



Tactiques Napoléon 1814 - Vauchamps



Empéror Napoléon vs. General der Kavallerie von Blücher

14 February 1814

◆ Mud in Effect



Scenario

First Turn: 9:00

Last Turn: 16:30

Turns: 16

- The Allied player deploys first. The French player activates first every Turn.
- TN 9.2 exception: Army Leaders may only issue 1 Order per Turn.
- Use the At Start VP Conditions to determine a victor unless the Withdrawal VP Conditions are triggered by an Event.
- Allied Cooperation: Russian and Prussian units may never stack.

Victory Conditions

- **French Decisive Victory**: Accumulate + 10 VPs at end of any Turn.
 - **French Tactical Victory**: Accumulate + 6 VPs at game end.
 - **Draw**: Any other result.
 - **Allied Tactical Victory**: Accumulate + 0 VPs more at game end.
 - **Allied Decisive Victory**: Accumulate + 5 VPs at end of any Turn.
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- Only the Allied player may accumulate Withdrawal VPs once triggered by an Event.
 - Every unit of the Un-Shattered Command must exit the eastern map edge via the Depot Hex to count for VPs.
 - Echelon units and Leaders do not accumulate Withdrawal VPs.

Terrain

- Mud: From 11:30 onwards the following Mud rules are in effect:
 - Movement Points in **Box** as detailed in the Terrain Chart are in effect during Mud Turns.
 - Before any attacking cavalry unit's Melee Resolution roll 1d10:
 - On an Even result there is no effect.
 - On an Odd result the unit *Disrupts* prior to Resolution.

VP	At Start VP Condition
+ 2	Control of Vauchamps
+ 1	Control of La Boularderie
+ 1	Control of Fromentieres
+ 2	Control of Champaubert
+ 1	Per 3 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command
x 2	If enemy Brigade is a Garde Command (Allies only)
+ X	Per RR Un-Shattered Brigade Command withdrawn

Terrain Chart													
Terrain	Infantry		Cavalry		Artillery		Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1½	1	1½	1	24 incr.	Clear	0	Clear	Yes	~
Woods	2	3	4	5	Imp	Imp	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Village	2	2	2	2	2	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Slope	+ 1	+ 2	+ 2	+ 3	+ 2	+ 3	+ 0	~	Sloping	0	Clear	~	~
Road	1/2	1/2	1/2	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	See OT	~
Trail	1	1	1	1	1	1	1/2	March	See OT	See OT	See OT	See OT	~
Stream	+ 3	+ 4	+ 5	+ 6	+ 4	+ 5	+ 1	~	Clear	0	Broken	~	~



The western map edge road hex is the French Depot hex.



The eastern map edge road hex is the Allied Depot hex.

Event Table		
Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any two <i>Routed</i> unit to the map or erase up to two Low Ammo circles from any artillery unit that is In Command.
4 ~ 5	Tenacity	Roll 1d10 after every Melee Resolution. If the result is odd, the attacker suffers 1 increment loss. If the result is even, the defender suffers 1 increment loss.
6	Pour La Patrie	French player picks any unit to immediately become *Elite* for the remainder of the game. Note on the French Roster.
7	Command Paralysis	Roll 1d10 (odd = Allied/even = French) to determine winner. Winning player chooses any one enemy Command to lose its Pending Order.
8	Bitter Cold	Roll 1d10 (odd = Allied/even = French) to determine winner. Winning player chooses any one enemy Brigade Command to immediately gain 1 Fatigue.
9	Thick Mud (11:30 Turn and after)	Roll 1d10 (odd = Allied/even = French) to determine winner. Winning player chooses any one enemy Brigade Command to immediately gain 2 Fatigues.
10	Blücher Retreats (12:00 Turn and after)	When this Event is rolled the Withdrawal Victory Point Conditions come into effect.

