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NAPOLEON'S End™

The Campaign in France, Part III

MORMANT • MONTEREAU

ARCIS-SUR-AUBE

FERE-CHAMPENOISE

17 February–25 March 1814

**Scenario Information,
Historical & Design Notes**



NAPOLÉON'S END

www.Napoleongames.com

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Grenadier of the old guard 1813,
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GAME COMPONENTS:

- 3 Map Sheets 22" x 34" and 1 Map Sheet 22" x 40"
- 2 Counter Sheets: 560 die-cut playing pieces
- 2 Booklets: System Rules, Study Folder
- 17 Player Aid Cards: TRC x4, Initial Set-up x6 (3-Fr., 3-Coal.), Casualty x2, Combat Results, Reorganization, Weather, Fog of War x2
- Adding the Cards Folder (24.0), 11" x 17"
- Combat Tables Folder, 11" x 17"
- Orders Slip Sheet/Sequence of Play
- Victory Worksheet
- Cards Removed from Deck/Scenario Parameters
- Game Box

NOT INCLUDED: • Optional deck of 100 cards (the "Universal Deck") is *not* included. The U.D. is included in copies of *Napoleon's Wheel*. Universal Decks can be ordered at Napoleongames.com.
 • Two 6-sided dice (d6)

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25.0 SCENARIOS

Guignes, 16 February 1814: After giving Blücher's Army six days of tactical lessons, Napoleon was about to teach Schwarzenberg's Army of Bohemia, unleashing 45,924 men at Guignes against Count Pahlen's Russian Advanced Guard of 4,300 men. The Bohemian Army immediately began withdrawing behind the Seine, while the Kronprinz of Württemberg was ordered to hold Montereau until his comrades were safely across upstream. Schwarzenberg continued the retreat beyond Troyes, when the Emperor's attention was diverted once again toward the Marne, with Blücher rattling sabres on the road to Paris. The Emperor's second campaign against Blücher was not successful, and time was running out.

25.1 The Scenario Information

Napoleon's End includes four complete Battle Games plus Campaign information. Players select a game to play, then refer to the Initial Set-up Cards (25.21) and the appropriate section, listed below, to find the scenario information for each game:

27.0 MORMANT, 17 February 1814

28.0 MONTEREAU, 17-18 February 1814

29.0 ARCIS-SUR-AUBE, 20-21 March 1814

30.0 FÈRE-CHAMPENOISE, 25 March 1814

31.0 THE SEINE CAMPAIGN, 17 Feb.–25 Mar. 1814

32.0 GRAND CAMPAIGN, 29 Jan.–25 Mar. 1814

25.11 Turn Record Card (TRC): TRCs are provided for each battle. The Game-Turn marker is placed on the turn designated as the Game Start.

25.12 One-Day Scenarios: Begin by playing any of the Day of Battle Games (DoB): 17 February, 18 February, 21 March, 25 March. Move on to the Approach to Battle (2-day) Scenarios (28.5, 29.5).

25.13 French Player Nationalities: Units of France (including Defrance's Gardes d'honneur recruited from the nobility) and Poland.

25.14 Coalition Player Nationalities: Units of Austria, Bavaria, Russia, Prussia and Württemberg.

25.15 Vedettes: Vedettes can be used freely with any parent unit of the same nationality, disregarding unit i.d. Colbert's Guard cav. has a French and a Polish vedette.

25.16 French Guard: French YG and OG comprise one big corps (one officer, one baggage). If NEY arrives as ALT with the YG at Fère Champenoise, then his formation comprises the ALT units that march on with him (30.2) and their baggage is the ALT YG Baggage.

25.17 Independent Units: IND units are not part of any corps. For supply of IND units (18.21).

25.18 Bordessoulle (IC) and l'Heritier (VC): These two French Officers must remain stacked with their eponymous units (if unit and leader are both in play).

25.19 Replacement Officers: To replace Commanders use any (4) Officer that is not included in that scenario.

25.2 Setting Up the Scenarios

All units in play set-up *in supply* as Hidden Forces (8.2). All reinforcements (25.5) are *in supply* upon entry. Units may start in Road March at the owning player's option.

25.21 Initial Set-up: The First Player (26.6) sets up first. The units to set-up are listed on the Initial Set-up Cards, specifying the location for each unit. Refer to the appropriate column by date for your battle. Units to set-up at reduced strength show an ®. They are treated as having been eliminated and already reorganized. A BLANK indicates a unit not available in that battle.

25.22 Hex Numbers: The hex numbers on the Initial Set-up cards show where units are located at the start of

the scenario. Place all combat units and leaders on the map in play in the hexes specified. If there is no hex number listed, the unit is not placed in the PEU box, but is out of play; unless it is an ALT (25.51).

The second player may *adjust* the set-up of any one friendly unit by one hex prior to the first player turn (not in an EZOC). The set-up may include overstacked hexes. Make sure to observe stacking limits on your first move.
25.23 Reinforcements (19.1, 25.5): Reinforcement arrival is listed on the Turn Record Card (as modified by the play of Arrival Cards, 24.7). If the formation designation follows an officer's name, all units of that formation arrive on the same turn (25.53).

25.24 Pontoon Trains: Availability of pontoon trains is specified in the scenario information. Available Pontoon Trains must be set-up within [7] hexes of any friendly Commander unless otherwise specified.

25.25 Baggage Trains: All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements (25.26), unless otherwise specified. Each formation has its dedicated baggage train available if the formation has three or more units in play.

25.26 Train Reinforcements:

- A train listed on the TRC arrives as specified.
- If the train's formation sets-up then see (25.25).
- If part of the formation sets-up and part arrives later, trains appear with either group at owner's choice.
- If an entire formation is listed as a reinforcement, the baggage and pontoon trains arrive *after* all combat units.
- If a formation arrives over several turns, the trains arrive at owner's choice of time.

25.27 Leaders: Leaders set-up in the hex specified, or, at owning player's choice: Commanders may set-up with any Friendly force—Officers in any hex containing units of their Formation—in supply and not in an EZOC. Leaders ignore Mode Cards unless specifically mentioned. Leader cards may be played as "inapplicable" (24.35) prior to the named leader's arrival.

25.28 Vedettes: Vedettes may be deployed at the beginning of a scenario at the owning player's choice, anywhere within *three* hexes of their parent unit (not in an EZOC). The *second* player deploys all available vedettes first, then the first player deploys.

25.3 Forces at a Glance

25.31 French Grande Armée

<i>Corps</i>	<i>MOR</i>	<i>MONT</i>	<i>ARC</i>	<i>F-C</i>
II Victor	H	H	↘	•
VI Marmont	↘	•	•	H
IC Bordessoulle	•	•	•	H
VII Oudinot	H	H	H	•
IIC St Germain	•	•	H	ALT

<i>Corps</i>	<i>MOR</i>	<i>MONT</i>	<i>ARC</i>	<i>F-C</i>
Res Gérard	H	H	H	ALT
XI Macdonald	H	H	H	↘
VC l'Heritier	H	H	H	ALT
VIC Kellerman	↘	↘	H	↘
OG Mortier	↘	↘	•	H
YG Ney	↘	↘	↘	ALT
GC Sebastiani	H	H	H	↘
Prov Pajol	H	H	•	•
NG Pachtod	H	H	•	H
INdependent	↘	↘	↘	H

25.32 Coalition Army of Bohemia / Hauptarmee

I Gortchakoff	H	•	H	ALT
II Eugen	H	•	H	ALT
III Lambert	H	H	H	•
V Yermolov	ALT	ALT	H	•
GC Constantin	•	ALT	H	H
Bav Wrede	H	↘	H	ALT
V Frimont	H	↘	H	•
W Kronprinz	H	H	H	ALT
III Gyulai	↘	↘	↘	ALT
AG Pahlen	↘	•	H	H
Cav Korff	•	•	•	H
Res Homburg	•	ALT	↘	↘
I Bianchi	H	H	•	•

KEY: H = most or all of the formation is in play.

↘ = part of formation in play; part may be ALT • = Not in play.

25.33 Utility Markers: Burnt Bridge, Charge, Check, Construction, Control, Demoralized, Game-Turn, Improved Position, In Command, Late Start, Out of Command, Out of Supply, Reinf. Delayed, Reorganizing, Repaired Bridge, Repulse, Road Blocks, Road March, Ruins, Square, and Weather. The use of these markers is explained below or in the Series Rules.

- **Casualty Level:** Markers for the Demoralization Track (21.1); including some corps not in *Napoleon's End*.
- **Late Start:** If Card No. 2, Late Start, is in effect, place the Late Start marker on all unawakened Commanders.
- **Reorganizing** denotes Leaders unable to provide command while Reorganizing.
- **Reinforcements Delayed:** applies to forces that are subject to French Fog of War Card No. 24, Delay—March Confusion: 1, 2, or 3 turns delay.
- **Square:** Place on any infantry unit that was successfully charged to denote increased movement costs.
- **Suppressed:** (see *Bombardment Table*)
- **Command Markers:** During the Command Segment (B.4) place *In Command* markers on officers and units placed in command by commanders. Then place *In Command* or *Out of Command* (OOC) markers on officers as

they check initiative. As you go, place *Check* markers on units beyond command range. (These will check initiative shortly; see 25.83). When checked and initiative is gained, place a **red OOC** marker to indicate the unit may move up to its MA, but may not advance after combat.

25.4 Scenario Information Detail

The following information is provided in 27.0—33.0.

25.41 Duration: The game ends with the completion of the last turn specified under “Duration,” or may end immediately when all the formations of one side are demoralized or have exited. The Level of Victory still has to be determined (26.2).

25.42 Mode Cards at Start: The number of Mode Cards to draw on the first turn only.

25.43 Remove Cards from Deck: Before play begins remove specified number of cards from each Player’s card deck (24.2). See separate list per Battle. *Scenario Parameters* is a summary of all the info you need to play, for all the battles, in one place.

25.44 Bonus Cards: On the second turn of each battle, each player draws a number of Bonus Cards specified for that battle. If playing the Campaign, at the end of each battle, each player draws a number of Bonus cards determined by victory level (26.5).

25.45 Alternate Reinforcements (ALT): Formations of both sides that were nearby, available as ALT Reinforcements (25.51).

25.46 Special Rules: Rules that apply to this battle; at start conditions and map area in play. Seine-Specific Rules (25.7) apply to all battles.

25.47 Victory Conditions: Victory Points (26.1) are awarded for control of places on the map. Certain VP locations that **do not** count in a battle may be listed.

25.5 Reinforcements

Reinforcement units (19.1) are placed on the Turn Record Cards, and enter at the mapedge hex specified on the TRC. All units and leaders are listed separately (25.53).

25.51 Alternate Reinforcements (ALT): ALTs should be employed by mutual agreement of the players, considering the potential to impact play balance. These are listed in the Scenario Information. One numbered group of friendly ALT Reinforcements arrives for each Card No. 29 played. ALT groups must arrive in order of priority starting with #1. Each time an ALT group enters, the enabling card is **removed from play** after being scored (26.16). ALT reinforcements enter at a reinforcement entry hex of the same army.

If not using the cards—roll **two** d6 during the Command Movement Segment of every Player Turn: on a result of 2 or 3, you may enter the next group of Alternate Reinforcements listed; if you roll a 4–12, there is no result. **DELAY:** If you roll a 2 or 3, your opponent can roll

2d6 to delay the alternate reinforcements; the delay is for one turn if he also rolls a 2 or 3.

25.52 Hidden Reinforcements: All Reinforcements enter the map as Hidden Forces. Vedettes may enter instead of their parent unit.

25.53 Deploying Off-Map Reinforcements: For multi-hex forces, prior to entry, all additional stacks after the first are deployed off-map in a column (*see Glossary*), beginning with the leader at the front of the column, and ending with the baggage (25.26). Reinforcements can enter in Road March at the owning player’s option.

25.6 March Orders

One March Order *per player* may be issued prior to the start of any scenario, to any friendly force in play on the map, **if** a Commander of the appropriate army is on-map at the start of the scenario (20.1).

25.61 Pre-Programmed March Orders: The Special Rules may specify mandatory “pre-programmed” March Orders. These orders represent historical conditions limiting the leaders’ freedom of action. They can be removed according to 20.23. One March Order can be changed at night (20.4, 2.2B).

25.7 Seine-Specific Rules

The following Special Rules apply to all four battles.

25.71 Twilight: Semi-darkness creates exceptions to the rules of Movement and Combat. All turns marked with the diagonal shading on the TRC—and Fog turns—use the **Day** Sequence of Play with the following modifications:

- There is **No Command Movement Segment:** All Movement during the shaded turns is by *Initiative*. **EXCEPTIONS:** Units with a current March Order in effect (20.4); Commanders can move freely (individually).
- There is **NO LOS** during shaded turns. You **must** define attacks before revealing enemy units.
- All “Ar*” and “Dr*” results become **“Shock.”**
- Arty. and HArt. may **not bombard** or contribute their strength to an adjacent attack; they may *defend* against enemy attacks as they would during daylight hours.
- Cards are not drawn or played during shaded turns. Movement Allowance is 2/3 MPs (inf/cav).

