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Napoleonic Brigade Series 3.0

Example of Play

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All rule references are at the moment to v71, which is the one you can download from The Gamers website.

Introduction

Welcome to the Montebello example of play! This is intended to help the reader learn the v3.0 NBS rules, and get a feel for strategy in NBS games in general and Montebello in particular. We do this by talking through a (hypothetical) example of a game of Montebello, the latest and smallest of the NBS games. Montebello is a great way to get into the NBS rules if you are completely new to them, and a great way to get into the v3.0 rules if you are used to v2.1. This will be a hypothetical game, rather than a real game, so sometimes the armies will do weird things just to give us a chance to explain some of the less common rules.

Montebello shows what happened when Field Marshal Ott for the Austrians met Lt-General Lannes for the French on 9 June 1800, during a week or so of manoeuvring that led to the Battle of Marengo. It's an encounter, rather than a set-piece battle: both sides' armies are on the move, and both were aggressive partly because they initially under-estimated the strength of the other. The other thing to remember is that, thanks to Napoleon's daring march across the Alps which took him deep into Melas' rear, the French are now attacking west, towards southern France, and the Austrians are trying to breakout back east, towards Austria.

The troops are reasonably standard: the Austrians have 3 divisions, 2 large and 1 small, and no Corps structure, just as in (the game of) Marengo. The French have 1 excellent division (Chamberlac's division), 1 average division (Watrin's), and a few independent brigades. The French command structure is a little peculiar: Lannes is the Army Commander and L Corps HQ acts as the Army HQ. The French army has 4 different "commands": V Corps, Watrin's division, 28th brigade & 12th brigade. The L Corps battery is in command either by remaining within 4 hexes of Watrin or by being within 8 hexes of L Corps (and it can swap without needing explicit orders). The French have very little artillery, and neither side has much cavalry. The Austrians have a numerical advantage, and some rather useful artillery, but the French have higher quality troops. Both sides see their forces enter the playing area gradually which is what gives Montebello the feel of an encounter.

Before the start of the game - 11am on 9 June

O'Reilly's troops have already been pushed back from Santa Giuletta to Rivetta Gandolfi (where they start the game), hotly pursued by Watrin's division. Vogelsang's division is marching E to Casteggio. All the French arrive as reinforcements.

In the Austrian initial deployment, O'Reilly is defending RG with his back to the hills. All infantry is in Line formation facing E, all artillery unlimbered. Note that the Austrians have used a Detached Battery (23.2) because only 1 Gun Point can fire out of RG (it is a village hex: see 19.2).

Beginners' note: lines vs columns.

So why did the Austrians put some infantry in Line, and some in March Column? March Columns are fast, but absolutely terrible at attacking or defending in close combat. Lines are slow, but can at least attack and defend. So Austrians should generally use March Column to close the gap to the enemy, and then deploy into Line. The presence of enemy artillery, though, might make us choose Line over March Column, because artillery love nothing better than firing at a tightly packed mass of troops, as we will see later. The French, though, get to use Combat Columns, which are as fast as March Columns, but also perform effectively in combat (see 8.4). When near the enemy, the dilemma for the French is whether to choose Combat Column or Line. Compared to Line, Combat Columns are more effective at attacking, but tend to suffer more casualties. Combat Columns are more vulnerable to artillery fire, but less vulnerable to cavalry charges. Usually, the French will choose to attack in Combat Column and defend in Line, but circumstances might change that.

Designer's note: combat columns.

Unlike the American Civil War, columns were an important combat formation during the Napoleonic wars. For some nations, that is. While every nation used columns for marching, the French also loved combat columns, the Austrians and Prussians learned to use combat columns over time, while the British stayed in line if they could. Clearly, it would be anomalous to give each nation's columns the same capabilities.

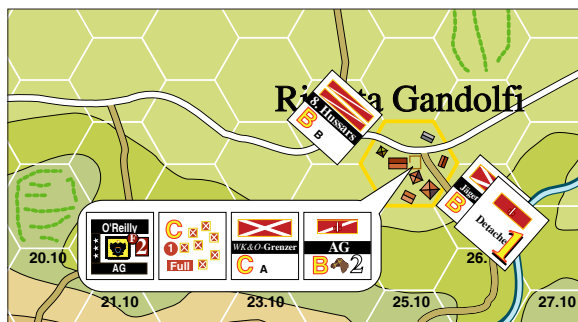


Fig 1: O'Reilly's starting position at Rivetta Gandolfi.

Vogelsang's division is marching E as fast as possible. All infantry is in March Column formation facing E, all artillery is limbered.

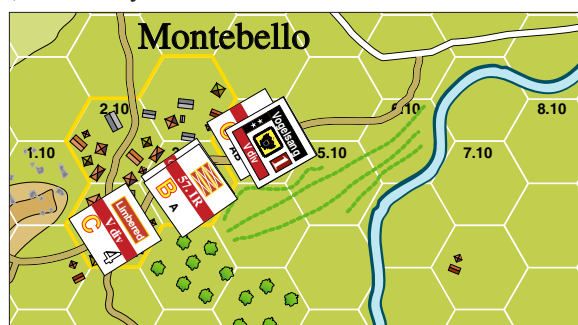


Fig 2: Vogelsang's starting position at Montebello.

Here's the at-start Order Log. Now, I use a different sort of Order Log to the one suggested in the rules, because I like to be able to see at a glance what orders currently apply to every command in both armies. So I have something like this:

AUSTRIAN ORDER LOG

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Result
Advance Guard (O'Reilly)	Defend Rivetta Gandolfi	General	n/a	n/a	Accepted
V Division (Vogelsang)	Go to Casteggio & await further orders	General	n/a	n/a	Accepted
S Division (Schellenberg)	Go to Montebello & await further orders	General	n/a	n/a	Accepted
Army HQ	Go to Montebello & await further orders	General	n/a	n/a	Accepted

FRENCH ORDER LOG

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Result
W Division (Watrin)	Capture Rivetta Gandolfi	Engage	n/a	n/a	Accepted
V Corps (Victor)	Go to 30.13 & await further orders	General	n/a	n/a	Accepted
28 th Line	Support W Division	Engage	n/a	n/a	Accepted
12 th Hussars	Support W Division	Engage	n/a	n/a	Accepted
L Corps HQ	Go to 30.13 & await further orders	General	n/a	n/a	Accepted

The Montebello rules don't specify At Start orders for the two Army HQs, but they need orders to move (6.12.1). All At-Start orders are accepted.

We'll have more to say about Orders later. But the Command system is pretty integral to NBS, and, while you can play it without written orders, you will probably end up with a game that doesn't quite the right feel to it. And using written orders makes NBS really good to play solitaire: it matters less that the player is omniscient when the Army Commanders can't get their troops to respond immediately.

11 am, French.

The random event roll comes up with a 3 (no event), and we can skip the rest of the Command Phase and the Phasing Player Fire Phase, because there aren't any French units on the map.

MOVEMENT PHASE:

Reinforcements arrive in the Movement Phase: Watrin's division enters in a long column along an invisible road stretching beyond the playing area (12.6.1).

