NAPOLEON RETREATS™

The Campaign in France, Part 2

CRAONNE
LAON
REIMS

March 6th—13th 1814

Scenario Information, Historical & Design Notes

Chapel of the Templars, Laon

v2.04

Study Folder

OPERATIONAL STUDIES GROUP

Napoleon Retreats

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Die Deutschen Befreiungskriege—Deutschlands
Geschichte von 1806-1815, 1907.
Pflugk-Hartung, J. v.: 1813-1815*, Illustrierte*
Geschichte der Befreiungskriege, 1913.
BOX COVER: Hippolyte Paul Delaroche:
  Napoleon at St. Helena
GAME COMPONENTS:
  • 3 Map Sheets 34" x 22" & 1 Map Sheet 22" x 17"
  • 2 Counter Sheets: 560 die-cut playing pieces
  • 2 Booklets: System Rules, Study Folder
  • 16 Player Aid Cards: TRC x9, Initial Set-up x2
  (French & Coalition; front & back), Casualty x2,
  Combat Results x1, Weather x1, Reorganization x1.
  • 2 Decks of 50 Cards each (same as *La Patrie en
  Danger*)
  • Adding the Cards Folder, 11" x 17"
  • Combat Tables Folder, 11" x 17"
  • Orders Slip Sheet/Sequence of Play
  • Victory Worksheet
  • Cards Removed from Deck/Scenario Parameters
  • Game Box
Contact for missing parts: info@napoleongames.com

25.0 SCENARIOS

27 FEB 1814 AM: Napoleon now knew beyond doubt that Blücher's Army of Silesia was heading for Paris. Cutting short his operations in the south against the Army of Bohemia, he set out on an 80-mile, three-day march toward Blücher's last known location, La Ferté sous-Jouarre on the Marne. While Macdonald's 42,000 men contained Schwarzenberg, his force of 35,000 would steal a march on the Prussians.

That same day, Blücher's canvass pontoon boats were swaying under the tramp of warriors crossing the Marne. On the 28th Marshals Marmont and Mortier attacked Kleist's Prussian corps, scoring a victory despite Blücher's late reinforcements.

On March 1st, Napoleon's sudden appearance on the Marne forced Blücher to break off the action and retreat toward Fismes on the 2nd. The Emperor was unable to get the bridge at La Ferté repaired until the 3rd.

Blücher welcomed tidings of two strong allied corps on their way to join him—just in time, as the Silesian Army was beginning to unravel. The bonds of discipline showed signs of strain under recent losses; baggage and wounded were falling by the wayside.

These two fresh corps under Bülow and Winzingerode captured Soissons, opening a line of retreat north over the Aisne river for Blücher. Had Soissons held out for another day, Napoleon might have arrived in time to interfere with the rearguard at Fismes, although Blücher would probably have escaped. The retreat went smoothly and all his troops were across by the morning of the 5th.

After crossing at Soissons and at Vailly (S3219), Blücher deployed along the north bank of the Aisne, while Napoleon moved to outflank him, seizing the stone bridge at Berry-au-Bac (E1205), to march upon the ancient cathedral city of Laon (N0719).

25.1 The Scenario Information

Napoleon Retreats includes four Battle Games and one Campaign Game. Players select a game to play, referring to the Initial Set-up Cards (25.21).

25.11 Scenario Guide:

No.	Scenario	Type	Maps	Turns
27.5	Craonne AtB	Recon in Force	N-S	22
27.0	Craonne DoB	Recon in Force	N	11
28.5	Laon AtB	Demonstration	N	30
28.0	Laon DoB	Demonstration	N	10
29.0	Reims	Raid	E	6
30.0	Fismes	River Crossing	F	8
31.0	Campaign Game		N-E-S-F	125

25.12 Game Equipment Required per Battle:

• one or more map sections (as above).
• a unique selection of counters (25.21).
• a Turn Record Card for each day. The Game-Turn marker is placed on the designated Start turn.
• Casualty Record Tracks, Reorganization displays for both players, Weather, Combat Tables Folder.
• The System Rules, as modified herein.
• Two Player decks of 50 cards each (optional). The card rules (24.0) are included in a separate 4-page folder (25.42—25.44).
• Scenario parameters and list of cards to be removed from decks (25.43)—separate sheet to consult at set-up.
• Orders Slips, Victory Worksheet.

25.13 French Nationalities: The French Player controls units of France (light and dark blue), Poland (crimson) and the Gardes d'Honneur (green field and gray stripe).

25.14 Coalition Nationalities: The Coalition Player controls Russian (Brown) and Prussian (Feldgrau) units. Units of the Prussian and Russian armies cannot stack together at any time or combine in an attack during the Combat Step. EXCEPTION: bombardment and cavalry charges. If units from both nationalities are adjacent to a single French stack, only one of them can be subject to 10.31. The other stacks remain "in contact."

25.15 Coalition Commanders: Prussian commanders may not place officers or units of the Russian Army in command nor give them a March Order; nor may Russian commanders command Prussians. EXCEPTION: The Commander-in-Chief, Blücher, *may* command or give a March Order to any friendly units or officers.

25.16 Silesian Army Sickness Table: *Blücher was very sick; the whole army was running down. Langeron, the senior officer, refused to take responsibility in the absence of Alt Vorwärts.* The Coalition Player must roll 1d6 at start and at each 3AM Night Turn on the Silesian Army Sickness Table printed on the TRC (if any). This table specifies the number of March Orders which may be sent out that turn, and specifies the Coalition Command Ratings for that day (may be less than printed on the counter). If zero, the Commander may still reorganize, facilitate stacking and advances, and move freely.

25.17 French Cav. Brigades with Disparate Vedettes
• The Lacoste and Janssens infantry units have vedettes (the Reims Old Guard and 7 Lancers, respectively).
• The three regiments of Éclaireurs were paired with Lancers. Colbert's div. has the 2 Éclaireur (French) and 3 Éclaireur (Polish). The Polish Vistula Regiment has the 1 Éclaireur (French). OPTIONAL: Exact designations on vedettes may be ignored—use any vedette as needed—draw vedettes from a cup.

25.2 Setting Up the Scenarios

Select the map(s) required for play. Overlap maps in order: 1. North (bottom) 2. East 3. South 4. Fismes (top). All units set-up in supply as Hidden Forces (8.2). Unstacked units may start in Road March at the owning player's option.

25.21 Initial Set-up: The First Player (26.6) sets up first. The units to set-up are listed on the Initial Set-up Cards. Each unit and leader has a separate line showing the 4-digit location at the start of each battle (25.22). This may be modified by Mode Cards (24.5). The units to set-up at reduced strength are listed with an ®. They are treated as having been eliminated and already reorganized. "Com-

position" is for historical interest.

25.22 Hex Numbers: The hex numbers on the Initial Set-up cards show units' location at the start of the scenario. The map i.d. letters precede the hex number. Place all combat units and leaders on the map in the hexes specified. If "Reinf." is listed, the unit arrives as a reinforcement (or as an ALT, 25.51). If "Elim" or "off-map" the unit is not in play. The second player may *adjust* the placement of any one friendly unit into *any adjacent* hex prior to the first player turn (not in an EZOC). The set-up *may* include overstacked hexes. Make sure to observe stacking limits by the end of your first move.

25.23 Reinforcements (19.1, 25.5): All reinforcements are in supply upon entry. Reinforcement arrival is listed on the Turn Record Card as modified by the play of Arrival Cards (24.7). If the Corps designation follows an officer's name, all units of that corps arrive on the same turn (25.53). If a division is listed, all units of that division arrive on the same turn.

25.24 Pontoon Trains: Availability of pontoon trains is specified in the scenario information. Available Pontoon Trains must be set-up within **[7]** hexes of the designated friendly Commander (27.14, 28.14, etc.).

25.25 Baggage Trains: All Baggage Trains set-up within **[7]** hexes of any unit in their respective formation or enter as reinforcements (25.26), unless an exact hex is specified (25.78). Each corps formation has its own dedicated baggage train. EXCEPTION: Small formations of fewer than 4 units have no dedicated baggage train (18.21).

25.26 Train Reinforcements:
• If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive *after* all combat units.
• If part of the formation sets-up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

25.27 Leaders: Leaders set-up in the hex specified, or, at owning player's choice, Commanders may set-up with any Friendly force—Officers in any hex containing units of their Formation—in supply and not in an EZOC. Leaders ignore Mode Cards unless specifically mentioned. Leader cards may be played as "inapplicable" (24.35) prior to the named leader's arrival.

25.28 Vedettes: Vedettes may be deployed at the beginning of a scenario at the owning player's choice, anywhere within *three* hexes of their parent unit (not in an EZOC). The *second* player deploys all available vedettes first, then the first player deploys his vedettes (25.17).

25.29 Commander-Officers: French Leader Ney and Russian Saint-Priest are Commander-Officers (5.23).

25.3 Forces at a Glance
25.31 French Forces

CORPS	CRAON	LAON	REIMS	FISMES
VI	•	★	★	⌐
IC	•	★	★	★
VIC	★	★	•	★
OG	★	★	⌐	★
IYG	★	★	⌐	★
VII	⌐	⌐	⌐	ALT(-)
IIYG	★	★	•	★
GC	★	★	⌐	★
Gd'Hon	•	•	★	★
IND	ALT	ALT	⌐	•

25.32 Coalition Forces
Prussian Army

CORPS	CRAON	LAON	REIMS	FISMES
I	★	ALT	•	★
II	ALT	ALT	•	★
II/2	•	•	★	•
III	ALT	★	•	•

Russian Army

CORPS	CRAON	LAON	REIMS	FISMES
VIII	•	•	★	•
IX	•	ALT	•	★
X	★	★	•	•
XI	ALT	ALT	•	★
VI	ALT	★	•	★
C	★	★	ALT	★
Z	★	★	•	ALT
MB	★	★	•	ALT

KEY: ★ = in play. ALT= Alternate Reinf. • = Not in play. ⌐ = part of formation only.

