

EXTENDED EXAMPLE OF PLAY.

The following acronyms are used throughout this example.

ACV = Adjusted Combat Value BCV = Base Combat Value FCV = Final Combat Value MPs = Movement Points d6 = Six-sided Dice

The following is based upon an actual play-test, albeit with one or two tweaks to highlight a few of the less straight-forward rules and to obviate the need to explain the impact of events in other parts of the theatre. Because the only Allied Forces involved in the example are Prussian, the "Allied Player" and "Allied Units" are referred to as "Prussian". **Remember that although you are given information regarding the Forces engaged on both sides, during actual game-play each player's Force Detail Boxes were out of sight of his/her opponent [Rule 5.0], so often a player was unsure as to the strength of the Forces opposing him/her.**

The Situation.

The game is played using the Historical Set – Up [Rule 7.1].

It is the beginning of Turn 4. Having moved during Turns 1 – 3 in response to "initial orders", significant French Forces have rendezvoused south of Charleroi. The three (3) Forces which feature in this example arrived at their initial destinations on Turn 3, so their Initial order Markers were removed by virtue of Rule 11.0, Part IV during the "Movement and Combat" phase of that Turn. Their intention appears to be to advance north towards Brussels.

In their way is Prussian Force K at Fleurus, with an Initial Order Marker. The Force's "initial order" is to move to Charleroi. The plan is to buy time to allow the scattered Allied Forces to respond to their "initial orders" and concentrate between the French Army and Brussels. During the Turn, Force K will be supported by Prussian Force H moving west from Namur.

The following example relates only to operations in the vicinity of Charleroi. The other Forces in play and events which occurred during these Turns are ignored.

The divisions which feature in this example are recorded on their Force Detail Boxes as follows. All divisions are at full-strength [Rules 4.0 and 5.0].

INITIAL POSITIONS

<p>French Force "B"</p>	<p>Prussian Force "K"</p>
<p>French Force "E"</p>	<p>Prussian Force "H"</p>
<p>French Force "G"</p>	

TURN 4

ATTRITION and SUPPLY [Rule 10.0]

Rule 10.0, Part I

Forage Markers have not been allocated to any of the Forces, and none is sufficiently large to suffer attrition [see **Attrition Table** printed adjacent to game map].

Rule 10.0, Part II

All of the Forces are on hexes containing roads which lead without interstice to a friendly USS. So, they are in supply and no Forage Markers need to be allocated for the Turn.

Note: At this stage in the game there could not be a French Force at 2612; but, by way of illustration, if there was such a Force, Prussian

Force K would be unable to trace a line of supply via either of the roads running north from Fleurus. It would also be unable to trace such a line via 2714 to Charleroi and then north west along the road towards La Louviere. This is because, even though it is possible to trace a route back to Liege from that road, such would include more than three (3+) hexes further west than the preceding hex along the route. So, Force K would be out of supply.

MOVEMENT and COMBAT [Rules 11.0 – 11.4]

Rule 11.0, Part I

The phase begins with players taking it in turns to move one (1) Force to which an Initial Order Marker has been allocated.

The French player begins the sequence; but, the three (3) French Forces in this example arrived at their initial destinations before Turn 4 so their Initial Order Markers have already been removed.



If there is a French Force(s) elsewhere on the board with an Initial Order Marker, it would move first, followed by the Allied player moving a Force to which an Initial Order Marker has been allocated and so on.

Prussian Force K is "carrying" an Initial Order Marker and during the alternating sequence it moves (via 2613) to Charleroi (its destination), and Prussian Force H, "carrying" an Initial Order Marker, arrives at 2711 moving towards its destination of Quatre Bras.

Route Blocked Markers should be placed on 2613 as well as on 2811 and 2912: that is, upon each of the two (2) hexes containing roads entered by the moving Prussian Forces immediately prior to entering their destination hexes [Rule 11.0, Part V].

Rule 11.0, Part II

Players now alternate issuing one (1) further order to one (1) of their Forces. The Allied player begins.

