THE EMPEROR RETURNS [1815]

The Hundred Days Campaign, 1815

INTRODUCTION

[E1.] *The Emperor Returns* simulates the Hundred Days Campaign in Belgium, culminating in Napoleon's defeat at Waterloo. This game is designed for solitaire play or for two or three players. One player commands the French Army de Nord. One or two players may command the armies of the Coalition. If there are two Coalition Players, then one player commands all leaders and combat units of the Anglo-Allied Army, while the other commands all leaders and combat units of the Hohenzollern (Prussian) Army. The commander of the Anglo-Allied Army may never move Forces or combat units of the Hohenzollern Army, and vice versa.

[E2.] This Exclusive Rules folder contains rules particular to *The Emperor Returns*, 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.

GAME EQUIPMENT

[E3.] This revised version of *The Emperor Returns* requires the following components:

- This revised Exclusive Rules booklet
- The *1815* Exclusive Tables
- The Campaigns of Napoleon 1X Consolidated Rules
- The Common Tables for the series
- 22" x 34" Game Map
- 3 Organization Displays
- One sheet of die-cut counters
- 1 Game Turn Record Track / Replacement Pool

Counters

[E4.] Any unit with a pelisse (see the original rules) is considered a cavalry unit. Other special symbols have no effect on play. Of the five French Guard counters (excluding the French Artillery Reserve), all are considered Old Guard except the Young Guard (YG Duhesme).

[E5.] Note that the (rather thin) countersheet published with the game (the "old counters") was later republished in standard format (the "new counters"). This update assumes players have the new counters and allowances will have to be made if playing with the old counters. For instance, the new counters include counters that were missing on the old sheet, and there are only three (not four) blank Anglo-Allied Leaders in the old counters that can be used as Vedettes.

[E6.] 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.
- Treat all "Dummy" markers as Vedettes. In addition, treat the five unnamed Anglo-Allied leader counters (those with the Union Flag on the front) as Vedettes. Thus, there are 10 French Vedettes, 6 Prussian Vedettes, and 5 Anglo-Allied Vedettes. Treat all Vedettes as having standard system ratings of 0-½-9 (in the sequence used for ratings in this game).
- The Anglo-Allied Army and the French Army each require a Center of Operations. Both nationalities have a blank counter with an infantry symbol on it. Treat those counters as if they were standard Centers of Operations. There is no Center of Operations counter for the Prussian Army.
- Disregard the parentheses on the French units Quiot and Maurin.
- Disregard the Soult and Davout French leaders.

GAME SPECIFIC RULES

THE FRENCH INVASION OF BELGIUM

[E7.] The Game Turn in which a French Force crosses the Belgian-French border, called the Invasion Turn, triggers many events. The following sections list specific conditions which apply prior to, during, and immediately after the Invasion Turn.

Each Turn Before the Invasion Turn [E8.]
French Player Turn:

- The French Player may deploy 10 Vedette counters.
- The French Player receives six (6) Movement Commands during the Command Phase of each pre-Invasion Game Turn. A French Force may receive a Movement Command even if out of Dispatch Distance.
- Coalition Forces may move during the Forced March Segment of each French Combat Phase and consolidate after moving (though they may not transfer SPs, activate or deactivate Major Generals, or transfer combat units).
- Opposing Forces may not cross the Belgian-French border nor enter enemy Zones of Control.

Coalition Player Turn:

- Skip the Coalition Player Turn during each pre-Invasion Game Turn, except perform a French Forced March Segment during each Coalition Game Turn.
- French Forces may not cross the Belgian-French border nor enter enemy Zones of Control.

The Invasion Turn [E9.]
French Player Turn:

- The French Player must announce during his Command Phase that his forces will cross the border this turn either through Movement or Forced March.
- Place the Invasion Turn, Invasion Turn +1, Invasion Turn +2 and Invasion Turn +3 markers on the Turn Record Track on this turn and the next three turns, respectively, as reminders.
- The French Player receives six (6) Movement Commands during the Command Phase of this Game Turn. A French

Force may receive a Movement Command even if out of Dispatch Distance.

