

# NAPOLEON AT BAY [1814]

The Campaign in France, 1814

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## INTRODUCTION

[E1.] This Exclusive Rules folder contains rules particular to *Napoleon at Bay*, which is a part of the *Campaigns of Napoleon Series IX*. These rules have been designed to be used with the *Campaigns of Napoleon IX Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

## GAME EQUIPMENT

[E2.] This revised version of *Napoleon at Bay* requires the following components:

- This revised Exclusive Rules booklet
- The 1814 Exclusive Tables
- The Campaigns of Napoleon IX Consolidated Rules
- The Common Tables for the series
- Game Map in two 22" x 32" sections
- One sheet of die-cut counters (360)
- Organization Display Cards (6)
- Leader Manifest Sheets (5)
- Unit Manifest Sheets (6)
- Battle Resolution Worksheet (1)
- Two six-sided dice

### Game Map

[E3.] The map is printed in two sections, West (W) and East (E). To join the maps together, overlap the edge of the west map onto the east map.

### Counters

[E4.] The color code showing unit quality/nationality is as follows: For the French—Old Guard, purple; French Young Guard, tannish gray; French Line, blue with a bit of green; Provisional Young Guard, light sky blue; French National Guard, flesh color; French Depot, pumpkin color. For the Coalition—Russians, chocolate brown; Austrians, chamois color; Prussians, steel gray; Württembergers, medium green; Bavarians, forest green.

## GAME SPECIFIC RULES

### I. AUSTRIAN STATECRAFT (OPTIONAL)

*In addition to withholding their own forces the Austrians were given to ordering other troops away from the place where they were needed.*

[E5.] Each turn, during the Admin Phase, the Coalition Player rolls one die. Any force which subsequently receives the same number result during an Initiative attempt that Phase must make a second roll as described in the next paragraph.

#### II.c.1. MARSHAL NEY (OPTIONAL)

*The many quirks to his personality allow numerous special rules for the redhead.*

[E6.] New has to make a second die roll if his Initiative die roll is **six**. The second roll is a direction-finder: 1 is between North and East-North-East (ENE), 2 between ENE and ESE, 3 between ESE and South, 4 between South and WSW, 5 between WSW and WNW, and 6 between WNW and North. He must expend 5 Movement Points moving in that direction, and the move is governed just like a retreat after combat, except that there is attrition, and the final resting place must lie on or between the specified compass points.

#### III.b.7-11 EFFECTIVENESS (OPTIONAL)

[E7.] Each time a unit takes a combat loss the die is rolled to determine whether it loses Attack Effectiveness (see the Attack Effectiveness Tables, below). To retain Attack Effectiveness, this die roll must fall within the range corresponding to the unit's strength and loss sustained in that round. Place an Ineffective Marker on units as they lose Attack Effectiveness. Ineffective Markers remain in place until the conclusion of the current Player Turn. The Effects of being Attack Ineffective are:

- Attack Ineffective units are halved on attack and defense.
- Ineffective units are not permitted to enter the Reserve.
- A Force consisting only of Ineffective units may not pursue. A Force with both Effective and Ineffective units may pursue, but adds 1 to the Pursuit DR and may only pursue a number of hexes equal to the number of Effective SPs.
- Losses in an attack must be taken first from Effective units; losses in a defense may be distributed any way the player desires.
- Halve the strength of any Ineffective unit withheld in a Counterattack to meet the ½ SPs requirement.

### IV. MORALE AND VICTORY

[E8.] French morale is recorded on the Paris Morale Track. Morale may be positive, zero, or negative. If the Morale Marker moves off the negative end of the Morale Track by the end of 29-30 March, the Coalition wins the game. If this does not occur by the end of the game, or if the Marker moves off the positive end of the track, the French win. The game ends immediately when the Marker moves off the end of the Morale Track.

#### Effects of Morale on Attrition

[E9.] If the current Morale is minus one or less, the French Player must add two to his Attrition die roll. There is no effect on Coalition Attrition.

## Public Opinion in Paris

[E10.] For the first Coalition Force with at least 7 SPs of infantry to move within 7 MPs of Paris—ignoring the presence of French units—the effect is to reduce Morale by one. If a Coalition Force with at least 7 SPs of infantry moves adjacent to either Paris hex, the effect is to reduce Morale by an additional two. These Morale effects are temporary and cease to modify the Morale Level when the condition causing them is removed.

