with 1 — d6=2, N/E
- Ru-Res' Artys bombard Fr-III-10 except its Arty with 6 — d6=6, 1R, — 1R — moving reduced v.Dedem Bgd into UAR-box

Attack declaration and bombardment step:
- Pr-I-Röder's 4,9.Arty bombards Fr-IV-38's Neuffer Bgd with 1 — d6=4, N/E
- Pr-I-Zieten's Held Arty and Klüx's 7,14.Arty bombard Fr-IV-12 except its Arty with 4 — d6=1, N/E
- Ru-AG's Arty bombards Fr-III-23.Cav with 2 — d6=1, N/E

Attack declaration and bombardment step:
- Fr-III-Res' Tamissier HArty bombards Ru-Res' Suthov Bgd with 2 — d6=2, N/E
- Fr-III-9's Arty bombards Pr-I-Zieten's Starkenfels LtCav and its Res' HCav with 2 — d6=1, N/E
- Fr-III-Res' Tamissier Arty bombards Pr-I-Res' Stöffel LtCav with 3 — d6=2, N/E
- Fr-IV-12's Arty bombards Pr-I-Zieten's Pirch Bgd with 1 — d6=1, N/E

ARF step - N/E

Attack declaration and bombardment step - N/E

ARF step:
- Pr-I-Röder's 4,9.Arty bombards Fr-IV-24.Cav with 1 — d6=1, N/E
- Pr-I-Zieten's 9.HArty bombards Fr-IV-38's Stockmayer Bgd with 1 — d6=4, N/E
- Ru-Res' Artys bombard Fr-III-11 except its Arty with 6 — d6=1, N/E

Attack declaration and bombardment step:
- Fr-III-11's Arty and its 9's Arty bombard Ru-L-9's Insov Div and its 18's Scherbatov Div with 3 — d6=6, Dr — Dr — driving off the target for the planned attack
- Fr-IV-24.Cav's HArty bombards Pr-I-Röder's Katzler LtCav and its 4,9.Arty with 1 — d6=6, Dr — Dr

ARF step - N/E

Attack declaration and bombardment step - N/E

ARF step:
- Pr-III-Pr's Markov HArty bombards Fr-IV-38's Stockmayer Bgd with 3 — d6=3, N/E
- Pr-I-Zieten's Held Arty and Klüx's 7,14.Arty, supported by its Röder's 4,9.Arty bombard Fr-IV-12 except its Arty on enfilade fire with 5 — d6=6+1=7, 1R, — 1R — Sicard Bgd losing 3 SPs

Attack declaration and bombardment step:
- Fr-IV-15's Arty and 38's Arty, supported by its 12's Arty bombard Pr-I-Res' Starkenfels LtCav and III's Thümen LtCav on enfilade fire with 3 — d6r=4+1=5, Dr — Dr

ARF step:
- Fr-IV-12's Arty bombards Pr-III's Thümen LtCav on 3-hex-range with <1 — d6r=1, N/E

Attack declaration and bombardment step:
- Pr-I-Zieten's Held Arty and Klüx's 7,14.Arty, supported by Pr-III-Pr's Markov Arty and Zieten's 9.HArty bombard Fr-IV-12's Bellair Bgd on enfilade fire with 8 — d6r=1+1=3, S — Suppressed

ARF step:
- Pr-I-Zieten's Held Arty and Klüx's 7,14.Arty, supported by Zieten's 9.HArty and Pr-III-Pr's Markov HArty bombard Fr-IV-12's Bellair enfilade fire with 8 — d6r=2+1=3, Dr — Dr — driving off the complete attack force!!

Attack declaration and bombardment step:
- Fr-IV-Res' Menoire Arty, supported by its 12's and 15's Artys bombard Pr-I-Zieten's 9.HArty and III-Pr's Markov HArty on enfilade fire with 1 — d6r=3+1=4, N/E
- Fr-III-11's Arty, supported by its 9's Arty bombard Pr-I-Zieten's Starkenfels LtCav and Res' Dolffs-b HCav with 3 — d6r=3, N/E
- Fr-III-Res' Tamissier-b HArty bombards Ru-Res' Suthov Bgd on 3-hex-range with 1 — d6r=2, N/E

Attack declaration and bombardment step:
- Fr-IV-Res' Memoire Arty bombards Pr-I-Röder's Tippelskirch Bgd on 3-hex-range with <1 — d6r=6, N/E
- Fr-IV-12's and 15's Artys bombard Pr-I-Zieten's 9.HArty on 3-hex-range with 1 — d6r=2, N/E
- Fr-III-9's Arty on 3-hex-range and its 11's Arty bombard Ru-III-Rüdiger's LtCav with 2 — d6r=3, N/E

Attack declaration and bombardment step:
- Pr-III-Pr's Markov HArty bombards Fr-IV-12's Bellair Bgd and 38's Neuffer Bgd on 3-hex-range with 1 — d6r=1, N/E

ARF step:
- Pr-III-Pr's Markov HArty bombards Fr-IV-Res' Menoire Arty with 3 — d6r=1, N/E
- Pr-I-Zieten's 9.HArty bombards Fr-IV-38's Stockmayer Bgd with 1 — d6r=2, N/E

Attack declaration and bombardment step:
- Fr-III-Res' Tamissier-b HArty bombards Ru-L-9's Pahlen Cav with 2 — d6r=6, Dr — Dr
- Fr-III-10's Arty, supported by its 8's and 9's Artys bombard Pr-I-Res' Dolffs-b HCav in marsh on enfilade fire with 2 — d6r=1+1=2, N/E
- Fr-III-11's Arty, supported by its 39's Arty bombard Pr-I-Res' Stöffel LtCav on enfilade fire with 2 — d6r=3+1=4, S — Suppressed
- Fr-III-Res' Tamissier Arty and its IV-38's Arty bombard Pr-III's Thümen LtCav in marsh with 2 — d6r=5, Dr — Dr
- Fr-IV-Res' Menoire Arty bombards Pr-I-Röder's Tippelskirch Bgd with 1 — d6r=3, N/E

ARF step:
- Fr-III-11's Arty bombards Pr-I-Res' Stöffel LtCav with 1 — d6r=3, N/E
- Fr-III-9's Arty bombards Pr-I-Zieten's Starkenfels LtCav with 2 — d6r=2, N/E

Attack declaration and bombardment step:
- Pr-I-Zieten's 9.HArty and Pr-III-Pr's Markov HArty bombard Fr-IV-38's Stockmayer Bgd on 3-hex-range with 2 — d6r=3, N/E

ARF step:
- Fr-IV-24.Cav's HArty bombards Pr-I-Röder's Katzler LtCav with 1 — d6r=4, N/E

Attack declaration and bombardment step - N/R
(SOMETHING APPEARS TO BE MISSING HERE)

ARF step:
- Pr-III-Pr's Markov HArty bombards Fr-IV-38's Neuffer Bgd in town with 1 — d6r=4, N/E

Attack declaration and bombardment step:
- Fr-IV-24.Cav's HArty bombards Pr-I-Röder's Katzler LtCav with 1 — d6r=1, N/E
- Fr-IV-Res' Menoire Arty, supported by its 15's Arty bombard Pr-III-Pr's Markov HArty with 1 — d6r=3, N/E
- Fr-III-Res' Tamissier Arty on 3-hex-range, supported by its 39's Arty bombard Pr-III's Thümen LtCav with 2 — d6r=6, Dr — Dr
- Fr-III-9's Arty, supported by its 8's Arty bombard Pr-I-Zieten's Starkenfels LtCav with 3 — d6r=4, S — Suppressed
- Fr-III-10's Arty bombards Pr-I-Res' Dolffs-b HCav with 1 — d6r=5, S — Suppressed

ARF step - N/E

Artillery declaration and bombardment step - N/E

TOTAL

Total Losses

1R	6	1 — 5 units Eliminated + 5SPs
Dr	5	12 — Once Driving off 50% and twice 100% of attack force
Suppressed	9	8

PLAYER'S NOTES
Were baggage trains civilian teamsters and wagons?

Artillery were obviously army... I'm only asking because, in regards to the "house rule", I would imagine artillery crews would be rather more adept at going cross country and fording streams (and thus less likely to be restricted to crossing at trestles like the supply wagons)

—Clint Pewtress

Originally the baggage trains were manned by civilian teamsters, but as their service wasn't up to snuff, the baggage trains were militarized (see van Creveld, "Supplying War"). In 1815, there were not enough military trains, so as the Armée du Nord moved north, they impressed farmers with their wagons. These often deserted at the first opportunity.