He rolls 2d6 – blue positive and red negative. The results are  and . He adds the positive score to his Command Bonus of three (3) [see Rule 7.0] and deducts the negative score: $4+3-3 = 4$. The result of plus four (4) is equal or greater than zero (0) so he is able to issue an order to one (1) of his Forces.

All further orders emanate from Army Commanders. Blücher, the Prussian Army Commander, is accompanying Force H.

Blücher issues an order to Prussian Force K. As that Force is within five (5) hexes of the Army Commander, ordinarily an Order Marker would be allocated to it [see **Order Marker Table**, printed adjacent to the game map]. However, an Order Marker cannot be allocated to a Force "carrying" an Initial Order Marker; a +1 Marker is allocated instead.

It is then the French player's turn to attempt to issue a further order. He has a Command Bonus of four (4) [Rule 7.0]. He follows the same procedure as the Allied player and he, too, has a result which is greater than or equal to zero (0).

Napoleon, the French Army Commander, is outside the map extract; but we'll assume that he is within five (5) hexes of Forces B and G (and, is eight (8) hexes from Force E).

He allocates an Order Marker to Force B.

It is now the Allied player's turn to attempt to issue another further order. He follows the same procedure as before, only this time his Command Bonus is reduced by one (1) to two (2). The result is again greater than or equal to zero (0).

*Note: Players place Command Bonus Markers upon the **Command Bonus Track** printed adjacent to the game map to record their degrading Command Bonus as further orders are issued.*

He allocates a +1 Marker to a Force outside the map extract.

It is now the French player's turn to attempt to issue another further order. He follows the same procedure as before, only this time his Command Bonus is reduced by one (1) to three (3). The result is again greater than or equal to zero.

He decides to issue an order to Force E; as it is between six and twelve (6 and 12) hexes away from the Army Commander a +1 Marker is allocated [see **Order Marker Table** printed adjacent to the game map].

Note: Had Force E been more than twelve (12+) hexes away from Napoleon a +2 Marker would have been allocated.

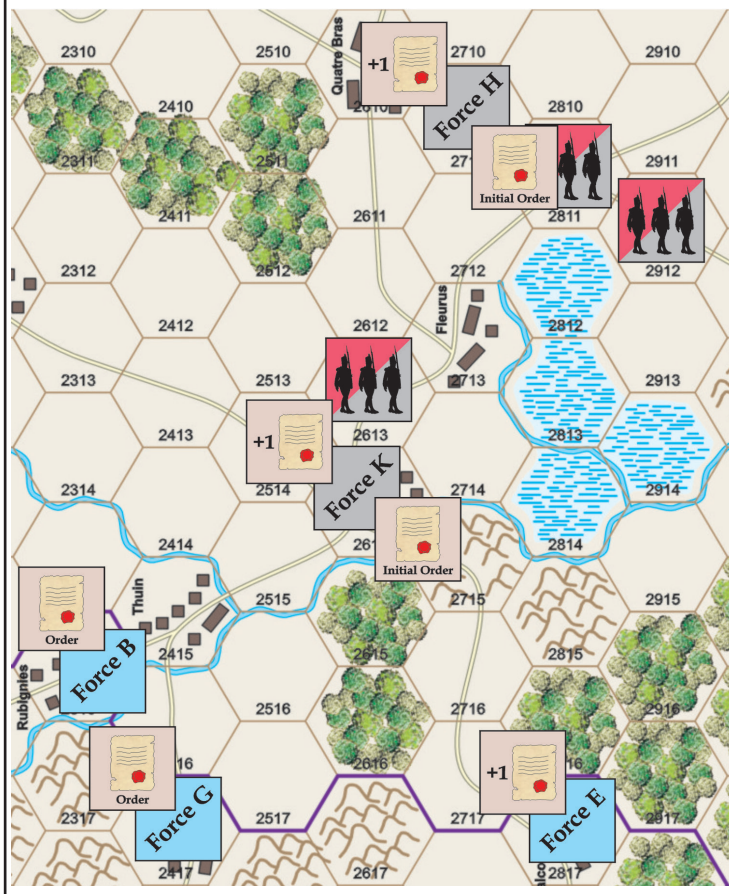
It is now the Allied player's turn to attempt to issue another further order. This time he decides to issue an order to a Force accompanied by an Army Commander: in this case, Force H accompanied by Blücher. He can do this without satisfying the positive/negative dice test and without reducing his Command Bonus.

