

# Wargame



## Design

Vol IV, Nr. 5

Industry Estimate, 2019

Guard Cavalry at Bautzen

My Roads to Hal

How to use Leaders in Combat

The Unpredictable Occurrence of OSG

# Wargame Design, Winter 2019

Editor-Publisher: Kevin Zucker

Copyright © 2018 by Operational Studies Group.  
Havre de Grace, MD 21078 USA. All rights reserved.

## Wargame Design Special Studies

Various numbers of *Wargame Design Special Studies* are now available. Supplies are limited.

## To Place an Order

email [kzucker1@verizon.net](mailto:kzucker1@verizon.net)  
or phone 1(410) 939-0104  
or securely at [www.NapoleonGames.com](http://www.NapoleonGames.com)

## Order Inquiries

Orders for games in print are usually shipped within 24 hours of receipt. All customers should receive your game within *one week* of our receiving the order. Contact us if your order has not been received in a timely manner.

## Guarantee

If for any reason you are dissatisfied with an OSG product, return it complete and intact (unpunched) along with proof of purchase for a full refund. If your game has a damaged or missing part, send us the damaged component or describe the missing component and we will replace it free of charge.

## Game Questions

Email questions will be answered promptly. **Important:** Begin by stating the specific rules heading in question with its case number, if any.

## COMING SOON!

Publication Date: 14 February 2019

## NAPOLEON RETREATS, 1814

and

## THE ROADS TO HAL

## THE AGE OF EXTINCTION

Humanity could be the first species to document our own extinction, warns the United Nation's biodiversity chief. Huge global biodiversity losses reflect a crisis possibly surpassing climate change. Cristiana Paşca Palmer said people in all countries need to put pressure on their governments to draw up ambitious global targets by 2020 to protect the insects, birds, plants and mammals that are vital for global food production, clean water and carbon sequestration.

# WARGAME DESIGN • C • O • N • T • E • N • T • S •

<http://www.NapoleonGames.com>

Editorial: Dave Demko, Kevin Zucker .....	2
Industry: <b>Wargaming in 2019</b> , Kevin Zucker .....	3
Design Notes: <b>Artillery Reaction Fire</b> .....	4
<b>ARF</b> , Christopher Moeller .....	7
<b>General Retreat</b> , Kevin Zucker .....	11
<b>Guard Cavalry at Bautzen</b> , Kevin Zucker .....	13
<b>All or Nothing at All</b> , Kevin Zucker .....	15
Example of Play: <b>Recovery &amp; Reorganization</b> .....	17
<b>The Unpredictable Occurrence of OSG</b> .....	19
<b>The Roads to Hal</b> , John Devereaux .....	25
<b>Leaders in Combat</b> , Andrew Hobley .....	29

## EDITORIAL

# Evolution in Game Design

We have adopted a new Combat Results Table for the TLNB series, posted on page 13 of the last issue (Vol. IV, Nr. 4). This table has three fewer Ar\* results (removed from the left-most columns) and three new Dr\* results (around 1-1).

The TLNB series started out at Waterloo, a battle where a disadvantaged French army has to attack. So the game has a built-in tilt to the attacking side. The attacker gets to have all the fun! Well, no more!!

ARF was introduced to give the defender something to do, and to increase the importance of artillery. We have tested these changes on the largest battles in the series so far published, and we all agreed they work well.

## The Roads to HAL

Historians have criticised the leaving of 17,000 troops at Hal. We have taken the opportunity to consider this. What if Wellington left a minimum at Hal and brought 10,000 additional troops to Waterloo? We have added scenarios that show what would have happened. I think it will be of interest to quite a few people.

(cont'd on p. 14)

OPERATIONAL STUDIES GROUP

PO Box 267 Havre de Grace, MD 21078 U.S.A.

## INDUSTRY ESTIMATE

# The Wargame in 2019

## The state of wargame producers and their products

**Kevin Zucker**

After a period of stagnation and a game-glut in the 1980's—along with distribution adjustments that almost did the hobby in—the internet revived wargaming starting in 1995. The use of digital printing allowed graphic improvements, continuing to this day. Standards of design and development have continued to advance, although creativity and elegance in design are (seemingly always) rare.

Just to mention a few advances made possible by a new era of communication, we now can access hand-drawn surveys of the French countryside from 1835. We are able to get the Austrian newspapers from 1809. The level of detail we can give to Orbats now shatters anything we had in 1979. The research game is now a whole new world. We can fly over the terrain in google earth to check details. I can ask our artists for a new correction proof, and it's just a few clicks to send a jpg. In the old days, we only got one, or at most two proofs. The list of improvements is endless.

Designers have learned some things. The entire corps of designers are getting better, because we've all been doing this for so long. The hobby is graying, that is true, but OSG is still growing and attracting new customers almost every day.

When I first started researching Napoleon, there were three full drawers of books listed in the card catalog of the NYPL. Between 1975 and 1990, there were very few new books published on the subject; prior to Chandler in 1966, the number of new books had been even less. In other words, interest in Napoleon, among professional historians, had died out.

Several factors brought this subject back to life, and I think a hidden factor might be the wargame itself. This presents a new visualizing tool for the historian.

*Game quality is way up over the 1970's. Better production and better design. There is a wide variety of complexity and size like I would expect from a mature market, plus a good variety of topics to choose from. —Roger Miller*

*The hobby is strong, based on the number of conventions being held, the increase in attendance year-over-year, and the number of younger gamers. The number of companies publishing wargames has also increased. —Lance Cresswell*

**Size of the Market**

*Paths of Glory* is nearing 20K of SALES. For all that glutted market talk WARGAME SALES have grown for many years, print run sizes are going up, more companies are publishing them. GMT can sell 4,000 of any wargame now and that is double what it was 10 years ago.

Active wargamers, based on the following estimates:

Napoleonic wargamers – 8.3% of market.

OSG corelist – 2,200 active names.  
Total active Napoleonic wargamers (worldwide) – 5,000

Total active wargamers (all subjects, worldwide) – 60,000.

One thing that might escape notice is that wargamers drop in and out of active status, so there is a large “Reserve Army” of semi-active or inactive wargamers. I would estimate there are 2 semi-active or inactive gamers for each active gamer, with

semi-active gamers making an occasional purchase about once per year.

Total sales for 2018 can be estimated at around 400,000 units, while the total of the wargame audience (active, semi-active and inactive) is about 180,000. If 60,000 are not buying anything this year, and 60,000 are buying just one game, then the remaining 60,000 are taking up the slack by purchasing 5-6 units on average.

In 1976, it was estimated that 841,000 units were sold (including magazine games), with Avalon Hill accounting for 296,000, SPI 420,000, and all others 125,000 units. The size of the market in North America that year was estimated at 250,000 wargamers, with possibly 50,000 overseas. Since then a world market has evolved, with up to 43% of our games sold overseas, and many high-quality productions coming forth from Europe, Japan, and China.

## DESIGN NOTES

inserting the new step 2A. Artillery Reaction Fire step.

---

**From:** Kevin Zucker <[habitofvictory@gmail.com](mailto:habitofvictory@gmail.com)>

In the Campaigns of Napoleon, both players fire their artillery in each round of combat. Logically, this should be so at the hourly scale of TLNB. Since a round of combat is about 2 hours, however, it seemed like we could just leave that step out. But then we found a battlefield where this simplifying rationale didn't hold up—the Battle of Bautzen, where the Allies had artillery superiority but otherwise were outnumbered 7:4. A weird battle, in other words. The solution that we found was to really correct the sequence of play by inserting the new 2A Artillery Reaction Fire step in place of the Attack Declaration Step now 2B.

In the course of further development discussions, there evolved a change in how an arty unit gets suppressed for bombardment. See below in blue, Step. The effect of ARF as originally conceived was in danger of tilting balance too far toward the defender. For battles with lots of artillery, Artillery was becoming the King (not Queen)...

Here we had the gamey situation in which artillery temporarily knocked out the enemy artillery, and those morons are just standing there because it isn't the Bombardment step.

That is what is wrong with the ARF rule, as originally conceived. The ARF Player gets in a free shot. However, that very act should expose him to return fire. I think there has to be a way to turn the tables on the ARF gunners. Gunners usually would fire on enemy batteries that were firing on them. This must be what Chris was getting at yesterday...

#### D. Combat Phase

Combat is resolved in a series of Steps as outlined below:

**LOS Step:** Both players simultaneously reveal all their Units and Leaders that are within Line of Sight (8.3) of the enemy.

**Cavalry Retreat Step:** Defending cavalry, horse artillery, and Vedettes may Retreat Before Combat (10.2). After defending units have retreated, attacking cavalry may also Retreat Before Combat.

**2A. Artillery Reaction Fire Step.** The non-phasing Player executes bombardment (13.0).

Bombardment Strength may be reduced by Counter-Battery Fire (13.5).

**Attack Declaration Step:** The attacker must declare which friendly units are attacking which enemy units (10.3).

**Bombardment Step:** The Phasing Player executes artillery bombardment (13.0). Artillery that suffers a "Suppressed" result in Step 2A may *not* bombard now.

**Cavalry Charge Step:** The Phasing Player executes cavalry charges (14.0).

**Combat Step:** The Phasing Player conducts attacks (10.0).

**2nd LOS Step:** If opposing forces remain engaged (adjacent) after combat, they remain revealed. Forces no longer in Enemy LOS are again hidden (8.5).

Previously the blue text at Step 3 said "Artillery that suffers any effect..." but that makes for a much larger change than I want. My argument is that a unit suffering a Dr or a 1R is NOT suppressed. A commander in those days usually chooses to keep his men out in the open - and not suppressed, but fully exposed, and ready to engage or maneuver at a moment's notice. So he takes his step loss or his unit moves, but it remains unsuppressed.

Unfortunately, and contrary to my wish to keep things simple, a paragraph had to be added to the Series Rule to cover Counter Battery Fire —a reduction to the bombardment in the ARF step. The first idea was not so elegant, however.

**Counter Battery Fire.** Counter Battery Fire is an extra bombardment for any artillery that is targeted by ARF. CBF is a return bombardment using the bombardment table, against any artillery units that just fired ARF at them. This takes place immediately before even implementing the result of ARF. If the CBF succeeds in obtaining any result in turn, that result is applied, but the phasing battery changes its result of ARF to "no effect."

All of which is getting much too busy and won't work.

-Kevin

Nerdley von Nurdlington-

Whether wittingly or unwittingly, this rule to discourage CBF is a good idea. You could go further and prohibit ARF doing CBF in the first place.

I say that because I've been looking at a lot of artillery specific material this past week. Most sources say that counter-battery fire was in general not encouraged. The chance of a hit being so minimal as to make it a worthless effort and the amount of balls available would dwindle very quickly (only 70 available to 12ilb's for example), leaving too few to be concentrated on their main targets.

