

# Napoleon's Later Campaigns Scenario Description

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## 33 Wellington vs Massena - Special Rules and Command Arrangements

**33.1 Terrain.** It is not possible to bombard up a slope from 1 hex range. However, slopes do not block bombardment across the slope symbol as in the original rules. Use the standard Line of Sight rule instead.

Note that there is only one Shallow Stream on the map; it is the Rio de dos Casas upstream from hex 3321 (*This is an estimate laboriously arrived at with multiple players because on the map, Shallow and normal Streams are essentially indistinguishable. I am willing to hear more informed opinions about this.*)

**33.2 Time.** There are 3 night turns (2100, 0000, 0400).

**33.3 Corps Demoralization.** Corps demoralization is tracked in the usual fashion. The Allied side tracks demoralization by division. LCDs do not count for demoralization.

Demoralization limits: *French:* II Corps 8, VI Corps 15, VIII Corps 10, IX Corps 10, N Corps 5. *Allied:* 1 Div 11, 3 Div 7, 5 Div 6, 6 Div 5, 7 Div 5, L Div 7.

**33.2 Army Demoralisation.** The Allied Army Demoralisation level is 27, the French Army Demoralisation level is 29.

**33.2.1 Extra recovery effort.** A player who has no units moving during night turns can recover units from demoralized formations automatically instead of the usual 1-4 die roll. (*This represents the greater than usual toll that the heat took on both side's units.*) However, if the French player ever applies this rule, he can no longer win a Substantial Victory.

**33.2.2 Demoralisation, Fatigue, and Supply.** It is recommended to play with the optional Fatigue rules. Due to the daytime heat during the battle, count every formation that has had units fighting for more than six hours as fatigued.

A formation that behaves as if it were demoralized due to being fatigued or out of supply, but is not actually demoralized due to losses, still counts as demoralized for the purpose of Army Demoralisation. Unlike the standard rules, total losses from a formation that behaves as if demoralized (i.e., even if fatigued or out of supply) are assumed to be equal to its corps/division demoralization limit. (E.g., if the VIII Corps has lost 3 strength points but is fatigued, it contributes 10 SP to

the French Army's Demoralisation level. If it loses its fatigued status, it contributes 3 SP.)

A non-demoralized formation simply counts its actual losses towards Army Demoralization.

### 33.4 Special units.

The Light Division. British Light Division brigades (Drummond, Beckwith, Cacadores) can withdraw from contact by retreating one hex the moment an enemy unit moves adjacent. The other unit cannot follow. This withdrawal can only be used once per turn.

Lepic's cavalry: The first time it is used to charge, if Lepic's cavalry is not stacked with Bessieres, the French player must roll a die – on a roll of 1-3 the charge does not occur. On later turns, the unit charges normally.

**33.5 Victory.** Either side wins a Decisive Victory at any point in the game where the other side's Army is demoralised. The Allied player wins a Substantial (Marginal) Victory if at the end of the game, his Army Demoralisation level is at least 7 (2) points greater than the French and the French have not won a Substantial Victory. The French player wins a Marginal Victory if at the end of the game, his AP maximum is 13 or more points higher than the Allied. The French player wins a Substantial Victory if at the end of the game he has exited at least 10 VPs off the map between points C and D, has at most the Army demoralisation level of the Allied Player minus 3, and has not used the easier reorganization die roll during the game.

Units exited for the purpose of a French Substantial Victory must be in supply at the moment of exiting *and* the exit hex must be in supply at the end of the game.

**33.6 Command Arrangements.** Allied OC is Wellington. His army has no corps structure, all orders are divisional orders. French OC is Massena. Historically, Ferrey's Division (VI Corps) was attached to IX Corps.

**Supply.** A unit is in supply if it can trace a line of ten hexes to a supply train. The supply train must itself be on a road and be able to trace supply along roads offmap. French trains trace supply to the road entry hexes in the French setup area. British trains trace supply to any road entry hex on the west or north edge. The usual 9:00 supply check penalty applies.

**32.6 Hidden Forces.** During setup and whenever a force moves out of LOS of enemy units, all units backprinted with flags can be inverted and placed on top of their stack. Also, a whole formation (Allied division or French Corps) can be replaced on the map with a Hidden Force (HF) marker.

*Design note: In the original rule, only the Allies could use HF's. That seems somewhat unfair since the hills certainly*

*blocked British telescopes just as much as French ones. However, the British (having more and smaller formations) may be able to make more effective use of the rule.*

**35.9.1 HF Creation and revelation.** The formation's leader or one of its units is placed underneath the marker; the others are placed offmap. Hidden Forces are revealed (by deploying the formation as described below) whenever adjacent or in LOS of an enemy stack *at the beginning of the movement or combat phase.* Maximum LOS for units in clear terrain to spot Hidden Forces is 3 hexes. A spotting leader (or spotting unit within movement distance of a leader) on higher level terrain has a LOS range of 12 hexes.