25.72 Weather (WX): Roll one d6 to determine WX on the first turn of each day (or use Historical WX). Check again each Recovery Turn (9AM, 12 Noon, 3 PM, etc.)

- Historical WX: use the same condition for 6 turns AM and PM. **EXAMPLE:** 17-Feb, Frost lasts all morning.
- Fog reduces MA of all units by 1.
- Cloudy weather is the same as Fair (no effects).

All listed weather conditions apply each turn until the next WX check. Weather effects do not apply at Night.

EXAMPLE: On 20-Mar. at 9AM, or on a die roll of 1, Fog applies; meaning Artillery strength is reduced by

25%; Bombardments are not allowed; Ar*/Dr* results lead to Shock; Movement Allowances are reduced by 1; and LOS is blocked (reduced to one hex).

25.73 Baggage Train Movement: All Formations must recover any units awaiting reorganization before their baggage trains move farther away from the current friendly supply source. Otherwise, if the Formation's Trunk Line (17.43) is increased, roll for each unit of the Formation still on the Reorganization Display: on a die roll of 5 or 6 move the unit to the PEU. All units that are out of supply (or lack a baggage train) upon reorganization (22.2) must also roll as above.

25.74 Ford Hexsides: Fords are treated as stream hexsides and share all the effects of stream terrain. EXCEPTION: the MP cost to cross a Ford is +2; ZOCs do not extend across Fords.

25.75 Stone Bridge: The stone bridge at Mont-1123 may not be damaged. (The Yonne bridge next to it had been blown by the French and repaired with boards.)

25.76 The Emperor: Napoleon's capture will bring about the game's end in a Coalition victory.

25.77 Small Unit Road March: All units of 3 SPs or less may move adjacent to each other in Road March, even on the same road. They do not require the extra road space of larger units. (EXCEPTION to 7.53.)

25.8 Optional Rules

May be adopted by consensus of players.

25.81 Artillery as Wheeled Units: Treat all artillery like trains, moving at cavalry costs. Artillery may not enter Slope hexes except by Road or Trail. Artillery may not cross Rivers (even if frozen), or streams, except via bridge, trestle, or Pontoon bridge. (Use with 25.82 below.)

25.82 Out of Command: Use a gray Out of Command marker to mark a unit that is Out of Command due to failed initiative, because it is either:



- 1) *within* Command Range of its Officer who fails initiative roll (2.1, B-4);
- 2) *beyond* his Command Range and fails its own initiative roll (2.1, C-2).

Such a unit remains Out of Command and cannot advance after Combat or move.



Use a red marker to mark a unit that is beyond Range and *passes* its initiative roll. Such a unit remains Out of Command and cannot advance after combat but may move its full MA.



25.83 Officer Initiative: If the Officer's Initiative die roll exceeds his Initiative Rating by *one*, the leader, plus all of his units in Command Range may move 1 (and only 1) hex. If the die roll exceeds the Initiative Rating by more than 1, the force may not move.

25.9 Optional Rule: Roadblocks

Roadblocks may be adopted by consensus of players.

25.91 General Rule: A roadblock is several companies of infantry with an obstruction in the roadway: **1 (3) 0**. It cannot move, has a combat strength of 1 and Initiative of (3) for defense only. It may never attack and simply remains in contact when adjacent to the enemy during the friendly combat phase. Neither side's units may cross a roadblocked (red arrow) hexside (although leaders may). Until the roadblock is cleared a roadblocked hexside is impassable to French and Coalition movement, retreats, pursuits and supply lines (but not Command Radius). Enemy Units may *not* enter a hex containing a *concealed* roadblock marker. Roadblocks are always immobile and "unable to retreat fully/PEU."

25.92 Roadblock Construction: Each side can construct up to 2 roadblocks at start (unless otherwise specified) and 2 each Night PM turn, at least 3 hexes from the nearest enemy unit, and within 2 hexes of a friendly infantry unit (tracing only through terrain passable to infantry). Roadblocks may only be placed on a *road or trail* at a "*defile*"—either end of a bridge, town, slope, or woods. Construction is automatic—simply place the roadblock marker with the red arrow pointed toward the blocked defile hexside, and conceal it with a friendly flag marker on top. You may build up to 2 roadblocks in a hex, each pointing to a different defile.

25.93 Reconnaissance against Roadblocks: Roadblocks are hidden from the enemy 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).

25.94 Roadblock ZOCs: A *hidden* roadblock marker has a ZOC into all adjacent hexes. A *revealed* roadblock marker exerts a ZOC into the *two* hexes on either side of its red arrow hexside only. The 5 *other* adjacent hexes are revealed as non-controlled when the roadblock marker is revealed. Friendly units may stack with the roadblock—their ZOCs are unimpaired.

25.95 Clearing Roadblocks: To clear an enemy roadblock, a friendly combat unit must attack it through the defile hexside (in either direction). A retreat or 1R result for the roadblock means it is cleared (removed). A cavalry or artillery unit cannot *charge* or *bombard* the defile, but may make an adjacent attack. The initiative of roadblocks (needed to resolve shock combat) is (3); a shock attack by a 3 or better will cause it to be cleared. A player may clear a friendly roadblock when occupied by a *friendly* combat unit during Movement, at a cost of 1 additional MP.

25.96 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.

26.0 VICTORY CONDITIONS

Victory is awarded to the player or team with the most Victory Points at the end of the game. In the Campaign Game, the level of Victory is according to the ratio of each side's Victory Point total (26.23).

26.1 Victory Point Awards

Victory Points (VPs) are awarded for the conditions listed (26.11). Calculate VP awards at the end of battle.

26.11 Determine VP Totals: VPs are awarded for...

- a) Enemy Combat SPs Eliminated (26.12)
- b) Enemy Formations Demoralized (26.13).
- c) Captured Enemy Baggage Trains (26.14).
- d) Controlled Hexes (26.15)
- e) Total VPs of cards you have played (26.16)
- f) Leaders in a town through the Night (26.17)
- g) Captured Commanders (26.18)
- h) Units that have exited the map (26.3)

26.12 Total Combat SPs Eliminated

At the end of the battle, total the losses in SPs by both sides, including the total SPs in the PEU, Unrecovered and Recovered boxes. Don't count SPs in the Full Strength Holding Box. Subtract the smaller from the larger total. The side losing the least SPs receives VPs as follows:

Difference	VP Award	Difference	VPs
0-4	0 VPs	20-24	4 VPs
5-9	1 VP	25-29	5 VPs
10-14	2 VPs	30-34	6 VPs
15-19	3 VPs	35-39	7 VPs, etc.

When calculating Total Combat Strength count the unit's Full Strength. EXCEPTION: For units *starting* the scenario at Reduced Strength, use reduced strength.

26.13 Enemy Formations Demoralized: Each Player receives [4] VPs for each enemy Formation demoralized at the end of play. EXCEPTION: only [2] VP are awarded for demoralization when the demoralization level of the formation is 4 or less.

26.14 Captured Baggage Trains: The Player receives [2] VPs per Enemy Baggage Train captured (18.14).

26.15 Control: The Player receives [4] VPs for each *Enemy* Supply Source he controls. Each Player also receives the number of Victory Points printed on the map for each VP Hex he controls. EXCEPTION: The Scenario Victory Conditions may specify certain VP hexes that do *not* apply in that scenario.

To be considered in control of a hex, a friendly *Combat Unit in Supply* must physically occupy the hex, or be the last Combat Unit to have occupied or moved through it. An occupying unit that is Out of Supply at the moment it enters or moves through a hex does not control that hex. To indicate the control of a hex, place a control marker of the controlling side in the hex.

26.16 Cards: Add or subtract the VP value of *each card* you have played during the game, if that card's instruction was actually used, as specified on the card.

26.17 Leader in a town throughout the Night: Each player receives ONE-HALF VP for every friendly Leader in a town or a Chateau who will remain there until 7 AM. (Round fractions down.)

26.18 Capture of Commanders: A player receives a number of VPs for each captured Commander equal to that Commander's Command Rating (also see 25.76).

26.2 Levels of Victory

At the end of the battle the total of Victory Points achieved by the two players is compared as a ratio (French: Coalition), which determines the level of victory—Marginal, Tactical, or Strategic. Divide the French by the Coalition VP total.

26.21 Find VP Ratio:

1 to 2 or less	Coalition Strategic
1 to 1.5 / 1 to 1.99	Coalition Tactical
1 to 1 / 1 to 1.49	Coalition Marginal
1.01 to 1 / 1.5 to 1	French Marginal
1.51 to 1 / 2 to 1	French Tactical
More than 2 to 1	French Strategic

26.22 When Total of VPs is Zero: Convert scores of "0" to "1" in order to calculate VP ratio.

26.23 Levels of Victory in the Campaign Game:

In the Campaign Game at the end of each battle, the winner, Level of Victory and total VPs for each side must be recorded (26.5).

26.3 Exiting the Map

Either Player may choose to exit his units by playing the "General Retreat" card once per game.

If not using the cards, the Phasing Player may declare one General Retreat per game (20.5, 24.91).

Exit hexes may not always be marked on the maps. Individual units in a General Retreat move to the closest Supply Source of the appropriate army (20.51). Special Rules may specify additional exit conditions. Friendly units may exit where an enemy unit previously exited. The exiting unit pays the Movement cost of the hex it is leaving once again. Exited leaders may *not* reorganize units. Units that exit the map cannot be returned to play. EXCEPTIONS: 29.34, 30.34. They are *not* considered eliminated for Victory Point purposes. (Units forced to *retreat* off the map are eliminated; 12.34).

26.31 VP Award: If he makes a "General Retreat" the Exiting Player receives [4 VP] for exiting each friendly baggage train, and [1 VP] for every five combat units exited. EXCEPTION: The *total number of VPs* from exiting units may not exceed *the total number of enemy combat units* PEU and UAR. EXAMPLE: The Coalition

player exits 25 units. The French lost at least 5 units, so all five VPs are counted.

26.32 Exit by March Order: A force may be assigned a regular March Order to exit the map.

26.33 No Award: Even if you do *not* declare “General Retreat,” you may choose at any time to exit individual units to prevent their destruction, but *unless* they exit at their own Supply Source, you receive no VPs, and the exited units cannot be returned to play.

26.4 Zero Loss Award

The Player receives [2] VPs if the total of eliminated SPs in the Friendly PEU + Unrecovered + Recovered boxes at the end of the game is zero.

26.5 Bonus Cards in the Campaign Game

The Campaign includes all four battles (AtB if any) played day-by-day in date order. Score the Level of Victory at the end of each Day of Battle (only). Each victory will allow the winning player to draw “Bonus Cards” from his card deck at the next day of battle.

Strategic Victory: 3 Bonus Cards per battle

Tactical Victory: 2 Bonus Cards per battle

Marginal Victory: 1 Bonus Card per battle

Each player receives a minimum of 2 Bonus Cards.

EXAMPLE: The French Player wins a Marginal Victory at Montereau. He would draw one “Bonus Card” (plus the regular cards) on turn two of Arcis-sur-Aube. The Coalition Player would draw the minimum of 2 Bonus Cards each day.

26.6 First Player

The first player sets-up first.

27.0 THE BATTLE OF MORMANT

A Fighting Rear Guard, 17 February 1814

27.1 Introduction

The French army began its counteroffensive southeast of Paris, targeting a division of Russian advanced guard troops under Count Pahlen. The outnumbered Russians were enveloped and partly destroyed, only one in three escaping. Later in the day, a French column encountered an Austro-Bavarian rearguard at Valjouan, driving it behind the Seine.

27.11 Duration: 17 Feb, 7 AM—5 PM (11 turns).

27.12 Mode Cards at Start: French 2, Coalition 3
Coalition Card No. 2 “Late Start” is in effect for the first turn. Remove Coalition Card No. 5, “Early Arrival.”

27.13 Bonus Cards, Turn 2: French 3, Coalition 2.

27.14 Pontoon Trains: none.

27.15 Improved Positions: none

27.16 Roadblocks: French 0, Coalition 2

27.17 First Player: The French Player is first player.

27.2 Alternate Reinforcements:

FRENCH

#1. IND/Ledru-Dessarts, Ad Hoc Arty Mor-1401

COALITION

#1. GYULAI III/Spleny, Grimmer

#2. III/Pfluger, Czollich, Arty

#3. BARCLAY, YERMOLOV, Potemkin, Chrapvitzki

#4. Richter, Scheltuchin, Gde Arty, Suchasenet

27.3 Special Rules

27.31 Damaged Bridges at Start: None.

27.32 March Orders at Start: The Coalition has a Pre-Programmed General Retreat March Order for all forces to 3534 and/or 6131.

27.33 Map Area in Play: Set up all units in accordance with the “17-Feb” column of the Initial Set-up. This scenario uses the MOR Mormant Map. NOTE: Units slated for the Montereau map (“Mont-”) are not used in the Mormant DoB Scenario.

27.34 Wittgenstein: If Wittgenstein fails to awaken by 8AM he is removed from play (not captured).

27.4 Victory Conditions

VPs are earned as per 26.1.

27.41 Control: The player receives 1 VP for *each complete game turn* friendly units control Nangis (Mor-3523) but no more than 5VPs total per side for Nangis.