So again, consider ARF as not allowed to bombard stacks consisting only of artillery units. That would mean only bombardment against artillery units happens in the players own phases.

Kevin-

I know that CBF was discouraged, but the human instinct for self-preservation would cause gunners to fire back at whoever was firing at them, don't you think? The difference between doctrine and practice. Revised para 13.6 below...

### 13.6 Counter-Battery Fire

Counter Battery Fire is a phasing bombardment, using the bombardment table and rules, against any artillery units that just fired ARF at them. This takes place immediately before even implementing the result of ARF. If the CBF succeeds in obtaining any result, that result is applied—while the original ARF result upon the phasing unit is changed to "no effect."

Brendan-

I was wondering if there's a way to simplify this and *reduce the number of die rolls* involved by doing a simple bit of math, or maths as we Brits say.

If, say, a non-phasing artillery unit uses ARF against a phasing enemy stack which includes artillery, then the strength of the ARF bombardment is reduced by the strength of the phasing artillery - representing automatic CBF. For example, an ARF bombardment strength of 4 would be reduced to 1 if the target phasing stack included an artillery unit with a strength of 3.

In cases where the CBF is equal to or more than the ARF, the subtraction means no effect and player's won't need to roll any die. If the ARF still has some strength after the CBF is deducted, only one die roll would be needed.

If there's a view CBF was discouraged, as Vince says from the sources he has, then you could reduce the effect of the CBF by halving its value and rounding up (or down).

Kevin-

That is a great idea. However...

1. LOS is not always mutual (8.42 and 8.43).
2. Although the results of the bombardment are reduced, there is no chance of the tables being turned.

I think we can cover both of those.

1. If the target has no LOS on the bombarding unit, the bombardment would go in at full strength.
2. If the target has more Arty SPs than the bombardment (after being halved), the two players reverse roles to resolve bombardment in the opposite direction.

I think halving the CBF should be about right.

Chris-

What if target of arf has artillery but is in ezoc?

Kevin-

That would be covered by the existing rule 13.41. If the artillery is alone in the hex, then that would be covered by 13.42. I don't know if that requires special mention.

Brendan's idea was for

The final form of the new paragraph:

### **13.5 Counter-Battery Fire (CBF)**

Artillery Reaction Fire (ARF) takes place during Step 2A of the Combat Phase. The effective ARF strength is reduced by one-half the strength of any artillery in the target hex (rounding fractions down). If the target has no **LOS** on the bombarding unit, or is alone in an EZOC (13.42), there is no CBF reduction. EXAMPLE: an ARF by 4 SPs would be reduced to 3 if the target includes 3 SPs of artillery with a LOS. ARF has no effect if the halved target strength is still **greater** than the ARF strength.

# Artillery Reaction Fire (ARF)

*I can't tell you how much fun I'm having playing Bautzen with the new ARF rules... so many interesting things to think about defensively (and offensively). It's really important, on the attack, to attempt to account for where the defender has his guns deployed. Recon becomes vitally important.*

**By Christopher Moeller**

Here's an example of decision making on offense and defense. I want Sass's corps to defend Malschwitz



These (next page) are the start hexes. Langeron's guys (assuming they activate) will be moving to the Windmuhlenberg (3508). The two infantry in 3312 will head to the chateau of course. What about Zykr and the guns?



(Next Picture) Magdenko will cover 2911. Avril's 16th Div. could move up to 2811 and prevent any bombardment, but that means he will have to either include Magdenko in his attack, or send a diversion against him while someone else goes after the chateau. Either way, Magdenko's guns have pulled some people off of the attack. Meanwhile, Wassilev will cover 2911 from the other side. Zykr will attempt to keep the attackers from engaging Wassilev (Zykr's a 1, so he's effectively useless, but he's behind a crest, so there's a good chance he'll remain hidden from the french and maybe act as a lure or deterrent. Regardless, see what interesting problems and opportunities are presented? So much more satisfying than just sticking as many bodies as you can in a hex and keeping your fingers crossed for a good die roll. It's a better story, and it FEELS right. Feels historically right. feels like the picture I'm getting from reading all the 1813 stuff. The writers were always talking about the guns... "six enemy guns showed up, and stopped the assault until six of our guns arrived and drove them off."

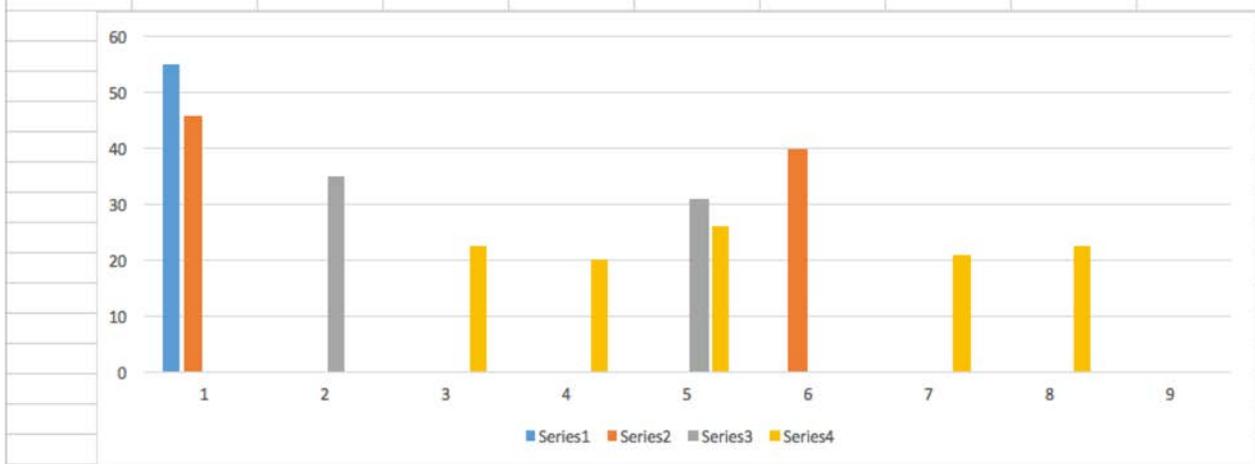


And look what an interesting problem is presented to the attacker. If I were the French I'd want to get some light cavalry into 2811 and 3011 before I did anything else. Alternatively, I'd bring up some large guns and pound away at those batteries while my infantry prepared out of range. Or maybe I'd head along the lake on the west and get into those woods before advancing on the town under cover from that direction. On the other hand, if I'm in a rush, I'll just bring up some big stacks, pas-de-charge head first and take my licks. I think a lot of players will do that at first (since there was no disincentive in the past) and feel **ROBBED** when one of their big units gets reduced, or their attack is broken up by a retreat. That's where gnashing of teeth will come in, but it's okay. Everyone will have to rethink how they play. And I think the play is better. It requires more finesse and patience (or bloody-mindedness if you're on a tight schedule). Can't wait to try Borodino again!

And this is how you get around that defense (below). Of course this supposes perfect intelligence, and emphasizes how important recon work is (because you can stumble into hidden guns). It should penalize the french in 1813-14 for their relative lack of vedettes. Even with this clever attack, Sass held the chateaux :)



ACCURACY TESTS								
RANGE IN YARDS								
PERCENT	600	874	950	984	1039	1093	1200	1350
100								
90								
80								
70								
60								
50	55							
40	46					40		
30		35			31			
20			22.5	20	26		21	22.5
10								



NOTE: If we disregard column G, it appears that there is little change in accuracy at ranges over 900 yards, hovering around 20-26%

## INTELLIGENCE FROM OSG HQ

# The General Retreat

*The TLNB rules are written to be as succinct as possible. However, there are many questions that a gamer might stumble upon. For example, I was in the middle of a game of Talavera when this card was played. General Retreat (GR) is much friendlier than I originally thought and can give a nice tactical option to pull back and reform. I always saw it as a "time to get off the board" type of card, so its value has changed from my POV. I like it!*

—Eugene Rodek

The General Retreat rule currently looks like this...

### 20.5 General Retreat March Order

**(20.51)** The General Retreat March order differs from a regular March Order in the following ways:

- All friendly leaders and units are considered to have the order— including out of command forces;
- The Objective Hex for a given unit is the closest friendly Supply Source under friendly control, tracing the line as allowed by the rules of supply (17.41), or may be a hex specified in the Scenario Instructions;
- The order may be issued during the friendly Command Segment of any day Turn, or at the beginning of the March Order Dispatch Segment (Night AM turns) and takes effect immediately.
- The order may be cancelled at the owning player's option, after being in effect for one turn, for any force(s) in Command and these may maneuver freely.
- Add one (+1) to the die roll for Reorganization of Demoralized forces on the turn the General Retreat is ordered.
- Reinforcements enter normally.
- The order may be issued only once per game, *unless using the cards; a new General Retreat may be issued for each card.*
- Units must remain in General Retreat March Order for at least 1 turn, unless they move adjacent to the enemy.
- Unlike a regular March Order where all units move at the speed of the slowest unit, during a General Retreat MO each unit moves at its own speed.
- *The text of the General Retreat Card (No. 9) is considered a part of the General Retreat rule.*

**(20.52) Exiting the Map:** When your units under a General Retreat March Order actually reach the mapedge hexes that are the objective(s) of the order, you can exit all, some or none. For units that have reached the objective that will remain on the map, the order is cancelled.

The text in blue was just added.

The General Retreat Card reads as follows:

### 9. General Retreat

**Your forces must return to your Supply Source or exit the map (233 20.5, 26.3). On the turn this card is played (only), all Friendly Forces may freely disengage from EZOCs automatically at the start of the coming Friendly Movement Phase. Any and all movement must bring each unit closer (in hexes) to any friendly Supply Source or reinforcement arrival Hex. Add one to the die roll for Reorganization of Demoralized forces.**

Regarding Order cancellation, the fourth bullet says, "The order may be cancelled at the owning player's option, after being in effect for one turn, for any force(s) in Command and these may maneuver freely."

This means that a commander can put all his units into General Retreat whether within command or not, but to get out of the General Retreat order, the commander can only do so with units under his command. It may then take a few turns to get an army back out of General Retreat

Note that only those forces 'In-Command' may shirk the order. So if a formation leader is in command either via the commander's command point or having passed Initiative, he can put troops that are now under his command out of the GR Order, albeit after at least one turn of the order being in effect has passed.

That still leaves the question, whether individual units also have the option to roll to get out of GR?

