

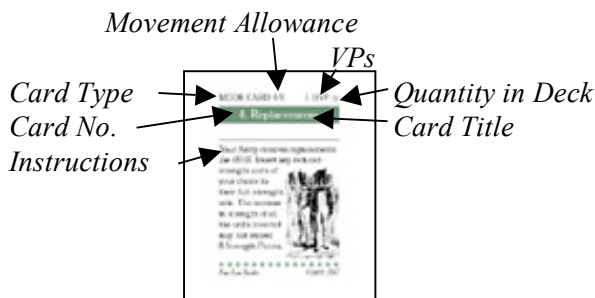
The Coming Storm

AN HISTORICAL SIMULATION GAME OF FOUR BATTLES OF 1806-07

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18.0 ADDING THE CARDS

Due to the chaotic conditions of war the actions of units and leaders were always uncertain. Opposing generals rarely knew where the battle was going to be, nor who was going to be there. The cards make such doubts a part of the player's calculations.



18.1 Types of Cards

Refer to the cards while reading the following. There are two identical player-decks of 50 cards—one deck per player. Each card has a Movement Allowance, a number indicating VPs lost or gained by the player of that card, a circled number indicating the quantity of that type included in each deck, a unique i.d. number at the bottom, a title, and instructions. With duplicate cards of a given type all data are identical.

18.11 Mode Cards: Mode cards are used to add randomness to the Set-up (see 18.5), and must be kept together in a separate deck. Mode Cards are played on the first turn only (see 18.31).

18.12 Main Card Deck: After separating the Mode Cards the remaining cards comprise the Main Deck:

- **Game Cards and Status Cards** impose changes on the rules of the game (see 18.6).
- **Arrival Cards** determine the Order of Appearance of Reinforcements (see 18.7).
- **March Cards** change the conditions of Command and Initiative.
- **Tactics Cards:** One Tactics card can be played, by each Player, in the friendly and in the enemy Combat

Phases. Tactics Cards do not affect the Movement Allowance of your forces.

18.2 Player Decks

The Main Card Deck will be tailored to each battle, according to the Scenario Information. **EXAMPLE:** The Scenario Information may call for the Coalition player to remove “1x Card No. 23” from his deck.

18.21 Shuffle: Shuffle each deck well; ask the enemy player to cut the decks. **IMPORTANT:** on first playing make sure that none of the cards are in numerical order.

18.22 Hide Cards: Place your cards face-down on the table, always concealed from the enemy player, until you are ready to play them.

18.23 Discards: Once played, keep your discards in a pile face-up where both players can inspect them. You will tally the VP value of each discard at the end of each day. Cards that remain in your hand at the conclusion of play have no effect on VP totals. During the Night AM turn (if any) each player must total the VPs printed on all his cards played on the first day, write down the net VPs gained or lost, reshuffle the full Main Deck for that game and cut.

18.3 Card Procedure

Draw cards during the Card Segment (Step A-2 of the Sequence of Play). Draw from the top of the deck. Examine your own cards.

18.31 First Turn Mode Cards: On the first turn of the battle each player will draw a number of cards from the Mode Card Deck (only). In the Scenario Information, “Mode Cards At Start” specifies the quantity of Mode Cards each player will draw. **EXAMPLE:** *The Scenario may call for a player to draw 3 Mode Cards.* Mode cards drawn take effect on the first turn only (see 18.5). You get VPs for Mode Cards played, so keep the Mode Cards drawn on turn one with the other discards until reshuffling.

18.32: Second Turn Bonus Cards: On the second turn, each player will draw a number of “Bonus Cards” from the Main Card Deck, plus one card. If playing an individual Battle Game, draw the number listed in the Scenario Information (“Bonus Cards, Turn 2”). If playing the Campaign Game, the number drawn depends upon the level of victory of prior battles (see 25.14). **NOTE:** the *minimum* Bonus Card draw is 3 per player.

18.33 Third Turn and On: Each player will draw one card from the Main deck, plus one or two cards to replace any Tactics Card played in the prior turn. He *must* play one card during each Friendly Card Segment.

18.34 Night Turns: During Night Turns, cards are *not* drawn or played. The Movement Allowance for units moving at night is [2/3] (see 7.46).

