

1792 – LA PATRIE EN DANGER

[1792]

The Valmy Campaign

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INTRODUCTION

[E1.] *1792 – La patrie en danger* (The Nation in Danger) is an operational-level simulation game of the first campaign against Revolutionary France by the coalition of tyrants. One player controls the forces of France and the other the forces of the Coalition, consisting of Prussian, Austrian, and Royalist Émigré troops.

[E2.] This Exclusive Rules folder contains rules particular to *1792 – La patrie en danger*, which is a part of the *Campaigns of Napoleon Series 1X*. These rules have been designed to be used with the *Campaigns of Napoleon 1X Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

[E3.] *Update Note: The original version of 1792 was not designed by Kevin Zucker and was formatted to fit in a magazine. It was, therefore, different in many regards from other games in the system. Because this update attempts to conform the game as much as possible to the base system, this update changes the game in many subtle ways. This updated version plays differently than the original, more so than for most other updates.*

GAME EQUIPMENT

[E4.] This revised version of *1792 – La patrie en danger* requires the following components:

- This revised Exclusive Rules booklet
- The 1792 Exclusive Tables
- The Campaigns of Napoleon 1X Consolidated Rules
- The Common Tables for the series
- The original A2 size Game Map
- One French and one Coalition Organization Display
- 144 counters (printed on the map, and must be mounted)

Counters

[E5.] To differentiate the nationalities, the French have the initial of their Army (or the French flag for generals); the Prussians have their royal monogram; Austrians have an Eagle; and the French Royalist Emigrés a Fleur-de-Lys. Leaders are named for high commanders, and designated by generic letters for subordinate generals. French Leaders are blue,

Prussian leaders are Prussian blue; Austrian leaders are white; and the Royalist Emigrés are tan.

[E6.] A, C, N on French units are the three different French armies, Ardennes, Center, North. “Prusse” = Prussia, “Autriche” = Austria, “Emigrés” = French Royalist Emigrés.

[E7.] There are no French Guard units in this game.

[E8.] To conform this game to the 1X Consolidated Rules, the following counter changes must be made:

- Treat all Infantry Major Generals as having an Initiative Rating of 1, not 0.
- To play with concealed Forces, when mounting the counters be sure to mark the backs of the counters in some way so as to distinguish the French and Coalition Forces. Use that as the “flag” side.
- Similarly, to use Vedettes, new counters must be created for them. Each side may use up to 8 Vedettes. Treat all Vedettes as having standard system ratings of ½-9-0 (in the sequence used for ratings in this game).
- The Supply Source markers double as the Centers of Operations, which are immobile in this game. See below and in the Consolidated Rules.
- Use only the French Morale marker.
- Use the “Mouv. Strateg.” Markers to indicate Administrative marches.

[E9.] Counter Glossary:

Temps = Weather marker

Tour = Turn marker

Poursuite = Pursuit Chit

Moral = Morale marker

Bataille Rangee = Pitched Battle chit

[E10.] Thanks to Roy Bartoo for his translation of the original French rules.

GAME SPECIFIC RULES

IV. PARIS MORALE

[E11.] The morale of the armies is represented by the status of the Paris Morale Track. Events exclusive to *1792* that affect Paris Morale are listed below. Refer to the Consolidated Rules for other Morale Modifiers (*see ¶395 et seq.*).

[E12.] Move the Morale Marker two spaces in favor of the French Player if the Duke of Brunswick is eliminated.

[E13.] Move the Morale Marker one space in favor of the Coalition for each French Fortress or Citadel that the Coalition player captures. If the French Player recaptures one of them, move the Morale Marker back one space in favor of the French.

[E14.] Move the Morale Marker two spaces in favor of the Coalition if a Coalition Force containing at least 40 SPs exits from hex 0123 and, at that moment, the current Morale Level is +2 or greater. This, effectively, results in an Automatic Victory for the Coalition Player (*see ¶E15*).

Effects of Morale on Ending the Game

[E15.] The Morale Marker may be moved off the track. If it moves off the Coalition end then the Coalition Player wins a Strategic Victory. If it moves off the French end, then the French Player wins a Strategic Victory. Regardless of what turn it may be, if the Morale Marker moves off either end, the game immediately ends (*see ¶E32*).

Effects of Morale on Determining Victory

[E16.] Level of Victory depends upon the current Morale at the end of the Campaign Game (*see ¶E32*).