28.0 THE BATTLE OF MONTEREAU

The Seine and Yonne Bridges, 17-18 February

28.1 Introduction

Württemberg’s Corps took post in the hills north of the Seine, holding-off Victor’s attacks all morning. In the afternoon the troops broke and fled toward the bridge behind them. Pajol’s cavalry charged into their midst, capturing the spans over both the Seine and Yonne Rivers and seizing Montereau. Schwarzenberg began his retreat to Troyes.

28.11 Duration: 18 Feb., 7AM—7-8 PM (13 turns).

28.12 Mode Cards at Start: French 1, Coalition 1

28.13 Bonus Cards, Turn 2: French 2, Coalition 2.

28.14 Pontoon Trains: none

28.15 Improved Positions: Coalition 2

28.16 Roadblocks: French 0, Coalition 2

28.17 First Player: The French Player is first player.

28.2 Alternate Reinforcements:

FRENCH

#1. IND/Ledru-Dessarts, Ad Hoc Arty 0101

#2. YG/Jamin, Bigarré 0127

COALITION

- #1. GYULAI III/Spleny, Grimmer, Pflüger, Czollich, Arty 2634
- #2. YERMOLOV V/(-Kaisarov) 6133
- #3. CONSTANTINE/GC 6133
- #4. HOMBURG RES/Hirsch, Haugwitz, Fürstenw., Beigel, Klenau, Luz, Tabunsch., Arty 2634

28.3 Special Rules

28.31 Damaged Bridges at Start: none

28.32 March Orders at Start: Each Player has one (20.1)

28.33 Map Area in Play: Set up all units in accordance with the “18-Feb” column of the Initial Set-up. This scenario uses the MONT Montereau map. NOTE: Units slated for “Mor-” would start a 2-map Montereau DoB.

28.34 Dragons Teeth: (Mont-1122) are impassable—blocked for all purposes: command trace, LOS, ZOCs, attacks, bombardments across, retreats.

28.35 Gérard: *Gérard’s formation is called RES in the game even though “RES” was dropped in favor of “II Corps” after 18-February.* Gérard may command II Corps and RES if Victor is removed from play.

28.4 Victory Conditions

VPs are earned as per 26.1.

28.41 Control: The player receives 1 VP for *each complete game turn* friendly units control hex 1124. Both 1124 and 5832 are under Coalition control at start.

28.5 Approach to Battle

28.51 Duration: 17 Feb., 7 AM—18 Feb., 7-8 PM (29 turns).

28.52 Map Area in Play: Set up all units in accordance with the “17-Feb” column of the Initial Set-up using the Mormant map joined to the Montereau map.

28.53 March Orders at Start: Oudinot (VII) and Kellermann (VIC) have a March Order with a movable destination: to move toward Prince Eugen, officer of the Russian II Infantry Corps, and to exit wherever he may exit. The Coalition has a Pre-Programmed General Retreat March Order for all forces north of the Seine; to either: the nearest Coalition exit hex, or any town or exit hex south of the Seine (Coalition Player’s choice). Removal (20.23).

28.54 Control: VP hexes that do NOT count: On 17-Feb: Mont-1124, Mont-5832. On 18-Feb: Mor-3523.

28.55 All other Scenario info: (Same as 27.12—27.31 and 27.41). For the second day, Feb-18, use 28.2.

29.0 THE BATTLE OF ARCIS-SUR-AUBE

Time Runs Out, 20-21 March 1814

29.1 Introduction

The walls were closing-in. Napoleon moved south again to interfere with Schwarzenberg’s advance. Informed of the threat, the Generalissimo quickly pulled back to Troyes and Arcis-sur-Aube.

Upstream, at Plancy-l’Abbaye, a French force of 7,500 men crossed the Aube. To everyone’s surprise, Schwarzenberg turned about and began concentrating his army while Wrede’s Bavarians engaged at Arcis. The 20th of March was inconclusive, with the loss of 2,500 Coalition and 1,700 French troops. Napoleon prepared to pursue what he hopefully perceived as the enemy’s rearguard.

In the morning light, the French advanced to behold not a rear-guard in flight, but 80,000 troops advancing in battle array. Only 48,000 of these troops were able to engage across a shrinking frontage of 10,000 yards, giving the French a chance to cross the river, losing another 1,700 killed and wounded, 3 guns and 800 prisoners; the Bavarians lost 2,300 casualties and their allies 700. Marching northeast out of Arcis-sur-Aube, the Emperor hoped to lure Schwarzenberg away from Paris by threatening his communications; this desperate ploy was exposed in a captured letter to Marie Louise.

29.11 Duration: 21 Mar., 12 N—9 PM (9 turns).

29.12 Mode Cards at Start: French 1, Coalition 3

29.13 Bonus Cards, Turn 2: French 3, Coalition 2

29.14 Pontoon Trains: 1 deployed (2615), 1 with l’Heritier; 1 with Schwarzenberg, 1 with Kronprinz.

29.15 Improved Positions: 3417, 3916

29.16 Roadblocks: French 2, Coalition 2

29.17 First Player: The Coalition Player is 1st player.

29.2 Alternate Reinforcements

FRENCH

#1. MACDONALD, XI/Brayer, Albert, Arty. 0107
Accelerated (29.21)

#2. GÉRARD Res/ Dufour, Hamelinaye, Souham, Arty. Accelerated (29.21) 0107

#3. NG/Amey 0107

COALITION

#1. III Au/Pflüger, Czollich. 1634

#2. III Ru/Paskewitsch 6125

29.21 Accelerated Reinforcements: The above French ALT groups (#1 and #2) may arrive prior to their scheduled arrival on the TRC (4-5 PM, 21-Mar) by play of Card No. 29.

29.3 Special Rules

29.31 Damaged Bridges at Start: 0307, 0408, 1210, 3415, 6022.

29.32 March Orders at Start: Coalition: one (20.1). French: one. In addition, French Reinforcements below have a pre-programmed March Order to Arcis (3416):

) • IIC (7 AM on 21-Mar) • 5YG (10 AM on 21-Mar)
29.33 Map Area in Play: This scenario uses the Arcis-sur-Aube (Arc) Map. Set-ups are specified on the “21-Mar” column of the Initial Set-up.

29.34 Bohemian Army IHQ: *Schwarzenberg’s headquarters were at Pougy, an off-map town.* At the start of each day (20 and 21-Mar), Schwarzenberg is off-map and enters as shown on the TRCs; or, if using the cards, he enters according to Card No. 24 when played. By midnight 20-Mar at the latest he must exit the map via movement by way of (6125), receiving ½ VP (26.17) for the overnight stay. If he fails to reach the exit hex by then he is considered captured and does not appear again.

29.35 Frimont’s Cavalry Command: *General Frimont was given command of a mixed force of Bavarian and Austrian cavalry.* Frimont may command any Austrian or Bavarian cavalry within his command range.

29.4 Victory Conditions

The VPs are earned as per 26.1.

29.41 Control: VP Hexes that Do NOT count: none

29.42 Refugees: All French units north of the Aube River at the end of the scenario, that have an unblocked Supply Line (17.4) to any active exit hex may be counted as part of the total of exited units (26.3). An active exit hex is where one or more French units have exited and no Coalition units have exited. All French forces without such a Supply Line count as PEU.

29.43 French Hold Arcis: If the French hold Arcis at the end of the scenario, *and* both ends of the bridge (3416) then any units south of the Aube with a Supply Line to an active exit hex or supply source count as exited, in addition to those north of the Aube (29.42).

29.5 Approach to Battle

29.51 Duration: 20 Mar., 9 AM—21 Mar. 9 PM (28 turns).

29.52 Mode Cards at Start: French 2, Coalition 3.

29.53 Alternate Reinforcements:

FRENCH (same as 29.2)

COALITION (same as 29.2)

29.54 Map Area in Play: Set up all units in accordance with the “20-Mar” column of the Initial Set-up. This scenario uses the Arcis-sur-Aube (Arc) Map.

29.55 March Orders at Start: French: one. Coalition: one (20.1)) The Reinforcements below have pre-programmed March Orders to destination Rhèges (0813), remaining under the M.O. May be removed ONLY by enemy ZOCs or by arrival at the destination (20.23).

- KRONPRINZ/W (11 AM on 20-Mar.)
- GYULAI/III (1 PM on 20-Mar.)

29.56 All other Scenario info: (Same as 29.12—29.4)

30.0 THE BATTLE OF FERE-CHAMPENOISE

The Last Gasp Delaying Action, 25 March 1814

30.1 Introduction

Marmont and Mortier, with 18,884 men, were hurrying to join Napoleon. On the morning of the 25th, Marmont was attacked by Pahlen’s advanced guard cavalry at Soudé Ste. Croix. The French had the advantage of numbers but assumed the Coalition infantry was close behind the cavalry.

The French soldiers managed to maintain an orderly retreat until a violent rainstorm fouled their muskets. They were steadily driven back and routed by a force of 14,889 cavalry, suffering 2,000 killed and wounded, 4,000 prisoners, 45 guns and 100 ammunition wagons.

At the same time a nearby supply convoy escorted by two French divisions of National Guards (4,300 men and 16 guns) under Pachtod, was attacked and wiped out. (Battle of Bannes.) Paris fell six days later.

30.11 Duration: 25 Mar., 8 AM—7-8 PM (12 turns).

30.12 Mode Cards at Start: French 3, Coalition 3

30.13 Bonus Cards, Turn 2: French 2, Coalition 2

30.14 Pontoon Trains: none

30.15 Improved Positions: none

30.16 Roadblocks: French 1 (1957), Coalition none.

30.17 First Player: The Coalition Player is 1st player.

30.2 Alternate Reinforcements

FRENCH

#1. IND/Mouriez, Curely, Ad Hoc Arty	3501
OG/Gde Depot, VIC/Wolff	0201
#2. MACDONALD XI/Albert, GROUCHY	
ST. GERMAIN IIC/ Jamin, Dommanget, Thiry.	2062
#3. NEY YG/Petit, Cambronne, Vistula, Charrière,	
Bauduin, Janssens, Lecamus, Leclerc, Drouot,	
HArt x2, L’HERITIER VC/ (less Subervie)	2062
#4. GÉRARD Res/	2062

COALITION

#1. GC/Duka	0138
C/Emanuel, Denissiev	3927
GYULAI III/Spleny, Grimmer, Pflüger, Czollich,	
HArt, Arty; Res/Klenau, Luz, Reisner Arty	0143
#2. W/Stockmayer, Lalance, Hohenlohe, Schaefer,	
Misani, FAB #1, FAB #2	2062
#3. RAEVSKY, GORTCHAKV I/,	
EUGEN II/(-Kapustin & Stepanov)	2062
#4. WREDE Bav/Maillot, Vieregg, Pappenheim,	
Zollern, Dietz, Habermann, Res Park-a & -b	0152

30.21 ALT Reinf: Use 25.51 if not using the cards.

30.22 ALT Reinforcements Arriving from St. Dizier: Both sides have ALT Reinf. scheduled to arrive at 2062. However, once the first ALT group enters at 2062, all remaining enemy forces scheduled to appear there are cancelled, including Temporarily Exited Coalition forces (30.34).

BACKGROUND: *The Army of Bohemia stood between Napoleon and the F-C east mapedge, potentially blocking the arrival of French ALT Reinf. If Napoleon had turned back in time, at least some of the ALT Reinf. (30.2) could have intervened at Fère Champenoise.*

30.3 Special Rules

30.31 Damaged Bridge at Start: none

30.32 March Orders at Start: Coalition units (20.1). French): Marmont and Mortier have pre-programmed March Orders to Sommesous (1241); Pachtod has a M.O. to Vatry (3641). After removal of these March Orders, the French Player may declare a General Retreat for all French forces, each unit moving toward the nearest exit hex on the west mapedge plus 0105.

30.33 Map Area in Play: Set up all units in accordance with the “25-Mar” column of the Initial Set-up. This scenario uses the Fère-Champenoise map.

30.34 Temporary Exit: Coalition units may exit at 1162 or 2062 on the east mapedge without penalty *or* VP benefit, and *must* re-enter with the next group of friendly regular or ALT Reinforcements arriving at the same location (12.34, 30.37).

30.35 Refugees: All French combat units *and* *Baggage* within 6 hexes of any exit on the west mapedge plus 0105 with an unblocked Supply Line (17.41) to that exit hex at the end of the scenario, count as part of the total of exited French units.

30.36 Abandon des Voitures: *Pachtod's wagons were abandoned so that the teams could be harnessed to the guns. Guns were often doubled-teamed because of mud.* The French player may voluntarily flip over any baggage train(s). This negates the doubling of MP costs during Mud and Snow for all *artillery* in the baggage train's formation. The horseless baggage is now *immobile* for the remainder of the game. It no longer functions for supply purposes (17.41); but still counts for 26.14.

30.4 Victory Conditions

The VPs are earned as per 26.1.

30.41 Control: VP hexes that do NOT count: none

30.5 What if the French Ploughed Ahead?

The Marshals' best bet might have been to stay on course and move aggressively ahead. In this variant Marmont and Mortier's Forces have a pre-programmed March Order to exit at 0662; Pachtod has a M.O. to exit at Aulnay (2001). (Replaces 30.32. All the remainder of 30.3 remains in effect.)