National Modifiers



Russian infantry battalions (not Jaegers) apply a + 1 Melee modifier when defending



Russian Position batteries apply a - 2 modifier to Limber TCs



Prussian cavalry regiments apply a + 1 modifier to Recall TCs



Polish cavalry apply a +1 modifier to Counter Charge TCs

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La Grande d'Armée



Empereur Napoléon : 4/B/4

Command Range: 16 MPs

Maréchal Berthier : 2/+1/2

Chef d'Etat-Major: + 2 MPs

Général de Division Lebrun : 3/*/1

AdC Cavalerie

Général de Division Corbineau : 3/*/1

AdC Impérial

Général de Division Billarderie : 2/*/1

AdC Impérial

La Garde Impériale

Maréchal Ney : 3/~3

Command Range: 12 MPs

1er Cie./Art. à Pied de la Garde *+ 7* x 4/12

x 4 (□□) ○○○

2e Cie./Art. à Pied de la Garde *+ 7* x 4/12

x 4 (□□) ○○○

1er Division de la Vielle Garde

Général de Division Friant : 4/~2

Command Range: 8 MPs

1er Brigade

○○○○○○○○○ RR: 2

Général de Division Cambronne : 3/~0

□□□◆□

1er Bn./1er Rég. Chasseurs à Pied *+ 7* (x 1)

x 2.5 □□□◆□□

2e Bn./1er Rég. Chasseurs à Pied *+ 7* (x 1)

x 2.5 □□□◆□□

1er Bn./2e Rég. Chasseurs à Pied *+ 6* (x 1)

x 2.5 □□□◆□

2e Bn./2e Rég. Chasseurs à Pied *+ 6* (x 1)

x 2.5 □□□◆□

2e Brigade

○○○○○○○○○ RR: 2

Général de Division Petit : 4/~0

□□□◆□

1er Bn./1er Rég. Grenadiers à Pied *+ 7* (x 1)

x 2.5 □□□◆□□□

2e Bn./1er Rég. Grenadiers à Pied *+ 7* (x 1)

x 2.5 □□□◆□□□

1er Bn./2e Rég. Grenadiers à Pied *+ 6* (x 1)

x 2.5 □□□◆□□

2e Bn./2e Rég. Grenadiers à Pied *+ 6* (x 1)

x 2.5 □□□◆□□

2e Cavalerie de la Jeune Garde

Général de Division Laferrière : 3/~1

Command Range: 8 MPs

1ere Brigade

○○○○○○○○○ RR: 2

Général de Brigade Lion : 3/~0

□□◆□

Chasseurs à Cheval de la Garde/JG -a *+ 6* (x .5)

x 2 □□□◆□□□

Chasseurs à Cheval de la Garde/JG -b *+ 6* (x .5)

x 2 □□□◆□□□

Dragons de l'Empératrice/JG + 6 ~

x 3 □□□□◆□□□

2e Brigade

○○○○○○○○○ RR: 1

Général de Brigade Letort : 3/~0

□□◆□

Grenadiers à Cheval de la Garde/JG -a *+ 6* ~

x 4 □□□◆□□

Grenadiers à Cheval de la Garde/JG -b *+ 6* ~

x 4 □□◆□□

3e Garde d'Honneurs + 5 ~

x 3 □□◆□

7e Division/IV Corps

Général de Division Leval : 3/~1

Command Range: 8 MPs

14e Cie./4e Artillerie à Pied + 6 x 3/9

x 3 (□□) ○○○

7e Cie./9e Artillerie à Pied + 6 x 3/9

x 3 (□□) ○○○

3e Cie./4e Artillerie à Cheval + 6 x 2/9

x 2 (□□) ○○

1er Brigade

○○○○○○○○○ RR: 2

Général de Brigade Pinoteau : 2/~0

□□◆□□

3e Bn./10e Rég. Légère + 5 (x 1)

x 2 □□◆□□

4e Bn./10e Rég. Légère + 4 (x 1)

x 2 □□◆□□

2e Bn./3e Rég. de Ligne + 5 (x 1)

x 2 □□□◆□□

4e Bn./45e Rég. de Ligne + 4 (x 1)

x 2 □□◆□□

2e Brigade

○○○○○○○○○ RR: 2

Général de Brigade Montfort : 3/~0

□□□◆□□□

2e Bn./17e Rég. Légère + 5 (x 1)