CAMPAIGN SCENARIO INFORMATION

Leader and Combat Unit Setup

[E17.] The initial placement for the combat units and leaders is given in the Scenario Information. Each line of the set up lists either a leader (in bold type on a gray line) or a combat unit.

[E18.] Each Leader listed is placed on the map at the hex location next to the leader's name. When the words "MG Cavalry" or "MG Infantry" appear for a Force, use a Major General as its Leader. (The leader name in bold is listed for historical interest purposes only.)

[E19.] Combat units are listed below the leader whose track they set up on; their corresponding strengths are in a separate column to the right. Unit types are indicated by a letter after a unit's strength: i = infantry, a = artillery, and c = cavalry. Combat units listed directly beneath a Leader should setup on that Leader's track as part of his Force. Place the combat units on the numbered track spaces corresponding to their listed strength (*see "Organization Displays," ¶422*).

First Player

[E20.] The Coalition Player is the First Player.

Game Start

[E21.] The Campaign Game starts on the 19-20 August 1792 turn. Place the Game-Turn Marker on the Turn Record Track on the appropriate date.

Scenario End Date

[E22.] The Campaign Scenario ends with the 22-23 September 1792 turn, for a total of 18 turns (*exception: see ¶E15*).

Administrative Point Levels

[E23.] Administrative Points may not be accumulated, so there the game has no Administrative Point track or markers.

Supply Sources At Start

[E24.] The French Player has two Supply Sources (1600 & 4421), and both are Active at the start of the game. The Coalition Supply Source is 4405 and it is also Active. Supply Sources may not be changed in this game.

Centers of Operations

[E25.] For both players, each active Supply Source also functions as a Center of Operations (*see ¶92*).

Citadels

[E26.] Sedan, Montmedy, Thionville, and Luxembourg are Citadel hexes. None are considered to be under siege at the start of either scenario. The first three start the game controlled by the French. Luxembourg is always under Coalition control.

Vedettes

[E27.] If players have created Vedettes, they can be placed at start according to the rules governing their placement (*see ¶24*).

Bridge Trains

[E28.] There are no bridge trains in this game, but note that Forces may cross Primary Rivers in this game.

Reinforcements

[E29.] Reinforcements are listed on the Turn Record Chart below and enter play during the owning player's Reinforcement Segment of the Movement Phase of the appropriate game turn (*see ¶152 & ¶154*).

Weather

[E30.] Place the Weather marker in the Fair box at the start of the game.

Paris Morale

[E31.] The Paris Morale Marker begins the game in the +1 box on the Morale Track because "The nation is in danger."

VICTORY CONDITIONS

[E32.] The Victory Conditions determine who wins the game.

Automatic Victory: (*see ¶E15*)

Other Levels of Victory:

If no automatic victory condition is met prior to the end of the Sept. 22-23 game turn, the level of Paris Morale at that time determines the Level of Victory. If the Morale Marker is anywhere on the Coalition end of the Morale Track, the Coalition wins an Operational Victory. If the Morale Marker is anywhere on the French end of the Morale Track, the French win an Operational Victory. If it is at 0, the game ends in a Draw.

ERRATA & CLARIFICATIONS

MAP

- Semuy between hexes 0807 and 0908 is a ford which does not negate the +2 penalty for crossing the Aisne.
- Buzancy (1609) is a village.
- The following are Hill hexes: 0509, 0609, 0710, 0711, 0811, 0812, 0813, 0914, 0915, 1015, 1016.
- The following are Wooded Hill hexes: 3822, 3922, 3923, 4020, 4021, 4022.
- The village of Hars-la-Tour (3621) should read Mars-la-Tour.

GAME TURN TRACK

- The 4th game turn is, of course, 25th and 26th August 1792.

COUNTERS

- Hessian counters are distinguished by a monogram in the form of a crowned "H." This symbol is for historical value and has no effect on the game.
- Prussian units should have the FWR monogram signifying that they belong to the King of Prussia's army, but this disappeared on certain units. They are: 1-Hussars, 5-Hussars, 6-Hussars, 2-Chasseurs à Cheval, 9 Chasseurs à Cheval, 10-Chasseurs à Cheval, 3-Line, 4-Line, 5-Line, 6-Line, 7-Line, 8-Line.

CAMPAIGN SCENARIO

This setup corresponds to the situation on 19 August 1792, the date when Coalition armies entered France.