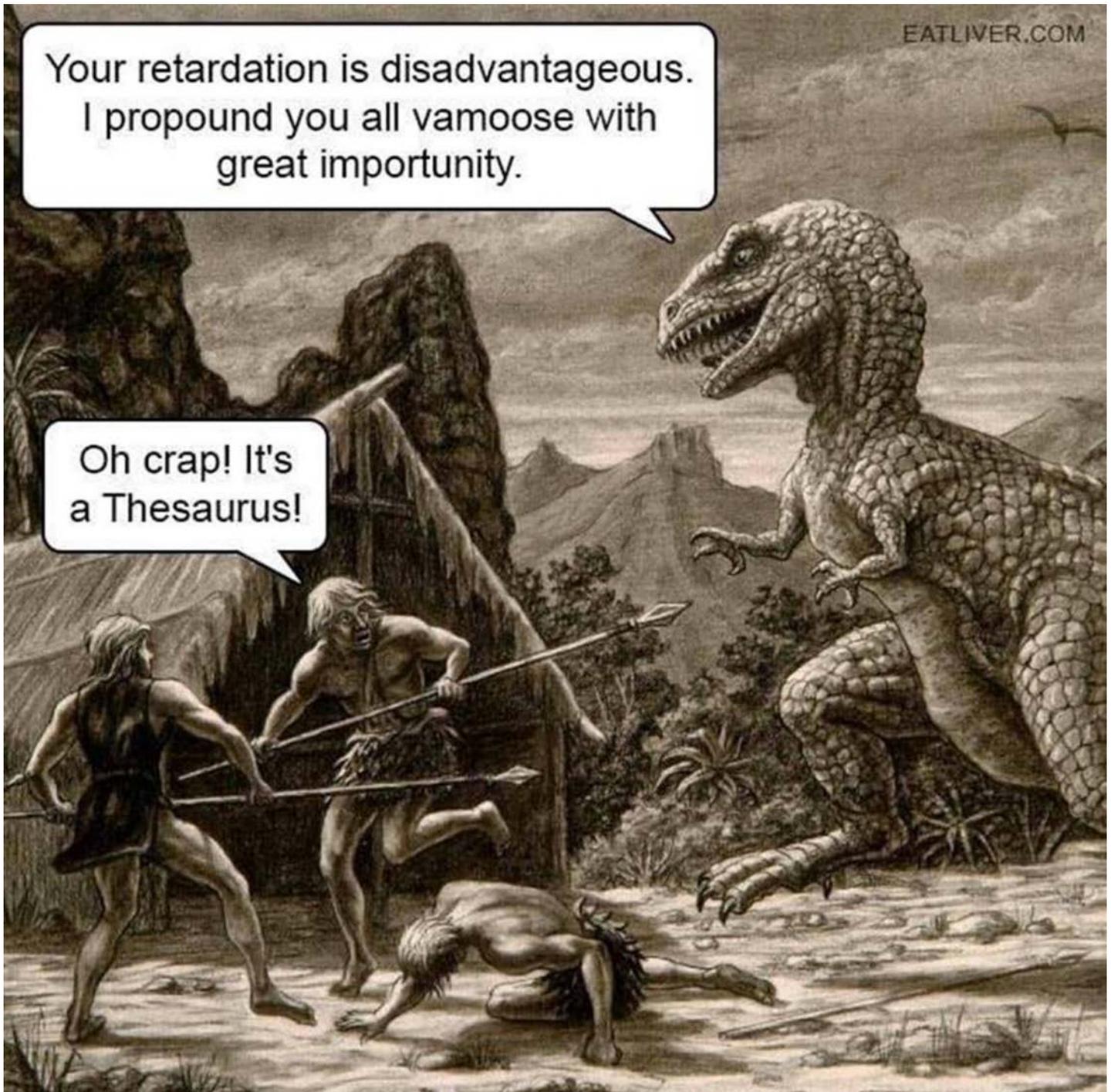
Individual units cannot come out of GR by themselves. They have to have been placed In-Command. A unit that passes Initiative still retains its OOC marker and is never In-Command (such cannot advance after combat, etc).

And yes, individual units that are "OOC" (as well as units from a failed initiative) continue to retreat towards their supply source.

The GR cards says units can disengage from EZOC on the turn the card is played (only). If any units are in EZOC in following turns, they are "stuck".

Regarding the limit upon GR to one per game: When you play the GR card it doesn't count against that limit.

backwards. In other words, they don't have to move. But if they do, each hex entered should shorten the distance to their nearest supply



The GR can be useful, but you must enforce that *any* movement under it is towards the GR objective... no getting flakey on what is a move

source (or GR Objective hex in any Scenario Special Rule) and not some type of gamey sideways move.

# The Imperial Guard Cavalry at Bautzen

Kevin Zucker

In our playtesting, the two 9-7 cavalry units of the Imperial Guard loom larger than life. Napoleon didn't even use these troops during the day of battle. He wanted to pin the Tsar's army along the main front (IV, VI, XI, XII, IC, IG, GC) while conducting a double-envelopment in hopes of bagging the whole army. Instead, the Coalition army slips out of the noose with no problems, "due to their great superiority of cavalry," while Napoleon has two 9-7's that were not committed until 6 PM... weird!

Bowden's *Grande Armée of 1813* lists the following (including officers)  
Guard Cavalry

Lefebvre-Desnoettes: 2,982

Walther 3,774

Both of these units are evaluated at 350 men per SP, the best possible basis in the game. While Bowden shows "Walther" we have d'Ornano, reduced to 3,200 for some reason. But it's the same unit. This unit (see D'Ornano, below), contains 9 squadrons of Young Guard. That should have brought the average basis down, closer to 450 men per SP. That would make it a 7, not a 9. You could make a similar argument, I suppose, reducing Lef-Desn to 8 SPs. But the Polish Guard Lancers were some of the most devoted & stalwart troops Napoleon had.

In fact, the Guard Cavalry was unleashed the day after Bautzen, driving the enemy from the field. "Gen. Lefebvre-Desnoettes, at the head of 1,500 Polish and Red Lancers of the Guard, charged and routed the enemy cavalry. The Red Lancers of the Guard is composed mainly of volunteers from Paris and its suburbs."

—*Bulletin of the Grande Armée, May 24th*

## The Polish Lancers of the Guard

The regiment was sent to Spain, detachment after detachment. The first time the *chevaulegers* fought was on 14 July 1808, during the battle of



Medina del Rio Seco (two squadrons under Radzimiński).

On 30 November 1808 their most famous charge up the Somosierra Pass took place (above). The regiment was included in the Old Guard, remaining in Spain until February 1809. It took part in the retaking of Madrid, and in Marshal Soult's campaign against the British in Portugal.

In the spring of 1809 war broke out against Austria. The regiment marched to the Danube, on 22 May taking part in the Battle of Essling.

On 6 July 1809, during the Battle of Wagram, the light horse again led a charge that enhanced their legend.

In February 1812 the regiment was ordered to Germany. On March 11 it stopped in [Toruń](#). Then on June 21 (enlarged by the fifth squadron formed in Poznań) it crossed the border of the Duchy of Warsaw. The next day in Wyłkowyszki Napoleon issued his order, which began the Second Polish War, with the invasion of Russia.

In the first stage of the war the regiment was assigned to the Headquarters of the Emperor, and one squadron was the personal guard of Marshal Davout.

During the campaign the regiment suffered tremendous losses. In the end of December there were only 374 men with 270 horses left. During the Spring of 1813 the regiment's four squadrons fought at Lützen, Bautzen and Reichenbach while at the same time new squadrons were forming.

Bowden gives the casualties suffered in the Reichenbach combat of 22 May:

Lancers of Berg 24  
 1st Polish Light Lanc 95  
 2nd (Red) Lt Lanc 106  
 Chasseurs a Cheval 11  
 Mamelukes 9  
 Gendarmes delite 4  
 Guard HArt 15

General Bruyeres, commanding the 1st LC Div, reported, "The young, inexperienced troops which comprised for the most part the first brigade of my division were unable to close with the enemy, despite the urging from myself and their officers. Only the 7th Hussars, which are mostly old soldiers, did not panic."

D'Ornano was a distant cousin of Napoleon's who ended up marrying Marie Waleska in 1815. He served in Spain from Sept 1808 until recalled to Germany, to take command of the 16th LC Bde in General Watier's Div (Mar 1812). In 1813 he was promoted to major-colonel in the Empress Dragoons of the Imperial Guard. In the final years of the Empire he would command the 2nd and 1st Guard Cavalry Divisions. He took command of the 2nd Division when, on May 1st, 1813, Bessieres was killed and Walther took command of the Guard cavalry.

A quick glance at Mortier's Corps (see Initial Set-up), will reveal several more units rated at 350 per SP. Those are good units; again, you could make the argument for 400 men/SP and that would shave several points. Take a look at the counter mix from *NLG*. There you see *only* the OG 1 and 2 Gren, 1 and 2 Chass, rated 350/SP.

(cont'd from p. 2)

### Genesis of OSG

On page 19, the article "The Unpredictable Occurrence of OSG," uncovers the mists of time. The ideas running through the essay are:

1) creativity problem-solving while doing things like making games, writing books, figuring out where to live, etc.

2) collaboration with other creative people: together on a project, in parallel on similar projects (games at SPI), in a student-teacher setting, or independently while learning how others do things (John Young proofreading, Tom Walczyk playtesting).

3) creative genre-mixing, e.g. a musical sculpture, a book that's also a game, movement that's also music-making in Eurhythmics

For those who would like to see Dr. Bob demonstrate Eurhythmics, follow the link to a video: <https://youtu.be/LJphtxecFsQ?t=62>

While designers at SPI avoided game design as a conversation topic, they could see what each other was doing by way of developing or play-testing or contributing to a Quadrigame or merely being in the same room. As production manager KZ enjoyed an over-the-shoulder point of view.



# All or Nothing at All

Kevin Zucker

OSG's forthcoming "Napoleon Retreats," covers the Battles of Reims, Craonne, and Laon. At Laon, Napoleon was attacking 100,000 allies with barely 40,000 of his own men. He persisted in this attack for two days, 9-Mar and 10-Mar. He escaped without being pursued because of sickness at Army of Silesia headquarters and among the allied rank-and-file.

Since it is all-too-obvious what would happen to Napoleon in the game without a special rule, we had to seek an understanding of the situation and create a rule that would impart the essence of it.

Unlike a historian, we have to evaluate the effect on the performance of the army in real, factual terms. Most of our sources do not seem to be aware of the full import of the sickness in the Silesian Army.

Nafziger doesn't even mention it. He merely concludes that, "for some unknown reason, Blücher chose not to pursue."<sup>1</sup>

Andrew Uffindell mentions the appearance of the Allied troops, quoting Müffling, Blücher's General-Quartiermeister: "Our men looked peculiar. Their gaunt faces were blackened from the smoke of bivouac fires and had long been strangers to the luxury of a razor, but had an expression of energy and physical strength. They wore tattered coats, badly patched trousers, unwhitened or unblackened leather straps, and had unpolished weapons. The cavalry rode thin, ungroomed, but spirited horses, and everything looked really geared for war."