x 2 □□◆□□

4e Bn./17e Rég. Légère + 4 (x 1)

x 2 □□◆□□

3e Bn./101e Rég. de Ligne + 5 (x 1)

x 2 □□□◆□□□

4e Bn./101e Rég. de Ligne + 4 (x 1)

x 2 □□□◆□□

2e Bn./105e Rég. de Ligne + 5 (x 1)

x 2 □□□◆□□

4e Bn./105e Rég. de Ligne + 4 (x 1)

x 2 □□◆□□

French Special Rules

- French replacement Leaders have 2/~0 Leader Values.
- Napoléon may not participate in an attacking Assault or Charge.
- The Reserve Ratings of Reinforcement Groups may be used for Commitment Checks prior to entering the map as if those Commands had Reserve Orders.

French Reinforcements

Group A (Automatic) enters into hex A area (western map edge).

- **9:00** - 21e Division

Group B (Automatic) enters into hex B area (western map edge).

- **9:00** - 8e Division

Group C (Automatic) enters into hex C (western map edge).

- **9:00** - VI Corps Echelon Leaders and units.

Group D (+ 5) enters into hex D (northern map edge).

- **10:00** - II Corps de Cavalerie

Group E (+ 6) enters into hex E (southern map edge).

- **10:00** - 7e Division

Group F (+ 6) enters into hex E (southern map edge).

- **11:00** - 2e Cavalerie de la Jeune Garde
- Artillerie de la Vielle Garde

Group G (+ 5) enters into hex E (southern map edge).

- **13:00** - 1er Division de la Vielle Garde
- Army and Garde Impérial Echelon Leaders

VI Corps d'Armée

Maréchal Marmont : 3/B/2	Command Range: 12 MPs
Général de Division Richemont : 3/~1	Chef d'Etat-Major: + 2 MPs
16e Cie./3e Artillerie à Pied + 6 x 3/9	x 3 (□□) ○○○
15e Cie./5e Artillerie à Pied + 6 x 3/9	x 3 (□□) ○○○
7e Cie./3e Artillerie à Cheval + 6 x 2/9	x 2 (□□) ○○

3e Division

Général de Brigade Joubert : 2/~1	Command Range: 8 MPs
1er Brigade	○○○○○○○○○ RR: 1
<i>Colonel Gheneser</i> : 2/~0	□□□◆□□□
1er Bn./37e Rég. Légère + 5 (x 1)	x 2 □□◆□
3e Bn./37e Rég. Légère + 5 (x 1)	x 2 □□◆□
1er Rég. de Ligne (11e Prov.) + 4 (x 1)	x 2 □□◆□
15e Rég. de Ligne (11e Prov.) + 4 (x 1)	x 2 □□◆□
70e Rég. de Ligne (16e Prov.) + 4 (x 1)	x 2 □◆□
121e Rég. de Ligne (16e Prov.) + 4 (x 1)	x 2 □◆□
2e Brigade	○○○○○○○○○ RR: 1
<i>Général de Brigade Pelleport</i> : 3/~0	□□□◆□□□
1er Bn./2e Rég. Art. de Marins + 4 x 1	x 2 □□◆□
2e Bn./2e Rég. Art. de Marins + 4 x 1	x 2 □□◆□
2e Bn./3e Rég. Art. de Marins + 4 x 1	x 2 □□◆□
3e Bn./3e Rég. Art. de Marins + 4 x 1	x 2 □□◆□
2e Bn./4e Rég. Art. de Marins + 4 x 1	x 2 □◆□

8e Division

Général de Division Ricard : 3/~1	Command Range: 8 MPs
1er Brigade	○○○○○○○○○ RR: 0
<i>Général de Brigade Boudin</i> : 3/~0	□□◆□
3e Bn./2e Rég. Légère + 5 (x 1)	x 2 □◆□
65e Rég. de Ligne (44e Prov.) + 4 (x 1)	x 2 □◆□
142e Rég. de Ligne (44e Prov.) + 4 (x 1)	x 2 □◆□
2e Brigade	○○○○○○○○○ RR: 0
<i>Général de Brigade Fournier</i> : 3/~0	□□◆□
3e Bn./4e Rég. Légère + 5 (x 1)	x 2 □◆□
50e Rég. de Ligne (32e Prov.) + 4 (x 1)	x 2 □◆□
136e Rég. de Ligne (32e Prov.) + 4 (x 1)	x 2 □□◆□□

