

Napoleon's Resurgence

UPDATE

23 February 2022

Note: The version number of the Study folder can be found in the lower right corner of page 22.

ALL EDITIONS

Use these items with all versions of the Study Folder:

COMBAT TABLES

(on back cover & Casualty Track)

- CRT (*change*): 1:1.5 column results are reordered: Dr-Dr-Sk-Ar*-Ar-Ar2
- CHARGE CRT (*change*): “reducing 1 or 2 units as indicated).”

WEATHER TABLE

- In the Trains column, remove “Pontoon: No Deploy” from the Rain row and add it to the Thunderstorm row.

COUNTERS, COALITION

- Russian II Corps/Panchulidzev. The counter is misspelled. (Ivan Davydovich Panchulidzev).
- Coalition Vedettes of Mixed nationalities: IV/Königin and IV/Oppen cavalry units—each has one Prussian and one IV/Cos Russian vedette attached.

SET-UP, COALITION

- On 5.20.13 and 5.21.13, AG/Rudzevitch and L/Scherbatov are not reduced. Set-up at full strength.

MAP

- Bau-N: 3033-3134 a trestle is missing; in similar situations, assume there is a trestle.

TRC, KÖNIGSWARtha - BAUTZEN MINI-CAMPAIGN

2PM: YORCK/II (*less Hunerbein's 3 units*)

7AM: III/Arty Tamissier and Tamissier-b enter as reinforcements on May 20th at 07:00.

CARDS

General Retreat card (No. 9) (*clarification-addition*): It is not necessary to have a General Retreat card to declare a General Retreat. The GR card may be played as “Inapplicable” for its MA alone, like a Tactics card (18.83).

STUDY FOLDER

25.73 (*replace existing rule*): **Release of French Imperial Guard:** Units of the OG, YG* and GC Corps may not voluntarily engage prior to Coalition General Retreat declaration. EXCEPTION: * one whole YG Div (either 1YG or 2YG) may engage freely at any time (per historical usage).

27.32 March Orders at Start: The IV and VI Corps mentioned are French, and the VI Corps units enter only in the Mini-Campaign.

28.2 Alternate Reinforcements

COALITION

#1. For the two Cossack units use Illowaisky (2-3-7) and Karpov II (1-3-7), both with yellow initiative.

28.35 Marshal Soult: Marshal Soult was ineffective at the battle of Bautzen (due to contradictory orders) and should be removed from play. Soult is no longer used in any scenario. If players wish to keep Soult in play, then he may only place the IV Corps in command (plus one other unit).

Eugen is now a commander at Lützen and Bautzen.



28.36 Roadblocks

*During the development of Napoleon's Resurgence, we encountered the question of Coalition roadblocks. A roadblock represents a physical obstruction (such as an abatis) plus a battalion more or less. We knew they had some roadblocks at Bautzen, especially along the Spree. But we decided they weren't critical, and so they were omitted. Add 12 Roadblocks to the Bautzen Coalition initial set-ups, in any allowed hex east of the River Spree (28.37). A roadblock is built by an infantry battalion with tools. (We can imagine the troops moving out after their work is done.) Roadblocks have a combat strength of 1 but may never attack. Roadblocks are static, immobile and “unable to retreat fully/PEU.” Enemy units may **not** enter a hex containing a Roadblock counter. A roadblock is blocked to French and Coalition alike, including movement, retreats, supply lines and Command Radius. A roadblock at a bridge may be cleared by units crossing the bridge (28.36d).*

a) Roadblock Construction: Each army can construct up to 2 roadblocks at start and 2 each Night PM turn, at least 3 hexes from the nearest enemy unit, and within 2 hexes of a friendly infantry unit (in both cases tracing only through terrain passable to infantry). Roadblocks may only be placed in a road or trail hex at a defile—either end of a bridge, in a town, slope hex, or woods, and must be pointed toward the defile hexside. Construction is automatic—simply place the Roadblock Marker with the red arrow pointed toward the blocked defile. You may build up to two roadblocks in a hex, each pointing to a different defile hexside.

b) Reconnaissance against Roadblocks: Roadblocks are placed face down until revealed by recon (8.3) or Repulse (9.12). The roadblock is treated as “no cav” on the Reconnaissance Table. A repulse is resolved as a regular combat, with no column shift (9.22).