25.33 Utility Markers: Utility Markers include: 1-Hex, Burnt Bridge, Charge, Check, Control, Corps Demoralization Markers, Delay, Demoralized, Fire, *Garde Recule,* I.P./Construct, In Command, Late Start, Out of Command, Out of Supply, Overrun, Reorganizing, Repaired Bridge, Repulse, Roadblock, Road March, Ruins, Smoke, Square, Suppressed, Weather. Markers are explained below, on the cards or in the Series Rules.
• ***Square Marker:*** Place the Square Marker on any infantry unit that was successfully charged to denote doubled off-road movement costs.
• ***Fire/Ruins:*** See Fire Card No. 16. Roll 1d6 to determine duration of Fire; n = no. of turns (place Fire Marker on the TRC). Rain or Snowstorm extinguishes

Fire immediately; replace marker with RUINS.
• ***Smoke:*** Throughout the duration of Fire, Smoke blocks LOS. Roll 1d6 to determine wind direction. Place Smoke Marker 3 hexes from fire, *opposite* the Prevailing Wind (below). All three hexes are considered blocking terrain. Roll only once per day at the first fire.
  • **1 North** • **2 SE** • **3-4-5 SW** • **6 South**
  EXAMPLE: If wind is from the *SW*, place the Smoke marker 3 hexes from the fire toward the *NE.*
• ***Suppressed:*** (See Bombardment Table Results)
• ***Specialized Command Markers:*** During the Command Segment, place In Command markers for everyone in command. Then give In Command or Out of Command markers to officers as they check initiative. As you go along, place "Check" markers on hexes outside of command range. These will check initiative later on. Red color indicates moveable units (either their full MA or 1 hex). Gray color indicates units out of command and unable to advance after combat. The 1 Hex marker is both red (moveable) and gray (OOC) (25.81).

25.4 Scenario Information Detail
The following information is provided in 27.0—31.0.
25.41 Duration: The game ends with the completion of the last turn specified under "Duration," or may end immediately when all the formations of one side are demoralized or have exited. The Level of Victory still has to be determined (26.2).
25.42 Mode Cards at Start: The number of Mode Cards to draw on the first turn only.
25.43 Remove Cards from Deck: Before play begins remove specified number of cards from each Player's card deck (24.2). See separate list per Battle. On the reverse side is *Scenario Parameters*. This sheet is a summary of info you need to play all the battles.
25.44 Bonus Cards: On the second turn of each battle, each player draws a number of Bonus Cards specified for that battle. If playing the campaign, at the end of each battle, each player draws a number of Bonus cards determined by victory level (26.5).
25.45 Alternate Reinforcements (ALT): (25.51)
25.46 Special Rules: Rules that apply to this battle; at start conditions and map area in play. Picardy-Specific Rules (25.7) apply to all battles.
25.47 Victory Conditions: Victory Points (26.1) are awarded for control of places on the map. Certain VP locations that ***do not*** count in a battle are listed.

25.5 Reinforcements
Reinforcement units (19.1) are placed on the Turn Record Cards, and enter at the mapedge hex specified on the TRC. All units of the formation enter on the same turn unless listed separately, subject to card play, depending on size of formation for large forces (25.53).

25.51 Alternate Reinforcements (ALT): ALT Reinforcements are listed in the Scenario Information by group number. One numbered group of friendly ALT Reinforcements appears for each Alternate Reinforcement Card (No. 29) played. ALT groups must appear in order of priority starting with #1. Each time an ALT group enters, the enabling card is *removed from play* after being scored (26.16). ALT Reinforcements enter at reinforcement entry hexes as noted. They may be accelerated reinforcements listed on the TRC, arriving early (27.53). They may be immobilized forces setting up on the map (27.53, 28.2).

> If not using the cards—roll *two* d6 during the Command Movement Segment of every Recovery Turn: on a result of 2 or 3, you may enter the next group of Alternate Reinforcements listed; if you roll a 4–12, there is no result. If you roll a 2 or 3, your opponent can roll 2d6 to delay by one turn the alternate reinforcements; the delay is successful if he also rolls a 2 or 3.

25.52 Hidden Reinforcements: All Reinforcements enter the map as Hidden Forces. Vedettes may enter instead of their parent LC units.

25.53 Deploying Off-Map Reinforcements: For multi-hex forces awaiting entry, all additional stacks after the first are deployed off-map in a column *(see Glossary),* beginning with the leader at the front of the column, and ending with the baggage (25.26). Reinforcements can enter in Road March at the owning player's option.

25.6 March Orders

One March Order *per player* may be issued prior to the start of any scenario, to any friendly force in play on the map, *if* a Commander of the appropriate army is on-map at the start of the scenario (20.1). Special Rules may alter the number of March Orders at start (25.16). The reduction of MO available to zero removes the 3AM March Order that would otherwise be available.

25.61 Pre-Programmed March Orders: The Special Rules may specify mandatory "pre-programmed" March Orders. These orders represent historical conditions limiting the leaders' freedom of action. They can be removed according to 20.23. One March Order can be changed at night (20.4, 2.2B).

25.62 Late Start Mode Card: If you want to change a pre-programmed March Order and you drew a Late Start Mode Card, the leader will need to awaken first. A "sleeping" leader moves with his units. *NOTE: Any kind of SNAFU can be covered by the term "asleep."*

25.7 Picardy-Specific Rules

25.71 Night Combat: Darkness creates certain exceptions to the rules of Movement and Combat. The "7-8 PM" (and any other turns marked with the diagonal shading on the TRC) doesn't use the Night Sequence, rather the Day SOP with the following modifications:

• There is **No *Command Movement Segment***: All Movement during the 7-8 PM turn is by *Initiative.* EXCEPTIONS: Units with a current March Order in effect (20.4); and Commanders. Commanders can move freely (individually).

• There is **NO *LOS*** during Night. You **must** define attacks before revealing enemy units.

• All "Ar*" and "Dr*" results become **"Shock."**

• Arty. and HArt. may **not bombard** or contribute their strength to an adjacent attack; they may *defend* against enemy attacks as they would during daylight hours.

• Cards are not drawn or played at Night. Movement Allowance at night is 2/3 MPs (inf/cav).

25.72 Weather (WX): Roll one d6 to determine WX on the first turn of each day (or use Historical Weather). Check again each Recovery Turn.

• Historical WX: use the same condition for 6-9AM and for 3-6 PM. EXAMPLE: 7-Mar, Frost lasts for 6 turns starting at 3PM

• Snowstorm renders all Fords unusable for all units.

• Fog reduces MA of all units by 1.

• All listed weather conditions apply each turn until the next WX check. Weather effects do not apply at Night.

• The Maximum MP Cost increase from all effects is x2. EXAMPLE: On 10-Mar. at 12-Noon, Fog, Mud and Ice apply, meaning Cavalry, Trains, and Artillery costs are doubled and *all units* have 1 less MP to spend.

25.73 Double-Team units in Mud, Snow and Ice: *The extra teams were taken from guns left behind.* Doubled MP costs during Mud, Snow and Ice apply to cavalry, trains, and *full-strength artillery* units only. Either player may voluntarily flip over any of his unreduced artillery units to become reduced. Once reduced, double-team units cannot be lifted back to full-strength. There are no double-teams for Trains.

25.74 Small Unit Road March: All units of 3 SPs or less may move adjacent to each other in Road March, even on the same road. They do not require the extra road space of larger units. (EXCEPTION to 7.53.)

25.75 Causeway Hex S0411: Infantry and cavalry in Road March (7.5), leaders and vedettes may traverse the causeway. Consider it a land hex surrounded by lake hexsides. A Dr+ out of the Causeway hex along the road is allowed. Trains, Arty and HArt may not enter. ZOC effects are the same as bridges. ZOCs do not extend into or out of S0411.

25.76 Fortifications: Each hex of Reims and Laon, inside the red enceinte line, is treated as a chateau. EXCEPTION: Unstacked artillery and train units *may* end their move inside the Fortification (15.21). The cities may be entered by units of either side only via a gate *(porte)* hexside, marked by a gray rectangle. Combat

between adjacent enemy units on either side of a non-gated, walled hexside is not permitted. Treat such hexsides as a primary river (4.2). Artillery within walled cities may bombard across the wall (enceinte) hexside.

25.77 Marshal Ney: *After Victor was wounded, Ney became the sole commander of the IYG and IIYG from 8-Mar to 12-Mar.* If either YG leader is captured, the two corps are merged into one YG Corps under the remaining leader. (EXCEPTION to 5.52.) See also (29.37).

25.78 Coalition Baggage: *Blücher was protecting his worn-out troops by employing only Bülow and Winzingerode.* The VI, X, I Pr and II Pr baggage trains must set-up in hexes shown on the Initial Set-up (may move).

25.8 House Rules (Optional)

These House Rules, created by grognards, may be adopted by consensus of players.

25.81 Officer Initiative Checks: If an officer is located 2 or 3 hexes from an enemy unit when he fails his Initiative die roll, the leader, plus all of his units in Command Range may move one (and only one) hex. They are Out of Command. Mark the officer with a "1 Hex" marker (25.33).