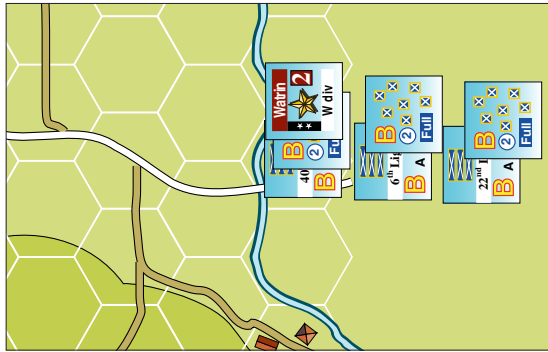


Fig 3: Watrin's division lined up to enter as a reinforcement.

The infantry have 8 MPs, which means that 40th could get to Rivetta Gandolfi (using road movement) if it was vacant, but 40th doesn't have enough MPs to enter Rivetta Gandolfi while it is being garrisoned by the Austrians, because it costs 2 more MPs to entering a hex which already contains enemy infantry. So 40th will move to 29.13 (4 MPs). 29.13 is within 3 hexes and within the fire arc of the AG artillery in 26.11, so the Austrians could use Opportunity Fire (OF, see 17.4). Now, I don't want to get into the Line Of Sight rules at this point, but in my view, 26.11 and 29.13 can't see each other, because 27.12 gets in the way. The rules say, if in doubt, LOS is blocked. So there's no OF.

40th has finished its move. 6th goes to 29.14 (5 MPs), which is not in the Opportunity Fire Zone (OFZ) of the guns in RG, because it is 4 hexes away.

22nd moves to 29.12 (6 MPs). Note that 22nd entered two hexes which contain a contour line. In NBS, the movement cost of hills and slopes (or any hex with one or more contour lines) depends on how many elevations there are in the hex (which is one more than the number of contour lines). 29.12 and 30.12 are both "Elevation" hexes, with 1 contour line, but these impose no movement penalties on Columns (see Movement Table).

The Austrians can use OF, because 29.12 is in the Opportunity Fire Zone of the guns in 26.11, and they are at the same elevation (see 14.1.2.1, which simplifies an awful lot of LOS cases). Specifically, OF is allowed here because 22nd entered a hex in the Opportunity Fire Zone (17.4.1 case a). To calculate artillery fire, you need to look at 2 tables. First, count how many Gun Points are firing (just 1) and compare that with the range (3 hexes) to get the number of Fire Points (FP): in this case, the Austrians have Light Artillery, so there is 1 FP. Then we roll 1 die on the Artillery Fire table using the "1 FP" column, checking for any modifiers. In this case, the French are in column, giving the Austrians a helpful -1 modifier. Roll a 4, modified to 3 giving "0M-1". This means that there are no casualties, but the hex suffers an M-1 result. However, some units ignore M-1 results on the artillery table (and treat M-2 as M-1) (see 17.1.8), and 22nd is one of those, because it is a B morale unit, so the Austrian Opportunity Fire has no effect: good quality Napoleonic troops were trained to hold their ground while cannon balls tore holes in their ranks.

At the end of the Movement phase, check to see whether your units are still in command range. At the divisional level, all brigades have to be 4 hexes from their leader, which they are here (from now on, assume all units stay within command range unless stated otherwise).

Designer's note: random event.

They add a lot of chaos to the game, as well as a great excuse to why you lost afterwards. The specific random events cover all the fun stuff that happened or could have happened during the historical battles, and there is one table for each battle.

Beginner's note: Following Orders

Watrin's Division has orders to capture Rivetta Gandolfi. This doesn't mean that it has to attack it as quickly as possible, but it does mean that we can't hang around here indefinitely waiting to see if O'Reilly will vacate Rivetta Gandolfi, nor can Watrin by-pass Rivetta Gandolfi and attack Casteggio, for example. Watrin's division is now close enough to reach Rivetta Gandolfi next turn, but while keeping its distance from the Austrian artillery which seems to me to be complying perfectly with his orders.

NON-PHASING PLAYER (AUSTRIAN) FIRE PHASE.

The Austrians will fire their artillery (the AG artillery in 26.11 fired Opportunity Fire, but artillery units can fire multiple Opportunity Fires and still fire in the Non-Phasing Player Fire Phase). The AG artillery in 26.11 will fire at 22nd again. The Austrians roll a 2, modified to a 1 (French are in Column), giving 1M-2. The morale result is reduced by 1 to M-1 (the French unit is unwrecked and B morale), so 22nd suffers 1 permanent casualty, and become Shaken: cross off 1 box on the loss chart and put a Shaken marker on top (morale markers always go on top of a stack because they affect the whole stack; each stack can only have one morale state). The Austrian skirmishers cannot fire, because they have a range of 1 hex. The only French units in the fire arc of the artillery in Rivetta Gandolfi are 40th and 6th, but they are 4 hexes away, and 1 GP of Light Artillery at a 4 hex range does not generate any FPs.

Nothing happens in the Close Combat Phase. In the Rally Phase, there are no Stragglers to recover, no cavalry to recover, and 40th can remove its Shaken marker, because it is not in an enemy ZOI (21.5).

11am, Austrian

COMMAND PHASE.

The **random event** roll is a 1, so we then roll 2D6, getting a 7: Cavalry Recovery: this has no effect as the Austrian Cavalry has not yet suffered any losses.

Lets go through the rest of the phase a bit more slowly than last time, following the Sequence of Play (5.1 & 5.2), even though most of it isn't relevant yet.

Discover Dt (Distorted) Orders: not relevant yet.

Order Issue: Ott, the Austrian commander, is not on the map yet, so we can't send any orders.

Initiative. The (hypothetical) Austrian player is very happy with O'Reilly's and Vogelsang's orders, so nothing happens in this sub-phase.

Attack Stoppage Checks. These apply to commands under Engage orders. The Austrian divisions are both under General orders (go and check the Order Log above), so this is not relevant now.

Delay Reduction and New Order Acceptance: not relevant yet, as all orders have already been accepted.

PHASING PLAYER (AUSTRIAN) FIRE PHASE.

Just as before, AG artillery in 26.11 fires at 22nd. Roll 5, modified to 4, no effect.

MOVEMENT PHASE.

8th Hussars move to 24.13, facing E (3 MPs [turn facing, move into clear, turn facing]).

Vogelsang's units have orders to move to Casteggio, and 8 MPs takes the lead units to 12.12. Note that the Austrians here are stacking, which is allowed: up to AAA worth of troops, plus 10 Gun Points, can stack in a hex (9.1). Because the Austrian infantry are stacking, they can't use road movement (12.5), but this not an inconvenience here, because the infantry don't need to change facing and the terrain is clear. So the infantry move forward to occupy 12.12 & 11.11, stacked as before. Note that the skirmishers are allowed to move 8 MPs because they spent their entire turn stacked with a unit in Column formation (24.2). The limbered artillery unit will use road movement once it gets to the main road (ie the white road), allowing it to reach 6.11 in 4 MPs, and then reach 10.12 with 2 more MPs.

Nothing happens in the rest of the Phases: the French have no artillery, the French skirmishers are out of range, there is no close combat, and the Austrians have nothing to do in their Rally phase. So that's the end of the 11am turn, and here's what the map looks like:

Beginner's note: Local Initiative

Local initiative represents commanders below the Army Commander using their, er, initiative to depart from their Army Commander's orders. In game terms, it's the only other way that you can get your commands to do what you want them to short of getting the Army Commander to send them orders. So when the Army Commander is not on the map, it's the ONLY way to change orders. We'll discuss it more later.