We don't go into all that. However, a wise player will keep his baggage trains as far away from the enemy as possible, in any case, because of the dire consequences of losing them.

Following the TNG's houserule about artillery movement, I see the appeal to constricting artillery movements, but I think the gunners and teamsters were probably rather more adept at crossing rough terrain and streams than the supply wagons... (hmm.. but I would be tempted to restrict them to retreating across trestles, since that is a rather more urgent manoeuvre than picking your way forward during the movement phase...)

In the best years of the Grande Armée, in 1805, yes. But not so much in 1813. And you need one rule for all epochs.

The Baggage train counter actually represents more of a trailhead, where some wagons would be parked—not all of them would actually be present in the hex. The remaining wagons are somewhere between that point and the supply source. In later years the French wagons had the curved bottom that would allow off-road movement. But generally, whenever the wagon drivers, of whatever nationality, got within musket range of the enemy, they were gone.

The reality is that anything could happen at any

time. Some wagons might get through the stream with no problem, depending upon the access to the bank. Remember, it's not the water but the slope. If need be they can unhitch the teams, move them through first, and then rig up a winch for the guns and take them across one at a time. (Of course that would cost MPs.)

The caissons were lightweight and could make that crossing with ease. The guns were obviously much more difficult, even with teams of men and horses pulling them. Sometimes (as in 1814 France) the civilian population would bring their own teams and help.

But you need one simple rule to cover all the cases.

The Baggage Train Marker

Generally, the player is going to place this marker in the safest possible location. As a designer, I take this marker to represent security of the rear area. The Supplyhead is a psychologically important point for the troops, because it represents their exit toward home base. If the enemy are in the wagons, then you are cut off. That is the reason for its VP value.

In historical truth, you could quickly relocate the supplyhead at any point further back on the line of supply in the time it would take messengers to ride down the road. We have the rule in the Operational *NAB* series that a Center of Ops may "fly,' for that reason.

PLAYERS NOTES:

Command Phase and Initiative Movement

We've had different interpretations on how command phase and initiative movement work. At this point I'm pretty confused as to how it works upon reading the rules closer.

Situation: An officer has units A, B and C in separate hexes and within command range, and unit D outside of command range. The officer does not receive a command point. During the Command Phase, Unit D is definitely OoC. I may choose to roll for Initiative for the officer. If I succeed, the office and units ABC are in command. If I fail, then the officer, AB&C are also OoC.

Interpretation 1
🎬 Initiative Movement: Because I failed an initiative roll during the command phase, I can no longer attempt to move AB&C.
🎬 If I had wanted to have a chance of moving AB&C, I should not have attempt an officer initiative roll during the Command Phase. Instead, I would conduct command movement, and then I could roll initiative movement for individual units/division stacks. At this point, I cannot have the officer roll and try to move AB&C. This refers to the italic note in rule 2.0.C.2 (Initiative Movement Segment, p.3).
🎬 I can attempt to move D on its own initiative because it's not within command range of the OoC officer.

Interpretation 2
🎬 Initiative Movement: I can make initiative movement rolls for the officer and/or combat units/divisional stacks.
🎬 I could roll for unit A by itself, and then roll for the officer to move B&C (either stacked or individual units in different hexes). As soon as I

attempt to roll for the officer during command movement, I can no longer roll for units that were in the officer's command range. This refers to rule 6.32.
🎬 I can attempt to move D on its own initiative because it's not within command range of the OoC officer.

If one of the above interpretations isn't correct, an example would be greatly appreciated. Currently, I'm leaning towards interpretation 1, and that officers that fail their initiative roll during the command phase cannot roll any initiative check for the rest of the turn.

Adding to my confusion is when I read 6.0 and 6.1 Step 1 under 6.1 says you use command points to place an officer in command. However, I thought that this occurred during the Command Phase rather than the Command Movement segment. Is it possible that rule 6.1 is actually for "Command Phase" rather than "Command Movement Segment"? I think that there's some conflict between 2.0.C.2 and 6.32.

ANSWERS:
Interpretation 1 is spot on.

Interpretation 2 is wrong because Initiative movement is for Combat Units only as per line in 2C.2. Officers do not roll during Initiative movement. An officer needs to be put in command or roll his initiative during the Command segment.

Personally I see no conflict between rules 2.C.2 and 6.32.

2.C.2 confirms it is for combat units only.

6.32 confirms its for combat units that are out of the range of a failed leader initiative check or indeed within range of a leader that never rolled for initiative.

AFTER ACTION REPORT
Waterloo Day of Battle
Vince Hughes with Wayne Baumber

Before arriving I'd fooled myself that the last 3 turns might not have been as intense as the first two sessions. Why I thought that who knows? But of course, it was a faux idea!

Upon starting this 3rd session, I think we were both in agreement that the French looked like losing the game. Their II Corps had been decimated and the Prussian entry had began to draw troop numbers from the French pool. To stand a chance of winning it seemed to me that the French would need to hold onto the VP location of l'abbaye du aywiers, a beautiful chateau situated about 3km north-east of Plancenoit. If this held, then Plancenoit would surely be safe Also, if it was held along with Plancenoit, the VP's on both sides for locations would remain closer. This now seemed the easier option than trying to push through the centre to Mont St.Jean or grabbing Braine l'Alleud on the British right. Wayne did later state that he thought Braine could have been captured had the French pushed harder there. But from my side of the table, it seemed a lot of scarce resources to have to send to my extreme left flank and without guarantee of success.

1800 - With Hougomont falling at 1600, the main thorn in the French centre was now La Haye Sainte. This had been held strongly by Omptpeda's KGL troops and Adam's British brigade. D'Erlon's troops had been throwing themselves at it all day and eventually, this time, they finally forced out the British and German defenders. Following this, the whole Allied line seemed to go into a general attack featuring six or seven clash-points. Amazingly, despite 2:1 odds in most places, the Allies were repulsed practically all along the line (rolled 5's & 6's will do that). Brunswick leader, Offerman was WIA receiving a wound to the right eye in the allied attacks. Elsewhere, Lefebvre-Desnouettes guard light cavalry lost a step whilst trying to escape through a small gap back to French lines following their baggage raiding attempt. Also lost in this encounter on the French right was Charlet's horse artillery battery from I corps. The Old Guard in L'abbaye du Aywiers pushed back a Prussian assault and contnued to hold. The Prussians also suffered casualties when the 2nd Silesian Landwehr came a cropper in the same area. For now, the Prussian waves were mainly being held off by these Old Guard brigades.

1900 - The Allied centre looked weary in having to defend their chateau/crest line and appeared to be clinging on simply for the arrival of night and preventing a French breakthrough there. The Prussians continued to pile on from the east. Instead of ploughing ahead for Plancenoit and French baggage, the Prussians now seemed to be seeing French numbers rise in the area to support the 4 brigades of Old Guard sent earlier in the day. Over in the west (French left/Allied right), the Dutch/Belgan troops under Perponcher started what looked like a late attempt at wrapping round the French flank. Casualties for the French still bled from the centre/right of their line. Chartrand's Young Guard brigade and Scmitz's brigade of I corps taking hits. The British lost Somerset's cavalry brigade as D'Erlon's I corps came on at them and Omptpeda's retiring KGL were ripped by cannonballs from 8 French batteries. Smith's Brigade from British 6th division saw their 4th Kings Own and 27th Inniskilling's battered as well. On the French left, Lobau was KIA from by a cannonball removing his left leg! His VI corps now picking up the slack where II corps had been decimated and could offer little more. All the while, Ney was leading the action here and saw off a number of allied counter-attacks.

2000 - The last turn. Plancenoit was now safe and the Prussians even seemed to give up on capturing the chateau at l'abbaye du Aywiers. But the blood-letting actually sped up rather than let up! The French launched some vicious assaults where the Allied line had started to look vulnerable. Using artillery to blast supporting troops back where a fire lane was possible and allow French numbers to filter in, no less than 7 allied brigades suffered heavy casualties or decimation along the crests. Smith's 4th & 27th line were no-more, along with Bruckman's artillery from the same division. 2nd Division also got burnt as H.Halkett, Gold & Adam's brigades were all hit hard. Dornberg's cavalry took a hit as well and Vandeleur's brigade of horsemen vanished. It didn't all go the French way. I Corps had to pay for these attacks and saw Nogues brigade reduced and Borgeoise's brigade finally put out of action altogether. Delort's brigade from IV Cav corps was badly beaten by Prussian attacks. But as the night came down, the fighting finally discontinued and the armies could now leave each other alone.