Uffindell relates, "Deeper and more destructive problems blighted the Schlesische Armee's leadership. Many Prussian generals resented the power wielded by Gneisenau and other headquarters officers. Gneisenau himself lost his usual boldness under the influence of a close colleague, General-Major Hermann von Boyen, Bülow's Chef des Generalstabes."<sup>2</sup>

Uffindell addresses the matter of sickness in his account of Laon's second day.

"Blücher's headquarters issued orders for a bold outflanking move for the morning of the 10<sup>th</sup>... Yet by daybreak Blücher had become too sick to leave his room, and suddenly lost interest in life. Several other senior officers fell ill at this time. Blücher's General-Quartiermeister, Müffling, had been suffering intermittently from fever for the past two days. The strain of the campaign, and the recent freezing temperatures, were taking their toll.

Blücher's collapse unnerved his subordinates. Gneisenau (left), the Chef des General-stabes, effectively commanded the army, although since he was too junior to do so openly, nominal authority remained with Blücher. Suddenly saddled with responsibility, Gneisenau cancelled the plans to outflank Napoleon, and settled instead for the safe and unambitious policy of holding Laon.<sup>3</sup>

F.L. Petre writes, "Curiously enough, this desperate measure did have the effect which the Emperor had no reasonable right to expect.

"That it did so was mainly due to the physical breakdown of the Prussian Field-Marshal. The old man, racked with fever, and rapidly becoming temporarily blind with ophthalmia, had with difficulty kept himself going at all on the 9th.

<sup>1</sup> The End of Empire, p. 269

<sup>2</sup> Napoleon 1814, p. 85

<sup>3</sup> Napoleon 1814, p. 94

At midnight he was still able to issue orders, sending Yorck and Kleist after Marmont on Berry-au-Bac.

“Gneisenau, returning to Blücher's observation post of the previous day, saw that the Emperor was not yet retreating. He dreaded the responsibility of carrying out the bold but undoubtedly correct manoeuvre ordered at midnight. Notwithstanding the remonstrances of the staff, he, about 8 a. m., cancelled those orders.<sup>4</sup>

Under the heading, “Gneisenau cancels the orders of Blücher and stops the pursuit,”<sup>5</sup> Maurice Weil writes: “But when the day had lifted and the mist had cleared, Gneisenau, to which Blücher

sick, bedridden, exhausted by the effort he had to stay up the night before, had delegated his powers. Gneisenau, already informed by the reports of the outposts of the presence of the French army, had gone to his observatory the day before and had found that, far from thinking of retirement, the French were preparing, on the contrary to renew their attacks. Despite all his knowledge and all his energy, Gneisenau, scared of the responsibility that weighed on him,

had been from the night before trying get the Field Marshal to recall the dispositions sent to the corps commanders. Müffling (above) tells us that Gneisenau, “finding it too bold a project”, said that such an operation could lose everything and furthermore he said, the Field Marshal being very ill, he could not, as his replacement, his delegate, take upon himself such a responsibility.

James Lawford<sup>6</sup> presents the most complete view.

“On the morning of the 10<sup>th</sup>, Müffling, himself recovering from fever, ‘repaired to the Field Marshal whose large ante-room was quite filled up with officers. Among them I observed many Russian generals... and those croakers who are to be found at all headquarters when great events frighten them.’ Wondering about this curious conclave he learned to his horrified amazement that all forward moves had been cancelled. Blücher's health had finally collapsed. His eyes were swollen and he could scarcely see.



Convinced he was dying, he refused to consider any military matters or give decisions, considering such matters irrelevant for one about to enter a new and better world. Gneisenau, his Chief of Staff, was distraught. Langeron, the next senior, knew himself to be incapable of exercising the authority of a commander-in-chief. When he saw the ailing Blücher he cried with more force than tact, ‘For God's sake, whatever happens let us take that corpse along with us.’ The Chief-of-Staff on his own initiative dared take no positive action. For the next few days the Army of Silesia lay paralyzed. 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 to Brussels.”

One key to good design is to avoid all-or-nothing when it comes to such critical matters. Not “All Coalition forces are demoralized,” but “All Coalition forces have their forward supply line halved.” This achieves much of the desired effect, while leaving it up to the player to work within that stricture and discover

what's possible.

Again, not, “No coalition forces may be placed in command on this day,” but consult the “Army Sickness Table” to learn whether your various commanders will have their full command rating that day.

Command and Supply are both critical matters in the game. Command is a force multiplier, while a lack of supply removes one's ability to advance after combat. In other areas, you can and should make all-or-nothing rules. Weather effects, for example—mud always prevents cavalry charges. But charges are relatively infrequent.

Look at the matters that a game designer gives the most attention to. If this attention is spread around haphazardly, the design intent may not be clear. In TLNB, Command is important enough that the player will gladly accept the design overhead – it's worth it for him to absorb the rule, find the table, and roll the die, for the chance of preserving Blücher's effectiveness.

<sup>4</sup> Napoleon at Bay, p.146

<sup>5</sup> The Allied Cavalry in 1814, n.p.

<sup>6</sup> Napoleon, the Last Campaigns, p. 96

## EXAMPLE OF PLAY

## Recovery and Reorganization

Vince Hughes

It is the Recovery Phase of the Allied Player in the *La Patrie en Danger* scenario "Brienne". This is the first scenario of the campaign, so there are no previous permanent eliminated units to consider from previous battles.

The Allied player wishes to Recover units in the "AWAITING RECOVERY" box.

They are from two formations: Russian IX - Olsufief and Russian C - Vassilchikov.

Vassilchikov's formation has just two units in the Awaiting Recovery Box" Vadbolski and Kozlovski, both are 2-7 Light Cavalry. There are no further casualties on that formation.

This means 2 x 2SP's = 4SP of casualties which is less than the 6 SP required for that formation to be Demoralised. As the formation is not Demoralised, it will follow the standard Recovery procedure.

A dice is rolled for both. They both have an Initiative of '3'.

Vadbolski rolls a 5 whilst Koslovski rolls a 2.

Vadbolski has rolled higher than his Initiative and thus stays in the Awaiting Recovery box.

Koslovski has rolled under his Initiative value of '3' with a 2 and is now moved to the 'RECOVERED UNITS Ready for Reorganisation' box. Make sure he is on his Reduced side.

### Do not adjust the Demoralisation Track Yet

Now to Olsufef's formation. These have taken a pounding. Already Poltoratzki (2-4), Tuchanowski (1-7) and the 15-13 Artillery unit (3-4) are in the Permanently Eliminated box and destroyed. That = 6 SP's on the Demoralisation track. PLUS, they have Yushkov (3-4) and Melnikov (2-4) in the Awaiting Recovery box for another 5 SP on the Demoralisation track. A

total of 11 SP registered on the Demoralisation Track!

This formation is Demoralised on a total of 9 SP. So they are already in a Demoralised state as we enter this Recovery Phase.



Yushkov has a printed Initiative of '3' and Melnikov has a '2'. Although Demoralised, a Recovery Check is an exception to the minus 1 in Initiative for Demoralised troops (rule 21.2). So they still use their printed Initiative for this Recovery roll.

Yushkov rolls a 3, equal to his Initiative and Melnikov rolls a 1, which is less than his Initiative. Both units pass and are now moved to the Recovered Units Awaiting Reorganisation box.

Recovery Phase is complete. Onto the Reorganisation Phase.

So now, in the Awaiting Reorganisation Box you have Koslovski from Vassilchikov's C Formation and Yuskkov and Melnikov from Olsufef's formation.

Vassilchikov is located adjacent to an enemy and therefore in an EZOC. He cannot Reorganise (rule 22.23).

However, Bluecher, the Commander is 3 hexes from Vassilchikov and not in an EZOC. As Bluecher is within command range of that officer (again 22.23), he can Reorganise Koslovski. The reduced Koslovski is placed in Bluecher's hex. Because Bluecher is a Commander and not an Officer, he is NOT marked with an Out of Command marker.

Now that Koslovski is back on the map, the Demoralisation Track for C Formation is now reduced by the full SP value of Koslovski from 4pts to 2pts on the DEM Track, even though he is reduced (21.3). Should Koslovski be eliminated in his reduced state later on, the Dem.Track is increased by his FULL SP value again.

Olsufef, who is not in an EZOC now needs to consider Reorganising Yushkov and Melnikov. I say consider because for different games, he will consider differently. That's because as shown above, his formation is Demoralised and a Reorganisation attempt can actually eliminate these two units if he rolls a 5 or 6 for either of them.

In a Day of Battle scenario, it is a no-brainer and he WILL attempt Reorganisation. There is nothing to lose by it.

In a campaign game, he might decide to leave them where they are in the awaits Reorganisation box. That's because he will avoid eliminating them with the Reorganisation dice roll for demoralised units and they will not count as PEU for the next scenario.

However, he decides to Reorganise. But again, he should think carefully. If you remember, his formation had 11 SP on the DEM track. The formation became DEM at 9SP. If he successfully Reorganises Yushkov first (worth 3SP), he will take the formation dem TRACK down to 8SP and out of demoralisation. This would mean Melnikov could Reorganise without that dreaded 5,6 elimination dice roll.

He rolls for Yushkov a 3-4 unit and gets a '5'. Yushkov is now permanently eliminated and the DEM track stays at 11 pts. So he has to roll for Melnikov a 2-4 unit. It's a 2 and therefore Melnikov is Reorganised safely. He is placed on Olsufef's hex in his reduced state. Olsufef is given an Out of Command marker. The DEM track is reduced by 2pts (Melnikov's full strength value). That brings the DEM track down to 9pts but means Olsufef's formation is still demoralised as their limits is 9pts or higher.

## THE ROAD TO HALLE

### NEW EXPANSION KIT FOR *NAPOLEON'S LAST GAMBLE* ... PRE-ORDER NOW~

This expansion kit adds one 22x34 map (WX) to the battlefield area and will extend from Brussels to west of Hal, overlapping the (N) and (NX) maps and a 4-page study folder with three scenarios:

- **Expanded Waterloo Scenario:** June 18th. Allows Napoleon the option of flanking the Mont St Jean position at the risk of freeing up the 17,000-man Hal force.
- **The Fields of Hal Scenario:** June 17<sup>th</sup>–18<sup>th</sup>. Hypothetical battle in the Hal environs (below). Can Blucher affect the outcome? Wellington believed that this area was the most likely location for the culminating battle, rather than Mont St Jean.
- **Extended Campaign Scenario:** June 15<sup>th</sup>–19<sup>th</sup>. Provides Napoleon and Wellington with more operational options, more area to defend, more room for maneuver (and more room for error).