Beginner's note:

advancing towards artillery.

Note the implication of where the Fire phases occur during the two player's turns. Those advancing French units have now been shot at three times by the Austrian artillery in 26.11 without any opportunity to fire back (had they any artillery of their own) or move out of the way. Advance on artillery at your peril!

Here's Watrin's and O'Reilly sparring over RG:

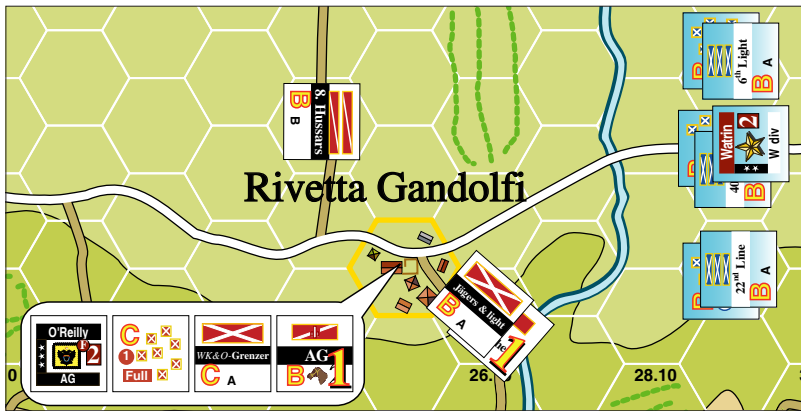


Fig 4: Watrin's and O'Reilly sparring over Rivetta Gandolfi

And here's Vogelsang approaching Casteggio:

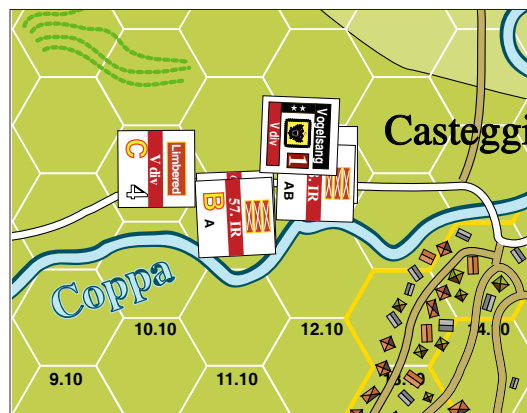


Fig 5: Vogelsang approaching Casteggio

11:30am, French.

There are no French reinforcements until noon, so this turn will see Watrin continue his attack on RG.

COMMAND PHASE.

Let's go through all the sub-phases.

Random Events: 2, no event.

Discover Dt Orders. There aren't any to discover.

Order Issue. Lannes still isn't on the map so the French player can't send any.

Local Initiative. The French player is happy with Watrin's orders.

Attack Stoppage Checks: this we have to do! 6.9 explains how to do an Attack Stoppage check. In this case, a division is checking for stoppage, and Watrin's division has three brigades. None of the three brigades are wrecked, and Watrin is still alive, so we cross-index the "0" row (no wrecked sub-units) with the "3" column on the Attack Stoppage table to get a "1". Then we go to the smaller table and cross-index the "1" column with Watrin's command rating (2) to get a 3. This is the number which we have to roll at least as high as on 2D6 to pass the stoppage check. That's right, we would only fail by rolling snake eyes, but in a long battle with many commands under Engage orders, you'd be surprised just how many times commands fail Attack Stoppage. And, once brigades start to get wrecked, Attack Stoppages occur much more frequently. In this case, though, we roll a 5 and pass.

Delay Reduction & New Order Acceptance: not relevant yet.

PHASING PLAYER (FRENCH) FIRE PHASE:

still no French artillery.

MOVEMENT PHASE.

The French player is going to engage the Austrians, which is a little reckless, as we shall

Beginner's note: facing.

Facing matters in NBS. Units always have to face a hex corner, and infantry, cavalry and artillery can only move into the 2 hexes that they face. Furthermore, artillery can usually only fire into a fire arc that radiates out of the 2 hexes that they face, and cavalry find it easier to reaction charge units in hexes in front of them than ones to their rear or flank. Changing facing, though, was irrelevant for the Austrian infantry in RG, because infantry in Line in Village hexes have "all-round" facing (see 10).

Beginner's note: attack stoppage.

6.3 explains the difference between General and Engage orders (as well as the state of No Orders, which we will come across later). The key difference is that only units under Engage orders are allowed to attack or enter enemy-controlled (even if only notionally controlled) territory, but as a penalty they have to check for Attack Stoppage each turn. Attack Stoppage checks are one of the ways that NBS recreates the ebb and flow of Napoleonic battles, and provide another means for units NOT to do what the player wants them to (commands tend to take longer implementing Engage orders, too, reflecting that it takes longer to prepare for an encounter with the enemy than it does just to march down the road for a bit or defend one's position (which is usually what General orders involve)).

Beginner's note: canister.

Note that the Austrian artillery could have used OF after any of these moves, but it can only fire once against 22nd (17.4.2), so it saved its fire until the last possible moment. When OF is used against units entering the artillery unit's hex, the artillery gets to fire canister, with extra lethality (17.4.9): the artillery fire twice at 1 hex range, but without any of the modifiers.

Beginner's note: check to stand.

To resolve close combat, the sides take it in turns to Check to Stand by rolling 1 die, except that the second side need not roll if the first side fails its roll. If both make the roll, then there is a firefight: neither side's troops have flinched in the approach. Whatever is the result, losses are determined by each side rolling another die.

Designer's note: combat results.

A successful attacker usually takes a few permanent casualties and a bunch of recoverable stragglers. A successful defender takes few, if any, losses. A repulsed attacker takes heavier losses, but not as heavy as the routed defender. The loss tables have columns for the base morale of the checking unit. They are constructed so that a good morale unit will generally take more permanent casualties, much fewer stragglers and lesser morale reduction, while the poor morale unit will usually rout and dissolve in a cloud of stragglers.

see. 22nd moves to 28.12 (1 MP), 27.12 (1 MP plus 1 MP for the stream, and this makes him Shaken, so place a Shaken marker on top, and 3 MPs expended so far) and then 26.11 (1 MP plus 2 MPs for entering close combat for a total of 6 MPs).

1 GP of Light Artillery at range 1 gives 1 FP, so roll twice on the 1 FP column: the Austrian player rolls 1 and 5, giving results of 1M-2 and M-1. These morale results are added together, giving us 1M-3, which would be enough to rout poor quality troops. But because 22nd is an unwrecked B morale unit, we reduce the severity of both of the morale results, so the die roll of 1 gives us 1M-1, and the 5 gives us no effect. We cross off a box as a permanent casualty, and flip the Shaken marker to DG. 22nd has now lost 2 points of casualties and is down to a B size: this will have consequences during close combat: you could indicate this by putting a B marker underneath the counter, but I usually don't bother. So that's the end of 22nd's movement, but we don't resolve the close combat until later on in the turn.