However, as Force H is "carrying" an Initial Order Marker it cannot receive an Order Marker. Instead, a +1 Marker is allocated.

It is now the French player's turn to attempt to issue another order. He follows the same procedure as before, only this time his Command Bonus is reduced by one (1) to two (2). The result is again greater than or equal to zero (0).

He allocates an Order Marker to Force G.

For the purposes of the example, we will assume that any other further orders issued during this phase were to Forces elsewhere on the map. So, the position is now as follows:



<p>French Force "B"</p>	<p>Prussian Force "K"</p>
<p>French Force "E"</p>	<p>Prussian Force "H"</p>
<p>French Force "G"</p>	

Rule 11.0, Part III

Players alternate moving one (1) Force to which and Order Marker (not a +1 or +2 Marker) has been allocated. The French player begins the sequence.

He removes the Order marker from Force B and moves the Force from 2316 to 2415. A Route Blocked Marker is not placed because the Force did not enter a hex prior to entering its destination hex.

It is then the Allied player's turn to move a Force. However, an Order Marker has not been allocated to any of those in the example so, unless there is an Allied Force elsewhere on the map to which an Order Marker has been allocated, he is unable to do so.

The French player then removes the Order Marker from Force G and moves part of the Force (4x4 under the command of Grouchy) from 2417 to join Force B on 2415. A Route Blocked Marker is placed on 2416. The Prussian player is aware that French Force B has been reinforced, but not the number of divisions involved. This leads him to overestimate the strength of Force B (see below).

Force B retains its designation, with its Force Detail Box being updated to reflect the arrival of Grouchy and 4x4. As the more senior commander, Grouchy replaces D'Erlon on the Force sleigh.

Note: Had Force B moved to 2515 (instead of 2415) a Route Blocked marker would have been allocated to 2415 which would have prevented Grouchy and 4xCav from joining Force B [Rule 11.0, Part V].

It is necessary for a new Force to be created temporarily to represent that part of Force G which moves to 2415 under Grouchy. Let's assume that at this stage the French player has three (3) unused Force sleigh available, and selects Force Counter J. He moves this from 2417 to 2415 where Force J merges with Force B, retaining the designation "Force B". The Force J sleigh is then removed from play ready to be re-used as and when required later in the game. A Route Blocked Marker is placed on 2416.

In strictness, the temporary creation of Force J should also be reflected upon a French Force Detail Box. In practice, because the Force only exists for a single move, enabling Grouchy's 4x4 to move from 2417 to 2415, there is no need to do this.

Note: If there had not been an available Force sleigh Grouchy and the 4x4 would have been unable to leave Force G [Rule 3.0].

Note: It is not possible for two (2) friendly Forces to occupy the same hex. They must merge [Rule 11.0, Part V].

The part of Force G that remains in situ retains the designation "Force G", and one (1) of the four (4) Division Commander counters available to the French player is allocated to that Force. As the Division Commander is the most senior present, the counter is placed on the Force's sleigh.

The Force Detail Box for Force G is updated to reflect the transfer out of 4x4.

The allocation of a Division Commander counter is necessary because a Force must always be accompanied by a commander [Rule 6.0]; and, Grouchy, the only commander present with Force G, accompanied the part of the Force which moved to 2415.

Rule 11.0, Part IV

All Combat, Fatigued and Route Blocked Markers are removed from the map, together with any Forage Markers allocated to Forces to which supply has been restored.

