

# TLS Update 26 May 2019

*Set-up cards have been back-printed with a revision date. Use the revised information. If yours are not back-printed you can download the updated cards at <http://napoleongames.com/files.html>.*

**Game Maps:** Players should ignore little slivers of land along the Danube. Hexes such as 1611 or 1710 on the Eckmühl map cannot be entered. Roads & trails crossing streams count as trestle even if there's no trestle symbol printed on the map.

**Abensberg Map:** Hex 4009 should have a blue French entry arrow.

## **Eckmühl Map:**

- Hex 0009 should have a French supply symbol for use when playing on just the Eckmühl map.
- Hex 3131 is a Chateau. Hexes 2340 and 2443 contain a square dot indicating a "location" for historical reference only (no effect).

## **19.31 Distinguishing the Wagram mix**

- The French VIII Corps unit 5/6 Rheinbund should not have a dark box around its Initiative rating.

**Initial Set-up cards:** The first three cards are for Abensberg, Eckmühl, and Aspern-Essling—each battle has an ATB and DOB column. Cards 4, 5 (and 6 if any) are for Wagram only. The columns headed "Regiments" and "Notes" are for historical interest. "Changes to Order of Battle" shows detachments (-) and attachments (+) at the battle of Aspern-Essling.

**Further Revised Set-Up Cards** *Here are some further revisions to the French set-up—these new changes are included on the pdfs at <http://napoleongames.com/files.html>.*

- French, C Corps units in the IV Corps section, rows for all three units, Eckmühl DOB column: Change R7P to R5P.
- French, C Corps units in the VIII Corps section (p.3), rows for all four units, Abensberg ATB column: Change R11A to R2P.
- French, III Corps, Demont row, Wagram columns (p.1): Remove Demont from both columns.
- French, IX Corps, Hartitzsch, Zeschau, Arty (Saxon 1<sup>st</sup> Division) rows, Wagram DOB column: Change their setup hexes to 2608.
- French, IV Corps, Wagram ATB column: For three units, change 3234 to 3233 and for another four units change 3034 to 3033.
- French, VIII Corps, Eckmühl DOB column: VANDAMME, Hügel, Röder, and Stettner start in 1448\*; change St. Germain to R11A.

**Card Deck:** Card 28, Forced March, *change:*

"Once an enemy unit has started combat, you have to wait until the advance after combat before you can play a forced march."

## **Turn Record Track, Abensberg:**

**AtB** *change* Start 6AM (not 10AM)

Defrance, Doumerc, St. G., HArt.—2PM on the 19<sup>th</sup> at A0111. Schustekh, Mesko—9PM on the 19<sup>th</sup> at A0127.

**DoB** *change* NAPOLEON, LANNES—10AM (not 11AM).

VIII/Arty.—8 PM at A0111.

Schustekh: Place at start in 0924 & remove from TRC at 12PM.

**Teugen-Hausen** *change* Start 12N.

## **Turn Record Track (Revised), Eckmühl:**

22 April, 9 AM—Add C/Defrance, Doumerc, and HArt.

22 April, 7 PM—Remove all three units in the box. They are correctly listed at 5PM.

## **Study Folder:**

**19.24:** Replace the second paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements, unless otherwise specified. French and Austrian corps generally have their own dedicated baggage trains.

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner's choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.
- The French Cavalry Corps units have no baggage train prior to Wagram. These units can trace supply to any Friendly baggage train or Supply Source within reach (18.21).

**19.51:** The example refers to **Abensberg**, not Eckmühl.

**19.7:** Austrian artillery units from different corps cannot combine in a bombardment of the same target.

## **20.31 VP Award**

The exiting player receives **4 VP** for each baggage train exited.

**EXAMPLE:** *If you have eliminated between 5-9 enemy VPs, you may only receive 1 VP for Exit.*

**20.31 EXCEPTION:** Change this to read:

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

## **The Battle of Abensberg**

**21.12:** The Coalition player draws only 1 Mode Card.

**21.13 and 21.14:** Remove both sides' Cards No. 2.

**21.14:** Remove just one card No. 28.

## **21.2 Alternate Reinforcements:**

AUSTRIAN

#1. "Arty" includes both artillery units.

#2. LIECHTENSTEIN, 4031 (not 4009).

#3. CHARLES, III Corps units A. Liechtenstein, Bieber, Arty 8-3-4 and 3-3-4, ROSENBERG, all of IV Corps, and HOHENZOLLERN, 4031

**21.31 Transiting Corps:** Group #1 is also under the March Order. In this case the delay roll mentioned on Card No. 29 is not made. The new order takes effect immediately.

**21.51 Duration:** 19 April, 6 AM (*not 10 AM*)—20 April, 8 PM

**21.52:** The Austrians start with just 3 Mode Cards.

## The Battle of Eckmühl

### 22.2 Alternate Reinforcements:

#### FRENCH

#3 (*change*) IV Corps units Fririon, Arty., and Valory are Alternate Reinforcements only.