Undeterred by this recklessness, Watrin decides to lead 40th directly into the village of RG. They move to 28.13, 27.13, 26.12 and 25.12 for a total of 7 MPs (moving into 25.12 cost them 2 points for entering a village, and 2 more for entering close combat: although 40th was on a road going into the village, you can't use road movement to enter close combat – 12.5.5). As before, the Austrians hold their artillery fire until the last moment, and then let rip with canister. As before, the Austrian player rolls twice on the 1 FP column, rolling a 3 and a 4. After reducing the morale result by 1, neither of these have any effect.

6th Line now moves 28.13, 27.13, 26.13 for 4 MPs and turns to face SW for 1 more MP. Note that the Austrian artillery in RG can't fire OF because there are French units stacked in their hex. 26.13 is potentially in the Reaction Charge Zone (16.5.1) of the 8th Hussars, but Vineyards are Hindering terrain, which means that no charges are allowed into those hexes. So 6th is fairly safe for now in a threatening reserve position.

NON-PHASING PLAYER (AUSTRIAN) FIRE PHASE.

All skirmishers and artillery are stacked with enemy units and so cannot fire.

CLOSE COMBAT PHASE.

The French player now resolves close combat, hex by hex, in whatever order he chooses. Let's start with 26.11. The French player has a B size, B morale, DGED unit in Combat Column. The Austrian player has an A size, B morale unit in Line. The Austrian artillery is not relevant: it has already fired.

First, we decide who Checks to Stand first (going first being a bad thing) (see 15.2.1). Generally, attackers check first, unless the defender is smaller or downhill, so the French unit goes first.

Second, make the Check to Stand roll. 22nd has B morale, so it needs to roll 2 or more to stand (hey, these are good troops, right?). Now check the modifiers: DG means -2, and the Austrians are twice the size, so that's another -1 (the Austrians are A size, and the French are B size, and A is twice the size of B, which is twice the size of C). Total modifier of -3. French player rolls a 4, modified to a 1, result: the French column fails to stand up to the withering fire coming from the Austrian line. Because the French unit didn't pass its Check to Stand roll, the Austrian unit doesn't need to try: that's why it's good to Check second.

Third, roll for casualties. To roll for losses, both players (starting with the loser) roll a die, apply modifiers, and read the result from the column corresponding to the morale of their unit. In this case, we will use the "Defender Won" pair of tables. The French player rolls a 2, but has an unhelpful +1 modifier because he is in Column and the enemy is in Line, so the final result is a 3, giving 2(2) M-1. The first number represents permanent casualties, and the second straggler losses. However, 22nd is B size, so both of these losses are halved (see 15.3.6), so the actual result is 1(1)M-1.

22nd Line Mahler B A ☒ ☒ B ☒ ☒ ☒ C ☐ ☐ ☐ ☐

Having marked these losses, we see that all of the boxes to the left of the "tick" have been filled in, so 22nd brigade is considered Wrecked (21.6.1). Indicate this on the loss sheet, and cross off one of the boxes to the right of W Div. Wrecked units suffer an

immediate M-1 result, so replace the DG with a Routed marker. The additional M-1 result from the close combat has no effect now that 22nd is already routed.

W div - Watrin (2) ☐☐✓☐

The Austrian player rolls a 4, giving 1(2) – the combat wasn't exactly painless for him – and Jaegers and Light are now down to a B size. Winners of close combats never take more permanent casualties than losers (15.3.1), but this doesn't apply to straggler losses. To complete the close combat, we now need to retreat 22nd 6 hexes away from 26.11, which we do, putting us back in 32.14 (see 21.1.1.4).

Now, the battle for Rivetta Gandolfi. 40th is an AB sized, B morale unit in Combat Column with skirmishers and a 2-rated leader. The Austrians have a C morale, A sized unit in Line with skirmishers and a 4-rated leader (hang on – the counter only says “2”. Ah, but O'Reilly is a Fighter, and so his command rating goes up by 2 in certain circumstances (see 25.5). B morale units need a 2 to stand, but what modifiers apply? The only one is Attacking a Line defending a town/village, for -1. The French roll a 3, modified to a 2, so they pass their check to stand. We roll for casualties on the Attacker Won table. The Austrians roll a rather painful 5, giving 3(7). This is enough to entirely eliminate the unit (!), so the Austrian player decides to use the skirmisher unit to take 1 of the permanent casualties (see 24.3), so flip the skirmisher to its reduced side, and apply losses of 2(7) to WK&O Grenzer. This means they are (well and truly) Wrecked, and down to a C-size (as well as routed). Now roll for the commander losses (see 25.4): the Austrian player rolls 11 on 2D6, which means that O'Reilly is a casualty! 25.4.5 tells us what to do: remove the O'Reilly counter, and place it, Replacement side up, stacked with a different unit in the same Division: we choose the Jaegers. For their losses, the French roll a 1, with no modifiers. This means no casualties – clearly the Austrians just turned and ran (or surrendered) when they saw the French approaching. A roll of a 1 also means a Bloodlust result of M+2 (see 21.3.3), so we place a BL counter on top of 40th. The French units then show their superior training by converting to Line formation in Rivetta Gandolfi (see 27.2 and 19.5.1.2), just in case the Austrians are considering a counter attack. Finally, we implement the retreat: the Austrian infantry and skirmishers retreat towards the rear to 19.13. The artillery, which was unlimbered, needs to roll for gun losses first (23.1.1 helpfully repeated in 21.4.6). A roll of 3 means no guns are lost, and so the limbered artillery unit is also placed in 19.13, under the Rout marker.

Thus ends the rally phase. The French probably did rather well out of this: the assault by 22nd was doomed to fail: charging high-quality troops in Line formation stacked with artillery is never a good idea, as Napoleon should have remembered at Waterloo. Village CC, on the other hand, usually gives spectacular results one way or another.

RALLY PHASE.

Straggler Recovery. The French now do have straggler losses (22nd), but routed units can't recover stragglers.

Rally. We roll a die for the Bloodlusted 40th, because it is adjacent to the enemy, getting a 3, so the BL marker stays. Next, we try to rally the routed 22nd unit with a morale check (21.2). B morale units need to roll a 4 or more to go from Routed to DG, and we roll a 2.

Here's the position around Rivetta Gandolfi:

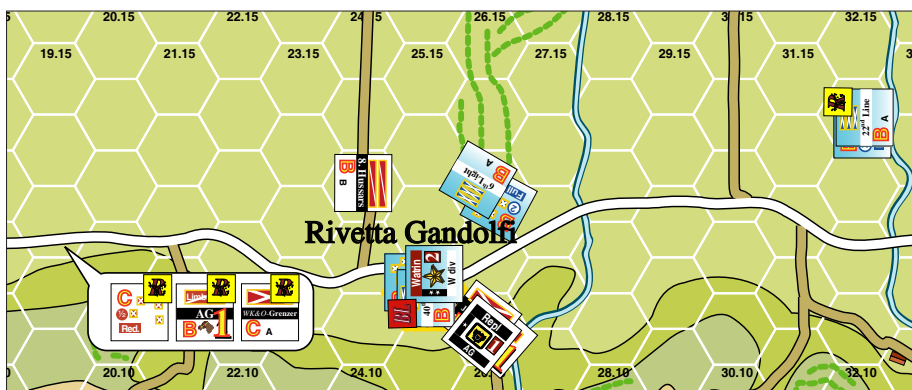


Fig 6: Watrin has captured Rivetta Gandolfi.

