

WHAT IS SCENARIO DESIGN?

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The scenario designer in TLNB has important design decisions; such as, the start and end date of the scenario, the orientation and exact boundaries of the map, the counter mix, the first player, and other decisions (*see “Accuracy is not Enough,” on page 28 of [WDM Vol. V., Nr. 2](#)*).

Scenario Design helps make allowance for the outside factors—strategic factors—impinging on the actions of the generals happening at the Grand Tactical level. Special Rules in this category include ALT Reinforcements, pre-programmed March Orders, Victory Points and Victory Conditions in general.

Battles did not evolve in a vacuum. The overall strategic goals of the two sides had a decisive influence on the selection of the battlefield, and the acceptance of battle by both sides. These factors have to be determined by the Scenario Design. The battles evolved where and when they did for reasons that are beyond the control of the gamer and the scope of the game, before the moment the two armies encounter each other on the map.

In most cases, there is a focal point on the map of strategic value, either a town, a bridge, or a hilltop with a commanding view. The Victory Point values printed on the map reflect their strategic importance. For example, Arcis-sur-Aube, with its bridge over a river on a main route, is worth 10 VPs, while the nearby village of Torcy le Grand is worth 5 VPs as protecting the flank of the bridge.



Not all strategic points are given a VP value, but only those which are “in play” and likely to change hands during the game. An important



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location that isn't threatened by the enemy is a part of the background strategic balance.

At Mormant and Montereau, 17-18 February, the strategic advantage lay with the French. Elements at Coalition IHQ were openly advocating for pacification. But between 22 February and 20 March, the strategic balance shifted against France. At Arcis, Napoleon is running out of time, money, and troops. Coalition morale also improved greatly during the last month of the war, while French morale sank.

Just before Arcis the Russian Tsar broke off negotiations despite the war-weariness of Metternich, Castlereagh, and Prussian prime minister Hardenberg, who continued to favor a negotiated peace. Nonetheless, on 1 March the Coalition powers signed the Treaty of Chaumont, pledging not to negotiate a separate peace and promising to assist each other as long as the war lasted.