25.82 Artillery as Wheeled Units: Treat all artillery like trains, moving at cavalry costs (25.73). Artillery may not enter Slope hexes except by Road or Trail. Artillery may not cross Rivers (even if frozen), or streams, except via bridge, trestle, or Pontoon bridge.

25.9 Team Play

In a multi-player game, one player assumes the role of Napoleon; Coalition Players represent Blücher, Sacken and Winzingerode. The Commanders control their historically associated formations (see Initial Set-up cards).

25.91 Communication Among Players: Players may *not* freely discuss their plans, tactics or strategy unless the Commanders they represent are within *three* hexes of each other.

25.92 Aides-de-Camp: Written notes may be passed between Coalition players. One message may be dispatched per player every friendly Command Phase.

25.93 Objective Hexes: Only place names, not hex numbers, may be specified as objective hexes.

25.94 Arrival Time: Written notes are dispatched during the Friendly Command Phase and are received during a later Friendly Command Phase. Travel time between leaders—*three* complete Turns.

25.95 Victory: After the winning side is determined, each of the Players compares the total VPs that he obtained in categories c-d-f-g-h only (26.11), or VP hexes his units were first to occupy for his side. The player with the highest VP score becomes C-in-C in the next battle, with choice of which side to play and choice of team members.

26.0 VICTORY CONDITIONS

Victory is awarded to the player or team with the most Victory Points at the end of the game. In the Campaign Game, the level of Victory is according to the ratio of each side's Victory Point total (26.23).

26.1 Victory Point Awards

Victory Points are awarded for the conditions listed (26.11). Calculate victory point awards at the end of each Day of Battle (7-Mar, 10-Mar, and 13-Mar).

26.11 Determine VP Totals: VPs are awarded for:
  a) Enemy Combat SPs Eliminated (26.12)
  b) Enemy Formations Demoralized (26.13).
  c) Captured Enemy Baggage Trains (26.14).
  d) Controlled Hexes (26.15)
  e) Total VPs of cards you have played (26.16)
  f) Leaders in a town through the Night (26.17)
  g) Captured Commanders (26.18)
  h) Units that have exited the map (26.30)

26.12 Total Combat SPs Eliminated

At the end of the battle, total the losses in SPs by both sides, including the total SPs in the PEU, Unrecovered and Recovered boxes. Don't count SPs in the Full Strength Holding Box. Subtract the smaller from the larger total. The side losing the least SPs receives VPs as follows:

Difference	VP Award	Difference	VPs
0-4	0 VPs	20-24	4 VPs
5-9	1 VP	25-30	5 VPs
10-14	2 VPs	30-34	6 VPs
15-19	3 VPs	35-39	7 VPs, etc.

When calculating Total Combat Strength count the unit's Full Strength. EXCEPTION: For units *starting* the scenario at Reduced Strength, use reduced strength.

26.13 Enemy Formations Demoralized: Each Player receives [4] VPs for each enemy Formation demoralized at the end of play. EXCEPTION: only [2] VP are awarded for demoralization when the demoralization level of the formation is 4 or less.

26.14 Captured Baggage Trains: The Player receives [2] VPs for each Enemy Baggage Train captured (18.14).

26.15 Control: The Player receives [4] VPs for each *Enemy* Supply Source he controls. Each Player also receives the number of Victory Points printed on the map for each VP Hex he controls. EXCEPTIONS:
• The Scenario Victory Conditions may specify certain VP hexes that do *not* apply in that scenario.
• If a player begins the game in control of an enemy Supply Source, or if his Reinforcements enter there, no VPs are scored for it.
• Supply Sources are ignored where they overlap an adjoining mapedge (that is also in play).

To be considered in control of a hex, a friendly *Combat Unit in Supply* must physically occupy the hex, or be the last unit to have occupied or moved through it. An occupying unit that is Out of Supply at the moment it enters or moves through a hex does not control that hex. To indicate the control of a hex, place a control marker of the proper side in the hex.

26.16 Cards: Add or subtract the VP Value of *each card* you have played during the day, if that card's instruction was actually used, as specified on the card.

26.17 Leader in a town throughout the Night: Each player receives 1 VP for every French Leader or Coalition Commander in a town or a Chateau who will remain there for all three night turns.

26.18 Capture of Commanders: A player receives a number of VPs for each captured Commander equal to that Commander's (printed) Command Rating.

26.2 Levels of Victory

At the end of the battle the totals of Victory Points achieved by the two players are compared as a ratio (French: Coalition), to determines the level of victory—Marginal, Tactical, or Strategic. Divide the French by the Coalition VP total.

26.21 Find VP Ratio:

1 to 2 or less	Coalition Strategic
1 to 1.5 / 1 to 1.99	Coalition Tactical
1 to 1 / 1 to 1.49	Coalition Marginal
1.01 to 1 / 1.5 to 1	French Marginal
1.51 to 1 / 2 to 1	French Tactical
More than 2 to 1	French Strategic

26.22 When Total of VPs is Zero: Convert scores of "0" to "1" in order to calculate VP ratio.

26.23 Levels of Victory in the Campaign Game:
In the Campaign Game at the end of each battle, the winner, Level of Victory and total VPs for each side must be recorded (26.5).

26.3 Exiting the Map

Either Player may choose to exit his units by playing the "General Retreat" card once per game.

> If not using the cards, the Phasing Player may still declare one General Retreat per game (20.5).

Individual units in a General Retreat move to the closest Exit Hex of the appropriate army (20.51). Friendly units may exit where an enemy unit previously exited. The exiting unit pays the Movement cost of the hex it is leaving once again. Exited leaders may *not* reorganize units. Units that exit the map cannot be returned to play EXCEPTION (31.71). Exited units are *not* considered eliminated for Victory Point purposes. Units forced to *retreat* off the map are eliminated.

26.31 VP Award: If he makes a "General Retreat" (G.R.) the Exiting Player receives **[4 VP]** for exiting each friendly baggage train, and **[1 VP]** for every five combat units exited. EXCEPTION: The *total number of VPs* from exiting units may not exceed *the total number of enemy combat units* PEU and UAR. EXAMPLE: The French player exits 25 units. The Coalition lost 5 units, so all five VPs are counted.

26.32 Refugees: After declaring a G.R., all of that player's combat units on the map at the end of the game that have an unblocked Supply Line (17.4) to the active exit hex (26.3) will count as part of the total of exited units. All of his combat units without a Supply Line at the end of the scenario will be counted as PEU.

26.33 No Award: Even if you do **not** declare "General Retreat," you may choose at any time to exit individual units to prevent their destruction, but *unless* they fulfill the terms of 26.31 or 26.32, you receive no VPs.

26.34 Exit by March Order: A force may be assigned a March Order to exit the map.

26.4 Zero Loss Award

The Player receives **[2]** VPs if the total of eliminated SPs in the Friendly PEU + Unrecovered + Recovered boxes at the end of the game is zero.

26.5 Bonus Cards in the Campaign Game

The campaign is comprised of the Craonne AtB, the Laon AtB, 3 Lull Days, and Reims. Score the Level of Victory at the end of each Day of Battle. Each victory will allow the winning player to draw Bonus Cards from his card deck at the battles that follow. 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. The winner's hand should always be equal to or greater than his original hand +1. Shuffle all discards back into the deck.

> Each **Strategic** Victory: **3** Bonus Cards per battle
> Each **Tactical** Victory: **2** Bonus Cards per battle
> Each **Marginal** Victory: **1** Bonus Card per battle
>
> *Each player receives a minimum of 2 Bonus Cards.*

EXAMPLE: The French Player wins a Tactical Victory at Craonne, and a Marginal Victory at Laon. He would draw three "Bonus Cards" (plus the regular cards) on turn two of Reims. The Coalition Player would draw the minimum of 2 Bonus Cards each day.

26.6 First Player

The first player sets-up first. The French Player is 1st Player. EXCEPTION: Laon AtB and DoB (28.16).

27.0 THE BATTLE OF CRAONNE
Struggle for the Chemin des dames, 7 Mar 1814

27.1 Introduction

The French Army was strung-out on the road from Berry-au-Bac, with troops arriving all morning. After 9 AM the first French batteries arrived on the plateau and opened fire. Marshal Ney then launched his attack—too soon—and was thrown back. Victor's troops reinforced him from the march. The 20-day wonders of Boyer de Rebeval's 9th Young Guard division, advancing in tightly-packed and unmaneuverable columns, were decimated by Russian guns.

By 1 PM Napoleon could finally launch a properly-coordinated attack. Fresh formations crossed the Hurtebise farm, backed up by a massed-battery of 72 guns. When it became clear that the turning movement had miscarried, Vorontsov had to fall back. His infantry squares took turns retiring in checkerboard fashion.

Sacken sent forward Vassilchikov's cavalry to cover the retreat, and deployed a massed battery across the plateau, allowing Vorontsov to withdraw safely. After pursuing only 9 miles the French bivouacked toward the western end of the Chemin des Dames.

27.11 Duration: 7 Mar, 9 AM—7-8 PM (11 turns).
27.12 Mode Cards at Start: French 1, Coalition 3.
27.13 Bonus Cards, Turn 2: French 2, Coalition 1.
27.14 Pontoon Trains: French none, Coalition none
27.15 Counter Mix: (25.3).
27.16 First Player: French
27.17 Improved Positions at Start: N4724

27.2 Alternate Reinforcements:

FRENCH
French ALT arrive at N6106
#1. Janssens, Duvigneau, Beurmann, Guérin, Arty
#2. Ledru-Dessarts, Ad Hoc Arty, Compans
#3. Gde depot, Pol. Lanc, 12 Cuir, 122 Line
#4. Chassé/9th Div., Pinoteau, Montfort, Arty/7th Div.
COALITION
#1. BLÜCHER, WINZINGERODE, Borosdin, Pahlen II, 8 HArt, Witt/X, Henckel, Bieberstein, Katzler/IPr, Karpow/C, Balk, Iourkovsky/Z, N1734
#2. KLEIST/II Pr., SACKEN, LIEVEN/XI, N1734
#3. SCHERBATOV/VI, N3434
#4. BÜLOW/III Pr., set up per 6-Mar column but may not move until (a) or (b)—see (27.53).