30.51 Exit Conditions: The French Player must receive ALT #2 before Marmont and Mortier's troops may exit.

31.0 THE SEINE CAMPAIGN

La Chute de Napoléon: 17 Feb.—25 Mar. 1814

31.1 Introduction

The Seine Campaign Game is the “Link Game” consisting of the Montereau AtB, Arcis-sur-Aube AtB, and La Fère Champenois DoB, played successively in order.

31.11 Duration: 17 Feb., 7 AM, through 25 Mar., 6 PM.

31.12 Mode Cards at Start: Mode Cards will be drawn on the first turn of 17 Feb. (27.12), on 20-Mar (29.12) and on 25-Mar (30.12).

31.13 Card Deck: During the Night AM turn of Feb. 18 and Mar. 21, before you reshuffle the full Main Deck (24.23) return all ALT. Reinforcement cards No. 29 to the deck (25.51).

31.14 Bonus Cards, Turn 2: (27.13), (29.13), (30.13).

31.2 Initial Set-up

To start the Seine Campaign, use the Montereau AtB, 17-Feb. set-up on the conjoined Mormant-Montereau maps. At the conclusion of 18-Feb., the action moves to Arcis (29.0). GRAND CAMPAIGN: In the Grand Campaign proceed first to *Napoleon Retreats (31.0)*. The following steps are needed to prepare for the Arcis AtB starting on March 20th-21st.

31.21 Force Structure: Assemble your forces that remain on the *Montereau* map. GRAND CAMPAIGN: In the Grand Campaign, units for 20-Mar will include the French survivors of the battles of 6-13 March instead of their counterparts that survived Montereau. The following forces do not play a part in the battles of 20-25 March: Remove all units and leaders of • Austrian *I Corps* (except Watzel) • French *II Corps* • Pajol's *Provisional Corps*. Transfer all other surviving forces of both players onto the Arc map or Turn Record Track for the Arcis AtB, according to their location on the Initial set-up for 20-Mar.

31.22 Reduced Strength Units: Listings of ® or “eliminated” on the Initial Set-up for 20-Mar. should be ignored. The actual units to be reduced or PEU will be those that are reduced or PEU at the end of play on 18-Feb. (GRAND CAMPAIGN, on 13-Mar).

31.23 Replacements: During the Start Phase for 20-Mar., *all* units remaining in the UAR box are automatically reorganized (at their reduced strength). Both players then invert any reduced-strength units of their choice, up to a total increase in strength of 6 SPs of infantry and 4 SPs of cavalry (in addition to any replacements received from Card No. 4). Replacements are not subject to the rules of Reorganization (22.2). Any *baggage trains* and *vedettes* that have been eliminated up to that point will also return to play. Any leaders that have been

captured remain out of play. Formations without officers get a replacement leader.

31.24 Alternate Reinforcements: For 17-Feb. use ALT listed at 27.2; for 18-Feb. use 28.2; for 20 and 21-Mar. use 29.2; for 25-Mar use 30.2.

31.3 Special Rules

Use Special Rules and maps for each battle in turn, beginning with the joined Mormant-Montereau maps. Special Rules only apply during days of that battle.

31.4 Campaign Victory Conditions

The running total of Victory Points in all battles played is tallied per side, and compared as a ratio. See the “Campaign Ratio” Section of the Victory Worksheet to determine the overall level of victory for the campaign.

31.5 Initial Set-up

To start the Campaign, use the 17-Feb set-up, including units on both the Montereau and Mormant maps.

31.6 Turn Record Tracks

Use all TRCs in date order: 17-18 Feb, 20-21, 25 Mar.

31.7 Team Play

In a three-player game, one assumes the role of Napoleon; Coalition Players may represent Schwarzenberg, the Kronprinz of Württemberg, Barclay and/or Raevsky. Commanders control their historically-associated formations. (These commanders are not present at all four battles.) At Fère Champenoise, a two-player French team (Marmont and Mortier) would suggest the extra burden of convincing your partner of your next move.

31.71 Communication Among Players: Players may *not* freely discuss their plans, tactics or strategy unless the Leaders they represent are within *four* hexes of each other.

31.72 Aides-de-Camp: Written notes may be passed between Coalition players. One message may be dispatched per player every friendly Command Phase.

31.73 Objective Hexes: Only named places, not hex numbers, may be specified as objectives.

31.74 Arrival Time: Written notes are dispatched during the Friendly Command Phase and are received during a later Friendly Command Phase. Arrival time:

- on the same map section—3 complete Turns
- from one map to the next—6 complete Turns
- to Off-Map formations—12 complete Turns

31.75 Victory: After the winning side is determined, each of the Players compares the total VPs that he obtained (26.11) or hexes his units were first to occupy for his side. He becomes C-in-C in the next contest, with choice of which side to play and teammate.

32.0 GRAND CAMPAIGN GAME

The Final Curtain: 29 Jan.—25 Mar. 1814

32.1 Introduction

The 1814 Grand Campaign requires the game equipment for three OSG titles, to include 12 battles in date order. Start by referencing the Campaign Game info:

- *La Patrie en Danger* (34.0) 29 Jan.-14 Feb.
- *Napoleon's End* (31.0) 17-18 Feb.
- *Napoleon Retreats* (31.0) 6-13 Mar.
- *Napoleon's End* (31.0) 20-25 Mar.

32.11 Duration: 29 Jan., 9 AM–25 Mar., 6 PM (22 days, 319 turns). To start the Grand Campaign, use the 29-Jan. AtB set-up; or start with any other battle setup. Playing time: about 150 hours.

32.12 Mode Cards at Start: *La Patrie* (34.12)

32.13 Bonus Cards at Start: *La Patrie* (34.14)

32.14 Pontoon Trains: Coalition: 1 with Schwarzenberg, 1 with Blücher; French: none.

32.15 Improved Positions: none

32.16 Roadblocks: none

32.17 First Player: The French Player is First Player.

32.2 Reinforcements & Alternate Reinforcements

Use scheduled and ALT Reinforcements for each battle.

32.3 Special Rules

Use Special Rules from each individual campaign game (*La PeD* 34.5, *Nap Ret* 31.3, etc.) during that campaign.

32.31 Remove Cards from Deck: See individual battle.

32.32 Map Area in Play: Use all maps in date order.

32.33 Casualty Tracks: Use the highest Demoralization level listed on the Casualty Tracks for a given formation.

32.4 Campaign Victory Conditions

The results of fighting will influence the number of bonus cards you get (26.5). The total of VPs is tallied per player at the end of each battle. Record VPs achieved at the end of each day of battle in spaces provided on the three different *Victory Worksheets*. See the “Grand Campaign” section of the *Napoleon's End* Victory Worksheet to determine the overall victory level.

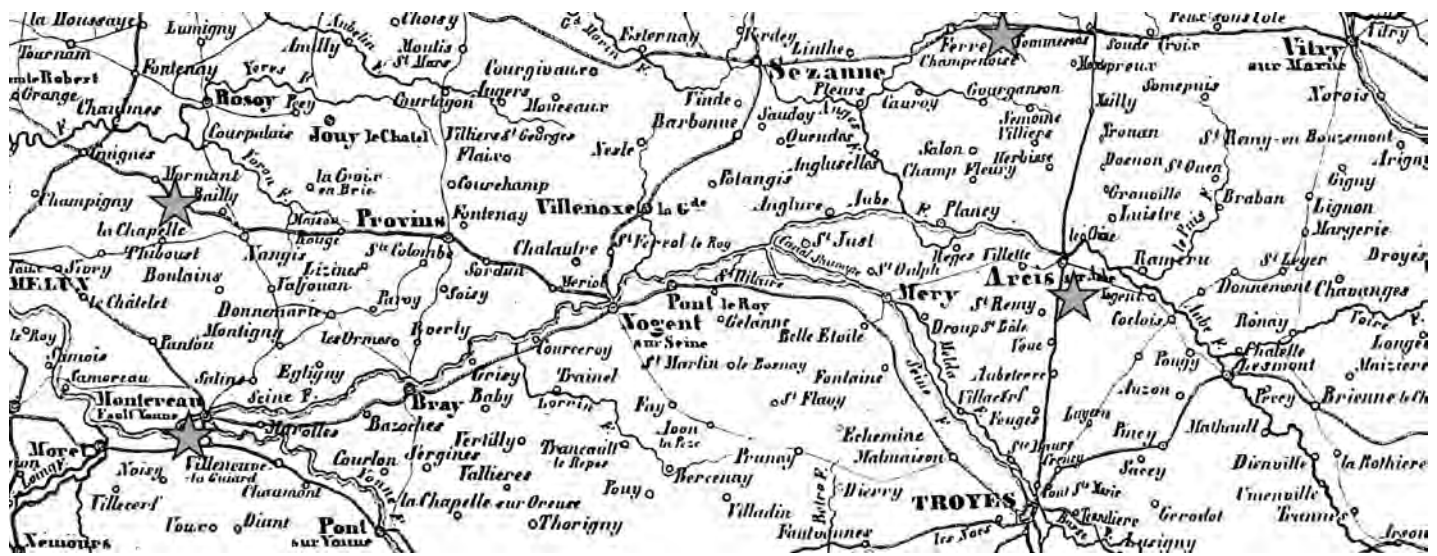
32.41 Control: Tally at the end of each day of battle.

32.42 Limit to Award: The VP Award for a given town can only be counted once by each player. If he controls a location on the first day, the player receives no additional VPs for controlling the same location on day two.

32.43 Sudden Death: If the Coalition achieves a Strategic Victory at either Brienne or La Rothière, this brings about the end of the campaign. Sudden Death ONLY applies to these two; not the other battles.

32.5 Turn Record Tracks

Use all TRCs in date order. EXCEPT: Fismes, 4-Mar.



THE SEINE THEATER, FEB.-MAR. 1814
Battlefields are denoted by gray stars.

HISTORICAL NOTES

Kevin Zucker

Battles of Mormant and Montereau

At the outset of the campaign, in late January, the French Army had a high percentage of conscripts and National Guard, in separate battalions formed in brigades, without any regimental organization. Seasoned veterans became available, including Old Guard depot troops, and two divisions of infantry arriving from Spain, destined for Oudinot's VII Corps.

14 February: As elements of the Army of Bohemia neared Paris, Schwarzenberg's main forces lagged behind, far beyond mutual-support distance, with 50 miles between the advanced guard and the reserves. In Troyes, at Coalition HQ, signs of discord appeared as Metternich threatened to make a separate peace with Napoleon, if negotiations were broken-off.

15 February, 3 AM, Montmirail: Napoleon turned south with the Guard and Grouchy's cavalry, to head-off Schwarzenberg's advanced guards, already in Provins and Nogent-sur-Seine. At Nemours (bottom left, above), Platov's 2,100 Cossacks captured 600 Imperial Guard depot troops.

16 February, 3 PM, Guignes

The Old Guard grenadiers and chasseurs arrived from Montmirail after covering 50-60 miles in 18 hours (a sustained rate of 3 MPH), including part way in carts.

17 February, Troyes: News of Blücher's defeat at Montmirail brought Wittgenstein back to Provins while Barclay advanced with the Russian Guards to meet him. Wrede was instructed to fall back to Donnemarie, in

front of Bray, detaching a rearguard to Nangis. Württemberg was to hold the bridges of Montereau while the army re-crossed the Seine upstream.

Battle of Mormant

Gérard's leading elements enveloped Pahlen's two brigades of hussars and 2,500 infantry, inflicting 3,114 killed, wounded and captured, taking 10 guns. Anton von Hardegg stood by, allowing some 550 Austrian Uhlans to assist. The Russian Revel and Selenginsk Infantry Regiments were destroyed, and went to the Vistula to rebuild. The French lost fewer than 200 men.

Battle of Valjouan

Napoleon pushed his columns toward the Seine. Victor was tasked with securing Montereau by order of 3 PM. His column, comprising II Corps, Gérard's Reserve of Paris, and the cavalry of Milhaud and Kellermann, was held up at Nangis by one of Wrede's Bavarian divisions on the heights of Valjouan. Gérard went forward while Bordesoulle circled to their rear. Lhéritier missed a chance to deliver the *coup de grace* to Wrede's retreating corps which managed to escape with 2,500 casualties. Victor's soldiers were exhausted, so he called a halt. Napoleon was furious at the Marshal's disobedience of his order to press on to Montereau.

The center column, with Macdonald's XI Corps, two cavalry divisions and the Imperial Guard, was headed for Bray. The left column, Oudinot's VII Corps and Kellermann's cavalry, pursued Wittgenstein east toward Provins. They pressed Hardegg's rear guard, capturing some wagons.

Pajol's cavalry and Pachtod's National Guards moved southeast from Melun toward Montereau. The divisions of Allix and Charpentier split-off from Melun toward Fontainebleau.

18 February, Battle of Montereau ¹

Württemberg defended the Surville heights, dominating the twin bridges at Montereau. At Villaron he stationed

¹ Wikipedia, *Battle of Montereau*—entire section below.