**35.9.2 HF deployment.** A HF must be placed by putting one unit in the hex occupied by the dummy counter and then every successive counter in the same hex or as close as possible subject to stacking limits. (I.e., if the HF was proceeding under March orders, the units must be stacked one per hex in the road/trail that the HF had moved along before being discovered.) The leader must be placed in the HF hex or adjacent to it. Except in the case of Fall Back or General Retreat, or March orders with a target away from the enemy, units cannot be placed closer to the enemy than the HF hex; in these three cases they cannot be placed further away than the HF hex unless stacking requires it.

**35.9.3 Dummy HFs.** A player can, at his option, create dummy stacks consisting of a HF marker on top of any non-unit game marker, in any location where a baggage train could draw supply. These can move at any desired rate and do not need orders. They are removed from the map when revealed. The maximum number of dummy stacks on the map is the number of formations a player has in the battle but the number of Hidden Forces markers is fixed.

**Note:** If a force using Hidden Movement (25.5) is revealed by an 'R' result on the Hidden Movement table, it can be placed on the map as a Hidden Force (i.e., inverted or with cover markers on top).

**33.7 Setup.** See 11.0. The HQs start with the OCs. Units that are out of LOS of the enemy can set up as Hidden Forces.

**Initial Orders:** French: II, IX Corps, Army of the North: Reserve. VI, VIII Corps: Attack Poco Velho and towards the Rio de Turones. Allies: L, C Division: Delay to Rio de dos Casas. All other Allied units have orders to Defend in place.

### WvM Terrain Effects on Combat

Terrain	Attack	Bomb.	Charge	Movement
Town	-25%	-75%	-50%	1
Fort Conception	-50%	-75%	N/A	1
Woods	-50%*	-50%	-75%	2/4
Shallow Stream	NE	NE	-25%	NE
Stream	-25%	NE	-25%	+1
Deep Stream	-50%	NE	-50%	+2
River	N/A	N/A	N/A	N/A
Slope	-25% <sup>U</sup>	N/A <sup>V</sup>	N/A	+1 up
Bridge	-50%	NE	N/A	as clear

Reductions apply to firing into that type of terrain.

\* ... Including defender's fire *out of* hex

<sup>U</sup> ... When attacking upslope.

<sup>V</sup> ... When bombarding upslope at 1 hex range.

Exception: counts as NE if firing from the same level.

**Use these tables instead of those in the NLC rules.**

**33.3 Light Company Detachments (optional).** Each infantry division has one Light Company Detachment (LCD) that can be used separately.

**Interaction with normal units:** LCDs exert no ZOC. They cannot attack enemy non-LCD units and can only be attacked by LCD units. An enemy unit can enter an LCD hex by spending extra MPs, in which case the LCD unit is displaced. The extra cost is +1 for infantry, +2 for cavalry (artillery cannot enter an LCD unit hex). If the LCD unit is in a forest hex, add 1 to the cost, if in a town/fortress hex, add 2.

**Displacement:** An LCD unit must retreat one hex towards a brigade of its division. The unit that entered its hex must end its movement. If the entering unit was a cavalry unit and the LCD unit does not end up adjacent or stacked with a parent unit, it must roll a die, on a 1-2 it is destroyed and no longer available in the game, on a 3-4 it is recalled (see below).

**Deployment:** A brigade deploys its division's LCD unit at the cost of 1 MP either at the start or end of its movement. The brigade cannot be adjacent to an enemy unit. The LCD is placed on top of the brigade and conducts its movement and combat. If the LCD is deployed at the start of the brigade's movement, then the brigade can move normally after the LCD has moved and fought. If the LCD was deployed at the end of the brigade's movement, the owning player must continue movement with another brigade.

**Stacking:** LCDs stack for free, but at most 2 LCDs can stack with each other. LCDs always move and attack individually.

**LCD movement:** LCDs move individually. An LCD moves up to 2 hexes during its movement. It can ignore terrain costs and ZOCs, but cannot leave a 2-hex radius from a unit from its parent division.

## NLC Scenarios

LCD combat: LCDs cannot attack or be attacked during the normal combat phase. A LCD unit can attack other LCDs twice per turn (before, during, or after its 2 hexes of movement). To attack, roll a die. If the roll is higher than the other unit's defense rating, the target unit is displaced by 1 hex. Add 1 to the defense rating if the defending LCD unit is not in clear terrain.

A successfully attacking LCD can advance into the attacked hex unless that would move it out of the 2-hex range from all parent units.

Recall: A LCD unit is "recalled" (taken off the map) under any of the following circumstances:

- All parent units (i.e., units of its division) are attacked
- All parent units move adjacent to enemy units
- All parent units are more than 2 hexes from enemy units
- The LCD is more than 2 hexes from all parent units after movement
- The LCD is stacked with any unit at the end of movement
- Voluntarily, at any time during its movement

To be recalled, the unit must be able to trace a path free of unnegated enemy ZOCs to a parent unit, otherwise it is eliminated.

*Design note: Given the way these rules work (by slowing everyone down a little), I assume the LCDs may provide a bit of balance in favour of the British player. This should be kept in mind when using them. I must admit I found it a bit strange that LCDs can only be deployed when the enemy is within 2 hexes, because generally, even with the original game system, units will move to contact from further away and as a result the deployment of LCDs is rather accidental, calling the cost in terms of rules into question a bit. However, I include the rules anyway so people can choose...*

### **Acknowledgements**

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