Coalition Forces	
Hohenlohe	4108
1 Line	10i
2 Fusiliers	2i
1 Hussars	4c
2 Dragoons	2c
Kohler (MG Cavalry G)	4409
5 Hussars	4c
9 Fusiliers	2i
Eben (MG Cavalry H)	3906
6 Hussars	4c
10 Fusiliers	2i
Brunswick	4306
3 Line	9i
4 Line	9i
5 Line	9i
Foot artillery	6a
Corbière	4306
6 Line	9i
7 Line	9i
8 Line	4i
Lottum	4306
3 Cuirassiers	4c
4 Dragoons	7c
Horse artillery	2a
Hesse	4306
1 Fusiliers	1i
2 Line	6i
1 Hussars	2c
2 Dragoons	1c
3 Carabiniers	1c
de Castries (Emigrés)	4405
1 Line	6i
1 Cavalry	3c

French Forces	
Garrisons	
Lavergne	3408
Longwy	8i
Beaurepaire	2418
Verdun	8i
Wimpfen	4313
Thionville	10i
de Ligniville	2508
Montmédy	10i
Metz	4321
Metz	8i
Sedan	1601
Sedan	8i
Army of the Center	
Deprez-Crassier	3913
1 Chasseurs	2c
1 Hussars	1c
2 Chasseurs à Cheval	1c
La Barolière (MG Cav E)	4214
2 Grenadiers	2i
3 Chasseurs à Cheval	1c
Kellerman	4221
Foot artillery	3a
Horse artillery	1a
Lynch	4221
3 Line	6i
4 Line	6i
4 Cuirassiers	1c
5 Dragoons	2c
Valence	4221
7 Grenadiers	4i
8 National Guard	2i
8 Carabiniers	2i
Army of the Ardennes	
Dumouriez	1601
Foot artillery	3a
Horse artillery	1a
Dillon	2104
1 Line	3i
2 Chasseurs	2c
1 Hussars	2c
2 Chasseurs à Cheval	2c
Le Veneur	1904
3 Line	6i
4 Line	3i
5 Volunteers	8i
3 Cavalry	2c
4 Hussars	2c
Chazot	2004
6 Line	6i
7 Line	3i
8 Volunteers	8i
5 Cavalry	1c
6 Dragoons	1c
7 Chasseurs à Cheval	2c
Stengel	1601
9 Grenadiers	6i
8 Dragoons	1c
9 Dragoons	1c

TURN RECORD CHART

A (column heading) = Army (F = French, C = Coalition)

SP types: i = Infantry; c = Cavalry

Italics = Historical interest only

Turn	A	August 1792	Hex / SPs
19-20		Begin Game	
21-22	C	Clerfayt (Austrian)	3305 or 4105
		1 Line	9i
		2 Line	9i
		3 Line	7i
		1 Cavalry	4c
		2 Hussars	2c
23-24		<i>Longwy capitulates</i>	
	C	Hohenlohe-Kirschberg (Austrian)	4410
		4 Line	9i
		5 Line	7i
		6 Line	7i
		3 Cavalry	4c
		4 Hussars	2c
25-26			
27-28			
29-30			
31-1		Increase Attrition modifier of any besieged Force by 1	

Turn	A	September 1792	Hex / SPs
2-3		<i>Verdun capitulates</i>	
4-5	F	Muratel (Army of the Center)	4421
		5 Line	4i
		6 Volunteers	2i
		6 Cavalry	2c
		7 Chasseurs à Cheval	2c
6-7	F	Duval*	0105
		1 Line	3i
		2 Volunteers	2i
		1 Dragoons	1c
8-9			
10-11			
12-13		Increase Attrition modifier of any besieged Force by 1	
	F	Beurnonville*	0105
		3 Line	4i
		4 Volunteers	6i
		5 Volunteers	5i
		2 Dragoons	2i
3 Chasseurs à Cheval	1c		
14-15			
16-17			
18-19			
20-21		<i>The Cannonade of Valmy</i>	
22-23		End Game	

* These Army of the North reinforcements are attached to the Army of the Ardennes.

French Conditional Reinforcements

Luckner (MG Infantry)	0123
10 Federals	10i

Luckner's force (Army of the Ardennes) appears in hex 0123 during any phase of the game, even an enemy phase, as soon as an enemy unit is 5 hexes from hex 0123 (the highway to Châlons and Paris). Luckner is represented by an infantry general. If there is not one available, the Federals' entry into the game is delayed until the next French command phase when an infantry general is available.