- Coalition Forces may move during the Forced March Segment of the French Combat Phase and consolidate after moving (though they may not transfer SPs, activate or deactivate Major Generals, or transfer combat units).
- French Forces may cross the Belgian-French border and enter enemy Zones of Control. Coalition Forces may enter enemy Zones of Control.

Coalition Player Turn:

- Otherwise, skip the Coalition Player Turn, except perform a French Forced March Segment during the Coalition Game Turn.

Invasion Turn +1 [E10.]
French Player Turn:

- From this turn forward, the French Army receives four (4) Movement Commands per Game Turn. A French Force must henceforth be in Dispatch Distance to receive a Movement Command.

Coalition Player Turn:

- Coalition Forces are no longer restricted as regards their Command, Movement, and Combat Phases.
- Activate the Coalition Center of Operations.
- The Prussian Player may begin treating hex 5701 as a limited Center of Operations (*see ¶92*).
- The Prussian and Anglo-Allied Armies each receive eight (8) Movement Commands.
- The Prussian Player may deploy six (6) Vedettes, and the Anglo-Allied Player may deploy four (4) Vedettes.
- The Duke of Wellington and all Anglo-Allied Forces that began the game in Bruxelles may move without affecting Bruxelles Morale.
- General Bülow enters with the Prussian IV Korps as reinforcements at hex 5701.

Invasion Turn +2 [E11.]
Coalition Player Turn:

- From this turn forward, each Coalition Army receives three (3) Movement Commands per Game Turn.

Invasion Turn +3 [E12.]

- Coalition Forces may now cross the Belgian-French border.
- This is the last turn the Prussian column on the March Attrition Table is used for determining attrition for Prussian Forces (*see ¶266*).

IV. BRUXELLES MORALE
[E13.] The morale of the armies is represented by the status of the Bruxelles Morale Track. Refer to the Consolidated Rules for other Morale Modifiers (*see ¶395 et seq.*).

Capture of Political Features
[E14.] If a French Force ends a Game Turn in any of the cities below, modify the Bruxelles Morale one or two spaces towards a French Victory. Use the informational counters provided to indicate current possession of these cities.

- Ghent: 1 space
- Namur: 1 space
- Bruxelles: 2 spaces

[E15.] Both hexes of Bruxelles or Ghent must be occupied by French Forces, or one hex must be occupied by the French and the other empty. If any city falls to the French and is later reoccupied by a Coalition Force, reverse the Morale Track awards and modify the marker one or two spaces towards a Coalition victory, based on the values given above.

Fall of Bruxelles
[E16.] The moment the Bruxelles Morale Track is modified for the fall of Bruxelles, remove the following Netherland and Dutch-Belgian Combat Units of the Anglo-Allied Army from the game: Anthing (N), Chassé (DB), Collaert (DB), Stedman (DB), and Perponcher (DB). They are not returned in the event Bruxelles is retaken by a Coalition Force.

Lille & the Lille Garrison
Lille was sympathetic to the deposed Bourbons. It was also one of the main centers in France for the manufacture of ordnance.
[E17.] If at any time a Coalition Force ends a Game Turn in Lille, modify the Bruxelles Morale one space toward a Coalition Victory. If Lille is later reoccupied by a French Force that ends a Game Turn therein, reverse the condition.
[E18.] Any time Lille is not garrisoned by a French Force of at least one SP, there is a chance that it will change hands of its own accord. At the end of every Coalition Game Turn, if Lille is not garrisoned as stated above, a die is rolled by the French Player. If the result of this die roll is six (6) the city changes hands and the Morale Marker moves one space toward a Coalition Victory. This die roll is modified by the current Morale Status of the Morale Track. Example: If at the beginning of the game the French pull their garrison out of Lille, and nothing else has happened to change Bruxelles Morale, the die roll will be modified by a +1. In this case, a roll of 5 or 6 will see Lille change hands.