II Corps de Cavalerie

Général de Division Grouchy : 3/C/2 Command Range: 12 MPs

2e Division de Cavalerie Légère

Général de Division Berkheim : 3/~1	Command Range: 8 MPs
7e Cie./4e Artillerie à Cheval + 6 x 2/9	x 2 (□□) ○○
1ere Brigade	○○○○○○○○○ RR: 1
<i>Général de Brigade Dommagnet</i> : 3/~0	□□◆□
9e Rég. de Hussards + 6 (x .5)	x 2 □□◆□□□
11e Rég. de Chasseurs à Cheval + 5 (x .5)	x 2 □□◆□□
2e Rég. de Cheveau-Lanciers + 5 ~	x 2+1 □□◆□□
2e Brigade	○○○○○○○○○ RR: 1
<i>Colonel Soure</i> : 2/~0	□□◆□
10e Rég. de Hussards + 6 (x .5)	x 2 □□◆□□
24e Rég. de Chasseurs à Cheval + 5 (x .5)	x 2 □◆□□
6e Rég. de Cheveau-Lanciers + 5 ~	x 2+1 □◆□□

2e Division de Cavalerie Lourde

Général de Division St. Germaine : 3/~1	Command Range: 8 MPs
8e Cie./6e Artillerie à Cheval + 6 x 2/9	x 2 (□□) ○○
1ere Brigade	○○○○○○○○○ RR: 2
<i>Général de Brigade Blanchard</i> : 3/~0	□□◆□
1e Rég. de Carabiniers *+ 6* ~	x 4 □□◆□□□
2e Rég. de Carabiniers *+ 6* ~	x 4 □□◆□□
1ere Rég. de Cuirassiers *+ 6* ~	x 4 □□◆□□□
2e Brigade	○○○○○○○○○ RR: 2
<i>Général de Brigade Théry</i> : 3/~0	□□◆□
5e Rég. de Cuirassiers + 6 ~	x 4 □□□◆□□□
10e Rég. de Cuirassiers + 6 ~	x 4 □□◆□□
12e Rég. de Cuirassiers + 6 ~	x 4 □□◆□□

	RR	Infantry	Cavalry	Artillery	Total
1er Div. de la Vielle Garde	4	4.000	0	16	4.320
3e Cavalerie de la Jeune Garde	3	0	1.550	0	1.550
7e Division/IV Corps	4	4.500	0	22	4.940
VI Corps	2	4.400	0	22	4.840
II Corps de Cavalerie	6	0	3.150	12	3.390
	19	12.900	4.700	72	19.040

The Army of Silesia



General der Kavallerie v. Blücher : 3/C/3 Command Range: 15 MPs
 Generalmajor v. Gneisenau : 3/+1/1 Chief of Staff: + 2 MPs

II. Armeekorps

Generalmajor v. Kleist : 3/~2 Command Range: 11 MPs
 Colonel Grolmann : 2/*/1 Aide de Camp

3. Schwere Batterie	+ 5	x 4/12	x 4	(□□) ○○○
6. Schwere Batterie	+ 5	x 4/12	x 4	(□□) ○○○
11. Fuß Batterie	+ 5	x 3/8	x 3	(□□) ○○○
13. Fuß Batterie	+ 5	x 3/8	x 3	(□□) ○○○
9. Reitende Batterie	+ 5	x 3/8	x 3	(□□) ○○
10. Reitende Batterie	+ 5	x 3/8	x 3	(□□) ○○

