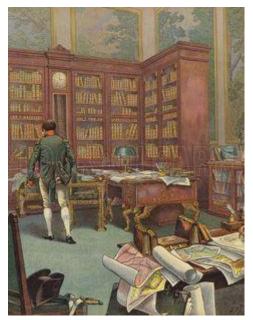# Scenario Maps

Rather than provide long narratives regarding start and entry location, especially in an area without many towns or villages, these maps were provided for each scenario.

Each map indicates a rectangle for set-up usually using the commander's name to designate the units, Sometimes the unit name is given. If a leader is mentioned, his aides should also start there too.

Reinforcements if any, are also identified at an edge of the map. This is where the troops enter. Consult the written scenario for the exact time. Sometimes reinforcements have variable entry times.

The colored rectangles designate the starting location. If the "box" extends into a portion of another hex, you may use that hex also

The scenarios may be interconnected and not independent. Thus the entry or entry time will depend on another scenario. Many of the troops moved between many maps, like Soult. Depending on the results of another scenario troops may be late, depleted or not arrive all.


**Scenario Ten – Optional Rule from the original game**

Due to the early morning fog, this deployment is done at the same time and secretly. After the historic deployments:

The French may redeploy up to eight divisions which begin on the map. (Use the division leader counter with a blank on top)

The Coalition may redeploy up to four columns. (Use a colonne leader counter with a blank on top)

Then each side reveals.

None of the redeployed may be any closer to the enemy that their historic start location.

There is no change to the time and locations troops enter the map. The start and completion time remain the same. The victory conditions

This set-up variation will ensure each game is a fresh and unique challenge each time it is played.

Marshal Enterprises