Next, players exchange +2 and +1 Markers which have been allocated to their Forces: +2 Markers for +1 Markers, +1 Markers for Order Markers.

So, +1 Markers are exchanged for Order Markers on French Force E and Prussian Forces H and K.

Finally, Initial Order Markers are removed from Forces for which an Order Marker has just been exchanged for a +1 Marker or which have reached their initial destination.

Note: Having reached Charleroi, the Initial Order Marker would have been removed from Prussian Force K even if it had not been allocated a +1 Marker.

Note: Initial Order Markers would also be removed from a Force which had merged with a Force no longer moving in response to its initial order, or which had lost a combat [Rule 11.0, Part I].

COMMANDER MOVEMENT [Rule 12.0]

Commanders are able to move independently of Forces during the final phase of the Turn, even if they have accompanied forces during the "Movement and Combat" phase. They have an allowance of eleven (11) MPs.

For the purposes of this example, we will assume Gneisenau moves from Prussian Force H to Force K. As a Wing Commander, Gneisenau replaces Ziethen as the most senior commander, and his counter is deployed on the map.

Napoleon (outside the map extract) also moves so that he's within five (5) hexes of French Force E (as well as B and G).

So, at the end of Turn 4 the situation is as follows:

Turn 5

Each player moves his Turn Marker from Turn Box 4 to Box 5 [Rule 8.0].

ATTRITION and SUPPLY [Rule 10.0]

Rule 10.0, Part I

Forage Markers have not been allocated to any of the Forces on the map extract, and none is sufficiently large to suffer attrition.

Although French Force B has been reinforced and now has ten (10) combat divisions (☒x4 ☒x4 ●x2) it would need three (3) more before the attrition rules take effect [see the **Attrition Table** printed adjacent to the game map].

Rule 10.0, Part II

All of the forces are on hexes containing roads which lead, without interstice to a friendly USS. So, none of the Forces is out of supply and no Forage Markers need to be allocated for the Turn.

MOVEMENT and COMBAT [Rules 11.0 – 11.4]

Rule 11.0, Part I

The phase begins with players taking it in turns to move one (1) Force to which an Initial Order Marker has been allocated.

None of the Forces around Charleroi still have Initial Order Markers allocated to them. We will assume for the purposes of the example that no Forces still following "initial orders" move into the area of Charleroi, and so any such moves take place elsewhere on the map.

Rule 11.0, Part II

Players now alternate issuing one (1) "further order" to one (1) of their Forces, following the degrading order sequence described for Turn 4. At the start of this process, Order Markers brought forward from Turn 4 were already allocated to French Force E, and to Prussian Forces H and K.

During the process, the Allied player allocates Order Markers (and/or +1 and +2 Markers) to Forces elsewhere on the map. However, the French player takes the opportunity to allocate Order Markers to French Forces B and G, and a +1 Marker to French Force E.

Note: Even though Napoleon is now within five (5) hexes of Force E the French player has the option to allocate a +1 Marker rather than an Order Marker. So, both an Order Marker and a +1 Marker can be allocated to Force E.

Note: Two or more (2+) Order Markers or +1 or +2 Markers, or any combination thereof, can be allocated to a Force.

Rule 11.0, Part III

Players alternate moving one (1) Force to which and Order Marker (not a +1 or +2 Marker) has been allocated.




The French player begins the sequence.




He removes the Order marker from Force B and moves the Force from 2415 to 2515 a "pre-attack hex" [Rule 11.4] en route to attacking Charleroi (2614), a hex occupied by Prussian Force K. Combat occurs automatically when a moving Force attempts to enter a hex occupied by an enemy Force and is resolved before any further moves take place [Rules 11.0, Part V and 11.4]. As the move results in combat a Route Blocked Marker is not deployed, even if Force B advances after combat into 2614 [Rule 11.0, Part V].