18.35 Card Play: Once you have drawn a card, you may keep it in your hand or you may play it. You must play

one card per Friendly Card Segment. **EXCEPTION:** (*see 18.36*) When you play a card, you (or your opponent) have to execute the text instruction on that card at the appropriate phase **within the next complete turn** (*Exception: 18.36*). In the event of something inapplicable or no longer possible, ignore the inapplicable instruction **and** any VPs for playing that card—the Movement Allowances on the card do apply. Return the inapplicable card to the bottom of the main deck (not the discard pile).

EXAMPLE: *The way to affect Alt. Reinforcements is to play “Cancel One Enemy Formation” or “Delay—March Confusion “during the scheduled arrival turn (per the arrival die roll). If Alternate Reinforcements are cancelled, the VPs lost for Alternate Reinforcements are also cancelled even if part of the force has entered the map. Return the card to the bottom of the deck.*

18.36 Phase of Card Play: A Tactics Card may be played **only** during the Friendly or Enemy Combat Phase (*see 18.8*). **EXCEPTION:** if a player has only Tactics cards in his hand during the Card segment, no card is played and Movement Allowances are considered 3/4. All other Cards may be played **only** during the Card Segment.

18.37 Turn of Effect: All cards take effect in the Phase they are played. Effects of card instructions last until the next friendly Card Segment. **EXCEPTION:** Enduring Effects.

18.38 Enduring Effects [★]: Enduring Effects Cards have a star in the title block. They are played face-up along the friendly mapedge. Cards with Enduring Effects may last until the end of the game, until spotted by enemy LOS, for a number of turns determined by die roll, etc. When the card’s effect is over, discard. Enduring Effect cards may overlap in their effects (*see “Card Intersections,” 18.73*). Enduring Effect cards that are still in effect at the Night AM turn are scored for VPs and reshuffled with the discards.

18.39 Vedettes and Leaders: Vedettes and Leaders may ignore Card instructions unless they are specifically mentioned. Leaders ignore Mode Cards except Card 2, “Late Start.”

18.4 Card Movement Allowance

Each Card sets the Movement Allowance for that Player-Turn. Movement Allowances are printed on the top of the card, first the Infantry Allowance and then the Cavalry Allowance. (**EXAMPLE:** 2/3, infantry and artillery units have 2 MPs; Cavalry and Horse Artillery have 3 MPs.) Movement Allowances supercede the Movement Allowances printed on the counters.

18.41 Leaders and Vedettes: Leaders and Vedettes can always move at their normal Movement Allowance regardless of card restrictions.

18.5 Mode Cards

Mode Cards include: 1. “Road Column,” 2. “Late Start,” 4. “Replacements,” 5. “Early Arrival,” and 6. “Formation Scattered.”

18.51 Mode Card Deck: The five Mode Cards must be kept together in a separate deck. The cards drawn during the Card Segment of the first turn are all Mode Cards. The specified quantity of mode cards are drawn and then played by the first player, immediately after which the Second Player plays his mode cards. The unplayed Mode Cards are then set aside (out of play).

18.52 Mode Card Effect: The instruction on each Mode Card **must** be performed when the card is played, including redeployment. The last Mode card played will govern friendly Movement Allowances for that Player-Turn.

18.53 Mode Card Order of Play: Draw all the allotted Mode Cards, and then play them in card number order (lowest to highest).

18.54 Examples of Mode Card Play: *The Player draws Card 6, Formation Scattered, and Card 1, Road Column. First he plays Road Column, and re-deploys in a Road March Column according to the card instructions. After this he follows the instructions on Card 6, rolling the scatter die roll for each stack. His Movement Allowance for the first turn will be 2/3.* **EXAMPLE 2:** *If you play Late Start (Card 2) and then Early Arrival (Card 5), all your commanders awaken, and your Movement Allowance will be 4/6.* **NOTE:** *Mode Cards do not apply to Reinforcements, only to At Start units on the first turn.*

18.55 Pick One Force: Mode Cards may require the Player to “Pick one Force.” You **must** choose the strongest single force (in SPs) or formation available. **EXAMPLE:** *If III Corps had a stack of two units out of command, the two units would be a separate force.*

18.56 Formation Scattered: If the Formation consists of multiple stacks, you must roll for each one. N=North, NE=Northeast, etc. If North is aligned with the hexrow, use the second column. If a “1” was rolled, the unit would move straight north. If North is not closely aligned with the hexrow, use the first column.

18.6 Game Cards and Status Cards

Game and Status Cards change the rules of the game in a limited way; for example, allowing you to see one enemy-held card. The action prescribed on Game and Status Cards must be performed during the appropriate Phase, in the same turn in which they are played. (In the event of something completely inapplicable, just ignore the inapplicable instruction **and** VPs for that card.)