Working along the French line we saw that the on the left, despite some brief and brisk encounters where the Dutch-Belgians had come off usually

Leader Losses

These three charts are designed to provide a narrative to what happened to the leader that caused his removal. There are 3 charts. One for combat where an infantry or cavalry unit is involved. One for artillery and one for a leader capture result. Results of 'wounded' are not recoverable in the time-span of the battle or campaign being fought in the game. They are effectively removed in game terms.

Roll 2 x d6 and read lowest number first.

Combat vs Infantry and/or Cavalry			
11	Sword Strike to Skull	1-3 = KIA	4-6 = Survives Wounded
12	Missing – Never Found		
13	Left Arm Hit	1-2 = KIA	3-6 = Survives Wounded
14	Chest	1-2 = KIA	3-6 = Survives Wounded
15	Captured when drunk		
16	Found Unconscious & Incoherent. Needs Weeks of Rest		
21	Left Eye	1-2 = KIA	3-6 = Survives Wounded
22	Captured: surprised on the march		
23-24	Captured while troops foraging		
25	Deserts. If minor ally deserts with units		
26	Captured: Meekly Surrendered When Confronted by Enemy Troops		
31-32	Neck	1-2 = KIA	3-6 = Survives Wounded
33-34	Stomach	1-5 = KIA	6 = Survives Wounded
35	Left Leg	1-2 = KIA	3-6 = Survives Wounded
36	Right Leg	1-2 = KIA	3-6 = Survives Wounded
41-44	Friendly fire	1-2 = KIA	3-6 = Survives Wounded
45	Captured: Stood Ground and Went Down Fighting		
46	Right Arm	1-2 = KIA	3-6 = Survives Wounded
51	Trapped under Horse	1 = KIA, 2-5 = Survives Wounded, 6 = Returns in 1	
52	Cannonball to Ankle[1]	1 = KIA, 2-4 = Survives, 5-6 = Returns in 2	
53	Falls on own sword [2]	Killed	
54	Shot by a sniper because of an eye-catching uniform.[3]		
		1-4 = KIA, 5-6 = Survives Wounded	
55	Right Eye	1-2 = KIA	3-6 = Survives Wounded
56	Tree Falls on HQ	1-2 = KIA	3-6 = Survives Wounded
61	Ball to the Head[4]	1-4 = Survives Wounded, 5-6 Returns in 1	
62	Leg broken by musket ball[5]	1-2 = Survives Wounded, 3-6 Returns in 1	
63	Five saber cuts, one musket ball[6]	1-2 = Survives Wounded, 3-6 Returns in 2	
64	Four saber cuts, one musket ball[7]	1-3 = Survives Wounded, 4-6 Returns in 2	
65	Cossack plunges lance into his heart	Killed	
		1-u = Survives Wounded, 4-6 Returns in 2	
66	Bullet Pierces Skull	1-4 = KIA	5-6 = Survives Wounded

1: Napoleon at Ratisbon
2: Captain Farinas at Badahoz
3. Major General Marchant at Salamanca
4: Oudinot at Haguenau 1793
5: Oudinot at Treves 1794
6: Oudinot at Neckarau 1795
7: Oudinot at Ingolstadt 1796
8: Oudinot at Rosenberg, Schwyz & Zurich 1799

Combat vs Lone Artillery or Bombardment

11	Right Leg	Survives Wounded & Amputated
12	Chest	Killed
13	Right Leg	Killed
14	Left Arm	Survives Wounded
15	Left Leg	Survives Wounded
16	Stomach	Killed
21	Right Arm	Survives Wounded
22	Left Leg	Survives Wounded & Amputated
23	Left Arm	Killed
24-25	Decapitated	Killed
26	Left Shoulder	Survives Wounded
31	Right Arm	Killed
32-34	Stomach	Survives Wounded
35	Right Arm	Survives Wounded & Amputated
36	Right Leg	Survives Wounded
41-44	Stomach	Killed
45	Left Arm	Survives Wounded & Amputated
46	Decapitated	Killed
51	Ball in Thigh[9]	Survives Wounded
52	Leg broken under horse[10]	Survives Wounded
53	Saber cut, ear shot off[11]	Survives Wounded, Survives Wounded, returns in 2
54	grapeshot in shoulder, musket ball through body, dragged[12]	Survives Wounded, returns in 2
55	Chest	Killed
56	Left Leg	Killed
61	Cannon ball grazes both thighs[13]	Survives Wounded, Returns in 1
62	Musketball in chest, deflected by medal[14]	Survives Wounded, Returns in 1
63	Stabbed in the thigh by an artillerymans pike[15]	Survives Wounded, Returns in 1
64	Shot by a cannonball from side to side, he whispered "excellent shot !" before losing consciousness[16]	Killed
65	First pygmy, then (briefly disabled) giant[17]	Killed
66	Right Shoulder	Survives Wounded

Leader Alone In a Hex

1	Surrenders Meekly to Captors
2	Dies Bravely Fighting Enemy
3	Found Unconscious By Enemy Troops
4	Dies Bravely Fighting Enemy
5	Captured Whilst Fighting Enemy
6	Roll on Inf/Cav Leader Loss Table

9: *Oudinot at Hollabrunn 1805*
10: *Oudinot at Danzig 1807*
11: *Oudinot at Essling & Wagram 1809*
12: *Oudinot at Polotsk & Berezina 1812*
13: *Oudinot at Brienne 1814*
14: *Oudinot at Arcis-sur Aube 1814*
15: *Napoleon at Touon 1793*
16: *Montbrun at Borodino 1812*
17: *Lannes at Aspern 1809*

TLS Update 26 May 2019

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 1st Division) rows, Wagram DOB column: Change their setup hexes to 2608.
- French, IV Corps, Wagram ATB column: For three units, change 3234 to 3233 and for another four units change 3034 to 3033.
- French, VIII Corps, Eckmühl DOB column: VANDAMME, Hügel, Röder, and Stettner start in 1448*; change St. Germain to R11A.

Card Deck: Card 28, Forced March, *change:*
"Once an enemy unit has started combat, you have to wait until the advance after combat before you can play a forced march."

Turn Record Track, Abensberg:
AtB *change* Start 6AM (not 10AM)
Defrance, Doumerc, St. G., HArt.—2PM on the 19th at **A**0111.
Schustekh, Mesko—9PM on the 19th at **A**0127.
DoB *change* NAPOLEON, LANNES—10AM (not 11AM).

VIII/Arty.—8 PM at **A**0111.
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 Transiting Corps: Group #1 is also under the March Order. In this case the delay roll mentioned on Card No. 29 is not made. The new order takes effect immediately.
21.51 Duration: 19 April, 6 AM *(not 10 AM)*—20 April, 8 PM
21.52: The Austrians start with just 3 Mode Cards.

The Battle of Eckmühl

22.2 Alternate Reinforcements:
FRENCH
#3 *(change)* IV Corps units Fririon, Arty., and Valory are Alternate Reinforcements only.
AUSTRIAN *change*
#1. II Corps, 3901, accelerated from 4 AM on the 22nd. Instead of arriving at its scheduled time, the II Corps will arrive according to the card instructions.
#2. I Corps, 3901. **Adjust Card Deck:** remove 2x Card No. 29, Alt. Reinf. (not 4x).

The Battle of Aspern-Essling
23.12: The French start with just 1 Mode Card.
23.13: Remove No. 6 (Formation Scattered) from the French deck
23.2 Alternate Reinforcements:
AUSTRIAN #1: Remove REUSS-PLAUEN. Add Archduke Ludwig.

The Battle of Wagram
24.2 Alternate Reinforcements: AUSTRIAN
#1: Add REUSS-PLAUEN.