27.3 Special Rules

27.31 Damaged Bridges at Start: none
27.32 March Orders at Start: The French Player has one (20.1). Mortier/OG and Victor/IIYG have Pre-programmed March orders to Craonne. Coalition (25.16).

27.33 Map Area in Play: Set up all units in accordance with the "7-Mar" column of the Initial Set-up. This scenario uses the Laon-N Map only.

27.34 Winzingerode's Cavalry Reserve Corps: Winzingerode is the commander-officer (5.23) of a temporary cavalry corps with units detached from Vorontsov and Stroganov, additional Cossacks, and Prussians. These units are identified as ALT #1 (27.2), an *ad hoc* formation under Winzingerode's command in the DoB, and optionally in the AtB (27.55). Winzingerode was to strike Napoleon's right, but his corps was delayed getting organized and further delayed by the narrow trails en route to Festieux.

27.35 No French General Retreat: The French Player may not declare a General Retreat.

27.4 Victory Conditions

VPs are earned as per 26.1.
27.41 Control: VP Hexes that do NOT count: none
27.42 Sudden Death: If the French hold both 5 VP locations at the end of any Game-Turn, the game ends.

27.5 Craonne Approach to Battle

Blücher didn't stay around at Craonne after he positioned his forces for the defense. For a more historical action, keep Blücher and Kleist's II Pr Corps within 34 hexes of Laon throughout the game (or at least all day on 7-Mar.).
27.51 Duration: 6 Mar, 3PM –7 Mar, 7-8 PM (25 turns).
27.52 Mode Cards at Start: French 1, Coalition 3. Reshuffle the Mode Cards at 3 AM each day. Draw Mode Cards on the first daylight turn each day (24.31).
27.53 Alternate Reinforcements:
FRENCH
French ALT arrive at N6106
#1. Arrighi/VI, Arty/1Res/VI (Accelerated Reinf.)
#2. BORDESSOULLE/IC (Accelerated Reinf.)
#3. Chassé/VII
COALITION
#1: SACKEN, LIEVEN/XI, S1734
#2: BLÜCHER, KLEIST/II Pr.
#3: YORCK/I Pr.
#4: BÜLOW/III Pr.
Groups 2, 3 and 4 set up per 6-Mar column but may not move until (a) the appropriate ALT card is played to release them, or (b) French forces arrive within 6 hexes of the officer.
27.54 Map Area in Play: Two maps: Laon-N and S. Hex S0101 overlaps N0135; S6101 overlaps N6135.
27.55 Set-up: Set up units on N and S-maps in accordance with the "6-Mar" column of the Initial Set-up. The Russian Cavalry Reserve Corps (27.34) may be activated at the Coalition Player's discretion. E-Map set-ups are used only in the Campaign Game. Do not set-up the French VI Corps *(Campaign Game only.)*

27.56 Tallying VPs at Night: Record VPs for Cards during the Night 3AM turn of 7-Mar.

27.57 Pontoon Trains: French none, Blücher 1, Bülow 2, Langeron 1.

27.58 All other Scenario Info: *(same as 27.1 —27.4)*

28.0 THE BATTLE OF LAON
Beginning of the End, 9-10 Mar 1814

28.1 Introduction
The pursuit after Craonne brought the French army well down the Chemin des Dames. Units were scattered over a distance of 21 miles from Berry-au-Bac to L'Ange Gardien. They would have to advance on Laon by the Soissons road while Marmont marched by the Reims road. The Emperor believed Blücher was on the run and expected only a rearguard encounter. Having recovered Laon, he would use the hilltop position as a bulwark against further advances by the Silesian Army while he returned south to fall upon Schwarzenberg, summoning his garrisons to join him.

In the morning Ney's surprise coup de main on Laon was stopped cold by Russians at the village of Chivy; heavy fighting developed at the foot of the plateau. A thick blanket of fog concealed Napoleon's weakness and delayed Blücher's counter-attack, which he directed from a post in Laon (N0620).

28.11 Duration: 10 Mar, 8 AM—5 PM (10 turns).

28.12 Mode Cards at Start: French 1, Coalition 1

28.13 Bonus Cards, Turn 2: French 3, Coalition 1.

28.14 Pontoon Trains: Blücher 1, Bülow 2, French none.

28.15 Counter Mix: (25.3).

28.16 First Player: Coalition

28.17 Improved Positions at Start: N0922, N1113, N1220.

28.2 Alternate Reinforcements:
FRENCH
#1. Janssens, Duvigneau, Beurmann, Guérin, Arty, N6106
#2. Ledru-Dessarts, Ad Hoc Arty, Compans, N1534
#3. Gde depot, Pol. Lanc, 12 Cuir, 122 Line, N1534
#4. Pinoteau, Montfort, Arty, Chassé/VII, N1534
COALITION
#1. YORCK/IPr., KLEIST/IIPr.
#2. KAPSEVICH/IX
#3. LIEVEN/XI, Borstell/III Pr, N0105

Groups 1 and 2 set up per 9-Mar column but may not move until (a) the appropriate ALT card is played to release them, or (b) French forces arrive within 6 hexes of either of the listed officers in that group.

28.3 Special Rules
28.31 Damaged Bridges at Start: none.

28.32 March Orders at Start: The French player has one (20.1). Coalition Player (25.16).

28.33 Map Area in Play: Set up all units in accordance with the "10-Mar" column. This scenario uses the Laon-N Map only.

28.34 Blücher's Nightmare: If he has two ALT Cards No. 29, the French Player can play both cards at once (EXCEPTION to 24.33). This activates ***all four*** ALT Groups immediately. These appear in two road columns headed at N2019 (Group #1) and N2023 (#2, #3 and #4)—or further from Laon, not within 3 hexes of enemy combat units or vedettes. Draw an extra card next turn.

28.4 Victory Conditions
VPs are earned as per 26.1.

28.41 Control: VP hexes that do NOT count: N4621, N4423. The French player receives either 1 or 2 VP (as shown) at the end of *each turn* his units control each blue VP location. All are under Prussian control at start. EXCEPTION: Semilly on 10-Mar. The Prussians receive no points for control of blue VP locations.

28.5 Laon Approach to Battle
Blücher had 90,000 troops, many sick and weary, demoralized and undersupplied. Napoleon attacked with 40,000 raw but willing conscripts and some stalwarts.

28.51 Duration: 9 Mar, 0300 Night AM—10 Mar, 5 PM (30 turns). Use the 9-Mar and 10-Mar TRCs.

28.52 Mode Cards at Start: French 1, Coalition 3. Reshuffle the Mode Cards at 3 AM each day. Draw Mode Cards on the first daylight turn each day (24.0).

28.53 Alternate Reinforcements: (28.2)

28.54 Map Area in Play: This scenario uses *only* the Laon-N Map.

28.55 Set-up: Set up units on the N map in accordance with the "9-Mar" column of the Initial Set-up.

28.56 Tallying VPs at Night: Record VPs for Cards during the Night 3AM turn of 10-Mar.

28.57 All other Scenario Info: *(same as 28.1 —28.4)*

29.0 THE BATTLE OF REIMS
A Quick Success en passant, 13 Mar 1814

29.1 Introduction
On the late afternoon of March 12th, the situation was grim at IHQ. French losses at Craonne and Laon had been prohibitive. Macdonald was falling back toward Paris, and Joachim Murat, in Italy, had just switched sides. Napoleon reorganized and looked for a way out.

A sudden opportunity arose with the news that Russian General Saint-Priest had captured Reims, re-

establishing the vital link between the armies of Blücher and Schwarzenberg. About 25,000 French soldiers set off on a 30-mile hike from Soissons starting at 2AM. After 12 hours they approached the Coalition outposts in front of Reims.

Saint-Priest had carelessly deployed his 5,500 Russians and 2,500 Prussians forces. When his outposts reported the enemy, he dismissed it as an insignificant cavalry probe.

29.11 Duration: March 13, 4 PM—Midnight (6 turns).
29.12 Mode Cards at Start: French 1, Coalition 1.
29.13 Bonus Cards for Turn 2: French 3, Coalition 1.
29.14 Pontoon Trains: French 1, Coalition none.
29.15 Counter Mix: (25.3).
29.16 First Player: French
29.17 Improved Positions at Start: E5711.
29.18 Roadblocks: E4919.

