

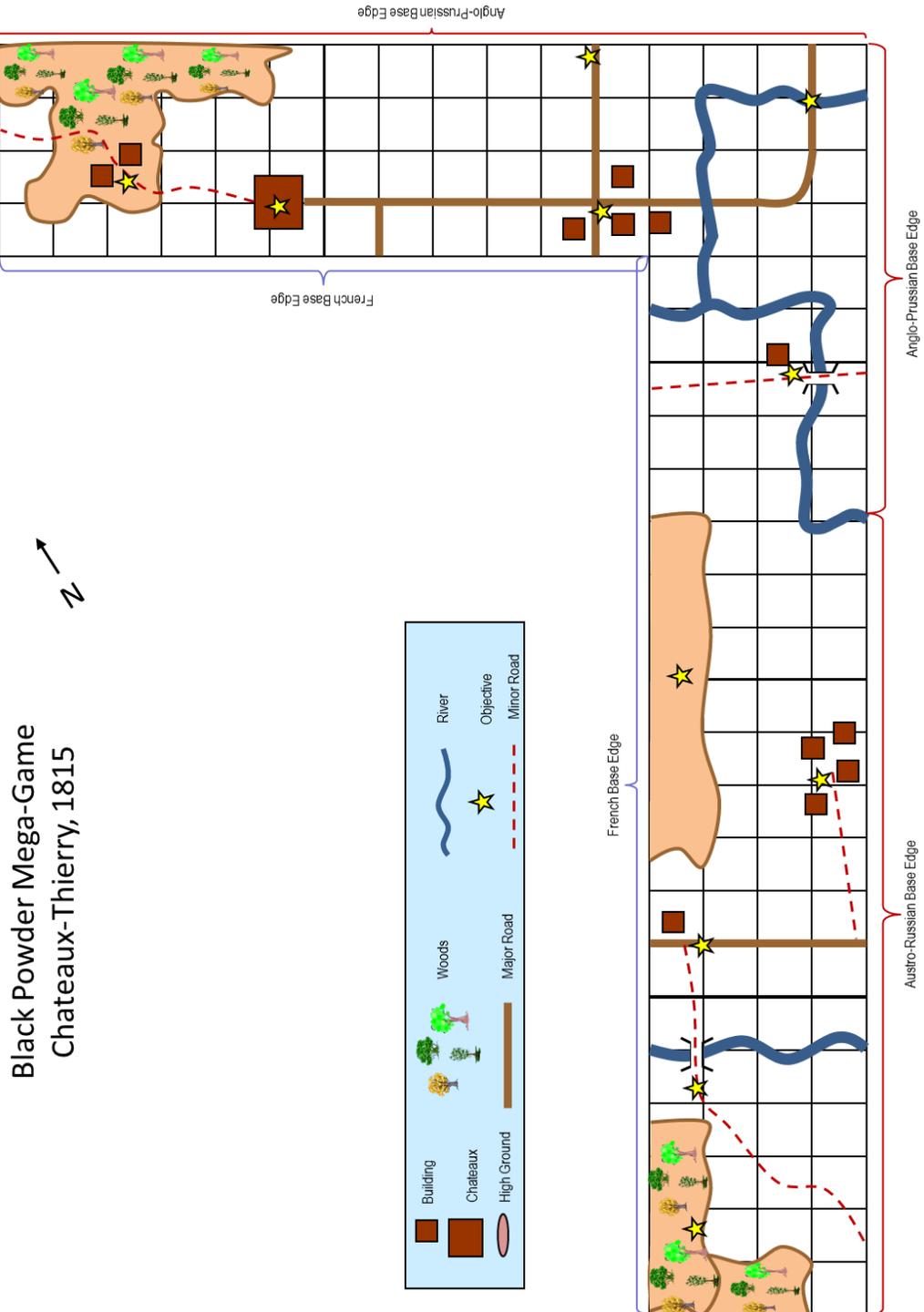
Black Powder Scenario: Chateaux Thierry, 1815

Although the focus of the fighting in the 1815 campaign was in Belgium, pitting Napoleon's main army against Wellington's Anglo-Dutch and Blucher's Prussian forces, other allied forces were also moving to block Napoleon's ambitions. Along the Rhine a large force of Austrians, Russians and many smaller German states also advanced into France, fighting several small battles and skirmishes, and halting only as news of the Anglo-Prussian capture of Paris following his defeat at Waterloo.

If Napoleon had managed a draw or marginal victory at Waterloo, he would likely have fell back on Paris to preserve his interior lines and cover his base of power. He would then have had to turn and fight east of Paris to stop his pursuers and the approaching allies from the Rhine.

This scenario assumes that he turned to fight near Chateaux Thierry, in the valley of the Marne east of Paris. Facing several large allied armies, it is likely he would have tried to use interior lines to maximize his forces between the converging Allied thrusts, while continuing to cover Paris.

Map:



Forces:

All units use the stats found in the Albion Triumphant Volume 2 Black Powder supplement. Ask me for help with Austrian and Russian stats.

Terrain Notes:

Hills – in this area the hills were flat topped with gentle slopes. No movement penalties, normal visibility rules apply. Wooded hills are both hills and woods.

Rivers – this close to the Marne, the rivers on the table are treated as difficult obstacles, requiring a unit attempting to cross to halt at the bank, and then requiring two moves (except for skirmishing infantry or cavalry) to cross. Artillery cannot cross. Bridges and fords allow units to cross normally, but they must be in column.

Woods - are treated as normal woods in Black Powder: infantry in skirmish can move through them at 1/2 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery prohibited.

Villages - each village block is treated as a "building" in Black Powder terms: it may hold one infantry unit plus up to one battery (which may only enter if deployed at the start of the game, and cannot move thereafter). Entering an unoccupied village block requires an extra 6" of movement, as does assaulting an occupied one. Units in a village have a up to 2 dice per facing, up to their total shoot value; and a hand to hand combat value of the same. Units in a village receive a +2 morale save, and a +3 combat resolution bonus (large or standard sized) or +2 (if small). Units in villages ignore break test results that oblige it to retire and must be broken to be evicted.

Chateaux – this is treated as a larger building, and may hold up to two infantry units plus up to one battery (which may only enter if deployed at the start of the game, and cannot move thereafter).

Deployment Notes:

Each overall commander should secretly allocate each of his corps to a zone within their deployment areas. Once this is complete, forces are deployed on table with the French forces being placed first. Deployed forces may be placed anywhere within 12" of their deployment edge, and each player may hold as many units as desired in reserve.

After the French have completed deployment the Allied forces take the first turn, entering from their deployment edge within their assigned zone. All arriving units ordered receive at least one move on their turn of entry, unless they roll a blunder.

Winning the Game:

The Allied goal would have been to defeat the French Army and open the way to Paris. The Allies win if they can seize and hold any 6 of the 11 objectives marked on the game tables at the start of their turn, or if they are able to break the French army.

Napoleon would have hoped to inflict heavy casualties on the Allies, while continuing to cover Paris. The French win the scenario if the Allies fail to achieve their victory conditions within 8 turns, or any of the Allied National forces are broken.