2 batteries of artillery (one 6pdr, one 12pdr); and 3 light I.R. To the right of the batteries was an Austrian battalion (I.R. Zach of Schaefer's brigade), with the Archduke Ferdinand Hussars on the extreme left, and Württemberg Horse Jaegers No. 5. Behind these stood a single battalion from the Colloredo I.R. (Schaefer's other regiment) and a horse artillery battery.

Behind Villaron stood von Doring's (Lalance's) Württemberg brigade. At the chateau was the remainder of Schaefer's Brigade supported by two half batteries. On the extreme right below the heights was a battalion of the 9th Jagers and a squadron of the Ferdinand Hussars. Hohenlohe's brigade remained on the south bank.

The Württemberg infantry and cavalry totalled 12,107, plus 5,841 Austrians, boosting the strength of the corps to 18,000 troops.

Victor commanded the divisions of Huguet-Chateau and Duhesme. Gérard's Reserve of Paris included Dufour's and Jan de La Hamelinaye's divisions. Souham's division was 20 miles to the southwest at Nemours.

Pajol led a provisional cavalry corps consisting of three small brigades, 460 Chasseurs à Cheval under Delort, 476 Dragoons under François Grouvel, 400 Hussars under Charles Y.C. du Coetlosquet, and 800 Gendarmes de l'armée de Espagne. Pauthod commanded 3,765 National Guards. Macdonald's XI Corps contained 6,000 line and National Guards in the three divisions of Albert, Amey, and Brayer. Lhéritier commanded the V Cavalry Corps including 4,652 troopers. Hippolyte Piré's 3rd Light Cavalry Division rode with the 14th, 26th and 27th Chasseurs à Cheval and the 3rd Hussars. André Louis Briche's 3rd Heavy Cavalry Division contained the 2nd, 6th, 11th, 13th and 15th Dragoons with 1,100 men. L'héritier's 4th Cavalry Division contained the 18th, 19th, 20th, 22nd and 25th Dragoons for 2,200. Bordesoulle's detachment mounted 500 horsemen from depot squadrons.^[18]

The Imperial Guard consisted of Louis Friant's Division, the 1st Young Guard Division of Claude Marie Meunier, the 2nd YG Division of Curial and the 2nd and 3rd Guard Cavalry Divisions. Marshal Ney had two Young Guard divisions while Étienne Marie Antoine Champion de Nansouty led the Guard cavalry. Macdonald's corps and the Guard infantry were not engaged at Montereau.

Oudinot's left column found that Wittgenstein had withdrawn across the Seine at Nogent while Wrede was across at Bray. At both places, the Coalition broke the bridges.

Kronprinz had been directed to hold Montereau until evening, where the south bank is flat terrain, the right bank is crowned by a 200-foot height with a steep slope to the river. Atop the ridge, Surville chateau overlooks

the bridges and the town of Montereau, surrounded by vineyards and meadows to the south and east.

The Kronprinz deployed 8,500 foot soldiers, 1,000 horsemen and 26 field guns on the north (right) bank. His left flank was anchored at Les Ormeaux, his center on the Surville chateau. On the right Courbeton chateau blocked the road from Salins. Two Austrian batteries from Bianchi's corps were positioned on the south bank, one covering each flank. There was also a brigade of W Corps on the south bank near the eastern suburb at the Motteux Farm. Schäffer's Austrians held the Surville park in the center, supported by 40 guns.

8:00 AM Despite Napoleon's order for Victor to be at Montereau by 6:00 AM, Pajol's cavalry and Pauthod's National Guards reached the scene first. Numbering no more than 5,900 barely-trained horsemen and ill-equipped National Guards, they made little impression on Kronprinz's veterans.

9:00 AM Victor's two divisions, Chateau and Duhesme, reached the field and immediately attacked Les Ormeaux. When the Württemberg cavalry charged and drove the French horsemen back into the forest, general Chateau, Victor's son-in-law, was fatally wounded. After this setback Victor stopped to await Gérard's Paris Reserve corps. Incensed at the Marshal's slowness, Napoleon dispatched an angry message.

11:00 AM Gérard arrived with the advanced guard of the Paris Reserve, which continued to arrive for over an hour. An ADC from Napoleon brought the order for Gérard to absorb Victor's troops into his command.

12:30 PM. Gérard decided to soften up the Coalition defenses with a battery of 40 guns, then attacked the village a third time but was thwarted by the arrival of von Doring's reserve (Lalance).

1:00 PM Gérard led his troops up to the heights but the enemy guns were well-served and threw back assault after assault.

2:30 PM Napoleon arrived on the battlefield with the Old Guard infantry and artillery, putting 40 more guns into action. There were now 30,000 French troops on the field supported by 70 or 80 guns. Pauthod's National Guards were to turn the enemy left, whilst the II Corps supported by the *Gendarmes de l'armée d'Espagne* were to attack Villaron. The Reserve of Paris went to outflank the enemy right and attack Surville chateau.

3:00 PM Napoleon hurled the attack columns at Les Ormeaux and Surville and against the enemy right flank along the Seine. The Guard Artillery unleashed a barrage over Surville chateau. The French finally overran Les Ormeaux. The Kronprinz sent Schäffer's Austrians to cover the Württemberg withdrawal. Pajol launched a cavalry charge down the Paris highway against the enemy left flank. French infantry rushed into Surville chateau and made prisoners of its garrison.

Withdrawing in good order, some Württemberg units became disorganized as they tried to negotiate the steep slope. They fell into complete confusion down a sunken road, and ran for the bridges. The Kronprinz was nearly captured by French cavalry as he tried to rally his men. The Emperor ordered 60 guns onto the Surville heights where they unlimbered and fired into the fugitive crowd on the bridges.

Pajol's horsemen charged into the fleeing masses and seized the two bridges, though rigged for demolition. Duhesme's division crossed behind the cavalry and helped clear Montereau of enemies, who joined Hohenlohe's brigade and retreated toward Le Tombe on the road to Bray, covered by Jett's cavalry brigade.

As French forces entered Montereau the pursuit ground to a halt, having suffered 2,500 casualties. The Coalition lost 15 cannons, 1,430 men killed and wounded, and 3,415 prisoners. The Austrian regiment of Zach lost 25 officers and 1,025 men, and the Coloredo Regiment 28 officers and 804 men.

According to Digby Smith the Württembergers suffered 92 killed and 714 wounded; Prince Hohenlohe was killed and Schäffer was captured. The French took two ammunition wagons, 15 guns and four colors.

The defeated W corps limped back to Troyes. Napoleon sent Marshal Lefebvre and his own cavalry escort in pursuit toward Bray.

The tactical victory failed to improve Napoleon's strategic situation. "The foe has enjoyed a stroke of rare good fortune, as the heavy frosts permitted him to move over the marshy fields—otherwise at least half his guns and transport would have been taken."

Napoleon later (25-Feb) retrieved Victor from the dog house to command of two Young Guard divisions (Charpentier and Joseph Boyer de Rébeval). Other generals who felt Napoleon's wrath at this time were L'Héritier for failing to charge at Valjouan, Dejean for not providing enough cannonballs and Guyot for losing some guns.

Schwarzenberg ordered Wrede to hold Bray until nightfall and sent a dispatch to Blücher asking him to support his right at Méry-sur-Seine on 21 February. Old Vorwärts assured him he would be there with 53,000 troops and 300 guns. The French pursuit was hampered by a lack of bridges behind a two-day head start on the march to Troyes. The next actions occurred at Méry-sur-Seine on 22-Feb. and the Battle of Bar-sur-Aube on 27-Feb.²

22 February 1814

Resolutions and orders of Schwarzenberg

Instead of his receiving orders for a battle next day, the Prussian Field Marshal would receive, on the night of the 21st, a letter from Schwarzenberg, summarizing the instructions he had given a few hours earlier to his generals, advising them not to risk a battle with the defiles of Troyes behind them. "This situation obliges him to take a position with the bulk of his army on the heights behind the city." He invited Blücher to hold on at Méry, if attacked.

Schwarzenberg planned a withdrawal toward Bar-sur-Aube and Chaumont. Before announcing his plans the generalissimo wanted to make the next day, the 22nd, one of general reconnaissance, and after this demonstration, to snatch from the Tsar and the King of Prussia consent that he feared would be denied if he clearly stated his plan the 21st.

Orders of Napoleon³

The Emperor's attack will cover his left rear and ensure the passage of Méry, before pushing on Troyes, where he expected to be on the 23rd.

9 PM Napoleon renewed the movement orders for his corps. The Reserve of Paris of the Duke of Padoue (Arrighi) were in echelon from Bray to Montereau; Boyer de Rébeval had come to Nogent; Charpentier to Pont-le-Roy; Grouchy with his cavalry and the division of Leval to Les Granges; Bordesoulle went to Anglure and Plancy to connect with Marmont; Gerard to Villemaur, getting as near to Troyes as possible and communicating with Faux-Villecerf. Prunay-Belleville would be occupied by Macdonald who intended to move on Échemines and La Pavillon. The cavalry and infantry of the Old Guard moved between Les Granges and Grès, headquarters of Oudinot, whose outposts would be at La Malmaison. The Emperor also wished to know, before midnight, the situation of food convoys. "You can send out all the orders," he wrote to the Chief of Staff, "except those for the Duke of Reggio (Oudinot), the Duke of Tarente (Macdonald) and the headquarters which must come to Granges. These orders cannot be sent until the bread is assured, because we will be in a desert."

11:30 PM The Chief of Staff sent the orders destined for Macdonald, adding, "The Emperor regrets that you did not seize Méry tonight and that the Count de Valmy (Kellermann) did not cut up the enemy's cavalry. You must have Méry early tomorrow, making yourself master of the part of the city that is on this side, and as soon as you get there, throw up a bridge to take the other part."

² https://en.wikipedia.org/wiki/Battle_of_Montereau

³ Weil, Maurice, *Allied Cavalry During the Campaign of 1814*.

Finally, the Emperor ordered, before leaving Nogent, the prefect of Seine-et-Marne to Provins, to ship the army daily 40,000 rations of bread, 80,000 of meat, 100,000 of brandy (eau-de-vie). Count Daru shall send daily from Paris to the army 60,000 rations of bread biscuit, 60,000 of rice, 60,000 of meat and 60,000 of brandy; always have at Nogent, where you must complete the ovens in 48 hours, 3,000 quintals of flour, 500,000 of brandy rations and 1,000 beef and always keep the stores full. He added: "If I have to fall back from Troyes on Nogent and these stores are not ready, the army will be starving and all would be lost... We are in danger of not knowing how to live, for all the countryside of Troyes here has been ravaged and the land is, moreover, less fertile."

Positions of the Coalition armies, AM Feb. 22nd

The French corps were set in motion at break of day. The Russian VI Corps (I and II Infantry Corps), relieved by the Army of Silesia at Méry, had given over the outposts and the bridge. The advanced posts of the French interfered with Russian vedettes. Wittgenstein (VI) was sent to the right bank of the Seine at Faux-Villecerf. Before making this march, he destroyed all the crossings of the Seine from Rilly-Sainte-Syre to Saint-Benoît-sur-Seine. Pahlen with the advanced guard stopped at Chauchigny.

Early in the morning, the Bavarian infantry withdrew from Savières to Saint-Lyé. Wrede was established there on a line perpendicular to the Seine, his right resting on the river, his left at Montgueux. His cavalry, under General Frimont, having left early in the morning, from Belleville and Échemines, arrived at 9 AM at La Pavillon and was deployed in battle formation on several lines in the plain of La Malmaison with the V Corps infantry in front. The Bavarian brigade of Diez formed its rearguard. Count Antoine Hardegg covered Frimont's right. He had on the road from Nogent to Troyes, the Schwarzenberg Uhlans and Archduke Joseph Hussars and connected with the VI Corps on the right bank of the Seine at Villecerf. The Bavarian general expected to see at any time the French in force towards Troyes by the banks of the Seine and the roads from Nogent and from Sens to Troyes.

While wanting more than ever to avoid general battle before Troyes, he nevertheless held on, not giving way too quickly, to oppose the enemy with forces sufficient to retard its progress, but not fully engage. He therefore placed behind the V Corps, the cavalry of the Russian Guard and to its left the III Corps which stretched from Montgueux up to the exit of the defile of Fontvannes on the road from Sens.

The IV Corps (Württemberg) stood its ground at Rouilly, behind Troyes.

Battle of Méry. The vanguard of the Prussian Yorck, under the command of Katzler, had barely set

up at Mesgrigny to replace the troops of Pahlen, when Gruyer, the advanced guard of the French VII Corps, repulsed them and briskly pursued up to Méry, occupied by regiments of Prince Scherbatov, of the corps of General Sacken of the Silesian Army.

Attacked by Prussian troops of the I Corps, the soldiers of Gruyer held out until their general was wounded, then fell back to the left bank of the Seine. They tried several times, in vain, to force the passage again. General Boyer, forced to give up, lined the left bank with skirmishers and tried to save the bridge that the Russians eventually burned.

Towards evening, Blücher—knowing now that the French movement was on Troyes—resent the corps of Yorck and Kleist to Droupt-Sainte-Marie. Two battalions of Yorck and two battalions of Sacken occupied the part of Méry situated on the right bank and skirmished almost all day with the French. The corps of Langeron (Silesian Army) occupied the former positions of the VI Corps. During the night, some parties of French cavalry managed to ford the Aube and alarmed Blücher's headquarters but were forced to withdraw by the outposts.

