

## RANDOM NAPOLEON -

Random events for the NBS system. Anders Fager featuring Jerry Malone

After using the CWB Random Event tables for a while and enjoying the uncertainty and frustration they added, the thought of making the same kind of tables for NBS came quite easily. For those of you that think you can handle the uncertainty, here they are. Enjoy.

The tables are basically modeled after the CWB-tables, but some things have been changed to fit the period and system better. Compared with the CWB table random leader casualties are a bit more common. This because Napoleonic officers exposed themselves more to enemy fire than Civil War ones. Not because they were in any way braver, but rather because braving enemy fire was thought to be the proper way to inspire troops and also because that the poor range and accuracy of the musketry made commanders take more chances. After all, only one ball in 800 hit anyone... Furthermore, the arrival-times of reinforcements arriving hours from the current turn can now shift back and fourth. We have used this a lot in CWB over here and have found it very both realistic and frustrating. After all, has any army ever arrived perfectly on schedule? Two new events were also added. The Artillery Accident was brought in because such things occasionally did happen as lousy roads and poor charges took their toll. (In 1813 Marmont lost at Möckern because his main battery blew up.) The Cavalry Recovery event gives those useless wrecked cavalry brigades a slim chance to unwreck themselves and ride to glory again.

The table works as follows: At the start of each Player-Turn the player rolls one dice. On a result of one a random event has occurred. Roll two dice and consult the table below.

### Standard Random Events Table

- 2 Loose Cannon
- 3 Cavalry Recovery
- 4 Order Lost
- 5 Game Table
- 6 Delay Reinforcements
- 7 Game Table
- 8 Advance Reinforcements
- 9 Game Table
- 10 Leader Casualty
- 11 Artillery Accident
- 12 Loose Cannon

### Standard Random Events:

**Leader Casualty** - One of the player's leaders on the map, chosen at random, are killed. The leader's current location does not matter. This event covers such things as friendly fire, sniping, accidents and stray cannon-balls. If Napoleon, or any other victory-point-awarding leader, suffers this result he is wounded and out of the game, without any victory point penalties.

**Order Lost** - One randomly determined order currently in transit are for one reason or another lost and will not reach its destination. The army commander may reissue the lost order in any friendly Command Phase.

**Delay Reinforcements** - Move the next reinforcements the player awaits one turn further away, regardless of when the reinforcement is due. I.e: if the reinforcement where to arrive this turn it will arrive next turn and if it where to arrive at midnight it will arrive at 0100.

**Advance Reinforcements** - Move the next reinforcements the player awaits one turn nearer, regardless of when the reinforcement is due. I.e: if the reinforcement where to arrive the next turn it will arrive this turn and if it where to arrive at midnight it will arrive at 2300. If reinforcements where due anyway this turn, the reinforcements may force march without suffering straggler losses this turn.

**Artillery Accident** - Randomly determine one of the player's batteries. If limbered, the battery has had a traffic accident. The battery is Disorganized and loses the number of guns indicated by a roll on the Gun Loss Table. If unlimbered, the battery suffers an ammunition explosion. It must immediately fire flanking close combat fire at its own hex and the hex suffers morale results and all other effects accordingly.

**Cavalry Recovery** - The phasing player may recover "hard casualties" from his cavalry units this turn by rolling on the Straggler Recovery Table. Roll for this turn for any (blown or not) cavalry units that would otherwise qualify for straggler recovery.

**Loose Cannon** - The phasing player must randomly select one of his commands. The selected command suffers a Loose Cannon result.

**Game Table** - Roll on the special table for the particular game you play.

## GAME TABLES

Game Table - Austerlitz

1 Allied: Lingering Fog / Cold / French: Lingering Fog / Cold

2 Allied: Katusov Wakes Up / French: Cautious Murat

3 Allied: Royal Inspiration / French: Napoleon Checks on Joseph

4 Allied: Royal Inspiration / French: Napoleon Shows Off

5 Allied: Division Gets Lost / French: "We are all grenadiers!"

6 Allied: Wing Commander Resurgent / French: Telepathy?

**Lingering Fog / Cold** - If rolled before 10:00 the fog effects of the 9:30 turn will remain during the 10:00 turn as well. If rolled after 9:30 the December cold all rolls on the Straggler Recovery table will suffer a -1 row shift during the current and next complete hour.