c) Roadblock ZOCs: A face-down Roadblock marker has a ZOC into all adjacent hexes. The 5 non-defile hexsides are revealed as non-controlled only when the Roadblock marker is face-up, leaving one actual hex of ZOC. Friendly units may stack with the roadblocks—their ZOCs are unimpaired.



d) Clearing a Roadblock: To clear a roadblock, an enemy infantry unit must attack it through the defile hexside. It can

also be cleared automatically by a friendly infantry unit in the same hex. The attack is resolved on the Combat Results Table. Do not use Shock for combat vs. Roadblocks. A Shock, retreat or 1R result for the roadblock means it is cleared. A cavalry or artillery unit without infantry cannot attack (or bombard) through the defile hexside, but may attack from non-defile hexsides. If no infantry units attack through the defile hexside, at the same time, that roadblock is not removed.

e) Defending a Roadblock: There are no additional terrain effects on combat for units stacked with a roadblock. The defense strength of the roadblock is added to the total combat strength defending the hex, unless no infantry attack through the roadblock hexside. Cavalry Charges are not permitted against a roadblock.

28.65 Control: VP locations on the BAU map sections are not counted—not even if using the Spoiling Attack (28.68) option.

Version 3.05

Use this item with version 3.05 of the Study Folder:

28.34 Marshal Ney: Ney remains a [1] Commander.

VERSIONS 3.0-3.03

Use these items with versions 3.0 & 3.03 of the Study Folder:

STUDY FOLDER

28.17 Improved Positions at Start (*add*):

In addition, the Coalition Player may place up to five more I.P.s in any Friendly-occupied hexes.

28.2 Alternate Reinforcements

FRENCH

#1. SEBASTIANI/IIC (not V/17th I.D.—already in play)

28.52 Mode Cards at Start:

Mode cards have to be drawn at the start of each day, on the first daylight turn. Apply them, as explained in 24.0. For the French, “Late Start” is in effect (28.67). Card No. 2 counts toward the total of 3 French Mode cards specified. Reshuffle the Mode Cards each night at 9 PM.

28.64 March Orders at Start (*add*): In addition, all Coalition forces on the Kön map at the end of May 19th, 8PM have a pre-programmed March order—taking effect immediately—to any location or locations, of the Coalition Player’s choice, on the BAU-N map.

28.67 French Late Start (Card No. 2):

French Card No. 2 (Late Start) is in effect at start. Follow instructions on the card. Remove card from the deck and place it beside the map face up, to denote its enduring effect. (This rule replaces “Undeclared Truce Day.”)

29.5 Hoyerswerda

French General Oudinot has a Late Start in effect at start. Place Card No. 2 face-up near the map.

29.59 Victory Conditions: VPs are earned as per 26.1.

EXCEPTION: The Coalition player receives the VPs shown at the end of each French Player turn that Coalition units control that hex.

VERSION 3.03 ONLY

Use this item with version 3.03 of the Study Folder:

STUDY FOLDER

27.63 Replace the end of the paragraph: “or at a point further back on the line of march at the Coalition Player’s choice,” with the following: “Since only the Coalition player can see a convergence coming, he must place his forces on the map at the moment French units would have a line of sight to them.”

VERSION 3.0 ONLY

Use these items with version 3.0 of the Study Folder:

STUDY FOLDER

25.13 Nationalities: Saxony (chamois with a white stripe).

26.3 Exiting the Map

Either Player may choose to exit his units by playing the “General Retreat” card once per day. On the Coalition side, a General Retreat Order can be given to: all forces; only the Prussian Corps; only the Russian Corps; or only Barclay’s Army at Bautzen (AG, L, and Res).

27.6 Lützen Mini-Campaign Set-up

27.63 Reinforcements: After choosing his deployment center, the Coalition player must secretly assign a March Order to all of his Reinforcement Forces scheduled to arrive before Noon on May 2nd. These forces don’t appear on the map until the deployment chit is revealed. They are assumed to be moving toward their assigned destination and are placed at a distance from their entry depending on the amount of time they have spent on the map. They may use Road March or not. The force sets up wherever it is removed from the March Order (20.23). Since only the Coalition player can see a convergence coming, he must place his forces on the map at the moment French units would have a line of sight to them.