29.2 Alternate Reinforcements:
FRENCH
#1. Chasse/9/VII, E2534.
#2. Janssens I.D., E0901.
COALITION
#1. VASSILCHIKOV/C (-), E0106
#2. Karpov, 1,4,11 Arty/C, E0106

29.3 Special Rules:
29.31 Damaged Bridges at Start: All bridges across the Vesle River are damaged. EXCEPTIONS: E5710/E5711 and E6110/E6111.
29.32 March Orders: None.
29.33 Map Area in Play: Map "E" only is used. Set up all units in accordance with the "13-Mar" column.
29.34 General Retreat: The Coalition may not order a General Retreat or play the General Retreat Card, No. 9 prior to 6PM or until Napoleon appears in the LOS of a Coalition unit, whichever comes first.
29.35 Night Combat in Reims: *Heavy fighting persisted in Reims after nightfall.* All units engaged in Night Combat against forces inside the city of Reims (5608-6109-6110-5710)—and forces inside as well—have a regular (Day) Command Movement Segment, and may be placed in Command. This is an EXCEPTION to (25.71), first bullet (25.76).
29.36 Supply: Disregard the French Supply Source in E6109—it is used in the Campaign Scenario (31.0).
29.37 Ney's Temporary Corps: Marshal Ney is the commander-officer (5.23) of a temporary corps with units from the ex-Soissons garrison, VII Corps, and YG arty. These units are identified on the Initial Set-up as "Ney's temp. corps."

29.4 Victory Conditions:
VPs are earned as per 26.1.
29.41 Control: VP hexes that do NOT count: E1205. Either side may receive the 2 VP award, at the end of *each turn* friendly units control hex E5709.

30.0 THE BATTLE OF FISMES
Disrupted River Crossing, 4 Mar 1814 / Hypothetical

30.1 Introduction
At the battle of Fismes, Napoleon planned to corner Blücher as he was crossing the river Vesle. The battle of Fismes didn't come off thanks to General Jean-Claude Moreau, the garrison commander of Soissons, who surrendered the city despite orders to defend it to the utmost. Possession of the Soissons bridge allowed Blücher to unite with Bülow and Winzingerode.
30.11 Duration: 4-Mar, Noon—7-8 PM (8 turns).
30.12 Mode Cards at Start: French 1, Coalition 1.
30.13 Bonus Cards for Turn 2: French 3, Coalition 2.
30.14 Pontoon Trains: French none, Coalition 1.
30.15 Counter Mix: (30.34, 30.35)
30.16 First Player: French
30.17 Improved Positions at Start: none

30.2 Alternative Reinforcements:
FRENCH
#1. Arrighi, 1 Res. Arty/VI Corps, F1127.
#2. 9 Div./VII Corps, F1127.
COALITION
#1. WINZINGERODE, VORONTSOV/Z, F2601.
#2. STROGANOV/MB, F2601.

30.3 Special Rules:
30.31 Damaged Bridges at Start: All bridges across the Vesle River are damaged except F0913/F1013.
30.32 March Orders at Start: Each Player has one (20.1).
30.33 Map Area in Play: Map "F", Fismes, is used.
30.34 FRENCH SET-UP
NAPOLEON, Petit, Cambronne/OG, F1424
GROUCHY/VI Cav, F0325, F0326 and F0327.
MORTIER/OG (-Petit, -Cambronne),
MARMONT/VI Corps (-1 Res Div.), within one hex of F0623
NEY/IYG, F1123 and F1124.
VICTOR/IIYG, F1722, F1723, F1724, F1725, F1726, F1826, and F1927.
NANSOUTY/GC, within one hex of F2424.
BORDESSOULE/I Cav Corps, Defrance, within one hex of F2822.

30.35 COALITION SET-UP
BLÜCHER, F1014
YORCK/I Prussian Corps, one unit in each of F0110, F0111, F0211, F0312, F0411, F0512, F0612, F0613, F0713.
KAPZEVICH/IX Corps, F0913, F0914.
SACKEN, LIEVEN/XI Corps, F1013, F1014, F1114.
SCHERBATOV/VI Corps, F1015, F1016, F1017.
VASSILCHIKOV/Cav. Corps, F2016, F2116, F2813.
KLEIST/II Prussian Corps (-JAGOW/2/II), at least one unit in each: F0920, F1119, F1419, and F1618.
BAGGAGE Trains, anywhere north of the Vesle R.

30.36 General Retreat: The Coalition may not order a General Retreat or play Card No. 9 prior to 4 PM, unless Napoleon appears in the LOS of a Coalition unit.

30.4 Victory Conditions:

The VPs are earned as per 26.1.
30.41 Control: Hexes that do NOT count: none

31.0 CAMPAIGN GAME
March 6—13, 1814

31.1 Introduction

The Campaign Game begins with forces set-up in their Craonne Approach to Battle hexes (27.5). Each battle's outcome influences the number of bonus cards you get (26.5). Record VPs achieved on the Victory Worksheet.
31.11 Duration: 6 March, 3PM—13 March, Midnight Use all Turn Record Cards (TRCs) provided (EXCEPTION: 4-Mar.).
31.12 Mode Cards at Start: French 1, Coalition 1.
31.13 Bonus Cards, Turn 2: French 2, Coalition 1.
31.14 Pontoon Trains: Blücher 1, Bülow 2; French, none. (The French obtain one pontoon on 8-Mar.)
31.15 Counter Mix: All forces
31.16 First Player: French
31.17 Improved Positions at Start: none.

31.2 Alternate Reinforcements:

All Alternate Reinforcements from the individual battles apply (27.2, 28.2, and 29.2) on a day-by-day basis.

31.3 Special Rules

Use the individual battle game special rules during the corresponding days of the Campaign. All Special Rules from the individual battles apply (27.3, 28.3, and 29.3), as well as Picardy-specific rules 25.7.
31.31 Map Area in Play: This scenario uses all four maps. Set up *all* units (N, S, and E-maps) in accordance with the "6-Mar" column on the Initial Set-up (31.5).

31.32 Stone Bridge at Berry-au-Bac: The stone bridge (E1205) may not be damaged or destroyed.

31.4 Campaign Game Victory Conditions

The total of VPs is tallied per player after each Day of Battle. See the "Campaign Ratio" Section of the Victory Worksheet to determine the overall level of victory for each Day of Battle.
31.41 Control: VP Hexes that do NOT count: On 6 and 7-Mar ignore Victory Point locations on the East and Fismes maps; on 8-Mar, a Lull day, no VPs are scored. On 10-Mar use 28.41, and ignore Victory Point locations on the East and Fismes maps. On 11-Mar and 12-Mar, no VPs are scored. On 13-Mar use 29.41 and ignore VP locations on the North and Fismes maps.
31.42 VPs for Control: During the night 3AM turn of 8-Mar, 11-Mar and 13-Mar (at mid-night), tally the VPs for locations and record on the Victory Worksheet (28.41).

31.5 Initial Set-up

To start the Campaign, use the "6-Mar" set-up. The Reinforcements shown on the TRC for 6-Mar and 7-Mar. enter from the E-map; ignore all reinforcements entering at N6106 in the Campaign Game.
31.51 Card Deck: During the night 3AM of 7-Mar, 8-Mar, 10-Mar, 11-Mar, and midnight on 13-Mar, score VPs for Cards played. Reshuffle the full Main Deck (24.23) *excluding* all Alt. Reinforcement cards played so far (25.51). Draw Mode Cards each day (27.52).

31.6 Lull Days

OPTIONAL RULE: *After a full day of battle, an army was in need of food, bandages, supplies and reorganization. Nobody could fight while engaged in Recovery and Reorganization. Outposts at these times stopped firing, while some units continued to maneuver. Officers were rebuilding their fighting capability, with troops still missing or foraging.*
31.61 Skip Lull Days: For a more historical and quicker campaign, skip over March 11th and 12th entirely and move directly to the battle scenario start for the 13th (29.0). Use the historical set-up positions for "13-Mar," and implement the other scenario information as provided in 29.1—29.3. (You may similarly skip March 8th.)
31.62 Reduced Strength Units: Indications of ® on the Initial Set-up for the 13th should be ignored in the Campaign Game. Losses will depend on the outcome of the fight on prior days. Carry your losses forward from the 10th to the 13th. EXCEPTION: All units in the UAR, and all captured baggage trains are automatically reorganized prior to the start of the 13th.

31.7 Campaign Lull

Lull Days are March 8th, 11th and 12th. If players opt to play them out in full, start with all forces in their positions from the end of the DoB; continue with Night 3 AM on the Lull Day. Play proceeds either by hourly turns—if Napoleon and most of his forces remain on the map—or, if they have exited, skipping from Recovery Turn to Recovery Turn: 9 AM, 12 Noon, 3 PM, etc. The following rules apply. Card play is suspended and the following Lull Day rules remain in effect until the next AtB or DoB. No VPs are scored during Lull Days.

31.71 Forces Off-Map: *The French Army withdrew to Soissons on 11-Mar., exiting the map at S1734. The Coalition Army was dispersed foraging (28.34, 25.16).* On 11-Mar and 12-Mar the French Player may recover, reorganize and consolidate units off-map (EXCEPTION to 26.3). Napoleon may reorganize units after exiting the map at the Soissons exit (S1734). French units listed in the set-up for 13-Mar will return to play at S3233 on the morning of 13-Mar (see Reims TRC).

FRENCH SET-UP
On-map forces, 13-Mar., Night 3AM turn
  • MARMONT/VI, F1114
  • BORDESSOULLE/IC, F1410
  • Janssens, Rethel Arty, F0914
  • Defrance, E4119.

The following units remain *off-map* and out of play:
  • MORTIER and units of the Soissons Garrison.

31.72 Reorganization of Baggage Trains: During each Reorganization Segment (22.2), on Lull Days *only,* the Phasing Player may automatically reorganize **one** lost baggage train per Recovery Turn. The recovered baggage train enters as a reinforcement at any friendly Supply Source (not in an EZOC). VPs awarded for the original baggage are not lost. Only a Commander, or the appropriate Corps Officer, may reorganize baggage and he cannot do anything else that Command Phase.