**Katusov Wakes Up** - Katusov decides that that he can not passive watch the approaching disaster. He is flipped to his "3" side and remains that way until either the Kaiser or the Tsar rolls a loose cannon result, at which time Katusov reverts to his normal, disgusted, self. (Note that he random event "Royal Inspiration" is enough to to make Katusov despair again.)

**Cautious Murat** - Having been chastised by the Emperor for his rash behavior during the previous week, Murat decides to adopt a cautious stance. He may not roll for initiative during the rest of the game and gives a -1 anti-initiative to all his subordinates. If this event is rolled again Murat reverts to normal.

**Royal Inspiration** - One of the Royals intervene, roll one dice to determine which one and then roll another dice. On 1-3 the Regent in question must issue one attack-order written by the French player. On 4-5 the Regent in question must issue one attack-order written by the Allied player. On a 6 the regent will stop either a order in transit or cause one unaccepted order to be thrown away. Chose one available order at random and remember that the Royals only can affect troops of their own nationality.

**Napoleon Checks on Joseph** - Joseph Bonaparte, the Emperors not-so-martial brother, commanded the 4th Line Rgt in Vandamme's Division. When this event occurs Napoleon decides to check on Joseph and must move right away to 2-1-4 and spend a complete Command Phase phase with it. Napoleon may not issue any orders while yelling at his brother.

**Napoleon Shows Off** - The Emperor thinks (more or less correctly) that he has things so perfectly under control that he does not need to issue any orders this turn. And so does the player. No new orders may be issued this turn. "We will wait another quarter of an hour."

**Division Gets Lost** - The confused allied command structure made life hard for the divisional commanders. When this event occurs one randomly determined division currently under attack orders may not move closer to the enemy (except to countercharge) during this turn while the commander tries to sort things out.

**"We are all grenadiers!"** - The French troops where confident, bordering on reckless, during the battle. When this event occurs the Allied player determines one French infantry brigade that must try to enter Close Combat with an eligible target during the next Moment Phase. It reverts to normal the next turn.

**Wing Commander Resurgent** - Katusov and the Allied wing commanders tries to take to control of things. Roll one dice: on 1-3 Buxhovden may function as per optional rule 4.2b, on 4-5 Bargation may function as per optional rule 4.2c, and on a 6 Kollowrath may be given an

order with 1-C attached. All these arrangements are for the purpose of one order and one order only.

**Telepathy?** - Napoleon displayed an uncanny grasp of his opponent's intentions during the battle. When this event occurs the French player may ask the Allied player to reveal the order of one of his formations.

Game Table - Marengo

- 1 Austrian: Divisional stoppage / French: Kellerman Rallies Troopers
- 2 Austrian: Another Wing! / French: Moncey Returns
- 3-4 Austrian: Ott Hesitates / French: Bad Ideas!
- 5 Austrian: Call For The Cavalry! / French: Advance Reinforcements
- 6 Austrian: Melas Retires / French: Delay Reinforcements

**Divisional Stoppage** - The Austrian Divisions did operate in a somewhat random fashion at Marengo. When this event occurs, one randomly determined Austrian division with an implemented order stops in its tracks, just as if it failed a divisional stoppage check.

**Kellerman Rallies Troopers** - Kellerman, who had his moment in history at Marengo, inspires his men to new heights. His brigade (2-C) may erase one box of "hard" casualties.

**Another Wing** - Melas figures that another wing commander may be a bright idea. He may immediately order Zach or O'Reily to function as temporary wing commander (as per the optional rules) for the purpose of one order and one order only.

**Moncey Returns** - Moncey moves to the sound of the guns and shows up at 11:00 or later as per the optional rules (giving 3 VP to the Austrians if he actually arrives). He enters at area B with the order to move to Army HQ.

**Ott Hesitates** - Ott is unsure of Melas intentions. He may not roll for initiative or try to accept a new order this or the following turn. If currently under orders, neither Ott or any commander under his command may move this turn.

**Call For The Cavalry!** - Melas figures his rear is safe and sends for the rest of Elsnitz's Division. The units will arrive at A in four turns and will move directly to join Elsnitz. (Give the French player 1 VP.)