The Battle of Teugen-Hausen
26.11 Duration: 19 April, 12N *(not 10 AM)*—8 PM
26.14: Remove only 2 cards No. 29 *(not 4)*
26.21 French Set-up Teugen-Hausen
III/2 7th Line, 2025 *should read* III/3 7th Light, 2025.
Gilly, Gautier, Grandeau *should read* III/2 (not III/1).
Guyon *should read* 2701 (not 0111).
26.23 Reinf. *(add)* 1PM—I Res Corps Arty. and HArt., Baggage.
26.24 Alternate Reinforcements: FRENCH
(change) Add Bde Petit to the French Set-up in hex **E**0013. This brigade will not move unless placed under direct command by Davout. If this doesn't happen it will be allowed to arrive with Alternate Reinforcements Group #2 as printed.
HISTORICAL NOTE: Brigade Petit was actually about to exit the East map when Marshal Davout rode over from Teugen around Noon and ordered the brigade to turn return to Teugen. Colonel Petit was personally with the 7th Light during this day.
26.31 March Orders, FRENCH: The French units that start on map have a pre-programmed March Order to exit at **E**0013-14, or **E**0009.
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 **E**0033 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: Remove only one Card No. 29 during 21 and 22 April.
NOTE: Because the mini-campaign is a combination of two scenarios, the number of Alt. Reinf. card No. 29 has to vary over that time period.
27.14 Card Deck, Coalition–Remove from Deck:
No. 29 (x1), No. 28 (x1).
27.14 Bonus Cards: French 2, Austrian 2.
27.15 Pontoon Trains: Austrian 1; French 0.

27.2 Initial Set-up
Using all set-ups for the Abensberg ATB *(see 21.5),* set up units shown under the Abensberg ATB with these additions:
27.21 French Set-up *(add):*
These units set-up as follows on the Eckmühl map:
• III/3 (less 7th Lt.) followed by III/2 in a road column between Wolkering (3020) and Burgweinting (3912).
• III/1 followed by DAVOUT and II/3 in a road column between Seedorf (2515) and Ober Isling (3409).
• Baggage, Schmidfeld 3004.
• 65th Line, Regensburg (3902)
• C Clément, Guiton, HArt., Abach 1713
• III/Pajol, III/Pire, III/3 7th Light, 3729
• III/Guyon, 2701
• III/Jacquinot, 3409
27.22 Austrian Set-up *(add):*
• IV/Vecsey in hex **E**3435.
27.23 Reinforcements:
Use the Abensberg TRC for April 19 and 20, and use the Eckmühl TRC for April 21 and 22. Ignore reinforcements that are just crossing from one map to the other since they are already in play.

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

27.3 Special Rules

27.31 Improved Positions at Start: E2036
27.32 Destroyed Bridges at Start: A0325.
27.33 Archduke Charles: Each Weather/Recovery Turn, the Austrian Player must roll 2 d6. On a result of "2," Charles suffers a seizure. Charles may have only one seizure. Roll one d6 to determine duration of debilitating effects (*n=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 (**E**3701, **E**3801, **E**3802 or **E**3903) is treated as a chateau. Enemy units may not enter Regensburg (except by advance after combat) as long as at least one friendly unit occupies any hex thereof.

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 **E**3901 cannot be destroyed. French units may not enter hex **E**3901.
27.36 General Retreat: Austrian Forces that declare a General Retreat (see 20.3) may exit at **A**0554, **A**1754, **A**3201, **E**3901 and/or **E**3904. A General Retreat only applies to friendly units on one map section, and either player may declare one per map section.

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

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

#2. Seven units of III Corps, VII/Vieregg cav., plus LANNES and NAPOLEON, will return as reinforce-ments 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., **A**0152
#2. KOLOWRAT, II Corps (all), **E**3901
Regular Reinf. accelerated from 11AM on the 21st.
#3. BELLEGARDE, I Corps (all), **E**3901
FRENCH
#1. MASSENA, IV Corps. Regular reinf. accelerated from 1 PM, 4 PM and 5 PM on the 22nd. On the turn of card play, Marulaz enters, on the following turn the 4 PM group arrives, the turn after that the 5 PM group arrives, and then the turn after that the three units marked only as ALT arrive.
#2. OUDINOT, II Corps. Reinf. accelerated from 3 PM and 6 PM on the 22nd. The 3 PM group arrives on the turn of card play and the 6 PM group follows three turns later.
#3. Rheinbund Regiments: 2nd, 4th, and 5/6th Regiments (making up the Division Rouyer), 1154.
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 Against Russia

UPDATE   *16 May 2019*

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 reinforce-ments, 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 Bagration on the road to Dorogobuzh. This doesn't mean Bagration arrives automatically, just that if he does arrive (as an ALT), he has a March Order.

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, Duka-m/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 positons 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 countermix: **Elizabeth Hus, Gd Cossacks, Izyum, Sumy, and Akhtyrka Hus.**

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

Card Deck: No. 6 Formation Scattered *(change text):* raise it 6 inches (not 12") for all surfaces.
Card No. 90 has incorrect number 91—no effect.
Card 11 (French), Release the Guard: Change results 1-2 to read "No effect—Treat card as inapplicable."
Card 14, Grand Battery: A grand battery does not have to be disbanded after the two turns that it's automatically In Command.
Card 23 (French), French Cav: If a "degraded" LC is eliminated during a recon in which this card is played, the LC unit still reorganizes like an LC unit, not as a Vedette.

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*

Turn Record Track, Shevardino
• 5 Sept., 12 Noon *(add for French)*: Mongenet/IV at 0114.
• 5 Sept., 2 PM *(add for French)*:Italian GR Div/IV at 0121. They may be given a March Order.
• 5 Sept., 8 PM *(add for French)*:Foucher/III at 0121.
• 6 Sept., 11 AM: Remove the French/Bavarian units arriving at 0114. They're already listed as part of the Cav Div/IV on 5 Sept., 12 Noon.
• 6 Sept., 7 PM: Latour-Maubourg/IVC at 0121

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 the 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.

Map
Smolensk hexes 2053 and 2054 constitute their own Walled Town, so both hexes are treated as Chateau hexes.

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 may move **one** and only one **hex**, but remain out of command.

Napoleon's Last Gamble
UPDATE   *26 May 2019*

TURN RECORD TRACKS
15th June Grand Campaign
9 PM (not 6 AM 16 Jun)
Brunswick, Specht, and Cramm arrive NX 2101.

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.
8 PM The Prussian 2/I and 3/I units that arrive are ones listed in 29.32 of the Wavre scenario as having March Orders. Delete the reference to Prussian 4/I units.

WEATHER TABLE
The first turn of the day is the 6AM turn.

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.

COALITION CASUALTY RECORD TRACK
• The French Royal Army is not listed. It is demoralized when one unit of the Formation becomes a casualty.
• At Quatre Bras, the following formations should appear in the same Level boxes as they do at Waterloo: 1Br (4), 3Br (6), BrCav (10).

STUDY FOLDER
25.18 Wellington's Anglo-Allied Army: Wellington is not required to place any particular formation in command.
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. The Grand Battery can be declared only when the appropriate card is played — ignore when not using the cards.
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.
26.13 Enemy Corps Demoralized: Change the word "Corps" to "Formation" in the first sentence.
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).
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 discards into the deck.
28.35 Transiting Corps: *(Clarification):* The play of Card No. 29 triggers the appearance of D'Erlon's I Corps — all of I Corps receives a March Order.
30.2 Alternate Reinforcements, Coalition
#2 (add) Anthing, Estorff
30.34 Reinforcement Notes: Delete the reference to the 4/I units as none arrive at this time.
30.36 Frischermont Chateau: Place a Coalition Roadblock (34.4 see below) in hex 2316 at start.
30.37 Prussian Supply Sources: For this battle, hexes 3109, 3111, 3114, and 3115 are Prussian supply sources.
32.12 Mode Cards at start: delete ~~of each day~~ and delete ~~Reshuffle the Mode Cards each night at 9PM.~~
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. When playing without the cards use 32.37. In the Campaign Game, d'Erlon will be released on June 16, Night PM, if not before.
32.34 French Late Start: Early Arrival cancels Late Start for the French in the Campaign Game.
33.34 All other Scenario Information
Change the reference to 23.37 to 32.37.

COUNTERS
French Young Guard
YG initiative is 3 (not 4). 11.3 does not apply.

MAP
Ignore trestle at S5426/S5526. Add trestle at S5432/S5433.