#### AUSTRIAN *change*

#1. II Corps, 3901, accelerated from 4 AM on the 22nd. Instead of arriving at its scheduled time, the II Corps will arrive according to the card instructions.

#2. I Corps, 3901. **Adjust Card Deck:** remove 2x Card No. 29, Alt. Reinf. (not 4x).

## The Battle of Aspern-Essling

**23.12:** The French start with just 1 Mode Card.

**23.13:** Remove No. 6 (Formation Scattered) from the French deck

### 23.2 Alternate Reinforcements:

AUSTRIAN #1: Remove REUSS-PLAUEN. Add Archduke Ludwig.

## The Battle of Wagram

**24.2 Alternate Reinforcements:** AUSTRIAN

#1: Add REUSS-PLAUEN.

## The Battle of Teugen-Hausen

**26.11 Duration:** 19 April, 12N (*not 10 AM*)—8 PM

**26.14:** Remove only 2 cards No. 29 (*not 4*)

### 26.21 French Set-up Teugen-Hausen

III/2 7<sup>th</sup> Line, 2025 *should read* III/3 7<sup>th</sup> Light, 2025.

Gilly, Gautier, Grandeau *should read* III/2 (not III/1).

Guyon *should read* 2701 (not 0111).

**26.23 Reinf. (add)** 1PM—I Res Corps Arty. and HArt., Baggage.

### 26.24 Alternate Reinforcements: FRENCH

(*change*) Add Bde Petit to the French Set-up in hex E0013.

This brigade will not move unless placed under direct command by Davout. If this doesn't happen it will be allowed to arrive with Alternate Reinforcements Group #2 as printed. *HISTORICAL NOTE: Brigade Petit was actually about to exit the East map when Marshal Davout rode over from Teugen around Noon and ordered the brigade to turn return to Teugen. Colonel Petit was personally with the 7<sup>th</sup> Light during this day.*

**26.31 March Orders, FRENCH:** The French units that start on map have a pre-programmed March Order to exit at E0013-14, or E0009.

**26.32 St. Hilaire's Division (II/3):** Treat the units of Lorencez, 57th Line, Destabenrath and the 2-4-4 Arty as part of III Corps under Davout in this scenario.

**26.33 Supply:** The Austrians use E0033 as their (only) supply source. Treat this scenario as an Approach to Battle scenario for purposes of section 17.3 (Automatic Supply). That means all units on-map at start are automatically in supply until the next Weather/ Recovery Turn.

**26.34 Casualty Record Tracks:** Use the Abensberg column for the French and the Eckmühl column for the Austrians.

**26.35 Weather Chart:** Use the Abensberg information.

## HOUSE RULE: REMOVE FROM DECK

Aaron Tobul

*In a 4-day game, with three reshuffles, you're almost guaranteed to get all of your Alternate Reinforcements and cancel one or two enemy formations—particularly for the mini-campaign (and any other scenarios longer than two days), but also in the approach to battle games.*

**18.74. Only Played Once:** For approach to battle and longer scenarios Alternate Reinforcement and Cancel Reinforcement cards are removed from the deck after being played (and scored) once.

## 27.0 MINI-CAMPAIGN

The following entirely replaces section 27.0 on pages 11-12 of the Study Folder.

### 27.1 Four Days in April

Use the Abensberg and Eckmühl maps side-by-side, with Eckmühl to the right and Abensberg to the left. Row 40 on Abensberg overlaps row 00 on Eckmühl.

**27.11 Duration:** 19 April, 6 AM—22 Apr, 8 PM

**27.12 Mode Cards at Start:** French 2, Austrian 3

### 27.13 Card Deck, French—Remove from Deck:

No. 4, No. 23 (x1), No. 24. No. 29 (x 4) EXCEPTION:

Remove only one Card No. 29 during 21 and 22 April.

NOTE: Because the mini-campaign is a combination of two scenarios, the number of Alt. Reinf. card No. 29 has to vary over that time period.

### 27.14 Card Deck, Coalition—Remove from Deck:

No. 29 (x1), No. 28 (x1).

**27.14 Bonus Cards:** French 2, Austrian 2.

**27.15 Pontoon Trains:** Austrian 1; French 0.

### 27.2 Initial Set-up

Using all set-ups for the Abensberg ATB (*see 21.5*), set up units shown under the Abensberg ATB with these additions:

#### 27.21 French Set-up (add):

These units set-up as follows on the Eckmühl map:

- III/3 (less 7<sup>th</sup> Lt.) followed by III/2 in a road column between Wolkering (3020) and Burgweinting (3912).
- III/1 followed by DAVOUT and II/3 in a road column between Seedorf (2515) and Ober Isling (3409).
- Baggage, Schmidfeld 3004.
- 65<sup>th</sup> Line, Regensburg (3902)
- C Clément, Guiton, HArt., Abach 1713
- III/Pajol, III/Pire, III/3 7<sup>th</sup> Light, 3729
- III/Guyon, 2701
- III/Jacquinet, 3409

#### 27.22 Austrian Set-up (add):

- IV/Vecsey in hex E3435.

