

\* \* \* \* \*

---

# LA GRANDE

## ARMY PBM

### JOHN DUFFY

In this SPI game of Napoleon's battles in Central Europe in the early 1800's there are several unique features that we have tried to simplify for PBM play.

MAPBOARD — In PBM play it will be necessary to number the mapboard for reference to unit locations. Start in the northwest corner with the number 0101. Number consecutively running vertically (north to south) 0101, 0102, 0103, etc. Now return to the top row and running horizontally (west to east) number 0101, 0201, 0301, etc. For reference, Posen is 4306, Prague is 3220, Leipzig is 2412, Ulm is 1230, Vienna is 4132, Berlin is 2705, and Nln is 0114.

The unit counters supplied with the game carry an identification number, so no further identification is needed.

Step 1 — The Allied player

fills in Part I of the order of battle sheet which records the movement of his units. He also records the last position of his opponent's units. Indicate by an asterisk any units that are in a disrupted state. Next, fill in Part II if any units are attempting a forced march. Any units in forced march state not being supplied by a supply unit should have two stocks listed. The first stock will cover the initial die roll and the second stock will be utilized if an "OP" is the result of the first die roll. You may want to indicate that if an "OP" is the result, the forced march is to be halted (indicate which hex the halt occurs) or the march is halted only if a certain "OP" number is the result. Next, fill in Part III for any automatic eliminations that occur during the movement phase. You now complete Part IV for any attacks. In completing Part IV, only fill in columns 1, 2, 3, 5, and 8. Now the sheet is to be mailed to the French player.

Step 2 — The French player will list any retreat-before-combats in column 10 of Part IV. If he does not wish to retreat before combat, he will allocate supply in column 4 and then return the sheet to the Allied player. The French player will resolve all forced marches listed in Part II, filling in columns 4 and 6.

Step 3 — The Allied player will now list stocks and a closing transaction date in columns 5 and 6 for all battles that are to take place. He should also proceed to complete Part VI creating any new supply units. Part VII is to be filled in when utilized: before movement, after movement, during combat. The sheet is now mailed to the French player.

Step 4 — The French player resolves all battles and records this information in Part V.

The French player now starts at Step 1 and follows the same procedure that the Allied player did. Note that if there are no battles, Step 2 is deleted and the phasing player completes the entire order of battle sheet before mailing to his opponent.

COMBAT — All forced marches and battles are resolved by selecting a common stock from the New York Stock Exchange. The last digit from the sales-in-100's column for that particular stock for the transaction date selected becomes, in effect, the die roll and is cross-referenced with the tables provided. Note that in the forced march tables the next column higher than 9 is just listed as a ". This is actually equivalent to a 10 but 10 is not listed to avoid confusion with the number 0.