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)*
24.2 Player Decks: When combining scenarios into a mini-campaign, include all cards that are included in any of the scenarios being combined. For instance, include French card 16 in the Ligny mini-campaign.
24.34 Night Turns: Change the reference to 2.2C.
24.57 Scatter *(remove words):* "~~rolls 1d6~~"

Napoleon Retreats
Update 25 May 2019

TRC, 7-Mar, 4PM
NOTE: If playing the Craonne DoB, Rudzewich and his X Corps don't enter at all. The entry hex shown, S1734, applies in the Craonne AtB and the Campaign Game. *Rudzevich was the garrison commander of Soissons.*

28.42 General Retreat: While a Coalition General Retreat is in effect, the French player may not accrue any VPs for control of Blue VP locations.
31.2 Campaign Game ALT Reinforcements:
(add) EXCEPTIONS: 6-MAR AND 7-MAR
French Player uses 27.2, arriving as follows.
Groups #1 and #4, E6109. Groups #2 and #3, S1734.
Coalition Player uses 27.53
9-MAR THROUGH 12-MAR
French Player uses 28.2, arriving as for 27.2 (above).
Coalition Player do not use 28.2. Replace with (new) Group #1, Borstel/III Pr and Group #2 LIEVEN/XI

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

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

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

25.83 Roadblocks (Optional Rule): A roadblock is an infantry company or battalion with tools. It cannot move, and has a combat strength of 1, for defense only. It may never attack and simply remains in contact when adjacent to the enemy during the friendly combat phase. A roadblock is blocked to French and Coalition alike, including movement, retreats and supply lines (but not Command Radius). Enemy units may *not* enter a hex containing a Road Block counter. A roadblocked bridge is impassable for enemy movement until the roadblock is cleared. Roadblocks are always immobile and "unable to retreat fully/PEU."

25.84 Roadblock Construction: Each army can construct up to 2 Roadblocks at start and 2 each Night PM turn, at least 3 hexes from the nearest enemy unit, and within 2 hexes of a friendly infantry unit (in both cases tracing only through terrain passable to infantry). Roadblocks may only be placed in a road or trail hex at a defile—either end of a bridge, in a town, slope hex, or woods, and must be pointed toward the defile hexside. Construction is automatic—simply place the Roadblock Marker with the red arrow

pointed toward the blocked defile. Guerrillas may be used to build additional roadblocks (25.86). You may build up to two roadblocks in a hex, each pointing to a different defile hexside.

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

25.86 Roadblock ZOCs: A face-down Roadblock marker has a ZOC into all adjacent hexes. The 5 non-defile hexsides are revealed as non-controlled only when the roadblock marker is face-up, leaving one actual hex of ZOC. Friendly units may stack with the Roadblock—their ZOCs are unimpaired.
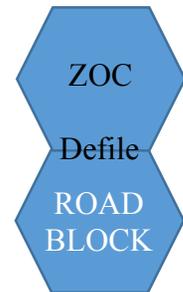
25.87 Clearing Roadblocks: To clear a roadblock, an infantry unit must attack it through the defile hexside. If attacking exclusively through a defile hexside it is resolved on the Shock Combat Table. A retreat or 1R result for the roadblock means it is cleared. A cavalry or artillery unit without infantry cannot attack (or bombard) through the defile hexside. The roadblock hex may be attacked from non-defile hexsides. If no infantry units attack through the defile hexside, that roadblock is not removed.

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

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

TLNB v. 7.33 Rules Update
19 MAY 2019

2.1D3 *Change* (last sentence): Artillery that suffers a "Suppressed" result or retreats may not bombard now.
7.63 *Change:* Ar* **and Dr*** do not convert to shock.
12.1 *Change: Ar*and Dr* Add Orchard* to the list of Shock terrain. *Add* EXCEPTION: Attacking across a damaged bridge (7.63).
13.33 *Change* the last part:
The target must be a combat unit or leader…
• in range and in the LOS of all Bombarding units.
• not in woods or Chateaux.
• not adjacent (EXCEPTION: enemy on the opposite side of an unbridged, unfrozen river).
• not in a Town hex at range 3.
13.5 *Add* after the first sentence: Apply any CBF reduction before modifying the bombardment strength for weather, range, or terrain.
15.4 Walled Towns
Each hex of a town enclosed by a red enceinte line is treated as a chateau hex. A unit of either side may enter a Walled town only via a gate hexside (gray). Combat between adjacent enemy units on either side of a non-gated, walled hexside is not permitted. Treat Walled hexsides as a primary river (4.2). Command may be traced across gate hexsides but not walled hexsides. Artillery *within* walled towns (only) may bombard across the wall.
Artillery and train units may end their move inside a Walled Town (EXCEPTION to 15.21).
Occupying a Chateau relieves a unit of the requirement to attack an adjacent hex (10.31).

20.3 March Orders to Reinforcements *Add at end***:** A player may split reinforcements arriving at the same time into different Forces with different March Orders. EXAMPLE: Arriving artillery could be separated from arriving cavalry and infantry, allowing the cavalry and infantry to move faster.

Card Rules
(Applies to all TLNB games.)

24.55 How to "Pick One Force" (Alternate Procedure)
1. Note which units are part of which forces.
2. Exclude those already affected by a Mode Card.
3. Number them relative to the enemy – #1 will be the farthest away.
4. Roll 1 d6 for each force, starting with number 1. On a 1 result that force is picked; 2-6 = no effect (roll again).
5. If the 1 is not rolled, use the card for its Movement Allowance and ignore the instruction.

Mobile Defense Card No. 19:
A unit that disengages from an EZOC is free to move during the remainder of the phase.

Jaws of Death Card No. 22:
Ignore the EZOC in the hex the retreating unit starts in.

Waterloo AAR

worse, including the loss of Chasse, the lines had actually bent toward the French side as the Dutch-Belgians had tried to wrap around that flank. In the centre, the Allied line had been mauled really but had ultimately held. Both Hougomont and La Haye Sainte had fallen and the crestline pierced in some areas. But not soon enough. What had been the the French right had also seen the Allies pushed back here too. However, that right side had been extended with the arrival of the Prussians, and here there were droves of Prussian troops coming into the battlefield area. All the French had done here was put up a defensive line to delay and hold as best it could. It had succeeded on the day, but would probably need to be extracted on the morrow or durng then night even!

The picture below shows the final locations. You can see a blue dash where Hougomont is, a red one at La Haye Sainte and a green one at Plancenoit (with Napoleon). These show where the French did better than real-life. Mont St.Jean had been held by the allies as well as all other locations they started with worth points.

For me, this whole DoB scenario ranks as the best TLNB scenario I have played. It's exciting, brutal and at the same time mentally brain busting! People often complain about too many Waterloo, Gettysburg, Bulge, Barbarossa games and to be fair, they're probably right. But this one perhaps at least shows why Waterloo is so well documented in the wargame world. It IS a battle where one can play without consideration of what happens days after... It is after all a culmination battle. A battle that ends it all and this scenario shows just that. We tailor-suited it for our needs. We took out the alt.reinforcement cards, as well as delay reinforcements and reinforcements enter other route. We wanted a general narrative of the day, but wanted cards there to provide that odd change to a combat situation via tactics cards whilst at the same time removing historical changing appearances and disappearances. I think I can speak for Wayne as well when I say it was a very memorable experience.

What is Playtesting

Kevin Zucker

Any player will tell you how quickly he usually discovers whether a game has been properly playtested. A well-tested game makes the difference when setting-up and starting to play. I have known players who made just this their main criterion. They have little patience for an underdeveloped and unplaytested monster.

How does playtesting begin? Before you can start playtesting you must have a fairly definitive orbat and map (85-90% of final). The "game" we are testing only takes place on that map, between those units, so until you can start setting-up, there is no game to test.

We cannot test something if we do not know what kind of animal it is, how it behaves and what it is supposed to do. Every game is different, every battle is different. It seems that every battle has some twist, heretofore unknown and unantic-ipated, and requiring special rules to handle it. At Bautzen, it was the imbalance of artillery and cavalry that gave the Russians command of the battlefield. At Laon, it was a combination of factors that permitted Napoleon to escape from odds of more than 2:1 against him:
• Blücher's repeated failure to co-ordinate forces, exposing individual corps to defeat in detail.
• Jealousy and suspicion between the Prussian and Russian contingents and between head-quarters and the corps officers. Blücher alone could ameliorate these problems. Once he was laid low, these factors emerged in force.
• Demoralization of the veterans of the February battles—lack of supplies, sickness, disease and exhaustion. Blücher's LOC had been cut.