In addition, several **Turn Record Charts and Anglo-Allied Setup Cards** account for the added map and associated arrival times on the WX map. No additional counters are required.



# The Unpredictable Occurrence of OSG

Kevin Zucker with Dave Demko

I worked at SPI from 1 Oct. '72—for the first four months as a developer, mostly with John Young as designer.

SPI was my second job in wargaming. In 1971 I helped found *Conflict Magazine*, which I edited for the first 2 issues. I got the job offer from SPI when I was living in La Jolla CA, 300 steps from the beach. There was sand where the sidewalk would be. Would *Conflict* be able to compete with the big New York outfit, SPI? Would I become a beach bum? Probably.

I left those possibilities behind for NY. I arrived aged 20 years, 3 months. My dad cried. A little bit. Moving to NY from CA was like being from another planet. I didn't like Bob Dylan, Springsteen or Billy Joel. I was from Northern Cal. Completely different sound and way of life.

As Mick Jagger said, "Welcome to the BIG Apple! Don't mind the maggots..."

I was glad to be there anyway, but the adjustment was challenging. I didn't even know how to operate a pay washing machine, or how to buy "suds" from the wall-mounted dispensing machine. How to buy a token for the subway. How to find a place to live on the SPI salary. You needed a roommate with a rent controlled apartment.

But none of that really mattered and one thing made it OK. We were working on games, doing research, living by our wits, by our creativity and imagination. I think if you follow

those things, your life will be better. Be an artist.

SPI was a hothouse for creativity. It didn't pay well, but the work was challenging and required creative thinking. There was such a concentration of talent, the multiplier on each person's ability was at least double, because

someone might have an idea that didn't fit their own project but would fit yours.

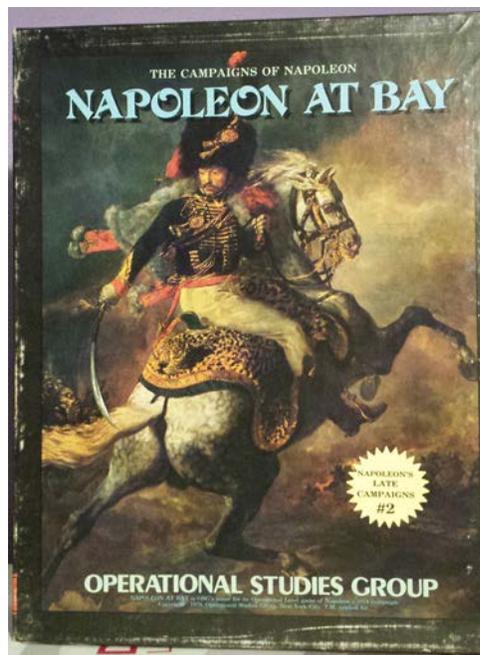
There was an unwritten rule at SPI not to talk about design. We talked about schedules (a lot), and whether we were going to make it to the printer. John explained how to proofread. The concept he described sounded a lot like the Japanese Zen idea of Satori, where you just lightly gaze at the printed page (it doesn't work on computer screens), without reading even a single word.

Returning from time-off spent traveling and studying, I became production manager, completing two annual cycles ('74-'75) of 24 magazines, 12 issue games, 24 boxed games; if you count a quad as 4

games, a total of 72 games in 2 years.

Once you created a page, whether rules or magazine, you simply could not afford to add a paragraph anymore. So the development process "froze" once typesetting had commenced.

Actually, for urgent cases I could sneak-in critical changes at the last minute with my



In the course of editing over 100 games I came to know something no one else at SPI knew—where all the best ideas were. After I left SPI I borrowed many of those great ideas—attrition, administrative points, and others—and blended them together in my own way to create the first OSG game, *Napoleon at Bay*.

—WDM Vol. III, Nr 1, page 3

trusty X-Acto blade. This was back in the days when “the issue” was a pile of illustration board and photo-stats on acetate overlays. The issue was 64 pages (four signatures of 16pp.). By the time it was ready to be packed up and shipped to the printer I could tell you what was on every page.

There would be discussions, usually with the developer, if a missing counter or table was discovered, or an impossible Victory Condition, or reference to a rule that didn't exist. I usually re-typed the entire rules; this helped me catch things I might have read over.

*S&T* issues in 1975 were printed on a web press, but we had to pay thousands extra for press time if we were late with the issue. That tight deadline really hurt the issue games.



Irate *S&T* Subscribers on 23<sup>rd</sup> Street

The credits to the original OSG *Napoleon at Bay* is all SPI luminaries: Tom Walczyk, Ed Curran, Frank Davis, David Isby, and Jay Nelson. Those guys had all quit SPI before they came to work at OSG. *S&T* subscribers likely were not surprised to see Davis and Curran mentioned in the *Napoleon at Bay* credits since they designed *Frederick the Great*. Walczyk has co-design credit on *Bonaparte in Italy* and the two capsule-sized sampler games, *Battles of the Hundred Days* and *Arcola*.

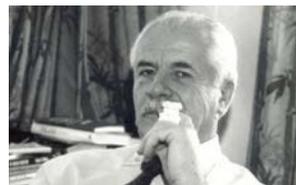
A lot of us did leave SPI around the same time. I departed in January of 1976 and became a bum, sort of, working part-time in two bookstores and studying music composition.

Jay Nelson left shortly after. He was living above a theater at 83 East 4th Street. Jay got free rent in exchange for cleaning the theater after each performance. He had all these little actresses running through there.

Before that Jay had lived in an old abandoned radio sound stage from the 1940s. I think he was squatting there. So Jay had the right idea on how to survive. We had a great time hanging out and playing chess, walking for miles, sidewalk superintendents. One time we got panhandled, and we both, by pooling our resources, were able to scrounge together 38¢. “That ain't money, that's CHUMP.”

There were meetings with all the former SPI staff credited in the *NAB* game. We wanted to start producing wargames inside a spiral bound book, with a slipcase, that would also include an extensive study of the campaign. Something between a regular wargame and one of the green-covered WWII Official histories with the folded maps in the back, in the series called *United States Army in World War II*.

Our product plan required a way to bind everything together, so that it would look like a book. And this would be a marketing strategy to get the games into mainstream distribution. In those days lots of people read books; to this day books are considered more “serious” than games. It shouldn't look like a game, in other words. We never could figure out how to handle the complex physical production for the spiral book product. We made a comp and took it around, but it required too much hand-work to make it feasible. The comp had a slipcase, to hold a bound book (study) and a spiral-bound compendium of rules and all the parts. The OSG Special Studies are like the books that would have found their place in the slipcase.



I went to see George Blagowidow, owner of Hippocrene Books—the distributor of SPI games—and “The Complete Strategist” chain of game stores.

George put in an order for 800 copies of *Napoleon at Bay*. Armed with that order, I went to SPI's printer, Seymour Goldberg of Reflex Offset. He in turn offered to print 2,000 copies knowing that the proceeds from Hippocrene would be sufficient to cover the print bill. Without that initial order from George, OSG would never have been.

Jay and I took *NAB* (ziplocked) to Origins '78; our booth was directly opposite SPI. They quickly ran out of their expensive new game, *The Next War*, by Saturday morning. When the gates opened, throngs of gamers recoiled from the SPI

booth with money in their hands. We sold 250 copies at that show.

Ed Curran and Tom Walczyk had worked together on play-testing. Ed was getting married and the fiancée wanted him to get a real job as an accountant. So he was out of the picture. Tom was the most thorough, sitting all day with a game and playing every possible opening four or five turns. He would analyze the best strategy and the most extreme ones. Then he might just run the first turn over and over to see what happens if you change this or that. When Tom playtested your game you knew you could trust that it would play.

Jay was the developer I preferred to work with. He is really responsible for everything that was good in the original *Nap's Last Battles*. I was still in my “throw out ideas and see what sticks” phase. Jay, however, had a sense for the overall shape of a design, and he wasn't afraid to throw out most of my ideas. “*The designer proposes, the developer disposes.*” —J.A. Nelson

In January of '79 I got Epstein-Barr virus which comes on with 105° fever. When I went back to OSG after five weeks I could barely find my way home on the subway sometimes.

Frank Davis moved to Baltimore and I followed him there. Frank told me the folks at Avalon Hill hardly required one new game a year from their design staff (he himself had produced nothing in his first year), where we were used to producing so many games. Baltimore was a perfect vacation. My office occupied the top floor of a rowhouse at the corner of Read Street and St. Paul. Tom Shaw had a bum leg and never came up there.

He finally took one look at *Struggle of Nations* and nixed it.

I continued working on the game anyway, testing it for a year of Wednesday nights with the same three guys. Bob Coggins deserves a lot of credit for the end result. At the end of 1980 I went back to school for music and I got away from games pretty much. I did design *1809 for Victory* (1984) while still in school. *Victory* was Mark Herman and Bob Ryer (my replacement as production manager at SPI) plus several of the best of SPI. They exuded creativity. However, *Victory* was owned by AH, which meant Eric Dott and his sidekick, Steve Szkeley were making many of the decisions. Ultimately, they came up with *Dr. Ruth's Game of Good Sex*, (1985); doom was not far off...

## Eye-Opener: My First OSG Game

Dave Demko

The scion of a cavalryman, my Dad spotted the hussar on the cover of *Napoleon at Bay*. No question it would join our stash of games from *Napoleon at Waterloo* to *La Bataille de la Moscowa*. Dad, my brothers, and I enjoyed pushing Napoleon, Blücher, fusiliers, grenadiers, Polish lancers. We were ready for more of the same.... Yet not quite the same!

With its operational scale, emphasizing logistics and maneuver, *Napoleon at Bay* was a departure from the battle games we were used to. The interwoven rules for leaders, forces, initiative, admin points, march attrition, and pursuit seemed both fresh and logical. Trading increased risk of attrition for higher operational tempo was not possible in other games at that time, but in *Nap @ Bay* it is a key dilemma. Here at last was a game that reflected what we were reading in Dad's not-yet-tattered copy of David Chandler's *The Campaigns of Napoleon*: March divided, fight united. Steal a march. Feint and concentrate. Threaten the other guy's line of communications.

Around our house, with the constant in-flow of S&T and boxed games, one of us might pioneer a game and teach it to the others. I studied up on *Napoleon at Bay* and even played *Battles of the Hundred Days* several times solo. That mini-game was like an étude or warmup, while *Napoleon at Bay* promised to deliver the full campaign experience; its much larger play area and 31-turn campaign game have the scope to show the effects of attrition, replacements, and long Lines of Communications. The best way to play, I could see, was face-to-face. The rule for inverted leader counters was optional in the 1978 edition, and the closest thing to a vedette was a cavalry major general trotting around with a single division. Nevertheless, limited intel makes two-player contests especially tense and realistic. Unfortunately, Dad and I never got around to playing *Napoleon at Bay* together.