Early Departure of Wellington from Bruxelles
[E19.] If Wellington and / or any of the combat units which set up in Bruxelles move out of that city before the Invasion Turn +1, then Bruxelles Morale is move 1 space towards a French victory.

Effects of Morale on Ending the Game
[E20.] The Morale Marker may be moved off the track. If it moves off the Coalition end then the Coalition Player (or Players) 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 ¶E37*).

Effects of Morale on Determining Victory
[E21.] Level of Victory depends upon the current Morale at the end of the Campaign Game (*see ¶E37*).

Effects of Bruxelles Morale on Attrition
[E22.] When determining Attrition, a player must always modify his die rolls by the current modifier on the Bruxelles Morale track (*see ¶267*).

CAMPAIGN SCENARIO INFORMATION

Initial Assignments & Deployments
[E23.] See the Organization Displays to determine which Leader each unit is initially assigned to, and which hex to deploy each Leader in. Anglo-Allied Major General I begins the game subordinated to Hill. Prussian General Pirch begins the game subordinated to Blücher.

[E24.] The following hexes have initial deployments that would normally not be permitted during the game: 3933, 2432, 3323, 1716, and 3307. If at the end of their appropriate Player Turn these Forces are still illegally stacked, they are displaced.

First Player
[E25.] The French Player is the First Player.

Game Start
[E26.] The Campaign Game starts on the 9 June 1815 turn. Place the Game-Turn Marker on the Turn Record Track on the appropriate date.

Scenario End Date
[E27.] The Campaign Scenario ends with the 3 July 1815 turn. *(exception: see ¶E20).*

Administrative Point Levels
[E28.] Administrative Points may not be accumulated, so there the game has no Admin Point track or markers.

Supply Sources At Start
[E29.] The French and Anglo-Allied Supply Sources may be freely chosen by the players in any hex listed for that army on the Communications Table. Once assigned, the S/S may only be changed as specified under *¶101, Changing the Supply Source.* The Prussian Army has no Supply Source.

Centers of Operations
[E30.] The French Center of Operations may be set-up freely at the French Player's discretion. Hex 5701 functions as the Prussian Center of Operations *(see ¶92)*. Place the Anglo-Allied Center of Operations in hex 3307 (Bruxelles).

[E31.] The French Center of Operations is Active at the start of the game. The Anglo-Allied Center of Operations is Inactive at the start of the game, but is automatically activated during the Anglo-Allied Command Phase of the Invasion Turn.

Vedettes
[E32.] French Vedettes can be placed at start according to the rules governing their placement *(see ¶24)*. The Coalition Player may place six Prussian and four Anglo-Allied Vedettes with any other Force of the same nationality during the Command Phase of the Invasion Turn + 1.

Bridge Trains
[E33.] There are no bridge trains in this game.

Reinforcements
[E34.] French reinforcements are listed on the Turn Record Track and enter play during the French Reinforcement Segment of the Movement Phase of the appropriate game turn *(see ¶152 and ¶154)*. Bülow and the Prussian IV Corps enter play at 5701 during the Prussian Reinforcement Segment of Invasion Turn +1

Weather
[E35.] Place the Weather marker in the Fair box at the start of the game. Note that for this update, the two weather conditions are Fair and Rain, not Fair and Storm.

Bruxelles Morale
[E36.] The Bruxelles Morale Marker begins the game in the +1 / -1 box towards the Coalition end of the Morale Track.

Victory Conditions
[E37.] The Victory Conditions determine who wins the game.
Automatic Victory: (see ¶E20)
Other Levels of Victory:
If no automatic victory condition is met prior to the end of the July 3rd game turn, the level of Bruxelles Morale at that time determines the Level of Victory. If the Morale Marker is on the 0 / 0 space or 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.
Because of other events on the borders of France, Napoleon would either win this campaign or lose it. Therefore, no "draw" level of victory is possible in this game.

ERRATA & CLARIFICATIONS

MAP
The name of the town in hex 1919 is Renaix.

COUNTERS
Change the maximum strength of the British (Clinton) unit to 7.