As the attacker, the French player is the first to declare how many d6 he will allocate to the combat. Grouchy is a Wing Commander so the French player may roll a maximum of four (4) d6. He believes that the recently reinforced Force B will be able to push Gneisenau out of Charleroi so opts to roll all 4d6 in the hope that he will be able to bring the full Force to bear. Gneisenau, the commander of the Prussian Force is also a Wing Commander. Knowing that the French have been reinforced and believing that Gneisenau is heavily outnumbered, rather than making a stand at Charleroi the Prussian player decides to preserve as much of Force K as possible. So, he opts to roll only 1d6. (During the de-briefing following the game the Prussian player was shown how closely the two Forces had, in fact, been matched and said that he would have contested the town had he realised this.)

The French player achieves an aggregate score of eleven (11) which means that all ten (10) of the divisions in Force B will participate. The Prussian player rolls a six (6). He fears this will expose too many divisions to losses, so he opts to re-roll [Rule 11.4]. This time the score is three (3), which the Prussian player accepts, and does not elect to re-roll for a second time. Five (5) of the eight (8) divisions in Force K will be kept out of the fray. The Prussian player records the use of one (1) discretionary dice roll on the **Turn Track/Discretionary Dice Roll Track** printed adjacent to the game map.

Each player selects the divisions to participate in the combat and, having done so, uses Force Strength Markers to record the appropriate numbers on his Battlefield Box printed adjacent to the game map. Each player then reveals his Battlefield Box [Rule 11.4].

The French Force comprises _{x4} _{x4} _{x2} all at full-strength, giving a BCV of ten (10). This is increased by four (4) because the Force includes artillery, cavalry and infantry, to give an ACV of fourteen (14) [Rule 11.4].

The BCV of the participating divisions in Prussian Force K (_{x1} _{x1} _{x1}), is three (3). This is increased by four (4) because the Force includes artillery, cavalry and infantry, to give an ACV of seven (7) [Rule 11.4].

Both players roll 1d6: the French player scores  giving a FCV of eighteen (18). The Prussian player also rolls , giving a FCV of eleven (11).

Note: Had either player rolled a five or six (5 or 6) he would have been able to determine to which enemy division one or two (1 or 2) hits are allocated [Rule 11.4.1].

The French have won the combat by seven (7). As the French had at least seven (7+) divisions participating in the combat, seven (7) is the maximum number of hits which they are able to inflict upon Prussian Force K [Rule 11.4.1].

However, as only three (3) full-strength Prussian divisions participated, six (6) is the maximum number of hits they are able to absorb (one (1) hit results in a division being weakened, a second in it being eliminated, Rule 11.4.1). Accordingly, only six (6), not seven (7) hits are actually inflicted and all three (3) Prussian divisions which participated are eliminated.

Players should place Elimination Markers on the **Turn Track/Discretionary Dice Roll Track** printed adjacent to the game map to keep a record of eliminated divisions as these losses may be relevant when it comes to determining who has won the game [Rule 9.0].

Half the number of hits which the winning French Force actually inflicted upon Prussian Force K is three (3). Because at least three (3) Prussian divisions engaged, this equates to the number of hits which is suffered by the French Force. The French player allocates one (1) each to a division of artillery, cavalry and infantry, thereby weakening each.

Both players update their Force Detail Boxes to reflect the strength of these Forces after taking casualties [Rule 11.4.1], and place Combat Markers on the two (2) Forces which engaged [Rule 11.4].

Because the difference of seven (7) between the two (2) FCVs is in the range three to eight (3 to 8), Rule 11.4.2.b applies. The five (5) surviving divisions in Prussian Force K must retreat two (2) hexes. The Prussian player moves them to 2713 (via 2613).

Note: Route Blocked Markers are not deployed for advances/retreats as a result of combat [Rule 11.0, Part V].

Note: Retreating Forces cannot move through a friendly Route Blocked Marker, or through or adjacent to an enemy Force, or cross a river other than via a bridge [Rule 11.4.2.b].

Note: Had the French Force won the combat by eight (8+) or more, instead of by seven (7), Rule 11.4.2.c would have applied.