That Austrian brigade looks rather outflanked, doesn't it? See the routed French brigade.

Beginner's note: village fighting.

In a village hex, the rules for close combats are slightly different: only the attacker checks to stand: if he stands, then the defender automatically routs (and loses).

Designer's note: village fighting.

In many Napoleonic battles, you find descriptions of villages changing hands dozens of times. We think we have managed to capture this with just a few special rules for villages, that even simplifies combat resolution in villages compared to regular combat.

Beginner's note: retreat.

A bit of common sense needs to be applied to the Retreat rules. In practice, the rules give quite a bit of latitude on the direction of the retreat. But it seems to be that the obvious direction would be to retreat towards the Austrian reinforcements in Casteggio, and this is perfectly legal: at no stage did we move closer to the French unit in 26.13 (see 21.4.1).

Beginners' note: using Initiative.

Commanders can do three things with initiative: declare Defend in Place (DiP see 6.8.2), declare an Emergency Withdrawal (EW see 6.8.3), or do something entirely different. The first two happen automatically, and the third requires a successful die roll, being rather unlikely to happen. Defend in Place orders are just that: the command HQ cannot move, the rest of command can only defend the territory that it currently holds. People usually use initiative to declare Defend in Place when they want to stop attacking, either because they feel they have captured enough territory or because they fear they are about to fail an Attack Stoppage roll. The fact that players can always have their commands automatically use Initiative to declare either of these orders goes a very long way to making the whole Orders system less restrictive: essentially, a player can always abandon an order and instead either stay put or run away; the downside is that the command can then not move until it receives new orders.

11:30am, Austrian.

COMMAND PHASE.

Random Events: 4, no event.

Discover Dt Orders & Order Issue. Not relevant yet.

Local Initiative. The Austrian player decides it's time for his commanders to use some initiative.

Right now, the Austrian player feels that the Advanced Guard is in a precarious state. He could have AG continue to follow its orders, and have the Jaegers and Light counter-attack into Rivetta Gandolfi (it's perfectly acceptable for units under General orders who are defending a position to launch local counter-attacks to recapture lost territory), but there's no point: after all, there are no Victory Points for holding Rivetta Gandolfi. On the other hand, hanging around Rivetta Gandolfi seems silly, because there's a real danger that the Jaegers could be surrounded. So the Austrian player calls an Emergency Withdrawal. 6.8.3 describes what happens when you do this. First, the Advanced Guard immediately accepts a 1 turn order to withdraw from the threat. After this turn, Advanced Guard enters No Orders status: let's mark both these on the Order Log. I do this by writing two more lines under AG (I could of course delete the old order to "Defend Rivetta Gandolfi" but I keep this for completeness).

AUSTRIAN ORDER LOG AT 11:30AM

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Result
Advance Guard (O'Reilly)	Defend Rivetta Gandolfi	General	n/a	n/a	Accepted
	Withdraw from RG to the W	General	Emergency Withdrawal	11:30am	Accepted
	No Orders	No Orders	Emergency Withdrawal	noon	
V Division (Vogelsang)	Go to Casteggio & await further orders	General	n/a	n/a	Accepted
S Division (Schellenberg)	Go to Montebello & await further orders	General	n/a	n/a	Accepted
Army HQ	Go to Montebello & await further orders	General	n/a	n/a	Accepted

The other sub-phases of the Command Phase are irrelevant.

PHASING PLAYER (AUSTRIAN) FIRE PHASE.

The routing, limbered artillery cannot fire, and the AG artillery in 26.11 is facing E, so cannot fire at the French in RG.

MOVEMENT.

Let's start with the Advance Guard, continuing to read 6.8.3. First, the Divisional commander needs to retreat at least 6 hexes. This retreat is not governed by the standard retreat rules (6.8.3.5): instead, we need to get away from the threat that caused the withdrawal (Watrin's division). Because of this, I am going to allow the Austrian player to withdraw W along the main road, rather than directly away from Watrin.

After making this move, Advance Guard will enter No Orders, and the commander will be unable to move until accepting new orders (6.3.4.3), so we need to get the placement right. We will therefore make full use of the commander's 14 MPs, and retreat him to 15.12. The other units now need to make their way towards their commander. They don't have to do this as fast as they can if this would be dangerous (for example, when surrounded by cavalry, it would be OK to move in a square formation), but they do need to try. But because the French have no cavalry or artillery, there is little immediate danger. Jaegers therefore convert to March Column, about face, and march to 21.12, where they about face back to the E, for 8 MPs. They then have to roll for straggler losses by making a morale check. They are B morale so require a 4, and roll a 6 (no losses). The cavalry retreats to 21.13, facing E, to provide some sort of defensive screen. The routed unit in 19.13 doesn't move because routed units don't get to move in the Movement phase.

However, the foot artillery is rather stuffed. After limbering and about facing, they would

have only 3 MPs left, but 25.11 and 24.11 would each cost them 2 MPs because of the contour line. They therefore decide to take their chances in the hills, and limber (3 MPs), change facing to SE (1 MP), and then use road movement to go to 25.10, still facing SE.

Meanwhile, Vogelsang's division reaches Casteggio. Manoeuvring through Casteggio will be costly unless using road movement, so the Austrians will have to stop moving in stacks. 17.IR goes to 13.10 and deploys to Line (6 MPs). 18.IR go to 13.11 facing E in column (5 MPs). Grenzers (and Vogelsang) go to 14.11 and deploy in Line, and 57.IR goes to 14.12 facing E in column. The artillery moves to 14.12; note that they cannot use road movement to enter 14.12, so they have spent 2.5 MPs to get this far. 2 GPs stop here, and the other 2 GPs change facing to SE and move to 14.11 (total spend 5.5 MPs).

Finally, Ott and the Army HQ enter at 1.12. The Army HQ follows its orders to move to Montebello, and stops at 2.09. Ott, though, moves to 13.10, in anticipation of giving IR.17 some In Person orders on the next Austrian turn.

In the command range check, we find that none of the Advance Guard are in range: that was to be expected. Units out of command either have to stay where they are, or spend their allowance moving toward their commander.

NON-PHASING PLAYER (FRENCH) FIRE PHASE & CLOSE COMBAT.

Nothing happens.

RALLY PHASE.

WK&O Grenzers can't recover stragglers because it's routed, and the Jaegers can't because they moved this turn (20.3.2). In the Rally sub-phase, WK&O Grenzers roll a 5 so we replace the Routed marker with a DG (they are C Morale, so 5 is good enough), and turn them to face W in March Column formation (we can choose formation and facing after recovering from being routed: see 21.5).