31.73 Recovery of Permanently Eliminated Units: PEU may be recovered during the Recovery Segment on Lull Days. Every Recovery Turn the Player may recover ONE friendly combat unit currently in the PEU box. (If there are none, you may select any unit in the UAR instead.) PEU may *not* be recovered:
  • during a Day of Battle
  • during an Approach to Battle
  • if the unit has no dedicated baggage train on map.

PROCEDURE:
During the Recovery Segment make the Recovery die roll (22.12) and if successful move the PEU unit directly to the Recovered Section. Automatic Night Recovery (22.13) does not apply to PEU. Reorganization follows (22.2).

13.74 Reorganizing UAR units: During the Lull period the number of units an officer may reorganize is 4 per Recovery Turn. If the existing Corps baggage train moves, is currently out of play, captured or exited, reorganizing units are subject to a die roll. Roll for each unit attempting to Reorganize; on a die roll of 5 or 6 move the unit to the PEU.

31.75 Consolidation: During 11-12 March, after reorganization, the player can consolidate any two (or more) reduced units of the same initiative and unit type (regular, OG, or YG; infantry, cavalry, cossack, HArt or Arty) into one or more full-strength units. The full-strength of the replacing unit(s) may not exceed the total reduced strength of the consolidated units. Any number of units of the same type and initiative may be consolidated, as long as they are within 3 hexes of each other (none of them within 3 hexes of enemy combat units). The consolidated units are out of play for good and the replacing unit is flipped to its full-strength side.

31.76 Return to Map: All French units reorganized by off-map leaders return to play at S3233 on 13-Mar. after 8AM.

31.77 French Pontoon: A Pontoon Train captured at Soissons is available for entry with any French force returning at S3233 on or after 10 AM, 8-Mar.

The Coalition finally reached consensus on one point—peace with Napoleon was impossible. Negotiations had come to an impasse and were about to be broken off for good. The Emperor still clung to the role of arbiter of peace and war, trying forget his own worst mistakes and pretending 1812 and 1813 had never happened.

The plains of Russia had swallowed up the Grand Army; the battles of 1813 had destroyed another Grand Army, and in the autumn of that year fresh decrees were issued calling another 796,000 men to the colours. The blockade of the Continent pressed heavily on the country, the fields were uncultivated, the factories closed, and business and public works were at a standstill; the deduction of 25 per cent, from all incomes derived from other than military sources, and the great increase of taxation, had brought scarcity to the rich and misery to the poor. The Funds had fallen from 87 to 51 francs; the shares of the Bank were quoted at half their former value, and the rates of exchange on notes were prohibitive. In Paris nothing could be sold except foodstuffs. In the provinces the merchant vessels were unable to leave harbour, and in consequence the manufacturers had their warehouses full. Throughout the country

bankruptcies were common. Numbers of men took to the woods to avoid the conscription.[1]

THE THEATER

Three streams—Vesle, Aisne, and Ailette—run from east to west across the theater of operations to join the Oise, a major tributary of the Seine. The Ailette is little more than a stream, but the Vesle-Aisne is an important line of communication linking the ancient trading centers of Soissons and Reims, both connected by road with Laon—an old hilltop fort from Roman times (the Gallic village of Bibrax, later known as *Lugdunum Clavatum).* The fort successively checked invasions by Belgae, Franks, Burgundians, Vandals, Alans, and Huns. This time it stopped Napoleon.

The game's map takes in the road and river network described above—except for Soissons, a fortified town off map, which surrendered to Bülow on March 3rd.

THE FORCES

French recruitment was far from complete on January 25, when Napoleon prematurely departed for the front. A lack of arms and equipment cost him the ability to field large formations. What remained was a rag-tag cross-section of military personnel, including the dregs of the military schools of scarcely third-line rating. That Napoleon managed to get good results with such troops, when leading them in person, speaks to his magnetic personality. Except for the Guard, the units were thrown together just as they appeared, with very little *esprit de corps*. The untrained youth were enthusiastic but melted away continuously.

Marshal Victor went into combat at Craonne with a brand-new 9th Young Guard Division (3rd Provisional YG), green troops of 20-days service. Their lack of training and unwieldy formations resulted in catastrophic losses in battle. Their coalition opponents, sturdier and older, continued to fill-out their OrBat as it was in 1813.

Napoleon's habitual methods were more suited to the smaller forces and theater of operations in 1814. Every night, around 2 AM, reports began filtering-in with the results of reconnaissances. The positions of friendly and enemy forces were updated on Bacler's map, by moving the variously-colored pins—dimly illuminated by 20-30 candles surrounding the table.

After fixing the positions of all known forces, the Emperor quickly visualized his next maneuvers. Opening their compasses to a standard setting of 20 miles, the Emperor and his assistant measured off a day's march for each corps, assigning them their next objective.

These orders were written up and dispatched by horseback, moving at an average of less than 3 miles per hour during darkness (including delays and wrong turns taken). Napoleon's "span of command" might reach no more than ten or twelve miles before dawn. Shortly after sunrise a corps officer without orders would be likely to begin maneuvering on his own initiative. From that moment on, any orders that might arrive would be out of date as things unforeseen began to happen.

To avoid any mishaps, therefore, the Emperor would need to have his army concentrated on a front of less than 20 miles to insure the arrival of each corps on the battlefield next morning, after three, four, or more hours of marching, not including the hour needed to deploy into march columns and again to form attack columns.

THE SECOND PURSUIT OF BLÜCHER

The Prussian and Russian troops, with their separate languages and customs, were only held together by the spirit of the commander-in-chief, Gebhard Leberecht von Blücher. They had not recovered from the blows received in 30 days of incessant marching and fighting. The army had reached the limits of human endurance, even the headquarters. Napoleon had been surprised that the Army of Silesia could march so fast for the drubbing he gave it in February. The troops he defeated were ragged and sore, many without shoes. Left to themselves, they might just have been beatable—for example, hypothetically, at Fismes. Napoleon underestimated the foe's ability to constantly field new formations, and didn't expect the peevish Bernadotte to allow detachments from his North Army.

26 FEB: Blücher was again on the move. By evening he had pushed Marmont out of La Ferté-Gaucher. Marmont and Mortier retreated westward to La Ferté-sous-Jouarre on the Marne.

27 FEB: During the morning, with a report from Marmont in hand, the Emperor now knew beyond doubt that Blücher was moving forward again. Here was an opportunity to fall again on old Vorwärts and destroy him once and for all. Getting on the move by afternoon to join Marshal Ney north of Arcis, he predicted he would beat Blücher in three days, then turn and push Schwarzenberg out of France. Marmont and Mortier continued to retreat to Meaux, recapturing the town from Sacken's advanced guard and blocking the main road to Paris. The Marshals, with 10,000 men, would hold the Silesian Army while Napoleon and Ney, with approximately 35,000 men, approached their rear. When Napoleon arrived on the Ourcq, he would smash Blücher against the anvil of Marmont and Mortier.

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[1] Henri Houssaye, *Napoleon and the Campaign of 1814.*

While Schwarzenberg's Army of Bohemia retreated eastward, Macdonald and Oudinot, with three infantry and three cavalry corps (42,000 men) remained on the Seine to watch for an offensive movement from the southeast.

28 FEB: Blücher continued marching north and west, arriving six miles east of Meaux, unaware of Napoleon's approaching forces between La Ferté-Gaucher and Sézanne.

Schwarzenberg had sent instructions to the Army of the North, in Belgium, to release Winzingerode and Bülow to Blücher's Army as they moved south into France. Blücher ordered Winzingerode to Reims to protect his communications, and Bülow to take Soissons from the French garrison. As usual the Army of Silesia was spreading out, inviting piecemeal destruction. Marmont and Mortier, now reinforced but still no more than 20,000 strong, were shadowing Blücher to the west, keeping themselves between Paris and the Silesian Army. The two marshals moved north and surprised Kleist and Kapzewitch, pushing them back.

1 MAR: Unaware of Napoleon's location, but respect-ing his opponent, Blücher became concerned for his communications. He moved further north masking Marmont and Mortier at Lizy. Blücher was running out of steam, but he was more than willing to fight on his own terms. Napoleon clung to his primary plan of moving east on Châlons, to attack Blücher's commun-ications, gather up the French garrisons in the east, then move south on Schwarzenberg's LOC. He hoped this would split the Coalition camp and allow a separate peace with Austria. He avoided the fact that while his army was slowly weakening with each victory, the Coalition armies were growing stronger regardless of battlefield results. The Coalition leaders' awe of his military genius and Austria's ambiguous policy would spare Napoleon more than once in the deciding month of the campaign.

Though perhaps the last to realize it, the Emperor's plans were little more than smoke. He hoped to pin Blücher against Soissons, garrisoned by the Legion of the Vistula, 700 Poles commanded by General Jean-Claude Moreau. Soissons, a major crossing of the Aisne River on the road between Laon and Paris, was vital to the protection of the capital, controlling the movement of troops and supplies.

2 MAR: Bülow attacked Soissons and was repulsed. Moreau parleyed with the Prussian general, allowing himself to be "cajoled, threatened and flattered into

surrendering the place without another fight... marching out with his six guns and the honors of war." He didn't even destroy the old stone bridge.

Blücher realized that he had to give up his drive on Paris and try conclusions with Napoleon. He fell back to the line of the Ourcq River, to Oulchy-le-Château, 13 miles south of Soissons.

3 MAR: Napoleon was finally across the Marne at La Ferté-sous-Jouarre, delayed by the lack of a pontoon bridge. Continuing north, Napoleon believed he was pursuing the rear guard of Blücher's retreating army. His lead elements approached the southern bank of the Ourcq with other units still crossing the Marne at Chateau Thierry.