This would have meant that:

- The French player would have selected the route and destination hex of the retreating Force.
- All losing artillery divisions would be eliminated.
- No hits would be allocated to the victorious Force, and a Combat Marker would not be allocated to it.

• Any French Force which advanced into the vacated hex would have had the option to mount another attack immediately (that is, before the alternating movement procedure re-commences) if there was an enemy Force on an adjacent hex.

• The French would receive one extra (1) Discretionary Dice Roll for the Turn.

Note: The Order Marker allocated to Prussian Force K remains with that Force during its retreat. Advancing/retreating as the consequence of combat is the only circumstance when an Order Marker remains with a moving Force [Rule 11.0, Part III].


The French player exercises the option to advance Force B from the "pre-attack hex" (2515) into the "combat hex" (2614) [Rule 11.4.2.b.]. The French have Charleroi!

Following the combat, the alternating movement sequence recommences. It is now the Allied player's turn.

He is in something of a dilemma. Ideally, he would like to counter-attack and push French Force B out of Charleroi whilst it is carrying a Combat Marker to reflect its exhaustion (so would suffer a combat modifier of minus three (-3)) and before it is reinforced. He also has the advantage of knowing the actual strength of the French Force.

However, whilst both Prussian Forces in the vicinity have Order Markers enabling them to move, Force K is much weakened and is also exhausted from combat; that leaves Force H, led by Blücher on 2711. Although it is fresh, the Force requires five (5) MPs to reach Charleroi. Artillery only has a Movement Allowance of four (4) MPs, so will have to be left behind. This means that the odds are very narrow: the French have more men, but they are exhausted from their previous combat. The Prussian player takes the risk (as, no doubt, Blücher would have done!) and moves Force H to "pre-attack" hex (2613) [Rule 11.4] en route to attacking Charleroi.

Note: Although artillery has a Movement Allowance of five (5) when forced marching, a Force containing a division(s) which has forced marched cannot instigate combat [Rule 11.0, Part V].

The Prussian player removes the Order Marker from Force H and creates a new Force, Force I, on 2711. This comprises x1 and one of six (6) Division Commanders available to the Allied player. As the Division Commander is the most senior present, the counter is placed on the map.

The allocation of a Division Commander counter is necessary because a Force must always be accompanied by a commander [Rule 6.0]; and, Blücher, the only commander present with Force H, accompanied the part of the Force which moved to attack 2614.

The Prussian Force Detail Boxes are updated to record new Force I and the reduced Force H.

Force H has moved from 2711 through Ligny and Force K at Fleurus, and attempts to enter 2614 (Charleroi), a hex occupied by French Force B.

Note: A friendly Force moving in respect of a "further order" (not an "initial order") may pass through another friendly Force [Rule 11.0, Part V].

Combat occurs automatically when a moving Force attempts to enter a hex occupied by an enemy Force and is resolved before any further moves take place [Rules 11.0, Part V and 11.4].



Note: As the move results in combat a Route Blocked Marker is not deployed, even if Force H advances after combat into 2614 [Rule 11.0, Part V].







As the attacker, the Prussian player must declare how many d6 he will allocate to the combat. There is no point in restricting the number for this combat, so he allocates all five (5) available to Blücher as Army Commander [Rule 11.4].



The French Force is led by a Wing Commander (Grouchy) so may roll 4d6. The French player realises that Blücher cannot be accompanied by an artillery train so decides bring as much of his Force as possible to bear by electing to roll all four (4) of the d6 available in an effort to throw back the Prussians.

The Prussian player achieves an aggregate score of fourteen (14) which means that all six (6) of the divisions in Force H will participate in the combat. The French player's score is ten (10) which means that all ten (10) of the divisions in Force B will participate.

Each player selects the participating divisions and, having done so, uses Force Strength Markers to record the appropriate numbers on his Battlefield Box. Each player then reveals his Battlefield Box [Rule 11.4].