**Delay Reinforcements / Advance Reinforcements** - As standard event. If the player should have rolled for arrivals this turn, a Delay result means he may not roll at all and a Advance that he can roll (try) twice for each arrival.

**Melas Retires** - If the Austrians are 4 VP's ahead, the elderly Melas decides he has done enough and hands over command to Zach, who may not issue any order this turn.

**Bad Ideas!** - If Napoleon has not entered the map yet, randomly determine which one of Lannes, Murat or Victor that comes up with something a bit too clever and receives a Loose Cannon result.

Game Table - Aspern-Essling

General Note: This is best used with the "Variable Interruption" variant and letting the French Player bring on Davout's corps if all other French units has entered. If Davout's corps do enter it will cost the French player one VP per two divisions, or fraction of that, that actually crosses the bridge. If this version is used a French roll of Delay or Advance Reinforcements means that this turn the bridge is either down or up no matter what the die-rolls says. An "up" result while the bridge is up (and the other way around) has no effect.

- 1 Austrian: Hiller / French: Train Catches Up
- 2 Austrian: Archducal Confidence / French: Consolidation
- 3 Austrian: Personal Example / French: Tempers!
- 4 Austrian: Grenadier Recovery / French: Check the Bridges!
- 5 Austrian: Corps? - Column? / French: Panic
- 6 Austrian: Rain / French: Fire

**Hiller** - Though one of the better Austrian commanders Hiller, had strong opinions about orders he didn't agree with, an attitude that led to his leaving the Army due to an "illness" on the eve of Wagram. If this result is rolled and Hiller's does not have attack orders his rating

drops to 0 and if he has his rating drops to 1. If this result is rolled again, Hiller calls in sick and leaves the battle as if he had become a casualty.

**Train Catches Up** - If rolled on the 21st this result means that the French Commanders waiting to cross has allowed a few wagons loaded with cartridges to sneak past them. Roll one dice and remove that number of low ammo markings from the French Loss Chart.

**Archducal Confidence** - Charles feels a bit more confident! If the VP's at the moment is a Minor Austrian Victory or better (from the Austrian perspective), the Austrian player might choose to use option 3.8a (with the attending VP loss).

**Consolidation** - The French player may dissolve all infantry units but the strongest in any division of either II or IV Corps that have no enemy adjacent and "hand over" the surviving boxes of those units (losing any stray stragglers in the process) to the stronger unit, thereby allowing it to erase hard kills. The Division is permanently wrecked.

**Personal Example** - The Archduke repeatedly took terrible personal risks during the battle, leading by example in a quite spectacular way. When this result is rolled Charles must immediately dash off and either personally lead a charge into close combat or rally a routed unit. He may not issue any orders before he has done one of those things, something that might take several turns.

**Tempers!** - Tempers run high among the French Commanders. When this result is rolled Bessieres decides he can't stand Lannes anymore. An instant duel is avoided, but from now Bessieres and his subordinates functions as "0" rated leaders when handling any order involving attaching units to Lannes and any CAV-unit being attached to Lannes when the event is rolled immediately returns to Bessieres. If this result is rolled again Bessieres calms down.

**Grenadier Recovery** - The Austrian player may dissolve the currently weakest unit of 1G-R or 2G-R and distribute the surviving boxes (losing any stray stragglers in the process) to the other units of the two divisions, thereby allowing them to erase hard kills. The dissolved brigade of course counts against wreckage.

**Check the Bridges!** - The engineers needs some encouragement. Napoleon must immediately move to the bridge and spend the next French Command Phase there. He may not issue any orders while he is at the bridge.

**Corps? - Column?** - The Austrians were organized in corps but ordered about in columns, something that was slightly confusing to the commanders involved. When this result is rolled one randomly determined Austrian Divisional commander has misunderstood things a bit and on a die roll equal or less than his command rating he will immediately attach his command to the nearest corps he does not belong to, automatically accepting that corps order. The division follow its new corps until either ordered to return to his original corps or the "adopted" corps suffers a corps stoppage. Should the player roll higher than the leader's command rating, the leader figures he does not belong anywhere and "detaches" his Division from his corps, stopping as if has stopped while on a divisional goal.

**Panic** - If rolled during day of the 22nd this roll means that all wrecked French Divisions must take separate Stoppage Checks and the ones that fail must make an emergency retreat move towards the bridge. This roll has no effect before dawn of the 22th.