The game we are testing is a moving target, changing from one playing to the next and from player to player, depending upon their strategy and gaming habits. That is why it makes sense for us to test all possible openings—not just pursuing what

we think the "correct" or "historical" strategy was or should have been.

Different playtesters have different personalities, but most wargamers are usually a little too aggressive, always advancing toward the enemy—just like Napoleon always did! It is unusual to find a playtester who looks at the whole map, and all his options, who is going to find unexpected ways to "break" the game.

What is Effective Playtesting?
We need to discover false starts and dead ends, the game breakers. There are several approaches:

1. Just throw the game at the playtesters and see what they come up with. This approach is good for final testing, because it anticipates issues that will need to be corrected. Some set up issues always have to be resolved, some rules need rewriting, entry and arrival points adjusted, and VP values and locations finalized.

2. Test the Opening
Try unhistorical strategies first! Don't follow the book. History can blind you to inadequacies in the design. Often we realize we need another special rule. Most players enjoy a tense nail-biter of a contest, with the advantage shifting back and forth. Special rules can bring out the personality unique to this battle. Modifications have to have a historical basis in fact.

3. Balance
Either side should have at least a one-third chance of winning. If playtesting doesn't bear this out, figure out where the problem lies and make necessary adjustments. Try it again.

4. Re-design the Scenario
• Change the start or end dates.
• Change the method of counting VPs.

Craonne Day of Battle, 0700: French initial moves and attacks

Playtesting should reveal mechanics that don't work as they are supposed to. Playtesting can feedback into the Scenario info, so it is part of Scenario Design for the designer and playtester to point out problems and to offer solutions. The process may identify the need for new rules or changes. The problem with testing: it takes a long concentrated period.

For example, we are now in the end phase of playtesting for *Napoleon Retreats*, and the Craonne scenario has been difficult to balance. The French are overwhelmed by forces which were on the map but never engaged. Even with severe limits on command, these forces manage to arrive and drive French chances toward zero.

In this case, the easiest way to force a historical battle would be to divide the map in half

and declare the northern half (where those unengaged forces set up) out of play. However, Jean Foisy came up with a solution of making those uninvolved forces Alternate Reinforcements (even though they begin on the map). They cannot move until the ALT card is played releasing them.

Our ultimate design objective is something more that the most realistic representation of tactics. Rather the goal is a realistic ebb and flow of the battlefield. Most of the special rules address specifics of the strategic situation as these impacted on the battlefield.

For example, at Laon, Blücher was expected to die and the army was frozen in place. Nonetheless, the Prussian I and II Corps were still strong enough to dispatch Marmont's tiny force. But they were not in shape to take on Napoleon and the Guard.

The method we chose to represent Prussian lethargy is to reduce the Demoralization Level of Blücher's original forces, excluding the fresh troops of Bülow's III Pr Corps, Winzingerode (Vorontsov and Main Body), St. Priest and Jagow.

Always heretofore, the Demoralization Level has been set at 40% of total strength on the map (except the Austrians at 35% in the *Fleurus* game). Setting demoralization for the veterans of Blücher's February campaign at 10% is an easy way of representing their brittleness. This solution has the benefit of requiring no special rule.

Craonne, 0800: French swing round Russian flank while clearing lateral communications   photos: Timothy Smith

There are seven main causes of the Silesian Army's failure to destroy Napoleon at Craonne and Laon. The first three involve C2 and the others relate to the condition of the veterans of the Six Days campaign of February.

1. Blücher's repeated mistake of failing to co-ordinate his forces and exposing individual corps to defeat in detail.
2. Jealousy and suspicion between the Prussian and Russian contingents.
3. Jealousy and suspicion between headquarters and the Corps Officers. Blücher alone could ameliorate these problems. Once he was laid low, these factors emerged in force.
4. Demoralization of the veterans of the February battles
5. Lack of supplies. Blücher's LOC had been cut and the supply situation in the Russian Army was the worst it had been in 3 years of fighting
6. Sickness, disease and exhaustion. Many factors can influence the amount of sickness, such as the weather, sanitation, supply, the amount of marching and especially, of fighting. If the troops suddenly halted and got a few day's rest, they might see their sickness level drop.
7. The departure of the baggage trains for Laon. Here is the answer to the Silesian Army's exhaustion: we needed to take away their Baggage!

Blücher's men—who were defeated at Montmirail and Vauchamps, and also along the Ourcq—are so torn down by now that their attrition rate is sky-high. They have been fighting and marching every day for a month.

With his army's morale shaken, Blücher ordered the baggage to depart by Fismes and Berry-au-Bac. The remainder of the army was to cross over Bülow's pontoon bridges at Vailly and his own 50 pontoons over the Aisne. He expected to have the majority of his infantry across by the evening of 4 March. But their baggage has departed in an entirely separate direction, to Laon, where they will meet commissaries of Bülow's

Corps and begin to obtain supplies from the direction of Belgium. Nafziger confirms that Blücher directed his baggage towards Laon.

Once Blücher's Army got across the Aisne, he was able to build a new LOC through Laon sending most of his tired corps straight to the back side of Laon for R&R, while the corps that he puts in front of Napoleon are always the fresh units from Belgium. You can see in the Laon set up how all those units of the Silesian Army are camped behind Laon. Now you understand why Bülow has to be left to defend Laon.

All those troops sitting behind Laon on March 10th were undergoing R&R while the fresh troops of Winzingerode and Bülow did all the fighting. Except for the I and II Prussian Corps which attacked Marmont's tiny force, his tired boys never fired a shot in this campaign.

Here we have identified an effect that has been noted by historians but hasn't been given its due. Serious supply problems were made worse by the departure of all the baggage, so that between 4-Mar and the 8th or 9th those corps were completely out of supply. By tracing things back to circumstances that hadn't previously been connected, you begin to see indications of the supply mess in the historical record.

It may not be earth-shattering news, but it is something new that couldn't have been known from a strict reading of the narratives. These connections were uncovered because a game needs to model the non-appearance of the tired formations. What was stopping them? The most important hindrance was their lack of baggage. That doesn't mean the caissons of the arty; the guns took plenty of ammo with them. But every other conveyance of importance had departed.

The Wounded Lion

HOW TO WIN WITH THE GENERAL RETREAT
by the *Napoleon Retreats* Playtesters

Die Rückzüge großer Feldherren und kriegsgeübter Heere gleichen stets dem Abgehen eines verwundeten Löwen, und dies ist unstreitig auch die beste Theorie.

The General Retreat of great commanders and war-proven armies always equals the withdrawal of a wounded lion and this is also the undisputed best theory.

> —Carl von Clausewitz

There is a great reluctance—in general, among most players—to pull the lever on the General Retreat. However, the GR is a useful tool that repays a bit of consideration. Napoleon knew when to retreat, and even feigned a retreat at Castiglione and Austerlitz.

A Retreat is not a disgrace—on the contrary, knowing when to retreat is an important skill having its place among a general's tactical toolkit. The difference is between Retreat and Rout.

Because it is one of the most dangerous operations in war, we might consider a GR as a sign of defeat. During recent playtests Andy won several games by virtue of a General Retreat. Andy was successful pulling the Coalition out of Bautzen, generating the first Coalition marginal victory (after Chuck Silverstein's legendary walk over Moeller's Russians) and gained a French GR in *two* Laon games securing French marginal victories in each.

Think Ahead

If there is even a possibility of declaring General Retreat—something that should be considered at the very beginning of play—then you need a plan for the General Retreat: at first only a "Plan B," but a viable plan that can become "Plan A." Usually players go into a game planning how they will attack. In most wargames, you don't have to plan for a retreat, because the game ends at that point. Very few wargames allow for a General Retreat or its equivalent.

Since we have set out to do all kinds of battles, we cannot omit a matter of such importance. Players will learn how to take advantage of it. Some players will try and find a way to win by pulling their entire force off the map without a fight, so the game design has to prevent this tactic (26.31).