The Prussian Force comprises x4, x2 all at full-strength, giving a BCV of six (6). This is increased by two (2) because the Force includes cavalry and infantry, and by two (2) because it is an attacking Force accompanied by Blücher, to give an ACV of ten (10) [Rule 11.4].

French Force B comprises x3 x3 x1 at full – strength and x1 x1 x1 weakened, giving a BCV of eight-and-a-half (8.5). This is increased by four (4) because the Force includes artillery, cavalry and infantry, but reduced by three (-3) because the Force is exhausted (a Combat Marker having been allocated.) This gives an ACV of nine-and-a-half (9.5), which is rounded down to nine (9) [Rule 11.4].

Both players roll 1d6: the Prussian player scores  giving a FCV of fourteen (14). The French player scores , resulting in a FCV of twelve (12).

Note: Had either player rolled a five or six (5 or 6) he would have been able to determine to which enemy division one or two (1 or 2) hits are allocated [Rule 11.4.1].

The Prussians have won the combat by two (2). As the Prussians had at least two (2+) divisions participating in the combat, two (2) is the maximum number of hits which they are able to inflict upon French Force B [Rule 11.4.1].

The French player allocates one (1) of these each to a full-strength cavalry and infantry division, thereby weakening them.

Half the number of hits which the winning Prussian Force actually inflicted upon French Force B is one (1). As the French Force had at least one division engaged, this equates to the number of hits which is suffered by Prussian Force. The Prussian player allocates the hit to a full-strength division of infantry, thereby weakening it.

Both players update their Force Detail Boxes to reflect these casualties [Rule 11.4.1], and place a Combat Marker on Prussian Force H (French Force B is already carrying a Combat Marker) [Rule 11.4].

Because the difference of two (2) between the two (2) FCVs is less than four (4), Rule 11.4.2.a applies. The surviving divisions in both Forces remain in situ: French Force B on the "combat hex" (2614) and Prussian Force H on the "pre-attack" hex (2613). Grouchy has

held Charleroi ... for the moment!

Following the combat, the alternating movement sequence recommences. It is now the French player's turn.

He, too, faces a dilemma. An Order Marker has been allocated to Force E. He could order the Force to advance north, through Force B [Rule 11.0, Part V], to attack Prussian Force H led by Blücher on 2613. However, the move would cost five (5) MPs and would thus entail abandoning his artillery, leaving him with only $\otimes \times 3$. Even though the Prussians are exhausted, the odds would be against the French; and, this together with its limited strategic value even if the attack were to be successful, convinces him that discretion is the better part of valour.

Instead, he removes the Order Marker (leaving the +1 Marker) from Force E and moves the Force four (4) hexes north to join Force B at Charleroi. This is a sensible move in that it both strengthens the French hold on the vital town and has the added benefit of giving Force B a +1 Marker which will be updated to an Order Marker in readiness for Turn 6 (see Rule 11.0, Part IV, below).

Route Blocked markers are placed on 2715 and 2716.

With the arrival of Force E, Forces B and E merge at Charleroi, retaining the designation "Force B". Force Strength Markers for Force E are removed from its Force Detail Box and its sleigh is removed from the game map. The Force Detail Box of Force B is updated to reflect the reinforcements. Grouchy is still the most senior commander and so remains on the map [Rule 11.0, Part V].

It is now the Prussian player's turn to execute an order. The only Force within the map extract which still has an Order Marker is Force K on 2713. He is aware that Charleroi has been reinforced and is now far too strong to even contemplate attacking by a small Force carrying a Combat Marker. So, essentially, the Prussian player must decide whether to move Force K south to reinforce Force H at 2613, or retreat north. He decides upon the latter course, in the expectation (hope!) of Force H holding up the French advance for long enough for the Prussian army to concentrate near Ligny. The Prussian player removes the Order Marker from Force K and moves the Force to 2711 where it merges with Force I, retaining the designation Force K under the command of Gneisenau. Both the sleigh for Force I and its Division Commander are removed from the game map ready to be re-deployed as and when required. A Route Blocked Marker is placed on 2712.

