

# Napoleon Retreats

Update 18 May 2019 rev

## TRC, 7-Mar, 4PM

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

**25.76 Fortifications:** Occupying a Chateau relieves you of the requirement to attack an adjacent chateau except where attacker and defender are both inside of a Walled Town.

**28.42 General Retreat:** While a Coalition General Retreat is in effect, the French player may not accrue any VPs for control of Blue VP locations.

## 31.2 Campaign Game ALT Reinforcements:

(add) EXCEPTIONS: 6-MAR AND 7-MAR

**French Player** uses 27.2, arriving as follows.

Groups #1 and #4, E6109. Groups #2 and #3, S1734.

**Coalition Player** uses 27.53

9-MAR THROUGH 12-MAR

**French Player** uses 28.2, arriving as for 27.2 (above).

**Coalition Player** do not use 28.2. Replace with (new)

Group #1, Borstel/III Pr and Group #2 LIEVEN/XI

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

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

## Coalition Setup Sheet

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

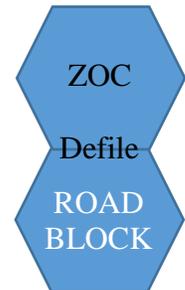
**25.83 Roadblocks (Optional Rule):** A roadblock is an infantry company or battalion with tools. It cannot move, and has a combat strength of 1, for defense only. It may never attack and simply remains in contact when adjacent to the enemy during the friendly combat phase. A roadblock is blocked to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

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

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

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

**25.86 Roadblock ZOCs:** A face-down Roadblock marker has a ZOC into all adjacent hexes. The 5 non-defile hexsides are revealed as non-controlled only when the roadblock marker is face-up, leaving one actual hex of ZOC. Friendly units may stack with the Roadblock—their ZOCs are unimpaired.



**25.87 Clearing Roadblocks:** To clear a roadblock, an infantry unit must attack it through the defile hexside. If attacking exclusively through a defile hexside it is resolved on the Shock Combat Table. A retreat or 1R result for the roadblock means it is cleared. A cavalry or artillery unit without infantry cannot attack (or bombard) through the defile hexside. The roadblock hex may be attacked from non-defile hexsides. If no infantry units attack through the defile hexside, that roadblock is not removed.

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

## 31.74 Baggage Train Movement: (clarification)

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