I have played both the 3<sup>rd</sup> (1997) and the original editions. Though it's missing a few features players might now consider essential—vedettes, pitched battle, cavalry differential, and artillery bombardment—the original version is fast, fun, and Napoleonic to the hilt. I would play it today. (Whether the Old Guard is overpowered is a question for another day.)

In 1985 I had no ongoing game design projects (besides an unfinished Ratisbon game). Ed Wimble and his friends came to call, visiting me at my house on the Gwynns Falls. They were starting a new company and wanted a game for their sophomore effort. They had *La Bat de Auerstadt* ready to go. I looked at their first product and I agreed to give them *The Emperor Returns*. It came out the next year.

It was another 9 years before *1807*—a 3-map monster that needed major rewrites. I had a lot more to learn about Napoleonic Strategy. Endings are always artificial and Victory Conditions can only telegraph the over-arching strategic aims of grand strategy. Bennigsen, the Russian commander in chief in 1807, understood the goals of the Tsar—give Boney a bloody nose and then withdraw to negotiate. He achieved this aim pretty well despite the calamity of Friedland. The original VC—exit toward Thorn (Torún) for Bennigsen—was inadequate.

In 1985 I got a BA in Music and Visual Art—sculpture and painting. The sculpture was a mobile that you could play. I was inspired by Alexander Calder and my work in Dalcroze Eurhythmics. I took my first Eurhythmics class in 1983. I asked my teacher, Bob Abramson, “Does that mean I will have to move around in front of the class?” and he said, “Yes.”

I was so petrified that it took me 2 years to get up to New York's upper west side, and walk into class at the Manhattan School of Music at Broadway and 122nd. Looking out the window you could see the elevated subway lines because of the valley around 125th St., Dr. Bob at the



*Manhattan School of Music* chalkboard and the black window frames against the stark white walls (a favorite of NY Landlords for some reason) with subway trains trundling back and forth in the distance. We were up on a hill, “Morningside Heights.”

### New York street details are important



*Nelson and Zucker at Prados's rooftop apt., 98th St.*

Manhattan Valley is a neighborhood on the Upper West Side, bounded by 110th Street to the north, Central Park West, 96th Street, and Broadway. It was formerly known as the Bloomingdale District. Each street and avenue has its own vibe.

The Sullivans and Prados's excellent penthouse apartment were on 98th Street. Jay Nelson lived on that same street after leaving the East Village, and before moving on to 106th. Morningside Heights saw an action in the Revolutionary War. The Battle of Harlem Heights was fought during the New York and New Jersey campaign on September 16, 1776. —*Wikipedia*

The Morningside Game Project was located there—my friend John Prados, who lived at 105th and Riverside, later moved to 98th in the same building with the Sullivans, which was a sort of benign cult that my teacher Bob belonged to. Bob lived at 92nd and Broadway. I had many lunches with him at the burger joint beneath his building. He owned a Citroen, which he bought in France and had had shipped over.

That was also my neighborhood for seven years, 1973–79. I lived, for the OSG days, at 10 W 96th Street, off Central Park West. That part of Central Park above 96th street is very deep and low-lying terrain, with a stream at the bottom. Willow trees lined the banks. The sounds of the city above were muffled and distant. It was a different world. I would go there to get my forest air breathing.

I wrote two unpublished books out of that experience. One is on Ancient Greek music and the other one carries the story through the middle ages up to the Renaissance. I was never satisfied with the books, because they do not exemplify their art—too dry and intellectual.

## A Day in the Life of SPI

Customer Feedback supplied the choice of titles. Designs were parceled out either by Dunnigan or by a group meeting run by Hardy. It made sense for everybody to let developers choose their topic. Dunnigan claimed the design credit for every game, even if he just gave the developer an index card with a few notes on it. That was your "design?" Not really...

I started crediting the real designer by name, around 74-75. By then I had mastered the challenges of being Managing Editor.

Designer and developer having been chosen, the designer sets the scope of the map and the rough number of turns. I guess we all thought 12-16 turns was the optimum, but sometimes we let the games run on, 30 turns and up.

When OSG released *Bonaparte in Italy*, with over a hundred-turn Campaign, the gamer said "Wow!" But as the designer you need to insure that a game is playable, and that brings us back to short and sweet scenarios.

## The "Whole Enchilada" syndrome

There has always been a dialectic between Campaign Games and Scenarios that break it up into shorter actions.

The Macho Wargamer always tackles the Campaign Game. He is "Spike," the guy who is trying to prove something. We were never very good at doing a campaign that also included workable scenarios. Either the scenarios were good but the campaign was clunky, or vice versa.

Sometimes Dunnigan would sketch out the map area by taking (typically) the map from an already-published game and blowing it up on the stat camera. Traced out onto a new blank hex-grid, that would be your first draft map. The accuracy obviously left something to be desired. When I got the idea for *Nap's Last Battles*, the Elting Atlas happened to be lying open to the Waterloo campaign. Putting maps together to form a campaign had never been done. So "framing" is the first part of designing. Then you have to choose a game system and SOP, or make a new one.

You make up some counters on this very inaccurate map and you start "pushing the wood around." Gradually the game gains detail.

## Scenario Design

What are the critical factors? It is a design choice what to include and what to leave out.

The Developer starts fleshing out the rules and playtesting. If he's good he takes notes on each game played on a Friday night—noting sides, winner, problems, suggestions, and losses. Sometimes there would be so many playtests that by midnight you couldn't absorb any more. Good developers also do a lot of their own testing during the week. Just analysing the problem the game presents, and working out the basic strategies. Which strategy do you want to prevail? An example was the *3W Dresden* game, where the winning strategy for the French was to sweep around the Allied rear with all their cavalry. That maneuver was not actually possible. That should have been legislated off the table.

## Art Production

You have a manuscript, a listing of all the units, every name on the map, and perhaps a background article for S&T. Lots of info. You turn that in and the Art Department takes over. They are going to rethink the counter design, and quite often re-draw maps to make them more accurate. We could at least insure proper Geography.

We had to edit the manuscript to answer questions that a lay person would ask. Lots of times I knew what the developer meant, but I had to be an advocate for the poor player, who didn't have access to the SPI staff. Writing what you mean in rules-speak is a kind of backwards way of writing. You start by spinning your wheels and somehow arrive at the end of the third paragraph, when the germ finally takes hold. You work backwards from the germ back to the start, laying out the encasing context.

Finally, converting all this to a graphic form after all the ideas are set and it's just a matter of preparing the material for the Offset Press. Graphic designers sitting at oversized drawing boards each having 2 pages of the magazine to lay out. Redmond had pre-printed grids (2 page spreads) that you would tape down to the drawing board (after squaring it up, of course). Rulers that divided the inch into 72nds (for picas and points). You had to be good with an X-Acto.

I was constantly being called on to answer questions about the layout, the accompanying maps, the counters, or the tracks around the maps. Redmond Simonsen designed all the covers and maps. He made the most of 2 colors, or 3, but never used the 4-color process. That is part of the beauty of SPI maps.

## The 23<sup>rd</sup> Street Refugees

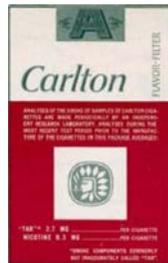
Dave Demko and Kevin Zucker

From reading S&T magazine, those on the outside like the Demkos, who enjoyed a "lifetime" subscription, imagined what the people and the work environment at SPI were like. How far what we imagined diverged from the recollections of the people who were there! Issue 35 of S&T, featuring *Year of the Rat*, gives a hint of the opinions held at SPI about the Vietnam War. John Prados wrote the feature article about the Easter Offensive, sporting a large disclaimer saying that it didn't necessarily represent the views of SPI, the company.

It was Redmond Simonsen who insisted on that disclaimer. To his credit I never saw him and Prados arguing over it. They were always amiable and cordial and always able to work together to produce the thing called S&T. Redmond believed in fairness and freedom of expression.

Redmond was a former Air Force sergeant (1960-1964). Although dead set against anything slightly "pinko," he felt the war was a failure and he hadn't supported it because it was unwinnable. Gerald Ford was President and there were by 1975 just a handful of American troops still in Vietnam.

Redmond had a way of arguing his side without belittling you. Or he might belittle you (depending on whether he liked you), but joshing, with a laugh that was not too harsh but just invited you to join the "correct" side, the side of logic, reason, enlightenment and science. As an example, he smoked Carlton cigarettes, because they had the lowest levels of tar and nicotine.



You generally had the feeling of being up against a superior intellect. Even though he could be so frustratingly wrong-headed, he could support it with invincible logic. But he didn't just set up his position on the high ground, he knew how to engage in give and take. By the end of the evening you both had been challenged and learned not to be so dogmatic. He definitely swayed me in certain areas toward conclusions that I have since swerved away from and back to my starting point. He believed that our civilization would always come up with fixes to solve any problems caused by our way of life. In the end, as we now know, and too late it seems—he was wrong.

RAS had a reputation as a good debater. He liked to argue things out and did a good job marshalling his evidence. In an old USENET post he denounced the idea of anthropogenic global warming. He was wrong, but at least he was wrong for a reason he seemed to have arrived at honestly, that the evidence available at the time was not sufficient. He thought that the earth's ability to absorb mankind's toxic effusions was unlimited: "The earth is vast and man is tiny."

David C. Isby had a sign on his office door: "Erin Go Braugh." (Ireland Forever.) Dave had one of those Brit electric tea kettles and he always stopped for tea at 4. I recall wandering around the dark streets of that 23<sup>rd</sup> St. business district, with Dave intoning Shakespeare through the deserted streets, and he knew it all by heart. I could walk into Dave's office and ask for a sidebar on Battlecruiser armaments in the British Fleet and he'd give it to me two hours later. He was a hardware fanatic. He knew how many bolts on the Bf 109-G.

Irad B. ("Terry") Hardy was from Boston and he loudly bellowed my name with that thick accent: Zuck-ah! On my first week at SPI he came by my desk and declared my musical choice (the radio was tuned to the Classical station, WQXR) "fruit music." He told me I was lucky to be working at SPI for my first job. His first job was in a large factory. He was the "Hummm-ah" responsible for changing the fluorescent bulbs that were humming and about to burn out.

Irad, in the Bible, is the grandson of Cain. Irad came to SPI from Avis Rent a Car. He took a substantial pay cut to join the company. After SPI, he went back to his management position at Avis.

Hardy was in charge of managing our publication schedule, so he was riding herd on the developers, seeing that they got their finished copy to the Art Department on time. When they failed, he would roll up his sleeves and pitch in. He was responsible for the greatest gaff of all issue games, "Scrimmage." A neat idea that went nowhere.