That's the end of the 11:30am turn. And here are the key units:

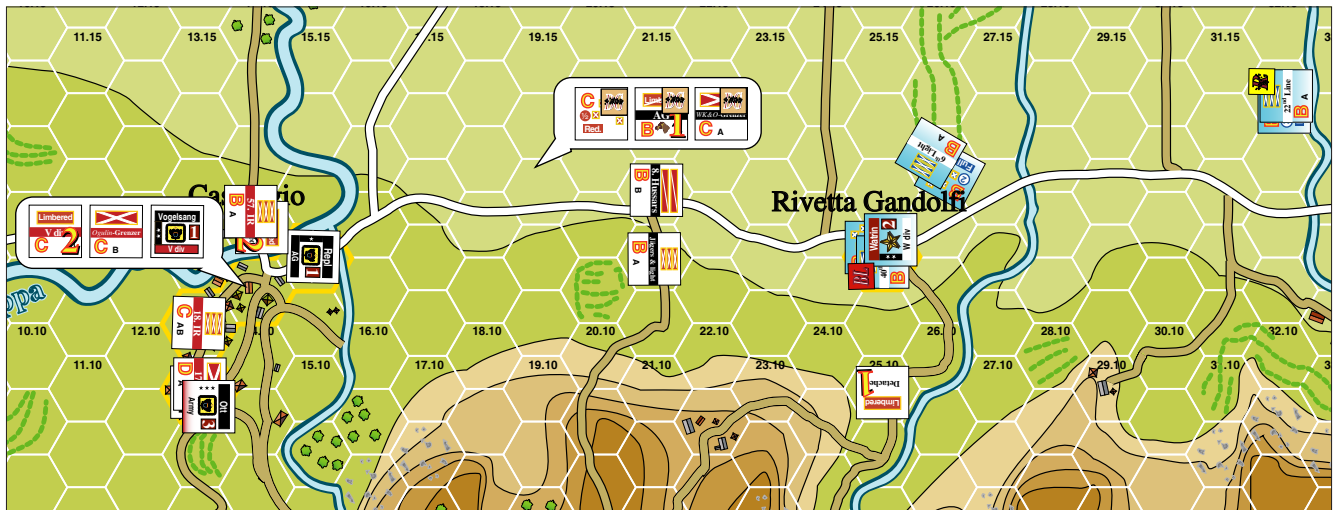


Fig 7: Vogelsang is deploying in Casteggio, Watrin has captured RG, and O'Reilly has withdrawn.

Noon, French

Lannes is due to arrive! But he doesn't get here until the movement phase.

COMMAND PHASE.

Random Events: 6, no event.

Discover Dt Orders & Order Issue. Still not relevant.

Local Initiative. Watrin has now completed his orders and uses initiative to go into No Orders status.

Attack Stoppage Checks: Not relevant: Watrin's division is no longer under Engage orders.

Delay Reduction & New Order Acceptance: not relevant.

Beginners' note: road movement.

The massive benefit of using road movement here, of course, is that it negates the extra costs of the elevation changes, and the extra costs of the facing changes required to follow the wiggly road through the hills.

Beginners' note: detached batteries.

It's perfectly OK to form detached batteries midway through a move like this.

Designer's note: stragglers recovery.

To recover stragglers, you basically have to do nothing, be nowhere near the enemy and not under attack orders. You get a positive modifier if you are in no orders-status.

Napoleonic Brigade Series

Beginners' note:

no Order or Defend in Place

These two order states are similar, but with important differences (see 6.3.4 and 6.8.2). Both No Orders and Defend in Place will require Watrin to stay put in his current hex. The brigades are free to move about within command radius, but they can't attack to capture new territory: only local counter-attacks to regain lost territory are allowed. Under No Orders, there are more restrictions: command ranges are halved (to 2 hexes, in this case), and no aggressive behaviour is allowed: no close combats, artillery can only Opportunity Fire and cavalry can only Reaction Charge. The advantage of No Orders, though, is that it is easier to recover Stragglers, and it is easier to accept new orders. Typically, then, commands will go into No Orders status only if they are in a safe position.

Beginners' note: independant order

This is going to be an Independent Order (6.10). Basically, Independent Orders allow you to split up your commands (either separating divisions from a Corps, or brigades from divisions). Game-specific rules usually restrict to what extent you can use Independent Orders: the Montebello rules say that we can use them for 1 brigade per division. Using Independent Orders can be both good and bad. It can give you more flexibility, by freeing some of your units from command radius restrictions. But if you use too many Independent Orders, you can find that there are too many commands in your army for your commander to be able to cope with.

FRENCH ORDER LOG AT NOON

Command	Order	Order Type	Method	Arrival time	Acceptance Result
W Division (Watrin)	Capture Rivetta Gandolfi	Engage	n/a	n/a	Accepted
	No Orders	No Orders	Initiative	Noon	Accepted
V Corps (Victor)	Go to 30.13 & await further orders	General	n/a	n/a	Accepted
28 th Line	Support W Division	Engage	n/a	n/a	Accepted
12 th Hussars	Support W Division	Engage	n/a	n/a	Accepted
L Corps HQ	Go to 30.13 & await further orders	General	n/a	n/a	Accepted

PHASING PLAYER (FRENCH) FIRE PHASE:

nothing to fire with.

MOVEMENT PHASE.

6th turns to face W. Lannes, his HQ and the Hussars arrive on 33.13. The Hussars have orders to support Watrin's attack on Rivetta Gandolfi, so they trot to 26.12, where they learn that he has attained his objective. L Corps HQ and Lannes go to 30.13. Lannes could have gone to 32.14 to help rally the routed unit, but the French player wants to send some orders on the next turn, so Lannes needs to be with his HQ (6.4.7).

NON-PHASING PLAYER (AUSTRIAN) FIRE PHASE AND CLOSE COMBAT PHASE:

Nothing happens.

RALLY PHASE:

In the Rally Phase, remove the Bloodlust marker from 40th because it is not adjacent to the enemy. The French player attempts to rally 22nd, and rolls a 4 on the morale check: good enough. Replace the Routed marker with DG, and turn 22nd to face W in column.

Noon, Austrian

Schellenberg's Division might arrive on this turn, according to the variable reinforcements table (see 1.3 of Montebello rules). We roll a 2, so he doesn't show up.

COMMAND PHASE.

Random Events: 2, no event.

Discover Dt Orders: Still not relevant.

Order Issue. At last! We can write some orders! Ott is going to issue an In Person order to IR.17 (the unit he is stacked with).

So how do we go about writing orders? First, write the order on the Order Log. It's an Independent Order so we will have to create a new entry for IR.17. Here it is.

AUSTRIAN ORDER LOG (additive)

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Number
IR 17.	Go to Casa il Giardina & defend track to Montebello	General	In Person Oral	Noon	7

We made the order a General order, rather than Engage. This will make it more likely that IR.17 will respond to it; the downside is that IR.17 will not complete its orders if enemy troops prevent it from getting to Casa il Giardina. The method of delivery is In Person Oral: Ott met the brigade (regiment?) commander and told him what to do. The arrival time is when the order will reach IR.17: for in person orders, it's the current turn.

Calculate the Acceptance Number now (see 6.5). Add together the command rating of

the sender and receiver of the order (independent brigades have command ratings of 2 – see 6.4.6), giving 5. Apply modifiers from the table. In this case, we get +2 for In Person, but none of the others apply, for a total of 7. Write that in the Acceptance column of the Order Log.

There we go. Our first proper order! Basically, the Austrian player feels that his flank is vulnerable, but doesn't want to send the whole of Vogelsang's Division there.