Once the two sides are engaged in combat, it is extremely difficult to disengage. The General Retreat gives the retreating army an automatic command to head to the exit hex. However, if you wait too late, and you have lost too many men already, your forces will be exposed to piecemeal destruction. One must calculate the exact moment for GR and not delay it even by a turn. For example, you might say, "if three corps are demoralized, unless the enemy is also in the same shape, I will declare General Retreat." If you lose your most important commander, or one side has all the VP locations, or your line has been broken and you don't have the troops to counterattack, those should be trigger points as well.

How do you know when to cut your losses and retreat? Most people don't like to do this, so they stay too long. This is called the "Sunk Cost Fallacy." One irrationally holds on longer because of the cost you have already sunk into the fight. When you have invested so much into holding the position, it hurts to let it go. This aversion can distort better judgment and cause one to make unwise decisions. That is why we need a "Rule of Thumb," to point out when investing more is wrong.

If you start to think, "I need to win all my 2:1 attacks this turn," that is a sign you are "hoping against hope." That thought, or something similar, would be a good indication that it is time to retreat. Because you aren't going to win them all. If your plan to hold on requires perfect die rolling, then the time to play the GR has come.

Preparing for General Retreat

While you are yet struggling and haven't committed to it, you should begin preparing the retreat. Three to four turns before GR, prepare for Plan B by distributing the cavalry along the line. Two turns before GR, pull the artillery out and give them a head start.

On the GR turn, everything moves freely. Position the infantry behind the line of cavalry and in front of the

artillery. All this depends upon the scatter of your forces, the terrain you have to cover, etc.

Cavalry is good to distribute around to protect your infantry. Since cavalry can (often) retreat before combat, they are less likely to be destroyed than infantry and guns. Once you make the decision to GR, avoid large leader stacks. Overstacking exposes concentrations to encirclement.

General Retreat always leaves a number of infantry units pinned forward, only to fall prey to envelopment as their comrades right and left break contact. You have to send those units on their way, and hope that your forlorn hope survives for a turn. Decide to sacrifice some of your weaker infantry to act as speedbumps. In games with roadblocks, these can be effective to slow the enemy.

"Forlorn Hope" means you have to sacrifice certain rearguards in order to preserve the others. You have to choose which units to sacrifice and then put them in such a position that they create the maximum delay. Do not let your forces be scattered into digestible morsels. If you try to create a mutually supporting web of rearguards—if you try to preserve everybody—you will end up saving nobody. The main army will have to move flat-out to survive.

Position your cavalry: The idea is to spread the cavalry out across the whole front. If you have cavalry superiority, take advantage of it by leaving your cavalry to encounter the enemy during the first turn of the retreat. If you create a screen of Cavalry, especially LC and horse artillery, you have a chance of getting the infantry and artillery away.

Send off your artillery: Start to pull the guns out of the line a turn before GR is declared. That will give them a head start to the exit. The guns were always sent away first. Losing a gun was a disgrace. During the pursuit after Craonne the Russians set up a line of guns and their infantry retreated behind it to safety. The Artillery Cover Fire Card No. 3 card can disrupt enemy ZOCs for units trying to break contact (an effective tactic in actuality).

End Game: Success consists in retreating correctly, in order to preserve the army and fight another day. To know when to break off and how to do it best is the most daring thing after a well-planned assault. Once the General Retreat is underway, select the nearest exit and be careful to follow the most direct line to it.

A General Retreat is the worst thing that could happen to a Commander—either on the battlefield or on the wargame map. Clausewitz stated that mostly a commander knows already beforehand when the wages of war are starting to descend into the opponent's favor, but mostly isn't willing to accept this fact. In all battles of
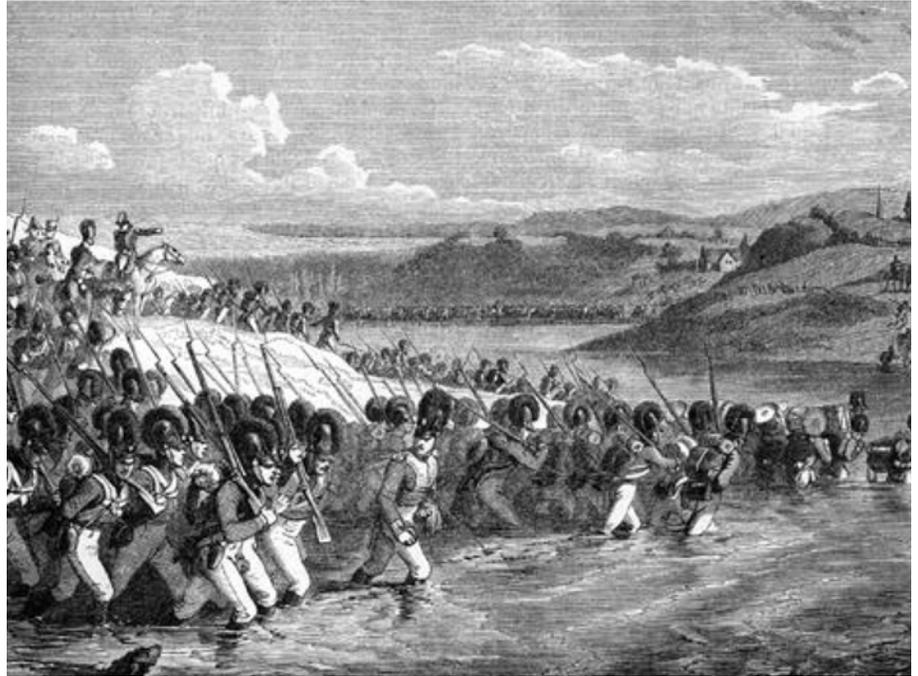
the Napoleonic wars only a tiny minority of times did an already-eroding situation turn into a victory—but just this tiny percentage chance Clausewitz stated is the reason commanders don't decide in favor of an orderly withdrawal, a general retreat. In just this is the reason a wargame player overlooks the chance of pulling out in time.

Now that the Player can declare a GR without waiting to draw a GR-card, the TLNB system gives players the opportunity to decide, good or bad, as field commanders would do.

A final thought from Clausewitz for wargame commanders: Never try to outstrip your opponent the moment you decide to pull out. Because you will always start to expedite the withdrawal until it will generate an avalanche resulting in a rout costing more men than if you held the forward lines with your best troops under your best officer, and the gradual help of your whole army. This will keep up morale, gives the withdrawing troops time to find another stronghold for stiff resistance and will give you the chance of not letting your opponent take over your decision making.

You do need to move quickly during any retreat. It isn't just speed that causes the retreat to turn into a rout. Rather it's when the pursuit is too hot and too close. If an army manages to depart with some lead-time, while their rearguard fights to delay the pursuit, then order can be maintained. It is more the proximity of the enemy

during a retreat and not just the speed of the retreat that dissolves the units into chaos.

Raglovich's Bavarian Division Crossing the Spree
Personal impression of a well-organized GR
by Andy Gebhardt

The question is: "How could I turn a lost battle into a tactical victory at Bautzen—via the General Retreat?"

During the playtest phase of Napoleon's Resurgence it was noted by another team how strong Napoleon's center thrust was against the Russians. Counter- historically the Russian gun line was no real defense at all and the French walked over the Russians without big problems. This was when Kevin started to pull two tweaks: first he implemented the *Artillery Reaction Fire* rule and then he opened the *General Retreat* rule from the random card section into the main game. From now on the player has the freedom to decide when to call for retreat. Those two events made me re-think my own test games of Bautzen.

Again I set up the Bautzen scenario and started another try. This time the effectiveness of Russian guns had been markedly different from all the testing before. But while the center played a great defence, Ney had problems in coordinating his moves with Lauriston's V Corps and pushing beyond the Windmühlenberg (hex N3510), especially towards Baruth (hexes N4510/ N4610) and Rackel (N4515/ N4614). At this point Blücher took the initiative and had his Prussians attacking Bertrand's IV. Corps which was split in two parts west of Dobschütz (N2519) and without support by Napoleon's center. It was a short and furious fight when the Prussians poured down the Kreckwitz Hights towards Pließkowitz (N2616) and the Koppatsch Berg towards Niedergurig (N2217).

While Blücher crushed and demoralized Bertrand's Corps, Marmont's VI. Corps supported by Napoleon and the Guard steadily crawled forward, fighting their way East, and finally Ney and Lauriston started to push slowly in the North, gaining a position at the Mühlenberg-Gleina area, which would pocket Blücher's I. Prussian Corps. To make things worse, Oudinot, supported by Mcdonald gained ground in the South.