#### 27.23 Reinforcements:

Use the Abensberg TRC for April 19 and 20, and use the Eckmühl TRC for April 21 and 22. Ignore reinforcements that are just crossing from one map to the other since they are already in play.

### Reinforcement Changes for the Mini-Campaign only:

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

### 27.3 Special Rules

**27.31 Improved Positions at Start:** E2036

**27.32 Destroyed Bridges at Start:** A0325.

**27.33 Archduke Charles:** Each Weather/Recovery Turn, the Austrian Player must roll 2 d6. On a result of “2,” Charles suffers a seizure. Charles may have only one seizure. Roll one d6 to determine duration of debilitating effects (*n=number of turns*). During the seizure, Charles may not provide command, reorganize units, participate in advance after combat, or issue a March Order. He may move. This effect begins with the Austrian Command Phase of the Recovery Turn and lasts through *n* complete turns.

**27.34 Victory Conditions:** In addition to 20.1, the player who controls any VP hex at the end of the game receives the number of Victory Points shown in the hex.

**27.35 Regensburg:** Each hex of Regensburg (E3701, E3801, E3802 or E3903) is treated as a chateau. Enemy units may not enter Regensburg (except by advance after combat) as long as at least one friendly unit occupies any hex thereof.

The Regensburg garrison must check for surrender during any friendly Command Phase in which at least one friendly unit occupies any hex thereof. To avoid surrender the garrison must pass an initiative roll (use the best unit). Initiative failure results in surrender (the garrison is immediately PEU).

The *Steinerne Brücke* at E3901 cannot be destroyed. French units may not enter hex E3901.

**27.36 General Retreat:** Austrian Forces that declare a General Retreat (*see 20.3*) may exit at A0554, A1754, A3201, E3901 and/or E3904. A General Retreat only applies to friendly units on one map section, and either player may declare one per map section.

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

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

#2. Seven units of III Corps, VII/Vieregg cav., plus LANNES and NAPOLEON, will return as reinforcements on 22 April as shown (*see Eckmühl TRC*).

If any units listed above have been eliminated then the French Player must exit unit(s) in their place up to the total SP requirement (including leaders). If he fails to do this at once,

he loses 1 VP at the end of each following French Player Turn the requirement is unmet.

### 27.37 Alternate Reinforcements:

AUSTRIAN

#1. VI/Nor AG, HArt., Drag No 1, Chev No 6, Hohenfeld, Hohen. Arty., Vienna Vol., A0152

#2. KOLOWRAT, II Corps (all), E3901

Regular Reinf. accelerated from 11AM on the 21<sup>st</sup>.

#3. BELLEGARDE, I Corps (all), E3901

FRENCH

#1. MASSENA, IV Corps. Regular reinf. accelerated from 1 PM, 4 PM and 5 PM on the 22<sup>nd</sup>. On the turn of card play, Marulaz enters, on the following turn the 4 PM group arrives, the turn after that the 5 PM group arrives, and then the turn after that the three units marked only as ALT arrive.

#2. OUDINOT, II Corps. Reinf. accelerated from 3 PM and 6 PM on the 22<sup>nd</sup>. The 3 PM group arrives on the turn of card play and the 6 PM group follows three turns later.

#3. Rheinbund Regiments: 2<sup>nd</sup>, 4<sup>th</sup>, and 5/6<sup>th</sup> Regiments (making up the Division Rouyer), 1154.

### 27.38 Do NOT use the Abensberg Special Rules:

Ignore the Transiting Corps rule (*see 21.31*)—they move without March Orders. They are **not** Alternate Reinforcements for the Mini-Campaign.

**27.39 March Orders at Start:** The French Player may issue March Orders to up to 4 on-map Friendly Forces, and the Austrian Player may issue 2.

**27.40 St. Hilaire’s Division (II/3):** Treat these units as III Corps units under Davout in this scenario.

**27.41 Supply:** Treat this scenario as an Approach to Battle scenario for purposes of section 17.3 (as numbered in the most recent series rulebook).

## HOUSE RULE: ARTILLERY

Christopher Moeller

- In the original TCS rules glossary, artillery is defined as being treated "like trains, moving at cavalry costs."
- In the updated glossary, artillery is no longer defined as a train. It moves like infantry (for foot artillery) and cavalry (for horse artillery).
- Streams only affect baggage trains.

One of the joys of exploring *The Coming Storm* has been seeing artillery getting some of that love. They have **WHEELS!** *They're pulled by HORSES!*

Something as simple as defining them as trains is full of implications. Many times, as I've thrown my formation forward, I've suddenly realized that my guns were going to have to leave the group to head upstream to a nearby bridge, delaying their deployment for a turn or two. Or when beating an orderly retreat, finding all of my artillery suddenly in jeopardy because a stream blocks their path. I suddenly understand why maybe so many guns were captured! All those slopes, marshes and streams suddenly mean something!

The Muhlen Fluss at *Friedland* is nothing with the updated rules. Using the original TCS artillery rule, you experience the fault in Bennigsen's position, split in two by the Millstream.