**Rain** - A rainstorm starts and will go on until the player who rolled this event rolls a five or six on one dice during one of his upcoming Command Phases. During the rainstorm the bridge is automatically down, all movement rates except for the three hexes of cavalry charges are halved, visibility is reduced to three hexes and no small-arms firing may take place. In fact combat is limited to artillery fire and close combats, but units that would normally use muskets in close combat (that is, infantry and skirmishers) are limited to hacking away on the "1 or less" column.

**Fire** - A hex in one of the villages catches fire. Place a suitable fire-marker (TCS smoke-markers will do fine) in a randomly determined village hex that was the scene of a close combat in the previous turn. Units starting a turn in a fire hex must check morale, as must any unit that enters a fire hex. Each time the turn marker is moved any fire on the map will burn out on a roll on one dice of five or six. (A rainstorm will of course douse any fires.)

Game Table - Vimieiro

1 British: The Brave Two Hundred / French: Reshuffle Brigades

2 British: Ross Lands / French: Junot Wakes Up

3-4 British: Three Generals / French: No Event  
5 British: No Event / French: Swiss Desertion  
6 British: Heat / French: Heat

**The Brave Two Hundred** - When the battle was all ready won the Wellesly unleashed the 20th Dragoons in a classical suicidal British cavalry charge. If the 20th Dragoons are not wrecked when this result is rolled the Dragoons must immediately charge the nearest formed French infantry unit and if they have several targets to choose between, they must pick the "hardest" target.

**Reshuffle Brigades** - After the orders to attack had been given Junot suddenly (for no apparent reason) thought that his divisions were somehow unbalanced in strength. When this result is rolled Loison must immediately send one of his brigades to DeLaborde and vice versa. When done this reshuffling is permanent.

**Ross Lands** - Colonel Ross, commander of the 20th Regiment and two and a half company of his regiment was adrift on the Atlantic while the battle was fought. When this result is rolled Ross and his men has managed to get ashore and joined Aucland. Add two boxes to Aucland's brigade or erase two boxes of "hard" casualties from it.

**Junot Wakes Up?** - Some people has blamed Junot's poor generalship on the head wound that later quite likely drove him to suicide. When this result is rolled Junot suddenly realizes that he is in the middle of a battle and takes a firmer grip on things. He permanently loses his anti-initiative and may immediately issue one round of orders as if he were a level "4" leader.

**Three Generals** - The British leadership acts up in one way or another. If Burrard has landed, roll one dice. On a roll of 1 Burrard recalls Wellesly to run the battle for the rest of the scenario. On a roll of 2 or 3 Burrard disappears from the field for one turn to quarrel with Wellesly. On a roll of 4 Burrard can use Wellesly as a Temporary Divisional Commander for the rest of the game. On a roll of 5 or 6 one randomly determined Infantry Brigade not assigned to Temporary Division suffers a loose cannon result. An unit so affected may move while under that order.

**Swiss Deflection** - At Rollica three days earlier most of DeLaborde's Swiss troops changed sides in the middle of the fight, taking shelter among Nightingall's brigade that broke as a consequence. If this result is rolled the Swiss troops still brigaded with the 86th Ligne decides to change sides. The 86th Ligne immediately loses one "hard" casualty and the nearest British infantry unit (up to a maximum of three hexes away) much check morale as if fired on in the flank. **Heat** - The 21th of August was so hot that the French fought in just their waistcoats. When this result is rolled the Portuguese summer takes its toll on things. One complete turn elapses without anything happening. Just move the turn-marker one step ahead.

Game Table - Talavera

1 Allied: Panic! / French: Joseph Ponders  
2 Allied: Craufurd Arrives / French: Wilson?  
3 Allied: British Stupidity / French: Delay Rienforcement  
4 Allied: Spanish Stupidity / French: Victor Goes Crazy  
5 Allied: Cuesta Rides Again / French:  
6 Allied: Heat / French: Heat

**Panic** - Something, be it a stray goat or a French Division, spooks some of the poorer Spanish troops. Create a rout as outlined in 5.1b disregarding if there is any French troops nearby or not. This event may only be rolled once and if it is called for on the second day randomly determine a wrecked Spanish Division (if there is one) and roll one dice. If the roll is higher than the divisional commander's command rating the division must immediatly carry out an emergency retreat.