Local Initiative. AG now formally enters No Orders status, after its one-turn Emergency Withdrawal. Vogelsang's division has completed its orders, and the Austrian player opts for Defend in Place orders, in case the French press forward their attack. The Army HQ goes into No Orders status, in anticipation of receiving some new orders sometime soon.

Attack Stoppage Checks: No-one has Engage orders.

Delay Reduction: not relevant.

New Order Acceptance: here's where we for the acceptance of IR.17's order. Roll two dice on the "7" column of the Order Acceptance table, reading the result as 11...66. We roll a 41, giving us a D4 result. This is a Delay result, the most common outcome of rolling on the Order Acceptance table. It means that IR.17 is not yet ready to implement the order, and so it doesn't yet apply. Instead, we record the result on the Order Log. Note that until IR.17 accepts his order, he is governed by the orders of his parent division.

AUSTRIAN ORDER LOG AT NOON

Command	Order	Order Type	Method	Arrival time	Acceptance Result
Advance Guard (O'Reilly)	Defend Rivetta Gandolfi	General	n/a	n/a	Accepted
	Withdraw from RG to the W	General	Emergency Withdrawal	11:30am	Accepted
	No Orders	No Orders	Emergency Withdrawal	noon	
V Division (Vogelsang)	Go to Casteggio & await further orders	General	n/a	n/a	Accepted
	Default Defense	General	Initiative	noon	Accepted
S Division (Schellenberg)	Go to Montebello & await further orders	General	n/a	n/a	Accepted
Army HQ	Go to Montebello & await further orders	General	n/a	n/a	Accepted
	No Orders	No Orders	Initiative	noon	Accepted
IR 17.	Go to Casa il Giardina & defend track to Montebello	General	IPO	Noon	D4

PHASING PLAYER (AUSTRIAN) FIRE PHASE.

No-one can fire.

MOVEMENT.

The DGED Grenzers and artillery have their movement halved, but this is enough to get them to 15.12, facing W (the artillery unit moves first, and can therefore use road movement). The Jaegers about face, move to 16.12, and about face to the E again. The Hussars go to 16.11, so all AG units are now in command radius. In the hills, the artillery get to 21.08, facing W. Ott moves back to the Army HQ in 2.09. 14.10 changes facing to E, and both of Vogelsang's artillery units unlimber.

NON-PHASING PLAYER (FRENCH) FIRE PHASE & CLOSE COMBAT.

Nothing happens.

RALLY PHASE:

Flip the DG marker to a Shaken.

Beginners' note: order cost

Good commanders can send more than 1 order in a turn (if they are stacked with multiple units or if they are with their HQ: Ott can't in this case). 6.4.1 describes the cost of each order: this was a General order transmitted orally, so it cost only 3 command points. Ott has a command rating of 3, and so can send orders costing up to 15 command points each turn.

Beginners' note: elevation

Note that 20.12 cost them 2MPs as it has three elevations.

End of the noon turn. Here are the key units:

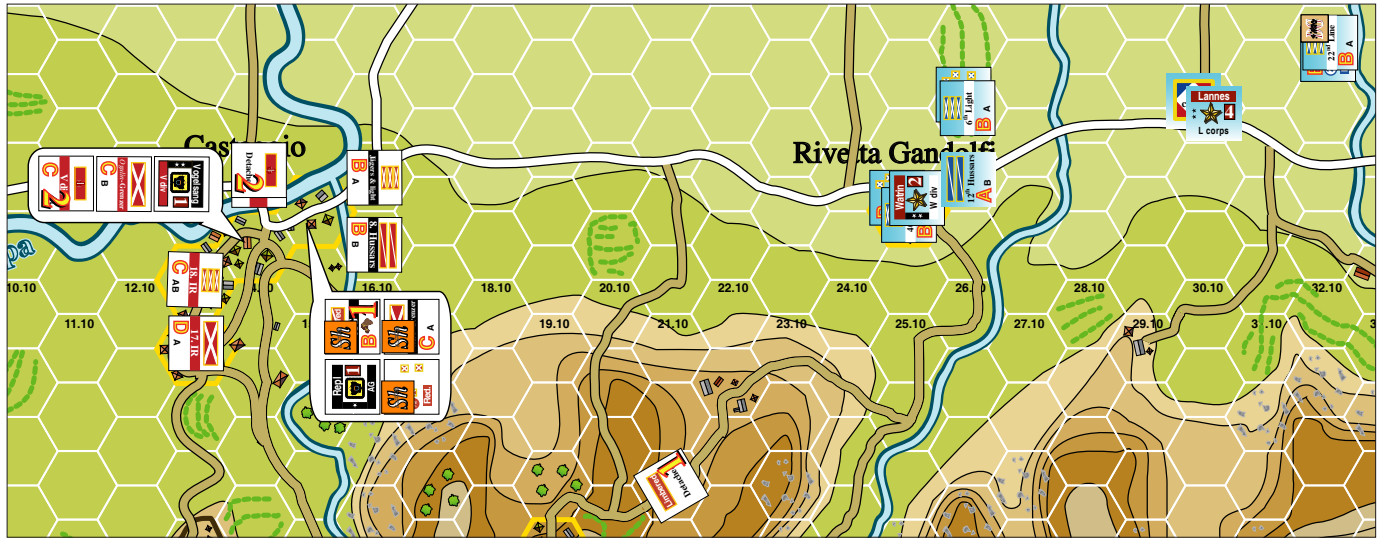


Fig 8: Watrin consolidates his capture of Rivetta Gandolfi, as the Austrian artillery escapes to the hills. And there's a bit of a traffic jam in Casteggio.

12:30, French

We're going to stop mentioning the phases and sub-phases where nothing happens, OK?

COMMAND PHASE.

Random Events: 1, an event! Roll 2D6 to get 3, Game Table. Roll 1 die on the Montebello French random events: 6, Ford discovered. Excellent! Lannes has discovered a ford across the Coppia: designate it as 16.17 to 15.18. We can hopefully use that to mount a two-pronged attack on Casteggio.

Order Issue: The French player is going to try to set up an attack in advance, making use of 2.4 in the Montebello rules to send Victor an order now. Lannes asks Victor to "Go to Rivetta Gandolfi (General) and then proceed along main road to attack Casteggio from the E (Engage)". This is a Complex order, which means that it is a portion that counts as a General order, and a portion that counts as an Engage. This is an aide-delivered order, so we have to calculate the arrival time. Usually, we would do this by counting how many MPs a hypothetical commander would take to get from the Army Commander to the recipient; in this case, we use the game-specific rules in 2.4, which tells us that the distance is 1.5 (to get from 30.13 to 33.13) + 3*8 (because we are three turns before the 2pm turn) = 25.5 MPs. Divide by 10, and round up (6.4.8), means that the order will arrive in three turns time, or 2pm. Finally, calculate the Acceptance Number: Lannes and Victor each have command ratings of 4, but we deduct 2 because this is an Engage order.