With his army's morale shaken, Blücher ordered the baggage to depart by Fismes and Berry-au-Bac toward Laon. 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. Napoleon expected to catch the flank or rear of the Silesian Army crossing at Fismes.
11 AM: Buzancy. Just six miles south of Soissons, Blücher got news of the fall of Soissons. Unfortunately, the baggage was well on its way to Fismes. Using the stone bridge and his own pontoon train, Blücher crossed the Aisne at Soissons and continued north. The move allowed him to gather in fresh troops and assemble an army of 95,034 men. By evening, Blücher and Bülow were united; Napoleon was still 12 miles away. On hearing of the fall of Soissons, Marmont and Mortier moved their cavalry north but could do little to interfere with Blücher's crossing. Napoleon issued orders to arrest, try, and publicly shoot the offending General Moreau. The campaign ended before the order was carried out.

4 MAR, 7 PM: Napoleon reached Fismes with his Old Guard, two divisions of Young Guard under Marshal Ney and General Nansouty's Guard Cavalry.

5 MAR: The Emperor moved east to the Reims road (N44), grabbing Reims. Marmont and Mortier attempt-ed to retake Soissons. But their attack failed to get be-yond the suburb, and they pulled back to join Napoleon. The French army was concentrated between Fismes and the Berry-au-Bac bridge on the Aisne River, while Blücher spread his troops along the north bank of the Aisne, preparing to fight the 80,000 men he thought Napoleon had with him.[2] Since Blücher's communica-tions with Châlons had been broken, he changed his line through Belgium.

[2] Lawford, James: *Napoleon The Last Campaigns, 1813-15*, p. 92

Napoleon believed he had Blücher on the run. French cavalry drove Winzingerode's scouts off the stone bridge at Berry-au-Bac, on the main highway from Reims to Laon. Blücher was outflanked: but he thought to intercept Napoleon's march on Laon by a move to Craonne. Informed that Blücher occupied the country along the Chemin des Dames, the Emperor decided to test enemy positions on the plateau prior to moving on Laon.

The sixteen-mile Chemin des Dames runs on a continuous ridge leading from the Soissons Road (N2) to Craonne, descending to Chevreux. It rises again as it approaches the Reims-Laon Road (N44). The ridge has an average elevation of 400' above the Aisne valley and varies in width from about 300' to two miles. The marshy valleys and steep slopes on either side made troop movements difficult.

6 MAR, Noon: Blücher obtained reports of a strong French column near Corbény, and false reports of French cavalry reaching Laon. He decided to give battle at Craonne, and pushed his army along the Chemin des Dames. He arrived to find Napoleon already in possession of Craonne, covering his advance on Laon. "Instead of being able to strike into the middle of Napoleon's advance, the Schlesische Armee would now be stuck on top of the plateau like wine inside a corked bottle." [3]

Blücher stationed one infantry brigade on the plateau just west of Heurtebise Farm (4721), with the rest of Vorontsov's Corps in 4621 and 4422; Sacken's Russians in reserve. His plan was to pin the French army frontally with Woronzoff's and Winzingerode's infantry (3930) drawn-up on the plateau, while Winzingerode's and Yorck's cavalry (12,000 horsemen) were sent to attack the French right via Festieux. The infantry of Kleist, Yorck and part of Langeron would be within supporting distance.

Coalition DoB Set-up

The Allied army extended from the ravines of the Foulon (4822) and Ailles (4222). The advanced detachment under Krasovsky held the farms of Heurtebise and Les Roches with the 14th Jaegers holding Heurtebise farm (4721). "This was a crack regiment, with its ranks full of elite sharpshooters from the former combined grenadier battalions of Winzingerode's Army Corps. Two squadrons of Hussars stood to the right. At the village of Saint-Martin (4220) to their front was an outpost of Vorontsov's corps.

About 2 hexes) behind Heurtebise, Count Vorontsov's men formed battalion columns. The first line—13th Jaeger, 24th Div (14 bns under Wuitsch),

and Poncet's Bde stood with its left supported on a crest that dominated the position and spread across a front of 5-6 hexes.

On the right flank (5024) near Vassogne stood Benkendorff with the Pavlograd Hussars and 4 Cossack Regiments.

Winzingerode had assembled 10,000 cavalry at Chevregny (S2501)[4] while Langeron's Corps still garrisoned Soissons.

Napoleon decided on a frontal attack up the Chemin des Dames attacking, he thought, no more than a 20,000-man rearguard. Both flanks would be turned by cavalry; the left from Ailles, from above Vassogne. Nothing went as planned for either side.

7 MAR, 9 AM: The attack began with a cannonade. The Guard batteries had arrived on the plateau to the north of Oulchy and opened fire on the Russian center. The Russians responded in kind, but the antagonists were more than 3 hexes apart and the results of this exchange were minimal.

Ney, mistaking the opening fire as the signal for the flank attack, moved prematurely, before the main forces had made contact and part of the cavalry was up on the opposite flank. Victor was still en route.
11AM: The flank attack faltered. A Russian counter-attack regained lost ground, throwing Ney off the plateau, and it took the intervention of the Guard cavalry to stabilize the situation.

Meanwhile Victor—at the head of Boyer de Rebeval's 9th Division—massed his corps near the small Vauclerc mill (4918) alongside the Old Guard Division and the reserve artillery. Charpentier's division had been delayed because of the sleet-covered roads and was not yet on the battlefield.

Ney personally led a second attempt on the Russian left, this time supported by artillery and Nansouty's attack on the Russian right. Victor's assault on the center finally got underway, putting increased pressure on the Russian front line. The right flank began to give way under combined arms pressure from Victor's infantry and Nansouty's cavalry. On the left Ney's forces once again climbed the plateau.
2 PM: Winzingerode's and Kleist's flanking forces had yet to appear on the battlefield. Napoleon directed Drouot to take his 72 guns from the Guard artillery and destroy the Russian center. Napoleon now noticed Kleist's flanking movement in the distance to his right. Kleist marched by Chamouille and Bievres and was delayed by the state of the roads. Immediately the Emperor ordered the Guard to attack along the Chemin des Dames to complete the victory.

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[3] Uffindell, p. 86

[4] Lawford, p. 92

3 PM: *Alt Vorwärts,* investigating his flanking force, found them far away at Bruyères. He tried to lead them forward himself but the roads were treacherous. Units got mixed-up; traffic jams and wrong turns abounded. Blücher called off the action. Reluctantly the Russians on the plateau began their withdrawal, after holding on with such tenacity. Sacken's 9,000 men never engaged. They retreated in good order on the Chemin des Dames and turned north to Laon, where they would form part of the reserve.

8 PM: The French pursuit ended with forces scattered over the entire length of the Chemin des Dames, Darkness fell as the last Russians reached L'Ange Gardien (S1817).

The French obtained not a single trophy for their efforts. France lost 8,000 men while inflicting only 4,800 enemy casualties, of the 22,000+ on each side actually engaged. Napoleon believed that he was about to finish off Blücher's rearguard at Laon.

8 MAR: Blücher recalled Langeron's 8,600 men from Soissons; Sacken and Woronzoff were ordered to withdraw from L'Ange Gardien up the Soissons Road behind Langeron. Napoleon followed with the main body, while Marmont converged on Laon, via the Reims Road. As night fell it began to snow.

9 MAR: BATTLE OF LAON
On an isolated butte towering 338 feet above the plain, Laon lies astride the junction of the Paris–Bruxelles Road (N2) and the Vitry–Châlons–Reims Road (N44). The old walls made it a very strong fortress. East of the Reims Road, the country is practically level. The plain south of Laon is extremely difficult for transverse communication, owing to the marshy fields in which, though the ground looks solid enough at a distance, a horse will sink to its hocks. The villages in the neighborhood are generally very defensible. Some of them, Bruyères for instance, are old fortified villages, with some of the walls still standing.[5]

EARLY AM: Ney advanced on the Soissons Road toward Laon in the new fallen snow, hoping to surprise the defenders. It was he who was surprised, falling back to Chivy, two miles south of Laon. At his second advance, he had Mortier in support. Their combined forces pushed their way into the suburbs of Semilly. After a stiff fight, Ney and Mortier again retreated around noon.

Outnumbered 2.5:1, Napoleon proposed attacking a strong military position. Bülow with 17,000 men held the suburbs of Semilly and Ardon. On the plain west of Laon, Winzingerode was posted with 25,000 men. East of Laon, Yorck and Kleist defended Athies with 25,000

men. Blücher held Langeron and Sacken in reserve north of the city—an additional 36,000 men. And yet Napoleon's attack with two unsupported forces didn't equal 40,000 men combined. Approximately 30,000 were under the direction of Ney; Marmont had only 8,500 men and 56 guns.

Blücher advised his Corps Officers to create a reserve, to enable a transition to the offensive. "Because of the fog, I recommend to keep the troops massed and to monitor the front with infantry." "Blücher, sick, unable to ride and only succeeding, through a supreme effort of energy, to stand, had settled in the morning on the heights of Laon, near the Abbey of Saint-Vincent, which dominates the country and could, in the brief moments of respite left him from physical pain, direct operations and follow the course of this battle."[6] After the fog lifted, Blücher had a splendid view of the proceedings. He attempted to turn Napoleon's left and failed. During the next few hours the southern suburbs again traded hands as the French attacked, but Bülow's men had increasing difficulty retaining their positions. Blücher now marched his reserve east as he expected the main attack to come from the Reims Road (N44). He still thought that he was being attacked by only an advanced guard.