This was the moment where all the glory and sensation about a great achievement by Blücher's Prussians started to give me a bad feeling that something could happen soon, which could be called "encirclement." A decision had to be made right then – taking back the Prussians or let them loose to finish Bertrand.

That day in 1813 there was heavy discussion with the Tsar on the offense; with the Prussian staff officers—especially Gneisenau and Müffling—praying for caution. They even had a big argument with Blücher who wanted to exploit the situation. I felt like 1813 in my head, with Blücher and the Tsar voting for assault, Gneisenau and

other Prussian General Staff officers calling for a General Retreat!

Finally I made a decision (just like I have experienced decision making in military staffs in modern times). The inferior und unexperienced boss who wanted to save face, standing in the midst of his superior, experienced staff officers turned about and left HQ by shouting "Do whatever you think is best!" – By staying in the historical decision I used a self-made *courier* counter to deliver the dispatch to Blücher: "Prepare for General Retreat!" taking an hour until the courier could hand over the papers to him.

The next GT (1 hour's-time) was used to "plan what is to be done best to withdraw Blücher's Prussians without extreme losses." Cavalry forces had already been sent to the frontline, screening the preparations in the north and northwest, the baggage trains had been ordered to withdraw at once. Yorck's II. Prussian Corps moved out first, taking guarding positions over Blücher, while Kleist's III. Prussian Corps, leaning towards the Russian center, started to withdraw slowly and fighting for the next hour.

Blücher managed to withdraw his artillery units first via Kleinbautzen (N3419) and Purschwitz (N3421), followed by columns of infantry. Yorck's Prussians and Barclay's Russians stood under heavy fire, but were bolstered against the advancing French III. and V. Corps.

After two hours of heavy fighting at the flanks, Blücher was clear of the threat. Now the main body of the Russian center repeated exactly the same maneuver as the Prussians did: First the baggage trains withdrew along the main roads, followed by the artillery. Infantry made a delaying withdrawal, supported by their Cavalry, which mainly used *Retreat Before Combat* tactics to break lose in time.

Another two hours later all of the Coalition Army had exited the Bautzen map at its easterly edge (as it was historically) and the Victory Point count at 20:00 hrs disclosed a Coalition Tactical Victory (French 18 VPs, Coalition 30 VPs). This was mainly done by 20 VP's gained alone for the exited baggage trains. The losses had been about even (Fr-29, Coal-23).

Until the final VP-count I wouldn't have given a shilling for the Coalition pulling out. It looked more like an escape than a withdrawal. But to be fair, it always was a steady move, no rushing, with heavy rear guard fighting.

For me it was such an impressive twist from a lost battle towards a Tactical Victory that I gained another, new experience: By a withdrawal in time, you will save your force and may strike back next day or whenever you are ready to do so. In a well-managed withdrawal, a *General Retreat* is not losing a battle, but preserves your force. So you shouldn't feel bad or poor in handling your army, but rather be proud of doing the second best thing a commander could do after a glorious victory!

Library of Napoleonic Battles
House Rules for Artillery

TRAINS: In all cases, Artillery units are treated like Trains.

PROHIBITED TERRAIN: During movement or retreat, any Artillery unit may attempt to cross prohibited terrain (slope, marsh, stream) by rolling on this table. On a roll of 1-3, the unit moves successfully. On a roll of 4-6, the unit either stops moving, or is lost.

Die Roll	Result
1-3	Unit continues to move normally.
4-5	Unit ends its move or retreat without entering the prohibited hex.*
6	Unit eliminated (Recovered box)

ARTILLERY: PROHIBITED TERRAIN

if a unit rolls this result during a retreat, it is eliminated if the attacker advances into its hex.

BOMBARDMENT TABLE

Strength of Bombarding Units

Die Roll	Less than 1	1	2-3	4-5	6-7	8-9	10+
≤ 0	Dr	Dr	R	R	R2	R2	R2
1	•	Dr	Dr	R	R	R	R2
2	•	S	Dr	Dr	Dr	R	R
3	•	•	S	Dr	Dr	Dr	R
4	•	•	•	S	Dr	Dr	Dr
5	•	•	•	•	S	Dr	Dr
6	•	•	•	•	•	S	Dr
7	•	•	•	•	•	•	S

Note: This table has been reversed from the published table, so that low numbers are more favorable to the attacker. This matches the other combat tables in the game. All Die Roll Modifiers on cards and in the rules should be reversed when using this table (-1 becoming +1 for instance). The modifiers on this player's aid are correct for the reversed table.

Die Roll Modifiers

-2 DRM	• Point Blank Fire (Card)
-1 DRM	• Target in Square
	• Grand Battery (Card)
	• Enfilade Fire
+2 DRM	• Mud
	• Ammo Shortage *(See Battle Instructions)*

Results

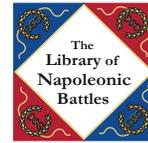|	
•	No Effect
Dr	Defender Retreat 1 hex**
R	Inflict 1 Reduction (attacker's choice); may retreat after reduction
R2	Inflict 2 Reductions (attacker's choice); may retreat after reduction
S	Suppressed: target stack demoralized for following combat phase

**Defender may check Initiative:
Success = R, Failure = Dr

No Bombardment
- into or out of Woods & Orchards
- into Towns at 3 hexes
- into Chateaus
- up slope
- down slope (or past crest) unless adjacent

Reduced Strength
- *half:* at 3 hex range, or into Marsh
- *two thirds:* into Town

Library of Napoleonic Battles
Thursday Night Gamers'
House Rules for Charging Cavalry

The Library of Napoleonic Battles

OPERATIONAL STUDIES GROUP

v.180408

Charge Table

	1:1	1:2	1:3	1:4
1	OR	OR	OR	OR
2	OR	OR	OR	Sq
3	OR	Sq	Sq	B
4	Sq	B	B	Br
5	B	B	Br	Br
6	Br	Br	Br	Br

Squares

Movement costs are doubled while in square except for road and trail.
Artillery Bombardment: +1 vs Square
Units in Square cannot be charged.
Costs 1 MP to enter voluntarily. Requires at least 1 Inantry unit.
Removed at end of friendly combat phase.

Modifiers:

Low Initiative	-/+ 1 DRM
Heavy Cavalry:	x2 Strength when charging.
Light Cavalry:	1/2 Strength when charging.
Unsupported Charge:	OR result becomes Sq

Key:

OR	*Overrun*
Sq	*Target forms Square if possible*. Charging units are blown.*
B	*Charging units are blown*
Br	*Charging units are blown and one charging unit is reduced (target player's choice)*

* A stack must contain at least one infantry unit in order to form square. Units that cannot form square are blown.

Restrictions:

Not allowed into Woods, Town, Chateau, Improved Position
Not allowed up a slope
Not allowed across Ford, Stream or Span hexside
Not allowed during Mud
Not allowed in Road March
Not allowed through EZOC not adjacent to target hex

All existing rules for performing charges (14.0) apply except where specifically changed by this house rule.

Low Initiative: If the defending stack's highest initiative rating is 2 or less, the charge roll is decreased by 1. If the charging stack's highest intiative rating is 2 or less, the charge roll is increased by 1.

Unsupported Charges: A charge may be made against a hex that is NOT being attacked by other units during the combat phase (Murat at Eylau). In an unsupported charge, OR results convert to Sq *(essentially unsupported charges attempt to force units into square).*

Blown: Cavalry units that receive a 'blown' result when charging are placed in the Recovered box of the Reorganization display. They do not count towards demoralization. They may be returned the map like any other unit via the Reorganization mechanism, with the only difference being that a unit that was Blown while at full strength returns to play at full strength (these units are marked with Charge counters when placed in the Recovered box). Artillery that cannot form square when charged may also be "blown" in this way (foot gunners abandon their guns temporarily).

Light and Heavy Cavalry: Cavalry marked "heavy" or "light" double or halve their strength respectively when charging. Light Cavalry may perform charges.

Charging through friendly units: Charging cavalry may move through one hex occupied by a friendly unit at a cost of +1 MP.

Forming Square Voluntarily: During its turn, a stack containing at least one infantry unit may form square for a cost of 1 movement point (mark with a Square counter). Units in square may not be charged.