The 9th Brigade (von Klüx), belonging to the II Prussian Corps of Kleist (led by General von Röder), arrived at Arcis-sur-Aube. It consisted of six and a half battalions, cuirassiers, Silesian lancers, and Neumark dragoons.

During the battle of Méry, the bulk of the VII Corps had taken the position of Grès. The cavalry of Kellermann (Duke of Valmy) had met the Coalition cavalry half a league from Grès and had reached within cannon shot of La Malmaison; when strong lines of infantry appeared on the right of Valmy, he stopped and placed outposts in the hills below La Malmaison. In the evening, Oudinot let the Chief of Staff know that the vast line of lights he saw proved positively that the Coalition had decided to withdraw on Troyes.

1 PM: Cavalry battle of Pavillon

To the right of Oudinot, Milhaud's cavalry appeared on the heights behind Pavillon. It deployed to the right and left of windmills and had pushed a dense chain of scouts into the ravines that were carefully searched.

Wrede remained static in his position until he received the order at midnight to cover the general retreat of the army onto the right bank and to hold Troyes as long as possible, to give the baggage and material time to file off. "Thus ended without any result," writes Wrede, "the day in which we were promised a battle. It seems that, at night, the party of the defense managed to make itself heard once more, since in the morning of the 23rd the Sovereign went to Vendevre, followed up to Lusigny by Schwarzenberg."

9 PM: Macdonald arrived at Échemines and his reconnaissance, sent to his left and his right to communicate with Oudinot and Gérard, had not yet returned. Barclay's guards and reserves profited from Macdonald's stop in front of Échemines, and Wrede covered the immediate vicinity of Troyes.

24 Feb 7AM: An hour after Napoleon entered Troyes it was clear that the main body of Schwarzenberg's army was making for Bar-sur-Aube by Vendoeuvre; one column was moving by Piney, and another by the left bank of the Seine on Bar-sur-Seine. Of Blücher there was no news.

24 Feb PM: The French army had two strong advanced guards (Gérard and Macdonald) following the enemy on both banks of the Seine. Marmont and Bordessoulle were charged to watch Blücher. The main body of the army, about Troyes, formed a central reserve which could move in any direction required. By evening Marmont had started from Sézanne, toward the Aube.⁴ But he returned to Sézanne in the evening, and took post on the heights behind it.

27 Feb AM: Napoleon now knew beyond doubt that Blücher's Army of Silesia was heading for Paris. Interrupting his operations in the south, he set out on an 80-mile, three-day march toward Blücher's last known location, La Ferté sous-Jouarre on the Marne. While Macdonald's 42,000 men contained Schwarzenberg, he with 35,000 would steal a march on the Prussians, just then swaying upon the canvass pontoon boats crossing the Marne. Marshals Marmont and Mortier attacked Kleist's Prussian corps, scoring a victory despite Blücher's late reinforcement.

2 March: Napoleon's sudden appearance on the Marne forced Blücher to break off the action and retreat toward Fismes. The Emperor was unable to get the bridge at La Ferté repaired until the 3rd.

Blücher welcomed tidings of two strong Coalition corps on their way to join him—just in time, as the Silesian Army was beginning to unravel. The bonds of discipline showed signs of strain under recent losses; baggage and wounded were falling by the wayside.

The fresh corps of Bülow captured Soissons, opening a line of retreat north over the Aisne River for Blücher. Napoleon moved to outflank him, seizing the stone bridge at Berry-au-Bac, to march upon the ancient cathedral city of Laon.

5 March: Napoleon dispatched orders to General Janssens to gather 6,000 men from his depots and send them to him. Janssens did not waste a minute addressing this order, but the depots—which on paper were filled with recruits—were found to be empty. Janssens gathered up what he could find and ran them around the

rear of the Coalition lines, spreading alarm in the Army of Silesia.

7 March: Battle of Craonne

When it became clear that his turning movement had miscarried, Vorontsov had to fall back. His infantry squares took turns retiring in checkerboard fashion. Sacken sent forward Vassilchikov's cavalry to cover the retreat, and deployed a massed battery across the plateau, allowing Vorontsov to withdraw.

9 March: Battle of Laon

The pursuit after Craonne brought the French army well down the *Chemin des Dames*. The Emperor expected to find Blücher gone and only a rearguard at Laon.

10 March AM: Ney's surprise *coup de main* on Laon was stopped cold by the Russians at the village of Chivy; heavy fighting developed at the foot of the plateau. A thick blanket of fog concealed Napoleon's weakness and delayed Blücher's counter-attack.

13 March, Battle of Reims

After his retreat from Laon, the Emperor could trumpet a victory after a miserable ten days of campaigning. Reinforcing and reorganizing his depleted divisions, it was imperative to restock the army and rest. Janssens arrived from Mezières to join Marshal Ney. Napoleon remembered the other garrisons on the Moselle River. General Cassagne, governor of Verdun, was ordered to send strong detachments against the Coalition rear and their Supply Source in Nancy. "In Metz, Count Durutte was ordered to send 10,000 men from the fortifications of his Military Division to join the Grande Armée in Châlons."⁵ Durutte marched north, instead of to Châlons, to release the garrison of Thionville, which might have been useful if the campaign had lasted into April.

17 March: Napoleon moved south from Epernay to oppose Schwarzenberg's renewed advance. Upon hearing this, the Generalissimo predictably pulled back to Troyes and Arcis-sur-Aube.

Approach to Arcis-sur-Aube

The Emperor planned to outflank the Bohemian Army and march along the right bank of the Aube toward their communications with Chaumont. Instead of moving direct to Bar-sur-Aube, as the Tsar feared, he diverted across the Aube, hoping to provide impetus to Schwarzenberg's retreat, expecting no serious fighting.

"Indeed Schwarzenberg had already issued orders for [retreat] when the ubiquitous Cossacks told him that Napoleon with about 25,000 men was south of the Aube between Plancy and Arcis. For Napoleon with so small an army to take such a position within striking distance of the Grand Army, with his back to an unfordable river, was an unpardonable liberty, even for the Emperor.

⁴ F.L. Petre, p. 93

⁵ Nafziger, *The End of Empire*, p. 306

Schwarzenberg cancelled his original instructions and directed his corps commanders to drive forward towards Plancy and Arcis-sur-Aube.”⁶

19-Mar Afternoon: Schwarzenberg learns Nap. not marching on Brienne as feared but Troyes. He stops retreat.
9PM – Orders troops to mass at Troyes - Chaudry for attack toward Plancy And Méry.
 IHQ > 4324. Orders DELAY.
 Ney crossed the Aube at Plancy, sending cavalry against Mery

Napoleon advanced via Mery-sur-Seine: elim Württ RG⁷

Change of Plan: Seize Arcis

This was intended to be another swift kick in the pants to the Coalition rearguard. Napoleon expected Schwarzenberg to continue retreating. He surprised everyone by accepting battle, with odds of 2 to 1 in his favor.

18-Mar **8PM Coal. Orders for 19-20 Mar**⁸
 19 – VI, IV, III > Troyes
 V > Arcis
 Barclay > Voire R.
 IHQ > Pougy

4PM Nap reached Fère-Champenoise
 Learns of Coalition Retreat
 Changes course > Bouloges, Méry

19-Mar **AM Nap Marches on Bouloges**
 column: AG, GC, 2 cav divs, Friant, Arty
 Ney > Villers, Champfleury, 0901.
 Macdonald > Vulaines > Lechelle,
 Sourdun, Bray

19-Mar **Sebastiani vs Kaisarov 2616.**⁹
 Fr. Sappers repair bridge, Plancy
 Fr. Cav. FORD river > Pouan
 3PM – Nap. Plancy > Méry with
 Berckheim and GC
 Fr. Cav. FORD Seine, capt. Pont
7PM Wrede held the r-bank
 Barbuisse
 Night – Nap, Plancy w/main body
 Berckheim, Letort, Méry
 Macdonald, Villenauxe-le-Grande.

When the emperor's thrust caught air, and the opportunity of attacking had passed, he hoped to maneuver against Bar-sur-Aube.

20-Mar **Nap. wanted to reach Vitry**¹⁰
 2 routes: 1) Salon > F-C > Sommesous

2) Arcis > Mailly > Sompuis
 Sebastiani 2216 in touch with Cos 2416

Orders for 20-Mar

Ney, Janssens, Sebastiani, 2416
 Letort 2216 > Arcis (by l-bank)
 Defrance, Friant, Drouot > Arcis (by r-bank) 0408
 Macdonald > Arcis (by r-bank)
 Marmont, Mortier > Châlons, to rejoin the Emperor

20-Mar Arcis: 1st Day; Ney, Sebastiani vs. Wrede
9AM III, IV, VI depart Troyes.
1PM the 3 begin to reach Voué
 Frimont > Arcis, Barbuisse

9AM GAME START

GC, Exelmans, Colbert vs.-
 Kaisarov's Cossacks, Frimont—retired toward the south.

11AM Sebastiani entered Arcis
12 Noon Ney arrived Arcis w/Janssens; Rousseau, Defrance, Mouriez Cuir. by right-bank
1PM French repair bridge
2PM Nap. arrived Arcis alone. Peasants Report Coalition troops advancing. Sebastiani deployed in front of Arcis; Ney—Torcy le Grande w/Janssens in Front.

Failure of French Reconnaissance¹¹

Sebastiani encountered Kaisarov's Cos and Frimont—56 sqdn. advance. Tsar ordered up Barclay.
2PM Schwarzenberg gets command. Sebastiani orders 2 divs to attack. Colbert's Div. disintegrated. Colbert and Exelmans retreat > Arcis
 Nap took refuge in square of Vistula bn. Forced his way through to bridge. 2,600 cav returned to attack 6,000; Janssens driven out of Torcy. Ney counterattacked w/Rousseau. Friant arrives and enters Arcis. M.O. III, IV, VI > Plancy, Méry¹²
 Did not march to sound of guns.

20-Mar **Cav Clash** Württ AG vs. 3rd GC Div (1,600) and Bde. Curély from Méry
 Late aftn. Retreat
 Night Combat Drouot, Arty arrived soon after Friant 3,000 k/w at Torcy, FIRE

⁶ Lawford, p. 98

⁷ Petre, 154

⁸ Houssaye, 188

⁹ Houssaye. 189

¹⁰ Houssaye, 191

¹¹ Houssaye, 196

¹² Houssaye, 199

Janssens wounded/replaced by Lefol
 8PM Schwarz. Last effort vs. Torcy
 Reinf: Rus 1 Gren Div, 4,400, Cuir.
 Combat died out w/Ney in control.
 7-8 PM Lefebvre-Desnoettes reached
 battlefield¹³ (3,500).

Losses: **Night** Hostile cav @ side of Nozay
 2,500 Coal vs. 1,800 French 1,700 > ®

*Wurtemberg didn't want to make a flank march in presence of the enemy, so he withdrew the III and IV to Voué and then advanced from there. He ordered Raevsky (I and II Inf) to form the left of the line, with his left against the Barbuise, while the III and IV filed behind him through Voué to take a position on the heights of Mesnil-la-Comtesse. So, at 10 AM on the 21-Mar, IV was center of the battle line. To his left, his cavalry, then the III Corps and then Raevsky, with his left on the Barbuise.*¹⁴

STRENGTH: THREE PHASES

Phase I 7,500 vs 14,000
 Phase II 13,000 vs 20,000
 Phase III 16,000 vs 29,000

21-Mar DAY OF BATTLE – ARCIS¹⁵
 Henrion's infantry div., Plancy
 Letort and Curély, cavalry, Méry
 Oudinot (VII) Gérard, Macdonald (XI)
 between Boulogne – Anglure

Schwarzenberg Orders Defensive Posture¹⁶
 III, IV, VI recross Barbuise
 V facing Torcy
 Barclay on heights of Mesnil
7AM Coalition troops in line

7AM Fr Reinf.: Henrion
 IIC
 VC
 1 Div/VII

French strength now: 18,500 inf., 9,500 cav.;
 (-) Losses on the 20th 1,750. Total rec'd so far 29,750
10AM Nap launches all cav against the Plateau followed by Lefol, Rousseau, and Henrion. The sqdns. on right drove back Pahlen. Ney and Sebastiani agreed not to lock into EZOCs.
11AM OG Arty, Friant crossed Arcis bridge. Sappers began const. of pontoon west of Arcis; 1:30 PM bridge complete. Ney and IIC, VC ordered to recross. Sebastiani ordered to hold the plateau. Schwarzenberg didn't move.