6 PM: Napoleon threw all his available infantry into Ney's last advance. The results were predictable. Overnight Mortier held Semilly; P. Boyer was in front of Semilly; Meunier and Curial to the left; and Charpentier at Clacy. Napoleon spent the night at Chavignon (Hotel St. Pierre, S1709).

10 AM: Held up by fog, Marmont advanced up the Reims Road (N44), reaching Festieux. By noon he had fought his way to Athies, where he saw in front of him Kleist's and Yorck's Prussians with further masses in the distance. Taking the blazing town by 5 PM he camped for the night, unaware that Napoleon had retreated, all communication with the left wing checked. Remaining in contact with Blücher's advanced cavalry, he was without support and exposed. He could clearly see the Prussians, as they could see his paltry force.

7:30 PM: Marmont was comfortably established in the Chateau of Coucy les Eppes when Yorck launched a combined arms attack that surprised and routed Marmont's Corps at Athies. A small group of French Old Guards-men who heard the gunfire managed to halt the pursuit with the assistance of Fabvier's cavalry. Marmont lost 3,500 men (almost half of his effectives), 45 guns, 120 caissons and most of his baggage.

10 MAR: As the morning dawned, Blücher's health finally broke. The seventy-two-year-old marshal had

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[5] F. Loraine Petre, *Napoleon at Bay*

[6] Maurice Weil, *The Allied Cavalry during the Campaign of 1814*

been sick for several days, and now could hardly give orders. Without their commander-in-chief's tough and fearless determination, a timidity overcame the army staff—a combination of the Chief of Staff's awe of Napoleon, and the need to rest & refit the army.

4 AM: Napoleon heard of Marmont's debacle, and decided to hold his ground against all reasonable hope. He determined to renew his attacks in order to take pressure off of Marmont.

8 AM: Gneisenau cancelled Blücher's orders for the advance. Baron von Müffling found the ante-room to Blücher's headquarters filled with officers, and learned that Blücher's health had collapsed. "Yorck, convinced that Blücher had died and that Gneisenau was concealing his death to mount some sinister intrigue against him, sent in his resignation, changed into civilian dress, stepped into his coach and started driving away toward Brussels."[7] Blücher sent him a few indecipherable lines imploring him to return, and he did.

4 PM: Napoleon's attacks had achieved their goal, and Marmont was able to evade the enemy. As Napoleon retreated on Soissons, Gneisenau watched him go, unmoved by the protestations of his corps commanders, who wanted to follow up their victory.

Napoleon's army was still intact. For his total misreading of the situation, and the risky advance of two unsupported columns, Napoleon was remarkably lucky.

Laon spelled the beginning of the end for Napoleon. It was a bold feint with little chance of success. He had failed to remove Blücher's threat to Paris, while the loss of 14,500 men, 45 guns and 130 vehicles over the four days was irreparable.

11 MAR: Arriving at Soissons unmolested with 30,000 men, Napoleon spent the next two days resting and reorganizing. About 10,000 reinforcements and replacements were picked up: the Legion of the Vistula (1 bn., from the Soissons garrison), 600 Polish Lancers, three cavalry march regiments, two companies of coastal gunners, two companies of sappers, and 1,000 conscripts. A new cavalry unit, the Converged Squadrons Division under Berckheim (1,800 men, Brigades Mouriez and Curely) was assigned to Mortier. Ney's command was reduced to a division thrown together from assorted garrisons (2,900 men under Janssens), an infantry brigade detached from VII Corps under Pierre Boyer, the Vistula Regiment, and the 122nd Régiment de Ligne.

> **Main causes of the Silesian Army's failure to destroy Napoleon:**
> • Failure to co-ordinate forces, exposing individual corps to defeat in detail.
> • Jealousy and suspicion between the Prussian and Russian contingents and between headquarters & 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.

12 MAR, Soissons: The day was used for reorganizing the army. Marshal Victor had been seriously wounded at Craonne; the Young Guard Corps of Ney and Victor were dissolved. The four divisions which composed them—Boyer de Rebeval, Charpentier, Meunier and Curial, as well as Poret de Morvan's division of Mortier's Corps—when consolidated, yielded two young guard divisions, the first commanded by Charpentier, the second by Curial. Both passed under Mortier, who also retained the old guard division of Christiani.

Napoleon learned of the defection of his brother in law, Murat, a great threat to Eugene and the Army of Italy. Then came unexpected news: Saint-Priest had moved from Vitry to capture Reims, providing the Emperor with his favorite dessert, an isolated pawn.

13 MAR: BATTLE OF REIMS
2 AM: In the dark of night Friant's 1st OG division began the march from Soissons. Napoleon followed with the Guard cavalry service squadrons. Marmont with the VI Corps and I Cavalry Corps marched from Fismes at 6 AM followed by the Guard Cavalry, and Friant's division.
8 AM: Ney's infantry—Boyer's brigade, the 122nd Line and the Legion of the Vistula—started from Soissons.

Bordesoulles's I Cavalry Corps led Marmont's advance. After obtaining local guides, the column left the main road at Jonchery-sur-Vesle (3032) and followed a route through Sapicourt (3532) to Rosnay (4030). They began to approach Reims by 2 PM.
4PM: The attack began with Defrance's cavalry and Ricard's division leading the way, with Exelmans's and Colbert's Guard cavalry advancing on the flanks. Bordesoulle's divisions moved toward Bezannes (6018) with Merlin's division in the lead.

"On an elevated piece of ground surmounted by a windmill, the Emperor established his headquarters in the open… The Russians began to advance at about 10 PM. They made a sortie with a tremendous discharge of musketry. Napoleon thought the hour ripe for a counter-attack into Reims itself … He gave the signal, the Cuirassiers dashed into line … the charge was so terrible that they carried everything before them."[8]

Only 10,000 French soldiers were actually engaged against 15,000 Russians. The losses included Saint-Priest, 3,000 of his men killed, and 23 guns. Napoleon's

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[7] Lawford, p. 96

[8] Lawford, p. 97, citing Coignet

losses totaled 700. Paris Morale was somewhat restored. Uffindell says that Reims "offset the impact of his defeat at Laon..."

The Silesian Army on its way south to the Aisne, "came to a sudden halt the next day (14th) after learning of the fall of Reims. Even in retreat, Napoleon was able to keep his enemy in doubt and uncertainty. The Silesian Army didn't stir for a week after its communications through Reims were cut. Only on the 18th, after Napoleon left the area, would it end its hesitations and counter-orders and advance in earnest."

Observing that he had cowed his northern opponent, the Emperor turned back against the lumbering Bohemian Army, flinging two pontoon bridges across the Aube at Boulanges and Plancy on the 19th, and descending on Schwarzenberg's communications. This might drive the Austrians away from Paris once more, but nothing could break the Coalition now.

Napoleon was, as usual, too ambitious. He had not enough men, nor enough time, for such undertakings.

DESIGN NOTES
Kevin Zucker

Napoleon consistently under-estimated his opponents and over-estimated his own potential. That was all about to change at Laon. Napoleon pulled back to Soissons on the 11th—12th to care for the wounded, re-supply, and incorporate reinforcements.

Retreat isn't always something bad. Success consists in retreating correctly, in order to preserve the army and strike again. On the 13th Napoleon came right back and pummeled Saint-Priest's Corps. The French player can win by holding his ground at Laon and then retreating successfully to fight another day. Without Marshal Blücher to stoke the pursuit, the Prussian Chief of Staff, August von Gneisenau, became cautious just when the prize was nearly within grasp, and refused to pursue. Boldly masking his true strength, Napoleon's gamesmanship negated the numerical odds.

The troops of Blücher's army were essentially out of supply. We had to seek an understanding of the situation at Silesian Army HQ and create a rule that would impart the essence of it; to evaluate the effect on the performance of the army in a tangible way. The result was the Silesian Army Sickness Table and reduced Demoralization Levels for certain corps. The "sick" commanders did not always leave the battlefield for someone else to take their place. The reduction to zero reflects the fact that the whole army, the staff, everybody is sick—not just the commander. When Blücher became sick, the other commanders refused to take responsibility. That means, a zero.

The tuileries scattered over the landscape are tile and brick factories. "The clayey soil of our district, admirably adapted to the making of bricks, lends itself equally well to the making of mud. Continually churned by camions and marching troops, it becomes on the highways the consistency of a purée."

OSG's *Bautzen* game from *Napoleon's Resurgence* revealed an interesting snafu in the Bombardment process. Artillery produced the majority of casualties on the battlefield, but our table wasn't contributing its share of destruction. What made Bautzen unique was the heavy predominance of guns and cavalry against a large assembly of French infantry. With a new ARF Step the non-phasing player may bombard each Player Turn. This increases by more than one-third the proportion of casualties from artillery.

The extra half-map for Fismes was added rather late in development. Originally we thought of printing a "Transit Track" to allow for units shuttling across a quiet quadrant. It took a couple months to realise the correct solution. The only town of interest is Fismes, in the center, where Napoleon originally intended to catch Blücher in the act of crossing the river. John Devereaux elegantly developed the Fismes scenario, honing the skills he developed during the *Hal* project, and completed the same for Reims, while the rest of us were fully occupied with the crazy battle of Craonne. Thanks to Andreas Gebhardt for creating the Vassal playtest Module.

Napoleon could muster but a half-formed, green weapon to defend the heart of France. Louis Bélanger and I spent over 6 months trying to gain an understanding of it. Just look at the French Initial Set up Card: not a well-oiled fighting machine with all its Corps, Divisions, and Brigades in order, but a hodge-podge of units in all states of organization, out of muskets and low on everything… except Hope.

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Notes to Combat Tables

Combat Tables