18.7 Arrival Cards

Reinforcement schedules are subject to Arrival Cards.

18.71 Force Structure: Each player will receive (1) the forces assigned to him by the Initial Set Up; (2) Regular and first day reinforcements; and (3) Alternate Reinforcements; subject to the Arrival Cards played by both players. Arrival Cards may cancel, accelerate, divert, or postpone a reinforcement force.

18.72 Alternate Reinforcements: For each Alternate Reinforcement card played you will receive one group of Alternate Reinforcements. The identity of the units in each group is specified under “Alternate Reinforcements” in the Scenario Information (*see 21.0 et seq.*). The groups must arrive in the order listed. (If the Alt. Reinforcement Card is played after all groups have entered the game, ignore the inapplicable instruction and associated VP loss for the card.) Alt. Reinforcements are subject to delay: roll to determine the turn of arrival.

18.73 Card Intersections: Two different cards may have a combined effect on the same event. **EXAMPLE:** Several arrival cards may all affect a single group of reinforcements. *The French Player would like to get the III Corps into play, so he plays “Alternate Reinforcements.” He rolls a 6, meaning the formation arrives in 3 turns. Unfortunately, his opponent is ready, and on the scheduled arrival turn, plays “Delay—March Confusion.” He rolls a 5 and delays Davout for three turns. The French Player then plays “Alternate Reinforcements,” again, for the same group (groups have to arrive in order). Then in his turn the Coalition Player plays “Cancel One Formation,” and Davout is permanently out of play.*

On his next opportunity the French Player plays another “Alternate Reinforcement” card, dropping down to the No. 2 group, and calls for the IV Corps. He rolls a 6, and must wait another 3 turns. But the Coalition has no more arrival cards, and on the following turn the French Player plays “Reinforcement Arrives Early,” so it arrives immediately.

18.8 Tactics Cards

Tactics Cards are used to influence Combat. They may be played by either or both players at the player’s option (with the Phasing Player choosing first). You may play no more than one during the friendly Combat Phase and one during the enemy Combat Phase. When using Tactics Cards, all die roll modifiers and column shifts are cumulative with any that are normally applied during Combat.

18.81 Tactics Cards Effect

A Tactics Card may only affect one Combat per Phase. This effect ends with the Combat in which it was played. Tactics Cards may not be played during the Friendly Card Segment. **EXCEPTION:** (*see 1836*). Tactics Cards do not affect Movement Allowances.

18.82 Counter Charge Card: The Card is played once the Phasing Player has committed to the attack, but prior to his die roll on the Charge CRT.

- On a **Pr** result the Phasing charge stops, and reduces one or two of his charging units, and retreats back to where the charge began.

- On an **Ae1** result, the Counter Charge player loses one of his Counter-charging units, and the charge proceeds with a +1 DRM. Counter Charge *may* be played in response to Charge Combat initiated by the Pursuit Card. There is no advance after combat for a successful Counter Charge.

18.83 Tactics Card Inapplicable: If you cannot apply it to anything that is happening in the game, you can play an inapplicable Tactics Card during the Card Phase for a 4/6 Movement Allowance instead of the event; that is your card play for the Card Phase. **EXAMPLE:** No. 21 Heavy Cavalry at Bridges, if there is no river bridge; No. 16 Point Blank Fire in Snow

18.9 Card Manifest

The quantity of cards in each player deck is listed below:

1. Road Column (1)
2. Late Start (1)
3. Artillery Cover Fire (2)
4. Replacements (1)
5. Early Arrival (1)
6. Formation Scattered (1)
7. Turning Movement (1)
8. Approach March (2)
9. General Retreat (1)
10. Spies Bring News (1)
11. General Advance (1)
12. Probe (4)
13. Infiltration (2)
14. Another Chance (1)
15. Sound of Guns (2)
16. Point-blank Fire (2)
17. Cavalry Pursuit (2)
18. Counter Charge (2)
19. Mobile Defense (2)
20. Area Defense (1)
21. Heavy Cavalry at Bridges (1)
22. Heavy Cavalry vs. LC (1)
23. Cancel One Enemy Force (2)
24. The Last Push (1)
25. Reinf. Arrives Early (2)
26. Reinf. Takes Other Route (3)
27. Delay—March Confusion (2)
28. HC and Combined Arms (2)
29. Alternate Reinforcements (4)
30. New Chief of Staff (1)

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