Sal Zito worked in shipping. He was an ex-con who joined SPI right out of jail. Chances for employment for such persons are always low, so Sal was very happy to have that job. He told me about his crimes, how he took people in, how to use knives and other dangerous things. "Hey Kevin, why don't you design a 'Rip-off' game?"

# My Road to Hal

By John Devereaux

*When I first started thinking about this expansion about a year ago, I decided to record my thoughts for other fledgling designers and developers – a kind of mistake avoidance journal. After all, I thought to myself, “this will be an easy, fun project”. I should have realized then that “Easy” is relative and “Fun” is subjective. “Hard” and “Work” would have been better used terms.*

## Expansion Design Philosophy

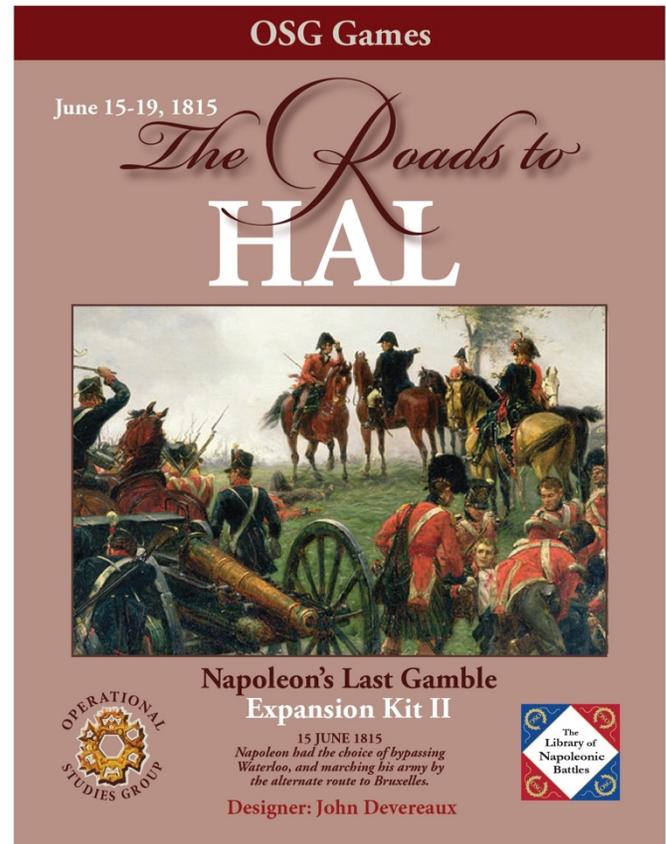
The initial idea for the expansion was triggered by watching the videos that the Thursday Night Gamers had produced for the NLG Extended Campaign Game scenario. Near the end of the game, the French attempted to flank the Anglo-Allied forces west of Brussels. The strategy was correct, but one could see that the game map border would prevent the flanking attempt from succeeding.

In addition, I remembered the thoughtful consim-world post from Tim Carne entitled “The Forces at Halle (Hal)”. Much of his post dealt with how to involve the Hal forces without a map extension. But I thought, what if there was an extension map? Not only would the Hal forces become more relevant, both Napoleon and Wellington could be significantly challenged by the new options that would be available. A flanking attempt might succeed! This kernel of an idea triggered a few days of high level research to answer three key questions:

1. Was there a good source map that could be used for the extension map?
2. Could an order of battle and arrival for the forces be constructed using the new map?
3. Could interesting scenarios or situations evolve that would spark a player’s interest?

When I could answer all three questions with an enthusiastic “yes”, I then started to think about the overall design.

The design philosophy for “The Roads to Hal” expansion is minimalist - to integrate into the original NLG game system - not create a host of new rules. For example, in the Hal Alternative Campaign Scenario, the new expansion map setup and arrival



times would need to change for the Anglo-Allied Army, but not for the French or Prussians, as their initial setup positions were unaffected by the new map. The few, new rules would be scenario driven.

## An Old Question Re-Surfaces

These points then triggered a very old question from 45 years ago. Why would Wellington leave 17,000 troops near Hal, while the climactic battle was fought just a few miles away? Surely, there was more to this story than he was “obsessed” or “he forgot”! To build credible scenarios this issue had to be understood in detail so that the Wellington’s intentions could be simulated.

Luckily, researchers and authors, such as de Wit, Hussey and Muilwijk have recently addressed this question. It became clear that Hal was both a strategic and political concern for Wellington. It guarded the western approaches to Brussels which was the Netherlands southern capital, shielded his line of communications to Antwerp and Ostend, and protected the King of France who was in Ghent (~30 miles from Brussels). In fact, Wellington believed the climactic battle would most likely be fought

near Hal rather than Mont St. Jean. Two months earlier in April, he had ordered both sites surveyed to determine defensive positioning. This was someone who had planned for a future event, not someone who was obsessed or forgetful.

This then led to a secondary premise. Hal could have been the focal point for the climactic battle rather than Mont St. Jean. We might set the start time the same for both the historical and hypothetical options facing Napoleon on June 15<sup>th</sup>, at 2:30AM!

Once the underpinnings for an expansion were determined, a short, two-page proposal was sent to OSG which Kevin enthusiastically responded to. Then the real work began...

### **Additional Counters**

While no additional counters are provided in "The Roads to Hal" expansion, there were several possibilities considered. First, Prince Frederik commanded the III Corps which comprised Colville's 4<sup>th</sup> British and Stedman's 1<sup>st</sup> Netherlands Divisions which were positioned in Hal during the climactic Waterloo Battle. On the surface, one would think that a commander-officer counter would be appropriate. The facts are that Prince Frederik, although he had a long and distinguished military career, was only 18 years old at this time. His appointment to lead the III Corps was obviously political, not by merit. Wellington, who was politically savvy, kept Prince Frederik "under the supervision" of Lord Hill. In effect, the Lord Hill commander game counter represents both Hill and Frederick. No new counter was required.

Second, the Netherlands Reserve Army was headquartered in Brussels under the command of Lt. General Baron Ralph Dundas Tindal. On paper, the army consisted of two newly conscripted infantry (1<sup>st</sup> and 2<sup>nd</sup>) and one cavalry divisions. The infantry divisions consisted of 20 newly raised (April 1, 1815) infantry battalions and 4 battalions of Swiss regulars. In addition, 2 foot and 1 horse artillery batteries were assigned to the NR army. While headquartered in Brussels, the battalions were parceled out for garrison duty in the greater Netherlands area relieving pressure on other, better trained troops, for the upcoming invasion of France. Wellington considered these new conscripts totally unreliable given the extent of their

training. They could have no impact on "The Roads to Hal" scenarios and no new counters were required.

Lastly, there were three 18-pdr companies (Ilbert, Hutchesson, and Morrison) that were in the Netherlands. As noted on NLG's Anglo-Allied Initial Set-up Sheet, the Ilbert and Morrison companies managed munitions at Waterloo and were without their guns and the Hutchesson company was in transit from Ostend to Vilvorde. None of these units could have played a role in "The Roads to Hal" scenarios. After serious consideration, I advised Kevin that no new counters would be required for the expansion.

### **The Expansion Map**

Placement of the expansion map is more of an art than a science. I would refer readers to Wargame Design Magazine, Vol. III, No. 12, p. 14. for the short, but informative article, "Map Layouts". As a neophyte designer, I can tell you that the competing objectives of positioning the extent of the map to fit the scenarios that you anticipate and provide at the same time the most cost-effective approach can be mind boggling. My initial idea was a single 22"x34" map that abutted the NLG "N" and "NX" maps. Sounds simple and that is what I initially proposed to Kevin. Kevin then raised several good questions concerning the terrain insets on the existing maps, and maybe it should be a two or three map expansion, or maybe the map should be canted to include some other vital piece of terrain. All good thoughts and all had to be explored.

It took about one month, on and off, to work through the various possibilities. A two to three-map expansion was found to be cost prohibitive given the amount of action and excitement that was anticipated on those additional maps vs. the cost of producing maps. The use of cutouts was investigated to cover the terrain insets, but that seemed to be a crude solution given the beauty of the original maps. Over time and trial by error, a single-map solution was found that overlaid the "N" map terrain inset, positioned Hal near the center, and allowed both Nivelles and Braine Le Comte (both vital road junctures) to be placed on the map. Most importantly, the western access points to Brussels would now be available for the French Army.

Charles Kibler, as always, did a wonderful job of using the Ferraris Maps to create the “WX” prototype map. But, we had a problem. There were too many Chateaux - far too many - when compared to the other maps in the NLG set. This required a detailed study by several folks to distinguish which of the Chateaux would have given a significant defensive advantage to at least 1000 troops versus a very small walled farm that had more limited defensive capabilities. While the analysis was subjective, the results differentiated the true Chateaux hexes.

Other issues also had to be addressed on the map. Victory point hexes were determined. Roads and bridges needed fine tuning. Supply and entry points had to be added. All in all, an interesting process that can be easily taken for granted.

### Developing the Scenarios

As scenario development began, several principles were adhered to:

1. Each scenario needed to include a different aspect of the campaign.
2. There should be a variety of scenario turn lengths: medium and long.
3. All scenarios must have a significant historical basis.

Three scenarios immediately came to mind as I reviewed these principles. There needed to be an Alternative Campaign Scenario that allowed full access to the “WX” map and all the options. Second, a day of battle scenario near Hal would be hypothetical and would provide an interesting “what if” perspective. And third, what would have happened at Waterloo/Mont St. Jean (Extended Waterloo Scenario) if the “WX” map were available for a westerly flanking action.

As each scenario was initially play tested, it became clear that the Extended Waterloo scenario could not work. Once Napoleon was engaged with the Anglo-Allied Army at Mont St. Jean, there was little chance to disengage and flank the position using the new “WX” map. The scenario premise was faulty and a new scenario was needed.

Inspiration came from the 10PM June 17<sup>th</sup> letter that Napoleon received from Grouchy. Grouchy informed the Emperor that the bulk of the Prussian Army was retreating East towards Namur, but a

Corps sized group was moving towards Wavre. It would be possible that this group might try to link with the Anglo-Allied Army. Because Grouchy’s cavalry did insufficient scouting, he missed the actual northern retreat route for the entire Prussian Army and miscommunicated their intentions. Napoleon’s fate was sealed! The actual text of Grouchy’s message reads:

Sire, I have the honor to report that I am occupying Gembloux, with my cavalry at Sauvenieres. The enemy, about 30,000 strong is continuing his retreat... From all the reports reaching Sauvenieres, the Prussians seem to be divided into two columns, one taking the route to Wavre, passing by Sart-a-Walhain, the other column apparently going towards Perwez. One can possibly infer that one portion will join Wellington, and the center, which is Blucher’s Army, is retiring on Liege. As another column with the artillery has retreated on Namur....