10. Brigade

Generalmajor v. Pirch I : 2/~1 RR: 3
 I/2. West Prussian Inf. Regt. + 5 x 1 x 2 □□□♦□□□
 II/2. West Prussian Inf. Regt. + 5 x 1 x 2 □□□♦□□□
 Füs/2. West Prussian Inf. Regt. + 5 (x 1) x 2 □□□♦□□□
 I/7. Reserve Infanterie Regt. + 4 x 1 x 2 □□□♦□□□
 II/7. Reserve Infanterie Regt. + 4 x 1 x 2 □□□♦□□□
 Füs/7. Reserve Infanterie Regt. + 4 (x 1) x 2 □□□♦□□□
 8. Silesian Landwehr Kavallerie + 4 ~ x 2 □□□□♦□□□□
 8. Fuß Batterie + 5 x 3/8 x 3 (□□) ○○○

12. Brigade

Prinz August von Preußich : 2/~2 RR: 3
 I/2. Silesian Inf. Regt. + 5 x 1 x 2 □□□♦□□□
 II/2. Silesian Inf. Regt. + 5 x 1 x 2 □□□♦□□□
 Füs/2. Silesian Inf. Regt. + 5 (x 1) x 2 □□□♦□□□
 I/11. Reserve Infanterie Regt. + 4 x 1 x 2 □□□♦□□□
 Füs/11. Reserve Infanterie Regt. + 4 (x 1) x 2 □□□♦□□□
 7. Silesian Landwehr Kavallerie + 4 ~ x 2 □□□□♦□□□□
 21. Fuß Batterie + 5 x 3/8 x 3 (□□) ○○○

Kavallerie Brigade v. Hacke RR: 1
Generalmajor v. Hacke : 2/~0
 Silesian Ulanen-Regiment + 5 ~ x 2+1 □□□□♦□□□□
 Silesian Kürassier-Regiment + 5 ~ x 4 □□□♦□□□
 8. Reitende Batterie + 5 x 2/7 x 2 (□□) ○○

Kavallerie Brigade v. Röder RR: 1
Generalmajor v. Röder : 3/~0
 Brandenburg Kürassier-Regiment + 5 ~ x 4 □□□□♦□□□□
 East Prussian Kürassier-Regiment + 5 ~ x 4 □□□□♦□□□□

11. Brigade

Generalmajor v. Zeithen II : 3/~1 RR: 3
 Silesian Schützen + 6 [*x1*] x 2 (□♦□)
 I/1. Silesian Inf. Regt. + 5 x 1 x 2 □□□♦□□□
 II/1. Silesian Inf. Regt. + 5 x 1 x 2 □□□♦□□□
 Füs/1. Silesian Inf. Regt. + 5 (x 1) x 2 □□□♦□□□
 I/10. Reserve Infanterie Regt. + 4 x 1 x 2 □□□♦□□□
 II/10. Reserve Infanterie Regt. + 4 x 1 x 2 □□□♦□□□
 Füs/10. Reserve Infanterie Regt. + 4 (x 1) x 2 □□□♦□□□
 1. Silesian Husaren-Regiment + 5 (x .5) x 2 □□□□♦□□□□
 9. Fuß Batterie + 5 x 3/8 x 3 (□□) ○○○

	RR	Infantry	Cavalry	Artillery	Total
10. Brigade/II Korps	3	3.600	450	8	4.210
11. Brigade/II Korps	3	3.800	450	8	4.410
12. Brigade/II Korps	3	3.000	350	8	3.510
Cavalry/II Korps	2	0	1.550	8	1.710
II. Armeekorps Echelon	0	0	0	24	480
IX Russian Corps	1	1.000	0	24	1.480
X Russian Corps	6	6.900	0	36	7.620
	18	18.300	2.800	116	23.420

Russian X Corps

Lieutenant General Kapzevich : 3/~ /1 Command Range: 9 MPs
 Position Battery #39 + 6 x 4/12 x 4 (□□□) ○○○

8th Division

Major General Urusov II : 2/~ /1 Command Range: 7 MPs

Light Battery #29 + 5 x 2/9 x 2 (□□□) ○○○

1st Brigade (□□□) RR: 2

Major General Shenshin : 3/~ /0 (□□□◆□□□)