**Joseph Ponders** - Joseph is either busy arguing with Victor or trying to make sense of the situation and may not issue any orders. This event will occur both if Joseph is on board or working 'via Remote' and will last until the French Player manages to roll a five or six at the start of a French Command Phase.

**Craufurd Arrives** - Breaking every speed marching record there is, Craufurd's brigade arrives on the field at 01.19 provided this event was rolled on the 28th.

**Wilson?** - News of Wilson or Venegas activities forces Joseph to detach units to guard his line of communications. The first time this result is rolled Joseph must order Desolles' Division to leave the map at 26.00 (should Dessoles not yet have entered he never does) and the second time it is rolled one of the cavalry divisions must be sent as well. A third roll has no result.

**Delay Reinforcements** - If the French player should have rolled for arrivals this turn, a this result means he may not roll at all and that this turn does not count for accumulating turns.

**Heat** - The Talavera Campaign was fought in oppressive heat. When this result is rolled the sun takes its toll on things. One complete turn elapses without anything happening. Just move the turn-marker one step ahead.

**British Stupidity** - One of the lower ranking British General Officers messes up. Roll one dice. On a roll of one or two one of the (randomly determined) cavalry brigades suffers a loose cannon result. On a roll of three or four either Campbell or Mackenzie (roll dice) has strolled off to do something interesting (unless under attack orders), regardless of time of day and general situation. Use the off to dinner-rule. On a roll of five or six randomly determine one British brigade adjacent to a French unit. That brigade must immediately attack a French unit in close combat.

Spanish Stupidity -

Game Table - Espinosa

1 Spanish: Acevedo Pulls Out / French: No Event

2 Spanish: Panic / French: I Get It! No?

3-4 Spanish: No Event / French: Delay Reinforcement

5 Spanish: Pull Out / French: Senarmont Arrives

6 Spanish: Sleet / French: Sleet

**Acevedo Pulls Out** - If the French control at least one of the VP-hexes in Espinosa when this result is rolled Acevedo (or his Lieutenants, should he had been killed) decides to leave the Army of Galicia to fend for itself and instead head back home to the Asturias. He immediately accepts an order to lead his division of the map at entry area B. Only the acceptance of a IPV order from Blake (and no one else) to halt will cancel this event and the order must be accepted before the last Asturian unit has left the board. Exited Asturians count as normally exited units for Victory point purposes.

**Delay Reinforcements** - If the French player is supposed to roll for arrivals this turn, this result means he may not roll at all.

**I Get It! No?** - Victor is still figuring out how things work in Spain. Roll one dice. On a roll of 1 to 2 Victor has rediscovered his usual, fiery, self and may ignore Scenario Rule 2.2 from now on. But on a roll of 3 to 6 he must immediately cause one (player's choice) division to lose its orders. This event can happen several times and while a "back to normal" Victor may cause a division to lose its orders, repeated rolls of 1 or 2 has no effect.

**Pull Out** - Judging Victor and 20000 irritated Frenchmen to be a worse threat than a monumental traffic jam Blake decides that it will be a good idea to pull out during the night. If he wants to the Spanish player may invoke the "Blake Quits Early" variant. If rolled after 4 am on the 11th, this event has no effect.

**Panic** - The horrors of combat starts to get to some of the weary Spanish Troops. Roll on dice for each Spanish Division that has at least one wrecked brigade. If the roll is higher than the divisional commander's command rating the division must immediately carry out an emergency retreat.

**Senarmont Arrives** - French artillery ace Alexandre Senarmont, commander of I Corps artillery, arrives with one randomly determined French artillery unit. This event may only happen once and after it has occurred the French player may continue to roll for artillery arrivals as per the "The French Guns" variant.

**Sleet** - Each time this event occurs roll one dice. On a roll of 1 to 5 a cold mix of rain and snow starts to fall (or ceases to fall, if it was already falling). The sleet reduces visibility to three hexes and gives a -1 on all Straggler Recovery Rolls. Should a six be rolled a veritable storm breaks out causing night rules (but with a -1 on all Straggler Recovery Rolls) to be in effect until the player that caused the storm rolls 5 or 6 during a command phase. Should

another sleet-event be rolled while the storm lasts the storm "dropps" to that, lower, level of intensity.