## Garrison Effects

[E11.] French Morale is reduced by one each time a Garrison Town is occupied by an Enemy Force (*see ¶E20*). Garrison markers are removed as long as their corresponding Garrison Town is Coalition-occupied. If all Coalition Forces evacuate the town subsequently, the Garrison automatically reappears in the town. (Vedettes cannot be left behind to prevent this.) If a Garrison Town is recaptured by the French, or re-garrisoned, French Morale goes up one.

## CAMPAIGN GAME INFORMATION

[E12.] The Campaign scenario commences on 24 January and covers the entire 33-turn campaign.

## First Player

[E13.] The French player is the first player.

## Game Start Date

[E14.] While the Campaign can start at the start of any Battle scenario, the information presented here is for the full Campaign game starting on the 24-25 January 1814 turn.

## Game End Date

[E15.] The Campaign game ends with 29-30 March 1814 turn regardless of start date.

## Administrative Point Levels

[E16.] The Accumulated AP Levels show where on the Accumulated AP Track to place the AP Level Markers (x1, x10) at the start of the game. Each player will use the Attrition Table column corresponding to the number of Accumulated APs.

### *Accumulated APs:*

FRENCH 14, ARMY OF BOHEMIA 6, ARMY OF SILESIA 8

## Supply Sources At Start

[E17.] At the beginning of play, the French Supply Source is in Paris, and the Bohemian Army Supply Source is in Chaumont. For the Silesian Army, the Coalition Player may freely choose any Silesian #2 Supply Source listed on the Communications Table.

## Centers of Operations

[E18.] The French Center of Operation starts Active in hex W3633.

[E19.] Both Coalition Centers of Operations start Inactive. The Bohemian CoO starts in hex E3754, and the Silesian CoO arrives as a reinforcement on turn 1.

**Note:** Because both CoOs are Inactive on turn 1, the Coalition player cannot spend APs that turn.

## Garrisons

[E20.] Several towns begin the game garrisoned by French Forces. Place a Garrison Marker in each of the following towns:

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Pont-sure-Yonne, Nemours, Meaux, Reims, Fontainebleau, Soissons, St. Maur, Charenton, Vincennes, Paris North, & Paris South.

All have Garrison symbols except Charenton (W0131) and Vincennes (W0230).

## Vedettes

[E21.] Vedettes can be placed at start according to the rules governing their placement (*¶24*).

## Bridge Trains

[E22.] The Coalition Player receives one bridge train assigned to each of the following:

Silesia: Blücher, Langeron, Osten-Sacken, and Winzingerode  
Bohemia: Barclay, Wittgenstein, Wrede, and Schwarzenberg

The French Player receives one bridge train late in the game (15 Mar) as a reinforcement.

## Bridges Damaged

[E23.] No bridges are damaged at the start of the Campaign.

## Replacements

[E24.] The French Player starts with 3 artillery replacement points.

## Reinforcements

[E25.] Reinforcements are listed on the Leader Manifests and may be introduced into play by the owning Player during the Reinforcement Segment of the Movement Phase (*see ¶152 and ¶154*). Reinforcements which arrive during the first turn still receive the one “free” Movement Command.

## *Special Rule: French Eastward Movement*

[E26.] French leaders starting east of hexrow E15xx inclusive (except Mortier) may not move eastwards without certain penalties until Napoleon reaches hexrow E15xx. Before that time, a Movement Command must be issued but the Force must still roll less than its Initiative Rating to make an eastward move.

## Paris Morale

[E27.] The Paris Morale/Public Opinion Marker begins in the “zero” box of the Morale Track.

## Victory Conditions

[E28.] *See ¶E8 above.*

## THREE-PLAYER GAMES (OPTIONAL)

[E29.] Each Player takes one of the three armies. The two Coalition Players are limited to the exchange of one written note per Game-Turn, at the end of the Bohemian Movement Phase. Allow unlimited discussion between the two Coalition Players whenever Blücher and Schwarzenberg are in the same hex or adjacent.

### **Three Player Victory**

*Austrian policy sought victory, but would have preferred a negotiated settlement. Prussia wanted Napoleon in a cage.*

[E29.] Players may want to employ separate Victory Conditions for the two Coalition armies at the end of the game.