What if Grouchy’s cavalry had done proper scouting? After all, he had served as a distinguished Cavalry Commander for many years. As I mulled over the situation, I thought that this could be an interesting question to explore and game. A scenario started to form in my mind that Napoleon was warned of the impending danger at 10PM June 17<sup>th</sup>. The Emperor would have surely responded by having Grouchy’s force move closer to the main body for mutual protection and future offensive actions, and most importantly, he would not have started a battle at a point where he would shortly be outnumbered 2 to 1. This new scenario, born from the discarded old scenario, was named “The Turned Flank”. It mirrors Wellington’s critique of Napoleon’s plan. John Hussey related a dinner conversation that Wellington had that is very relevant.

“I think I should have respected the English infantry more...and that I should not have taken the bull by the horns; I should have turned a flank [Hal]. I should have kept the English army occupied by a demonstration to attack...whilst I was in fact moving the main body by Hal on Brussels.”

Clearly, the third scenario had to explore Wellington’s strategy for defeating himself!

### Different Priorities

As the scenario development phase was winding down - as I first thought, Kevin realized that all three scenarios were 4 and 5 map scenarios which is just fine if you have an extra ballroom in your

home. Kevin asked that a 1 map scenario be developed to accommodate the mere mortals, like me, with only a dining room table and an understanding wife.

Although “The Fields of Hal” scenario has 4 maps, I determined that if it was shortened to one day and assumed that Grouchy’s force was successfully delaying the three Prussian Corps, a very exciting, evenly balanced scenario could be developed. As it turned out, the playtest results for this scenario were very intense and competitive with victory usually determined on the last turn by who held Hal.

Kevin then suggested that two variants be added to the NLGX Campaign that adds the Hal forces to the NLG “Battle of Waterloo” scenario to simulate what would have happened if Prince Frederik’s 17,000-man Hal force joined with Wellington.

Needless to say, the four page Study Guide was now packed with 4 Scenarios, 2 Variants, and some options to keep everyone interested.

### A Discarded Optional Rule

A casualty of dropping the “Extended Waterloo” scenario, was losing an optional rule that I had developed to add uncertainty for the arrival of the Prussians.

If Grouchy’s force had kept itself between the Prussian Army and the Anglo-Allied Army as Napoleon had planned, Prussian reinforcements that historically turned the tide of battle in the late afternoon of June 18<sup>th</sup> may have been delayed. If the French plays Card No. 15 “Sound of Guns”, Grouchy delays the Prussians as follows: Roll 1d6.

1-2, the Prussians are delayed 1 turn,

3-4 - 2 turns,

5-6 - the Prussians do not arrive.

To counter the play of Card No. 15, the Coalition Player may play Card No. 7 “Blucher” to negate all effects. All other instructions on the “Blucher” card should be disregarded.

While this optional rule is not included in the Study Guide, I did not want to lose its effect for other players if they wanted to include it for the NLG Waterloo scenario.

### Playtesting the Final Scenario Versions

After the additional testing for each of the scenarios, some set up issues had to be resolved, some rules had to be rewritten, entry and arrival points

adjusted, and VP values and locations finalized. This iterative fine-tuning process took several months to complete.

### What I Learned

With 60+ years of wargame playing experience, I significantly underestimated the level of detail required to design a relatively simple expansion of an existing game (NLG). There were several principles that anyone trying their hand at designing a game should keep in mind before embarking down this road:

1. Thoroughly research the campaign. You should have world class expertise on not just the map and OOB, but also the strategic situation, alternatives available to both sides, and how victory should be determined.
2. Prepare your mindset that only 33% of your research will be gainfully used. For example, I spent two weeks developing an elaborate worksheet that calculated Anglo-Allied “WX” map arrival times. While the calculated arrival times were not wildly different than history, there were enough differences that I totally discarded that approach and ended up using reverse engineered arrival times from Tim Carne’s NLG research.
3. Simplify, Simplify, Simplify. Kevin was extremely helpful here. I had included some overly complicated ways for setup, attrition, and victory conditions in early drafts. One needs to be able to forget pride of authorship and accept that there are better ways to word and present material.
4. Be organized. Maintain a version history of what you did. For example, there were about 35 versions of the draft Study Guide written and circulated to the play testers for comment. Keeping everything straight is extremely important.
5. Maintain your sense of humor. Being the game designer is a trip worth savoring. Do not let the criticisms, pitfalls and roadblocks get in the way of enjoying the journey.

This expansion now gives the players **all** the options and decisions that Napoleon, Wellington, and Blücher had on June 15<sup>th</sup>, 1815.

# How to Use Leaders in Combat

Andrew Hobley, Kevin Zucker

*Stephen Groves's accounts of his 'Coming Storm' games featured quite a few leader losses which some of the others regarded as a newbie misplay. Personally I am very chary of using leaders in the front line.*

—Andrew Hobley

Leaders are at risk when bombarded or when alone in an enemy Zone of Control. The later happens when either there is an enemy breakthrough into the rear area or, more commonly, a stack with a leader gets a retreat or eliminated result. The units go, leaving the leader isolated. On a 6 the leader is 'captured' and out of the game; on any other result they escape to the nearest friendly stack or retreat with the units. If lost a lower initiative rated replacement will appear in two turns; unless the leader is a Commander when there is no replacement (Commander-Officers DO get a replacement).

Given the impact of the loss of command for a formation for the next two turns, the reduced initiative once the new leader appears, and possibly missing out on reorganising the formation's units, why might you deliberately put your leader in a stack next to the enemy? First let's exclude times when an Attacker Retreat result means a stack or unit retreats onto a leader to the rear, and is then attacked in the enemy's combat turn. And also exclude the rear area rampage (I once had such fun with French Light Cavalry causing havoc among the leaders in the rear of the Spanish army). Instead we are looking at situations where you have deliberately allowed your leader to be in a stack in combat.

Units stacked with a leader have two combat benefits. First they can 'overstack'. Rather than the usual two (or three infantry if from the same division) you can have up to five units, two of which can be infantry

(three if from the same division). As a result you have more SP in one hex, and probably a combined arms attack in one stack; giving a one column right shift on the CRT (terrain exceptions apply). So a more powerful stack to defend or attack. The other advantage is you can advance all undemoralised units (except artillery) in the stack after combat. So if counterattacking when the enemy have advanced one unit, you hit them with a bigger stack AND advance a stronger force into the crucial hex. And if the enemy are locked in the advancing forces ZOC they may have a large force to attack than they can handle—especially if they are now attacking into a village or redoubt.

Some armies have an advantage—the Russians, Spanish and British (plus the Allies under Wellington's command in 1815) have a divisional organisation—three or four units with one leader. So you can form a line of units stacked three or four high, plus leader, which makes quite a formidable force to stop or line to penetrate. Of course there is a disadvantage – the battle line is likely to be narrower and more prone to being flanked. And stacking all of a division's units in one hex, plus the leader, means the whole division can be eliminated if surrounded—an easy way to make an army vanish very quickly.

When might you want to expose your leaders? When you need to either take/hold a crucial terrain position or when you want to punch a hole in the enemy's line—or need to hold the line at a crucial point. Generally this should not be a common occurrence. But see for example my replay of Borodino on Boardgamegeek.com. The fleches are a crucial objective for both sides, so Ney, Davout, Borozdin and Bagration all led stacks in attack and counter attack. Only Davout and Bagration got out alive—and that was due to play of cards, not dice rolling. Further north in the attack on the

Gorki redoubts Dokhturov was saved, but Kutaisov, as he did historically, died.

And which leaders might you risk, assuming you have a choice? For all armies risking a Commander is not a good move—there are too few of them and even losing one might be a catastrophe—lose Napoleon and you lose the game! The only slight exception is the Russian army—there are a lot of good Divisional Commanders and the loss of Barclay, Bennigsen, Galitzin or Bagration may not be a total disaster. The British and Spanish divisional leaders are not so gifted, usually safer behind the lines.

So putting a leader in the front line is a calculated risk. At times it can pay off; after all it is only a one in six chance they will be lost. But as all gamers know—one in six chances seem to crop up rather more often than the laws of probability suggest!

### When to Use Leaders in Combat

To support an offensive:

- Take/hold critical terrain such as the church at Aspern
- Toward the end game, when it is do or die.
- Special opportunities such as:
  - opponent blunder
  - bad distribution of enemy units
  - random event

Using a leader in combat too early is like bringing your Queen out in the game too early. You try to protect the Queen with a network of supporting troops. Similarly, you can protect your Leader-stacks with outlier units and vedettes.

How do you gauge the right time to go on the offensive with the Queen? Usually it's entering the end game, and the Queen is required to Mate. So it is useful to divide the game up into beginning, mid-game and end game. Employ officers in the front line in the end game, where a final push or two can have decisive results.

The Leader stack attack should be the realization of a complete operation, the culmination of a series of moves—not the opening round. Leader stacks are often wasted on targets of opportunity. Try to avoid a leader attack at less than 3-1 odds.

The main purpose of these attacks is to break through, breach the enemy line. The breaching of the enemy line is the perfect time to bring the Leader up to the front line.

### Historical Parallels: Marshal Lannes.<sup>1</sup>

Aspern-Essling: Marshal Lannes embarrassed Bessières by ordering him to not just charge but charge *home*, directly at the enemy. Bessieres replied, "I always charge home!"

Lodi: Lannes was the first man across the bridge, followed closely by Napoleon. Mounted on his magnificent charger, Lannes galloped up to the Austrians and snatched a standard; as he was about to seize another, his horse sank under him. In a moment the swords of a half-dozen Austrian cuirassiers clashed about him. He dismounted from his dying steed, leaped onto the horse of an Austrian officer, slew him with a single stroke, and charged through the cuirassiers to fight his way back to his men.

Montebello: The odds were 8,000 against 18,000. At first, the Austrians fell back before the furious French assault and were about to crumble, when the reserve arrived. The French, outnumbered, were driven back. Lannes led by example, commanding a column in a charge, rallying a shattered division, and fighting hand to hand. He roused his men to hold their ground while cannon shot plowed up the ground. Lannes's coolness under fire helped steady his men.

---

<sup>1</sup> <https://warfarehistorynetwork.com/daily/military-history/napoleon-bonapartes-roland-marshal-jean-lannes/>



# 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	<b>ARTILLERY: PROHIBITED TERRAIN</b> 
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)	

\*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

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

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)
- Elite (1/2+ firing SP's are Init. 4+)
- +2 DRM • Mud
- Ammo Shortage (See Battle Instructions)

### 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

### Results

•	No Effect
Dr	Defender must retreat 1 hex**
Dr*	<b>Dr</b> result unless 12+ SP in target hex, in which case <b>R</b> result.
R	Reduce one combat unit (attacker's choice); may retreat after reduction
De	All units in the target hex are eliminated

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