FRENCH ORDER LOG (additive)

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Number
V Corps (Victor)	Go to Rivetta Gandolfi (General) and then proceed along main road to attack Casteggio from the E (Engage)	Engage	Aide Written	2pm	6

Now, this order cost 10 command points, and Lannes has 6 left. He'd like to send Watrin orders to attack, but that would cost a minimum of 7 command points (if he sent it Aide-Oral), so he uses the extra points to send an In Person General order to his HQ (6.12.1), costing 3 command points. The acceptance value for this order is 9 (4 for Lannes, plus 3 for the HQ, plus 2 for an In Person Order).

Local initiative: Both L Corps HQ and 12th Hussars have completed their orders, and the French player chooses No Orders status for both.

Beginners' note:

why do we use a complex order?

Because the French player is confident that Victor will encounter no Austrians before he gets to Rivetta Gandolfi, and therefore there is no need to have Engage orders, with the attendant fear of failing Attack Stoppage.

New Order Acceptance: Roll for the L Corps HQ orders, getting a 62, Accept. Mark this on the Order Log.

FRENCH ORDER LOG AT 12:30 PM

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Result
W Division (Watrin)	Capture RG	Engage	n/a	n/a	Accepted
	No Orders	No Orders	Initiative	Noon	Accepted
V Corps (Victor)	Go to 30.13 & await further orders	General	n/a	n/a	Accepted
	Go to RG (General) and then proceed along main road to attack Casteggio from the E (Engage)	Engage	Aide-Written	2 pm	In transit Acceptance number: 6
28 th Line	Support W Division	Engage	n/a	n/a	Accepted
12 th Hussars	Support W Division	Engage	n/a	n/a	Accepted
	No Orders	No Orders	Initiative	12:30pm	Accepted
L Corps HQ	Go to 30.13 & await further orders	General	n/a	n/a	Accepted
	Go to Rivetta Gandolfi	General	In Person	12:30pm	Acceptance number: 9

MOVEMENT PHASE:

12th Hussars move to 25.14. 28th and L Corps artillery arrive as reinforcements. The artillery goes to Rivetta Gandolfi, and 28th goes to 26.12. The DGED 22nd moves to 28.13 (4 MPs). The L Corps HQ moves to Rivetta Gandolfi, as per its orders, and Lannes goes there too. All French units are facing W and all infantry in Column, except for the one in Rivetta Gandolfi.

RALLY PHASE:

Flip the DG counter to Shaken.

12:30, Austrian

Schellenberg's Division might arrive on this turn, according to the variable reinforcements table (see 1.3 of Montebello rules). We roll a 3, so he does show up. So that's all the Austrian forces on the map.

COMMAND PHASE.

Random Events: 5, no event.

Discover Dt Orders: Still not relevant.

Order Issue: The Austrian player really needs the Advance Guard to move: they are in the way, and they might recover stragglers more easily if they were behind their own lines.

AUSTRIAN ORDER LOG (additive)

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Number
Advance Guard	Go to 9.12	General	Aide-Written	1 pm	5

Why arrive at 1pm? Because AG is 7 MPs away from Ott. Why acceptance number 5? 3 for Ott, 1 for the AG commander, and 1 more because AG is currently under No Orders. That order cost Ott 6 command points, but he doesn't want to send any more.

Delay reduction: we need to roll for IR.17s delayed order. The Austrian player rolls a die and needs to get equal to or higher than the delay number for it to be accepted. We roll a 4, so it's accepted. At the end of the Phase, the order log looks like this.

Beginners' note:

Note the special rules about L Corps artillery: it has to stay within range either of Watrin or of L Corps HQ, and it can switch without requiring orders. We'll assign it to Watrin's division.

Napoleonic Brigade Series

AUSTRIAN ORDER LOG AT 12:30 PM

Command (Commander)	Order	Order Type	Method	Arrival time	Acceptance Result
Advance Guard (O'Reilly)	Defend RG	General	n/a	n/a	Accepted
	Withdraw from RG to the W	General	Emergency Withdrawal	11:30am	Accepted
	No Orders	No Orders	Emergency Withdrawal	noon	Accepted
	Go to 9.12	General	Aide-Written	1 pm	Acceptance number: 5
V Division (Vogelsang)	Go to Casteggio & await further orders	General	n/a	n/a	Accepted
	Default Defense	General	Initiative	noon	Accepted
S Division (Schellenberg)	Go to Montebello & await further orders	General	n/a	n/a	Accepted
Army HQ	Go to Montebello & await further orders	General	n/a	n/a	Accepted
	No Orders	No Orders	Initiative	noon	Accepted
IR 17.	Go to Casa il Giardina & defend track to Montebello	General	IPO	Noon	Accepted

MOVEMENT PHASE.

Schellenberg deploys along a “road” ready to enter as reinforcements:

28.IR goes to 3.10, 40.IR, skirmishers and Schellenberg go to 2.09, 51.IR goes to 2.10. 13.IR to 2.11, and the artillery and cavalry to 2.12. The units in 15.12 about turn to face E. 17.IR heads for Casa il G (6 MPs, after changing to column first, using road movement, and then changing to Line in Casa il G). 18.IR moves to 13.10.

RALLY PHASE:

Remove the Shaken counter.

End of turn. Here's the map.

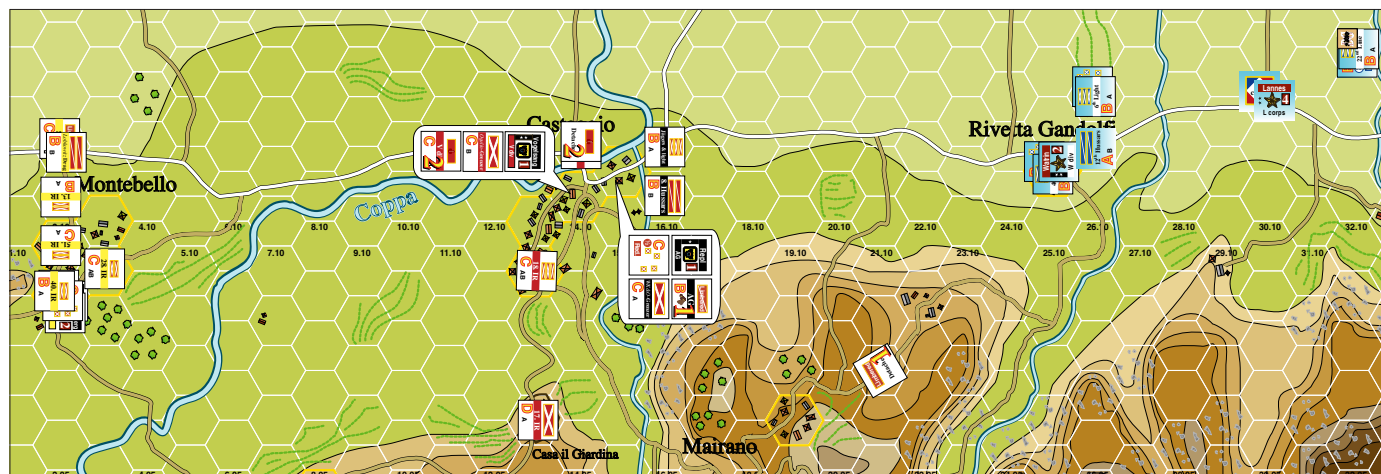


Fig 9: All pieces currently on the map. Ott hopes he's done enough to secure his right flank.

THAT'S AS FAR AS WE'VE GOT SO FAR...