2PM Macdonald ALT occupied Méry representing a threat.
 Friant was seen marching N. towards Vitry

*At this moment an attack would have destroyed Napoleon. Instead,¹⁷ Schwarzenberg held a **Council of War** and only launched the attack at 3 PM, after the French had filed away across the Arcis bridge.*

Two-thirds of N's Army got across. Cavalry moved against Sebastiani, followed by III, IV, VI. The GC arrived in Arcis – 1 div.
 3 cols attacked: Wrede – Gyulai from Troyes, Rajewski from Méry
 Pontoon Bridge destroyed
 French I.P. in Arcis held by Leval¹⁸
 Oudinot's 2nd Div reached op. bank

NAPOLEON'S FORCE¹⁹

Friant
 Boyer d'Rebeval: 10,000
 Janssens
 Exelmans
 Colbert: 6,000
 Letort
 Defrance
 Berckheim

16-Mar French Reinf.: Lefebvre-Desnoettes²⁰
 Left Paris:
 Gde inf 4,500
 Gde cav 1,500

MACDONALD

Inf 22,000
 Cav 9,000

17-Mar Nap. Gde. Rheims > Epernay
 Janssens > Châlons
 Ney—Châlons > Plancy
 Defrance > Vitry

18-Mar Nap. Gde. Epernay > F-C
 Sebastiani pursued Kasissarov
 Nine miles south
 Ney > Sommesous
 Kaiserov (loss 300) > Plancy
 Wrede > Arcis

*The damaged bridge at Plancy was repaired as well as the bridge at Charny-le-Bachot (off map).*²¹

19-Mar Sebastiani, Exelmans, Colbert > Bessy
5PM Friant crossing bridge

¹³ Houssaye, 201

¹⁴ Maurice Weill, Chapter 17, Part VIII

¹⁵ Houssaye, 202

¹⁶ Houssaye, 203

¹⁷ Houssaye, 205

¹⁸ Houssaye, 206

¹⁹ Nafziger, 307

²⁰ Nafziger, 307

²¹ Nafziger, 309

Napoleon, Letort > Méry
 Gde Arty crossing Barbuise
 Wrede sent forces to Villette:
 Jos Hus Rgt., Szekeler Hus Rgt.
 Szekeler Grenz Rgt. – Arcis
 Austrian 3 Jag bn – Grand Torcy
 Volkman – Reserve
 Knesevich Dgn, Schwarz Uhl
 —St. Remy sous Barbuise
 Kaiserov Cos —betw Remy-Voué
 (or maybe 19-Mar?)²²
 Nap arr. at Méry
 Raevsky departed – Troyes
 Letort captured 13 pont – Grez
 Ney's inf. – Riverelle fme;
 Cav – Viaspre
 Macd betw Villenoxe – Provins,
 cav in front
 Lambert – Vitry w/Davidov
 Tettenborn – Chalons

20-Mar
 Sebastiani– Arcis
 10AM GC, Ney's inf arr., Arcis
 Janssens – astride Lesmont Rd.
 P. Boyer in reserve.
 Sebastiani and 2 cav divisions astride
 the Troyes road
 1PM Napoleon arrives in Arcis

20-Mar

20-Mar

COALITION

Gyulai – Crenneville, Fresnel, Nostitz
 Württ – Adam, Franquemont, Duka
 Wrede – Hardegg, Spleny, Rechberg, Lamotte, Czoglokov
 Raevsky – Eugen, Gorch., Pahlen
 Reserve – Paskevich, Kretov
 Barclay – III, V
 Cossacks – Kaiserov, Seslavin
 83,400 inf, 24,500 cav. TOTAL: 108,874

FRENCH ARMY²³

Ney – Friant, Henrion, Janssens, VII/Boyer P.
 Sebastiani – Exelmans, Colbert, Letort, Defrance,
 Berckheim, Lefebvre-Desnoettes
 Oudinot – Leval, St. Germain, Maurin TOT: 29,800

21-Mar	ARCIS	FRENCH SET-UP	
Nap	3417	Ney	3518
Rousseau	3417	Petit	3518
La Coste	3316	Cambronne	3518
Berckheim	3018	Oudinot	3620
Letort	3119	Montfort	3620
Sebastiani	3319	Pinoteau	3620
Exelmans	3319	1-4 Arty	3620
Colbert	3319	Gauthier	3919
Lefebvre	3420	Chassé	3919
Henrion	3316	1-4 Arty	3919
Janssens	4417	Defrance	4413

21-Mar	ARCIS	COALITION SET-UP ²⁴	
Raevsky	3229	Schwarz	4526
I Gortchakov	3028	Barclay	4526
Roth	3028	Wrede	5123
Wlastor	?	Zollern	5123
Lolin	?	Pappenh	5123
II Eugen	3427	Karl	5024
2-4 Arty	3427	Maillot	5024
Schilwinski	3427	Dietz	4925
Wolf	3427	Elbracht	4925
Reisnitz	3327	Vieregg	4925
Treffurt	3327	Constantin	5127
III Lambert	3232	Leontiev	5127
Damas	3232	Stahl II	5127
Posnikov	3232	Duka	5327
Pisarev	3232	HArt x2	5426
4-4 Arty	3132	Tschalikow	5725
III Gyulai	4126	V Frimont	5323
Czollieh	4126	Geramb	5323
Spleny	4126	Volkman	5323
Pfluger	4027	3-4 Arty	5423
Grimmer	4227	Mengen	5522
5-4 Arty	4125	V Constantine	
W Kronprinz	4626	Suchasenet	5733
Schaefer	4626	4-4 Arty	5833
Lalace	4725	1-6 HArt	5932
Stockmayer	4725	Chrapovitzki	5931
		Richter	6031
		Scheltuchin	6031

20-Mar

Schwarzenberg Orders²⁵

Württ, Gyulai, Raevsky > Plancy
 Wrede > attack Arcis
 Barclay > Onjon s. of 5723 (2 hrs)
 Württ, Gyulai via 1634
 Raevsky via Voué
 Kaiserov cav betw. The 2 cols.
 Spleny, Knesevitch., Schwarz 6120
 1,000 Jag. Dgn Uhl
2PM Friant arrives in Arcis
 Wrede moves toward Torcy- 3 mi. off
 Kaiserov encounters Colbert and Exelmans. Threw back Colbert
 Geramb reinforced
 Volkman attacked Grand Torcy
 3PM P. Boyer arr, recaptured Torcy
 Fr. Cav. deployed to engage Austro-Bav cav.

Dusk: Lefebvre-Desnoettes arr from Plancy:
 Henrion (4,500), Cav (2,000)
 Set up in 2nd line
 9 PM Sebastiani attacks w/Lef-Desn-
 crushed Kaiserov, attacked. Rus Arty
 Nozay left unoccupied at end

²² Nafziger, 310

²³ Nafziger, 311

²⁴ Schlacht bei Arcis sur Aube (map)

²⁵ Nafziger, 312

Combat near Plancy, 2PM

Württ arr opp Plancy (0813)
 Gde Gren-a-chev and Mamelukes
 left Gres for Méry (w/capt. Pont)
 (4 hr. march to 0119).
 Encountered Nostitz & Adam in
 1515 w/Raevsky's Corps in back.
 3PM Curély arr w/1-6 HArt
 French withdraw to Méry (off map)
 Night March to Plancy and Arcis
 Berckheim left to escort pont, Mery
 Oudinot and IIC ordered to Arcis
 to arrive by 8AM
 Night: Oudinot arr Boulages
 Gérard/II, Molitor/XI, Marcilly
 Milhaud/VI, Kellermann/VIC
 Between Anglure-Boulages
 Berckheim joined Letort at Arcis

Macdonald

21-Mar

Schwarzenberg's Dispositions
 Wrede withdrawing to Chaudrey
 Raevsky, behind Mesnil Comtesse
 Württ, Gyulai on Left
 Tschalikow—right bank of the Aube
 Wrede, Reinf., 1 Russian Gren Div
 Rus. Res Arty sent fwd Suchasenet
 Barclay > Mesnil-Lettre
 Seslavin scouting west of Barbuisse
 with Kaisarov

SECOND DAY²⁶

Oudinot, St. G. crossed Aube
 Berckheim, Defrance crossed Aube
10 AM Sebastiani attack, w/Ney
 Sebastiani throws back Pahlen²⁷
 Pahlen recovers and pushes back
 Kaisarov att Colbert > broke and dis-
 ordered Exelmans

The Withdrawal²⁸

1PM General Retreat March Order
 Ney w/2 Gde inf divs, Janssens, cross
2PM Coalition discover the withdrawal
 Oudinot to hold the crossing with
 3 bdes from Spain: Montfort in 3417,
 Maulmond in 3316.
3PM Rottembourg's 5YG Div arrived
 opposite Arcis from Provins (10 hrs)

Council of War, Mesnil le Comtesse (4324)

The Austrian Corps of Wrede deployed on the Mesnil
 la Comtesse—Chaudrey line. This ridge dominates the
 town—you can see them; they cannot see you. Even
 though Schwarzenberg sees Friant marching to Vitry,
 the Hauptarmee retreats, with orders to cross the Aube and

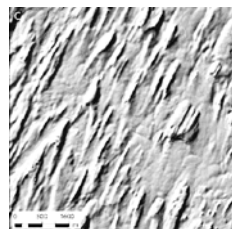
move east of Nogent-sur-Aube, on the line Dommartin-
 Le-Coq-Donnement (to protect against a move on
 Brienne). Wrede and Württemberg would attack and pur-
 sue, supported by a Russian Grenadier Division.

*At the end of the battle the weakness of Napoleon's
 Army became fully apparent. He no longer represented
 a menace. Too late, then, he attempted the maneuver sur
 les derrière that he had contemplated for two months.
 His letter to the Empress detailing this plan fell into en-
 emy hands. By opening a new line of communication
 through Laon into Belgium, Schwarzenberg was able to
 abandon his existing line eastward, and then screen Na-
 poleon with a single corps while he linked up with Blü-
 cher and moved on Paris through Champagne pouil-
 leuse.*

The Emperor wore out his subordinates in order to
 get all these forces converging on the Seine. For the fi-
 nal days, he denuded the defenses of Paris, sending
 Marmont and Mortier into a trap. This decision totally
 discounted the power of the Coalition Armies. It was a
 desperate gamble that, by driving the Bohemians from
 France, the Silesians would have to go too.

Fère Champenoise

"The land was as desolate as can be—the most misera-
 ble part of *Champagne pouilleuse*."²⁹ The soil is ex-
 tremely scanty because of its chalky substratum; there
 are no vineyards in this country. "Since the harder lay-
 ers were tilted by the upthrusts that formed the heights
 at its fringes, their edges left steep escarpments, or
côtes,"³⁰ such as the terminal moraine that disturbed the
 course of the streams near Morains (F-C map, 2104).
 This area was crossed repeatedly by the armies of both
 sides on the way to more important destinations:
 Epernay to the north, Montmirail to the west, Sézanne
 to the southwest, Arcis-sur-Aube to the south, Vitry le
 François to the east, and Châlons to the Northeast.
 Troops moving eastwards from Paris cross a series of
 plateaux and plains, separated by *côtes*. Sometimes the
 soldier encounters *buttes-témoins*, or isolated hills that
 had resisted erosion (3202).



*Parallel ridges and crests
 (F-C and Arcis maps), called
 "glacial lineations," running
 from Northeast to Southwest,
 created by glacial ice scoring
 and grooving that scraped
 away topsoil.*

23 Mar PM: Marmont's troops were in Vertus,
 while Mortier's Guard corps reached Étoges (*La Patrie*

²⁶ Nafziger, 317

²⁷ Nafziger, 318

²⁸ Nafziger, 320

²⁹ Bavarian ADC, August Fürst von Thurn und Taxis.

³⁰ Uffindell, p. 34 and n. 8, p. 270

en Danger, East map). Near Bergères-lès-Vertus (F-C map, 3802), Merlin's French advance guard drove off some Coalition cavalry, capturing 100 troopers and 16 wagons. Enemy dispatches obtained in Vertus indicated that Schwarzenberg's and Blücher's combined forces would march on Paris. The marshals, two deer in the headlights, disregarded this hint from fate.

Pacthod's division reached Sézanne with 4,000 men and met Amey with 1,800. They found an 80-wagon food and equipment convoy in the village with an escort of 800 infantry and one squadron of the 13th Hussar Regiment of Subervie (formerly Jérôme Hussars). Aware that Marmont and Mortier were nearby, they set out with the convoy to meet them at Étoges. Soon after they left Sézanne, Jean Compans arrived in the village to set up a supply base, followed by two cavalry march regiments.³¹

Oudinot's and Macdonald's corps arrived at Saint-Dizier. Ney's troops were further south at Wassy. Napoleon and the Guard were far ahead at Doulevant-le-Château with vedettes

reaching Colombey-les-Deux Eglises, 15 km east of Bar-sur-Aube where Kaiser Franz of Austria was still in residence (*Surmont Hotel*, left).



The Battle of Bar-sur-Aube

Emperor Franz was warned to leave immediately for Dijon. He fled toward the Army of the South narrowly avoiding the French cavalry. With the French emperor astride their supply line to Germany, the Coalition determined to establish a new line from the low countries through Laon.

A message from Chief of Police, Anne Jean Marie René Savary, was intercepted by Cossacks. The letter reported that there was nothing in the arsenals and treasury at Paris. The city's increasingly restive population was demanding peace. More information arrived at Coalition HQ from Napoleon's enemies in Paris.