### **Silesian Victory**

Morale Marker off the Track or in the “-3” space.

### **Bohemian Victory**

Morale Marker in the “-1” or “-2” space.

## ERRATA & CLARIFICATIONS

### MAP

- Chauny (W2202), Dormans (W3421), and Montmort (W3826) should have Secondary Town symbols.
- Charenton (W0131) and the south hex of the Bois de Vincennes (W0230) should have garrison markings.
- Subtract 4 from the Paris Morale Track spaces so that the track now reads:

-3	-2	-1	0	+1	+2	+3	+4	+5
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- Some hex numbers are incorrect on the West map.

### COUNTERS

- The following Russian leaders have the wrong flags on their reverse sides:
    - Has Bohemia/should be Silesia: Karpow, Tettenborn, Wasilchew
    - Has Silesia/should be Bohemia: Ataman, Pahlen
- If this is a problem, use a Major General of the correct army in place of normal leader.

### MANIFESTS

#### All Leader Manifests:

- Infantry Major Generals have an Initiative of 1 (as on the counters), not 0 (as on the manifests).

#### French Leader Manifest:

- MG #4 Infantry: Under 24<sup>th</sup> Jan., add E3423, *Ricard*.

#### French Unit Manifest:

- Sorbier: 24<sup>th</sup> Jan.: Change to Mortier 8.

#### Army of Bohemia Leader Manifest:

- Frimont: Change entry hex to E3754, same date.
- Wrede: Change entry hex to E3754, same date.

#### Army of Silesia Leader Manifest:

- Bülow: Change entry hex to E0301 or E0501.
- Tettenborn: Change arrival date to 28-Jan same hex.
- Wasilchew: Under Reinforcements, add: 26-Jan, E3942.

### GAME-TURN RECORD TRACKS

#### French Track (west map)

- Jan 24-25: Add Ricard (4), E3423.
- Jan 26-27: Move MacDonald and Sebastiani to this turn from Jan 28-29, same hex.
- Mar 3-4: Delete both reinforcements for this turn; the Feb 25-26 date is correct.

#### Coalition Track (east map)

- Jan 24-25: Add to entry of Frimont & Wrede: E3754.
- Jan 26-27: Change arrival date for Tettenborn to Jan 28-29, same hex.
- Jan 26-27: Add Wasilchew, E3942
- Feb 23-24: Add to entry of Bülow: E0301 or E0501.

## ATTACK EFFECTIVENESS TABLES

The unit nationality or quality is denoted by the color of the unit counter.

On the appropriate table, in the left-hand column find the unit's strength prior to taking losses that round. On that line find the loss sustained. If the Effectiveness Die Roll falls within the range show at the top of that column, the unit retains Attack Effectiveness. NE = No Effectiveness retained (no die roll).

French Depot/Garrison					
Die Roll Needed:					NE
Strength 1+					1+

French Nat'l Guard & Austrian, Württemberg, Bavarian					
Die Roll Needed:	3-6	4-6	5-6	6	NE
Strength 2, 3	•	•	•	•	1+
Strength 4	•	•	•	1	2+
Strength 5	•	•	1	•	2+
Strength 6	•	1	•	•	2+

French Prov. YG & Russian					
Die Roll Needed:	3-6	4-6	5-6	6	NE
Strength 2	•	•	•	•	1+
Strength 3	•	•	•	1	2+
Strength 4, 5	•	•	1	•	2+
Strength 6, 7	•	1	•	2	3+
Strength 8	1	•	2	•	3+

French Line, Young Guard, & Prussian					
Die Roll Needed:	3-6	4-6	5-6	6	NE
Strength 2	•	•	•	•	1+
Strength 3	•	•	1	•	2+
Strength 4	•	1	•	•	2+
Strength 5	•	1	•	2	3+
Strength 6	1	•	2	•	3+

French Old Guard					
Die Roll Needed:	3-6	4-6	5-6	6	NE
Strength 2	•	•	•	1	2+
Strength 3	•	1	•	•	2+
Strength 4	•	1	•	2	3+
Strength 5	1	•	2	•	3+
Strength 6	1	•	2	3	4+
Strength 7	1	2	•	3	4+
Strength 8	1	2	3	4	5+