1st Bn./Archangel Inf. Regt. + 5 x .5 x 2 (□□□◆□□)

2nd Bn./Archangel Inf. Regt. + 5 x .5 x 2 (□□◆□□)

1st Bn./Ingermanland Inf. Regt. + 5 x .5 x 2 (□□□◆□□)

2nd Bn./Ingermanland Inf. Regt. + 5 x .5 x 2 (□□◆□□)

1st Bn./Schusselberg Inf. Regt. + 5 x .5 x 2 (□□□◆□□)

2nd Bn./Schusselberg Inf. Regt. + 5 x .5 x 2 (□□◆□□)

2nd Brigade (□□□□□□□□) RR: 1

Colonel Stary : 2/~ /0 (□□◆□)

1st Bn./7th Jaeger Regt. + 4 (x 1) x 2 (□□◆□□)

2nd Bn./7th Jaeger Regt. + 4 (x 1) x 2 (□□◆□□)

36th Jaeger Regt. + 4 (x 1) x 2 (□□◆□□)

22nd Division

Major General Turchaninov : 2/~ /1 Command Range: 7 MPs

Light Battery #56 + 5 x 2/9 x 2 (□□□) ○○○

1st Brigade (□□□□□□□□) RR: 2

Major General Schapskoi : 2/~ /0 (□□◆□□)

1st Bn./Stroskol Inf. Regt. + 5 x .5 x 2 (□□□◆□□)

2nd Bn./Stroskol Inf. Regt. + 5 x .5 x 2 (□□◆□□)

1st Bn./Viatka Inf. Regt. + 5 x .5 x 2 (□□◆□□)

2nd Bn./Viatka Inf. Regt. + 5 x .5 x 2 (□□◆□□)

2nd Brigade (□□□□□□□□) RR: 1

Major General Vasilchikov : 2/~ /0 (□□◆□□)

1st Bn./12th Jaeger Regt. + 4 (x 1) x 2 (□◆□)

2nd Bn./12th Jaeger Regt. + 4 (x 1) x 2 (□◆□)

1st Bn./29th Jaeger Regt. + 4 (x 1) x 2 (□□□◆□□)

2nd Bn./29th Jaeger Regt. + 4 (x 1) x 2 (□□◆□□)

15th Division/IX Corps (□□□□□□□□□□) RR: 1

Major General Udom II : 3/~ /1 CR:5 (□□◆□□)

1st Bn./Koslov Inf. Regt. + 5 x .5 x 2 (□□◆□)

2nd Bn./Koslov Inf. Regt. + 5 x .5 x 2 (□□◆□)

1st Bn./Vitebsk Inf. Regt. + 5 x .5 x 2 (□◆□)

2nd Bn./Vitebsk Inf. Regt. + 5 x .5 x 2 (□◆□)

Light Battery #3 + 5 x 2/9 x 2 (□□□) ○○○

Allied Special Rules

- Russian and Prussian replacement Leaders have 2/~ /0 Leader Values.
- The Allied player may not assign Engage Orders at game start.
- Prussian Brigade Leaders have a Command Range of 6 MPs.
- Surprise Attack: The Prussians were not expecting the French attack in the morning. The following rules are in effect during Surprise Turns (9:00 to 9:30 inclusive).
 - All Allied units and leaders are Out of Command.
 - Allied Leaders may not issue Orders.
 - Allied units may not Defensive Fire.
 - Allied Leaders do not make Command Commitment Checks.
 - Leaders and Units of the Russian X Corps may not move.

Allied Deployment

- Within brown border area labelled 'Z':
 - 11. Brigade
 - Kavallerie Brigade v. Hacke
- Within 3 hexes of Fromentieres:
 - IX Russian Corps
 - 10. Brigade
- Within 6 hexes of Champaubert:
 - General der Kavallerie v. Blücher
 - Generalmajor v. Gneisenau
 - Generalmajor v. Kleist
 - 12. Brigade
 - Kavallerie Brigade v. Röder
 - X Russian Corps