After looking at the captured messages, Czar Alexander at Sompuis concluded that the armies should advance on Paris. He asked Barclay de Tolly, Hans Karl von Diebitsch and Karl Wilhelm von Toll for their advice. Barclay wished to follow Napoleon but Toll wanted to move on Paris while sending 10,000 cavalry to hide the maneuver from Napoleon. After Diebitsch came around to Toll and Alexander's point of view,

they convinced King Frederick William III of Prussia and then Schwarzenberg of their plan.

24 Mar: Schwarzenberg's army moved north toward Vitry-le-François, but new orders were issued for the following day. Wintzingerode was instructed to mask Napoleon with his cavalry force. The VI Corps supported by the IV (Württemberg) Corps were ordered to march west toward Fère-Champenoise with their combined cavalry in front. The Guards and Reserves were directed on the same place from Sompuis while Gyulai's III Corps was to move north from Mailly-le-Camp. Vorontsov, Langeron and Sacken of Blücher's army were ordered to move west from Châlons-sur-Marne toward Étoges.

24 Mar PM: Schwarzenberg's host was near Vitry, on the east bank of the river Coole.

The Battles of Fère Champenoise and Bannes

25-Mar. 3:30 AM: Pahlen's AG sent out patrols toward Soudé.

6:00 AM: Mortier, at Vatry, crossed the Soudé. Three Guard divisions marched for Soudé Notre Dame. Belliard was at Dommartin with Roussel d'Hurbal's Div.,³² which repulsed Dechtere's 1,000 Cavalry.

Barclay's Guard & Reserve marched for Montpreux. Raevsky (VI) and Württemberg (IV) were directed from Vitry on Fère-Champenoise. Wrede's Bavarians followed behind Württemberg. Gyulai's III Austrian Corps departed from Semoine to follow Wrede.

8:00 AM: Illowaisky with three Cossack Pulks appeared at Dommartin l'Estree and cut-off Charpentier's Division marching at the rear of Mortier's column. Pahlen arrived within sight of Soudé, where Marmont had arranged his defense in and around the town.³³

Soudé—5 companies of Voltiguers in the town
1st Line—Cavalry; Left Wing—Ghigny
2nd Line—Infantry

10:00 AM: Pacthod had departed Vatry at dawn, stopping at Villeseneux to rest his men. Here he was attacked by Korff's cavalry, moving along the Châlons-Bergères road, which runs oblique to the road from Châlons to Villeseneux (3525).

"That morning, General Korff was informed by HQ about Pacthod's column and train moving to Vatry. Korff with his cavalry, Karpov's Cossacks and 4 guns from Horse Bty #8 moved at a trot to Germinon (3 km north of 3924) where he crossed the Somme-Soudé, to find the French between Villeseneux and Trecon, deployed in battalion columns with two batteries in front. Their right flank was near Villeseneux and their left

³¹ Wikipedia, *Battle of Fère Champenoise*

³² Nafziger, p. 404. Very tough fighters, the 5 and 12 Dgn were brigaded together in Spain for 5 years doing anti-guerrilla work; they

fought at Ocaña and Vitoria. The 3HC, 4HC, 5HC and 6HC Divisions had the "HC" designation but had no cuirasses.

³³ Nafziger, p. 402

was covered by a large square. The train and parks were behind the line.

“Pachod took the decision to abandon the wagons and doubled the teams on his artillery (30.36). He continued his retreat in squares by regiment, in a diamond formation, allowing fire from all four faces. Korff’s attacks were not particularly serious nor dangerous against this strong formation. They were handily repulsed in an hour and half and the French then continued to withdraw towards La Fère Champenoise.”³⁴

It had just dawned upon the Marshals that the dispatch they discovered was real, and two Coalition armies are advancing beyond that mass of cavalry. The Marshals didn’t know the cavalry were operating far in advance of their infantry. These vast armies could only arrive within the time frame if they arrive as ALT Reinforcements... enough to make the Marshals wary.

Retreating infantry are at the mercy of cavalry, and can quickly become routed; whereas, by taking a firm position, troops endure with better morale. Had they stood their ground instead of retreating, they would have been no worse off, and might even have knocked-out the enemy cavalry sufficiently so that they could retreat to Paris unmolested. Napoleon should have turned back to search out and join-up with the Marshals instead of leaving them to be picked-off. It is even possible that the French might have caught the Bohemian army between two fires, but this would have required a decision to abandon his advance on Chaumont by the 23rd at the latest.

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MAP SOURCES

The principal source was the *Carte de l’Etat Major* (General Staff Map), at a scale of 1:40,000. Initial topographic studies were carried out between 1825 and 1866, supplemented by partial updates (additions of railways in particular). Additionally, the *Cadastré napoléonien* and the *Carte de Cassini* were used to clarify the terrain topology at important points.

—Paolo Scannapieco

DESIGN NOTES

Kevin Zucker

Napoleon premised his strategy in 1814 on the strategic consumption of Coalition forces. “Strategic consumption, he felt sure, would have reduced Schwarzenberg and Blücher to a joint effective strength of barely 80,000 men long before they came within striking distance of the capital.”³⁵ This superbly optimistic underestimation was off by 100,000 men.

“The Emperor was never able to provide a reasonably large containing force, and at the same time to carry with himself an army even equal in numbers to the hostile army against which he moved offensively. He had to rely largely on the real value and the prestige of his personal presence at the head of troops.”³⁶ At different times in February and March, Napoleon brought most of his small army to face the Bohemian *Hauptarmee*, the larger and slower of the two enemy armies on French soil. By the time of Arcis, he is fielding a force half the size of his opponent’s.

Of course, it’s not the raw strength that matters, but who got there “fustest with the mostest.” Napoleon intended to get the *mostest* out of his forces by moving them around quickly. He could have mustered more than 40,000 men at Arcis-sur-Aube. The Tsar assumed this concentration of strength had been achieved, as on so many prior occasions. At this stage of his career, the Emperor doesn’t want to fight a pitched battle, but to subsist entirely on maneuver. In exposing his forces to battle at Arcis, he revealed their true weakness.

One great mystery is the reluctance of everyone—Schwarzenberg, Wrede especially, and even the Tsar at times—to engage the Ogre. The Austrians and Bavarians had mixed feelings about deposing Napoleon. On the other side stood the will of one man, choosing what he wants to believe.

³⁴ Nafziger, p. 411

³⁵ Chandler, *The Campaigns of Napoleon*, p. 952

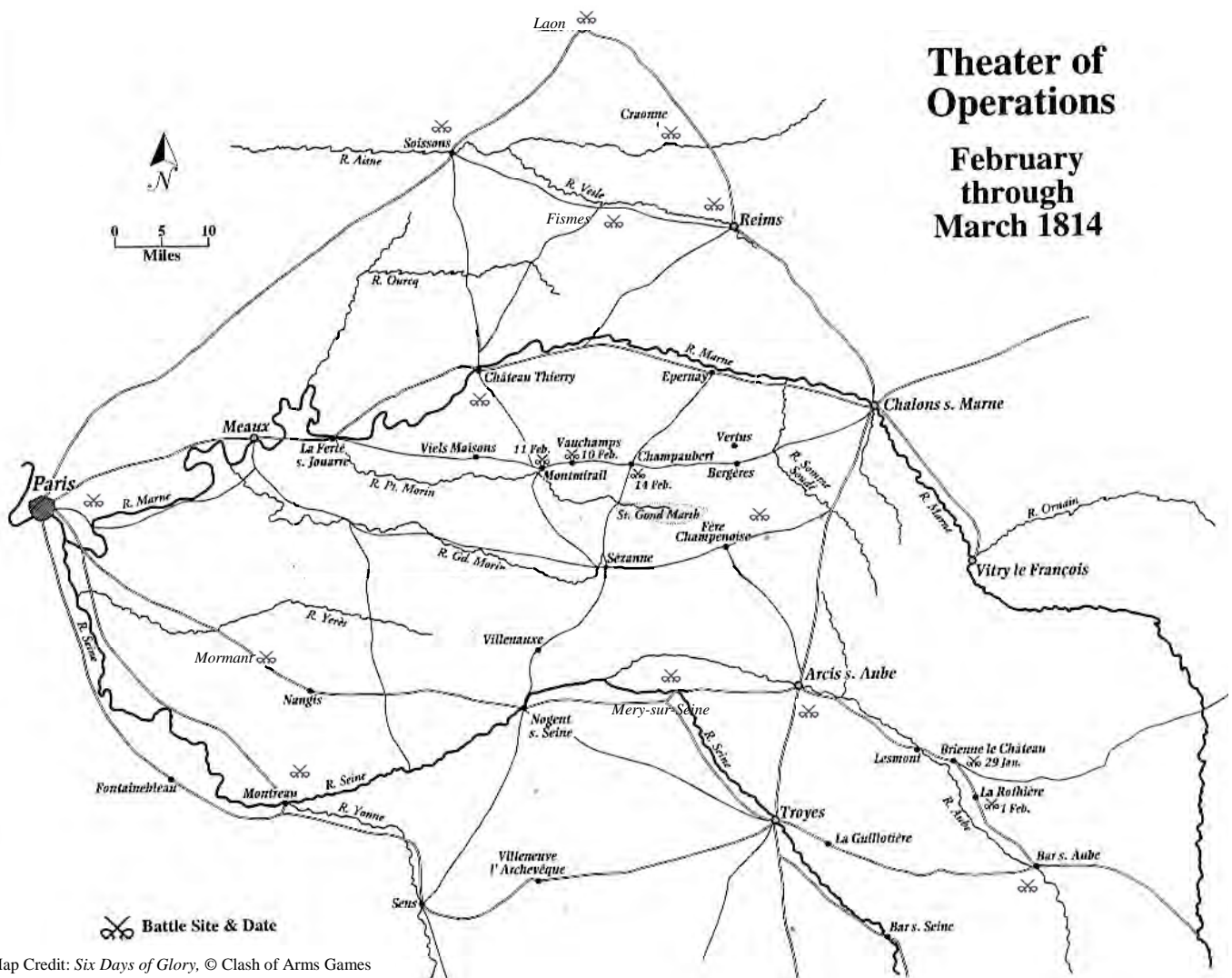
³⁶ F.L. Petre, *Napoleon at Bay*, p. 206

Napoleon's End Battlefields

	Mormant	Montereau	Arcis-sur-Aube	Fère-Champenoise
Map Size	22x34	22x34	22x34	22x40
French Force Size	8+ Corps	9+ Corps	7+ Corps	4+ Corps
Coalition Force Size	8 Corps	3+ Corps	9+ Corps	2+ Corps
Coalition Nationality	Ru., Bav.	Württ., Ru.	Au., Württ., Ru., Bav.	Württ., Ru.
Terrain	Woodland	Woodland, Riparian	Champagne Pouilleuse	Champagne Pouilleuse
Objectives	Nangis SVP	Montereau VP/turn	Arcis 10 VP, Torcy 5 VP	F-C 5 VP, etc.
Frontline	Marshy stream	Hills	none	none
Water	Ru d'Avon	Seine R.	Aube R.	La Soudé
AtB	none	17-Feb.	20-Mar.	none
French Forces	Victor, Gérard	Napoleon	Napoleon	Marmont, Mortier
French strength	45,924	45,924	76,333	23,300
Coalition Forces	Pahlen, Eugen	Kronprinz	Schwarzenberg	Kronprinz, Constantine
Coalition strength	73,000	33,700	88,893	31,600 cav
French loss	600	2,000	4,200	10,300
Coalition Loss	3,114	5,000	3,000	2,000
Outcome	Coalition repulse	Coalition defeat	French retreat	French rout

Theater of Operations

February through March 1814

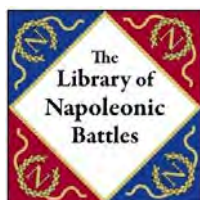


Map Credit: Six Days of Glory, © Clash of Arms Games

1814: Battles, Combats and Actions

1814/01/24 1st Bar-sur-Aube	Coalition under Gyulai defeated Mortier
1814/01/29 Brienne*	French under Napoleon defeated Blücher
1814/02/01 La Rothière*	Coalition under Schwarzenberg defeated Napoleon
1814/02/10 Champaubert*	French under Napoleon defeated Olsufief
1814/02/11 Montmirail*	French under Napoleon defeated Sacken
1814/02/12 Chateau-Thierry	French under Napoleon defeated Bülow
1814/02/14 Vauchamps*	French under Napoleon defeated Blücher
1814/02/17 Mormant and Valjouan*	French under Napoleon defeated Pahlen
1814/02/18 Montereau*	French under Napoleon defeated Württemberg
1814/02/22 Méry-sur-Seine	French under Oudinot defeated Schwarzenberg
1814/02/27 2nd Bar-sur-Aube	Coalition under Schwarzenberg defeated Oudinot
1814/03/03 Laubressel	Coalition under Schwarzenberg defeated Macdonald
1814/03/07 Craonne*	French under Napoleon defeated Winzingerode
1814/03/10 Laon*	Coalition under Blücher defeated Napoleon
1814/03/13 Reims*	French under Napoleon defeated St. Priest
1814/03/20 Arcis*	Coalition under Schwarzenberg defeated Napoleon
1814/03/25 Fère Champenoise*	Coalition under Württemberg defeated Mortier
1814/03/30 Paris	Coalition under Schwarzenberg defeated Joseph

* Part of The Library of Napoleonic Battles



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