It is now the French player's turn to execute an order. He removes the Order Marker from Force G and moves this north to Charleroi to join Force B, under the command of Grouchy. Both the sleigh for Force G and its Division Commander are removed from the game map ready to be re-deployed as and when required. Grouchy is still the senior commander so his counter remains on the sleigh for Force B.

Route Blocked markers are placed on 2415 and 2515.

We will assume that the other moves and combats which occurred during this part of the phase did not impinge upon the area around Charleroi, so moving on to Rule 11.0, Part IV, the situation is as follows:

FINAL POSITIONS (BEFORE THE REMOVAL OF MARKERS)

Rule 11.0, Part IV

All Combat and Route Blocked Markers are removed from the map, together with any Forage Markers allocated to Forces to which supply has been restored.

So, the Combat Markers are removed from 2613, 2614 and 2711, together with the Route Blocked Markers on 2415, 2515, 2712, 2715 and 2716.

Next, players exchange the Markers which have been allocated to their Forces: +2 Markers for +1 Markers, +1 Markers for Order Markers. So, the +1 Marker on 2614 is exchanged for an Order Marker.

Finally, any Initial Order Markers are removed from Forces which have reached their initial destination; or, to which an Order Marker has just been allocated; or, which had merged with one no longer moving in response to its initial order; or which had lost a combat.

COMMANDER MOVEMENT [Rule 12.0]

Commanders can move independently of Forces during the final phase of the Turn, even if they have accompanied forces during the "Movement and Combat" phase. They have an allowance of eleven (11) MPs.

For the purposes of this example, we will assume that Blücher moves back from 2613 to 2711 to take command of the Prussian Forces which are planned to concentrate around Ligny. As the most senior commander, his counter replaces that of Gneisenau on Force K. A Division Commander counter is placed on Force H, with the unenviable task of attempting the delay the advance of the powerful French Force at Charleroi.

Note: If a Division Commander counter had not been available Blücher would have been unable to leave Force H.

Moving Blücher back from the relatively weak screening Force H is a sensible move. The Prussians are likely to suffer further losses on Turn 6 as the French try to continue their advance. If all the divisions in the Force are eliminated, the commander is neutralised temporarily. In the case of Blücher, this would have left the Prussians without an Army Commander for a Turn [Rule 11.3].

Napoleon moves to take command of the powerful French Force B at Charleroi. As the Army Commander, his counter is placed on Force B, replacing that of Grouchy.

FINAL POSITIONS AT THE END OF TURN 5

The image displays the final positions of forces at the end of Turn 5. On the left is a hexagonal board map with terrain features like forests and rivers. Key locations include Charleroi (2614), Ligny (2711), and Brussels (2817). Forces are positioned as follows: Force B (French) at Charleroi, Force H (Prussian) at Charleroi, Force K (Prussian) at Ligny, and Forces E and G (French) are empty. On the right, the force composition cards are shown. French Force B consists of 8 units (5, 6, 7, 8, 2, 3, 4, 1) and has Napoleon as its commander. Prussian Force K consists of 8 units (3, 4, 1, 2, 3, 4, 1, 2) and has Blücher as its commander. Prussian Force H consists of 4 units (3, 4, 1, 2) and has a Division Commander as its commander. French Forces E and G are currently empty.

SUMMARY

So, at the end of Turn 5 Napoleon has captured the key town of Charleroi, and is preparing to strike north towards Brussels. The Allies are scrambling to concentrate their Forces in sufficient strength to halt the Emperor's advance.

In addition to demonstrating the rules, we hope the example gives a flavour of how *14 Days* reflects some of the salient features of the campaign. The French have the advantage of being able to choose where and when to strike; and, once their attack begins the Allies need to buy enough time to organise their scattered Forces into a formidable defence or to mount a counter-attack to threaten Napoleon's lines of communication. And, just as they were historically, decisions taken during the early turns are often crucial in determining the shape and outcome of the campaign.