THE LIBRARY OF NAPOLEONIC GAMES
LA PATRIE EN DANGER
CHAMPAUBERT-MONTMIRAIL-VAUCHAMPS CAMPAIGN SCENARIO
FRENCH AND COALITION SETUP SHEET#1, v1.01

Notes:	A). Leaders may also setup at start with any sub-bordinate unit. B). Vedettes may setup anywhere within five hexes of their parent unit.

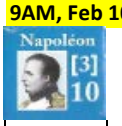
Night AM, Feb 10th

E0420	E0420r	E0320	E0220	Optional

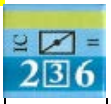
8AM, Feb 10th

E0120

9AM, Feb 10th



E0120



E0120

E0120

E0120

1PM, Feb 10th

E0120

E0120

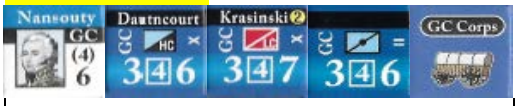
Alt. Reinf. #1

E0120

Alt. Reinf. #2

E0120

Alt. Reinf. #3



E0120

Note: These units may arrive early through the TRC above.

Night AM, Feb 10th - At Start

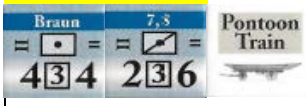
E2021	E1722	E2522r	E1722	E2221	E2221r	E2321	Optional

E2522

Alt. Reinf. #1

E3653

Alt. Reinf. #2

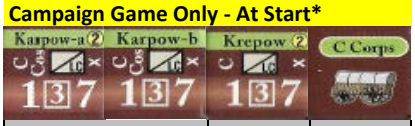


E3653

Alt. Reinf. #3

E3653

Campaign Game Only - At Start*



W1041	W1040	Optional

Note:	See June 22, 2016 errata for Baggage/Pontoon Train entry and placement options.

Note:	Alternative Reinforcements for the French and Coalition apply only to the Feb. 10th timeframe.

Note:	"*" All units on the Green Setup Sheet that start or arrive on the W Map are used in the Campaign Game. They are not used in the Champaubert DoB Scenario.