

Le Grande Empire

Aide de Camp 2 Module

Original Game by: Pratz Editions 2007

Designer and Developer: Stanislas Thomas

Graphics: Christophe Gentil-Perret

Aide de Camp by: HPS Simulations

Special Thanks: To Harvey Weston for error checking

To Brent Cooper for inspiration from his play-aids.

To Phil Weltsch's for the "stack symbol" methodology from his MMP Afrika II ADC2 set.

Module Creators: Dave Jones: thelockers@nc.rr.com

Introduction:

Aide de Camp 2 was designed to bring board games into the computer age and allow for simple play by email function. The game module includes all the counters and map sheets from the board game, however a copy of the board game is required for play.

Copy the folder and all included files into your ADC2 directory. It is suggested that the folder be kept in ADC2's 'Game Sets' folder. You must know how to use the ADC2 program, and own a copy of the game. The module takes up about 115 Mb's of storage space, mostly due to the file size of the original map graphics.

Make sure that you are your ADC2 program is the most current version available. Updates may be obtained from www.hpssims.com or by calling HPS directly. This module was created with Version 2.15.

For hints and instruction on how to play solitaire or PBEM using ADC2, visit... <http://67.155.107.229/>

Game Scenario Notes:

Each of the four scenario start dates has two OPS files associated with it. In the "1800 Scenario" for instance, units are placed according to the scenario instructions. When there is a player's choice of the unit or leader to place, this has not been done and is up to you. For instance, corsairs have never been placed. In "1800 Scenario Choices", I have made the choice for you.

Map Notes

Several new tracks have been added to the map to enhance play.
They include:

- Tracks for L and Pr, with Brent's numbers on them of where each nation begins each scenario
- Track to denote FR conscript classes called up
- Track to denote which kingdoms have been created
- Tracks for Trading Value by Sea Area
- Track for Events currently in play
- A "Conquered" row has been added to the Diplomacy Chart

Transparent terrain has been added to the map. When you hover over a hex with your cursor, all terrain present in the hex is shown in bottom right corner of the GUI.

Class and Piece Value settings:

The piece name used in the game is the unit's game (historic) ID.

Piece values are:

#1: For Naval Units, # of steps

Class Values:

<u>Class Value</u>	<u>Combat Unit</u>	<u>Leader</u>	<u>Navy Unit</u>
#1	Combat Modifier	Initiative	Maneuver Factor
#2	Intrinsic Artillery	Leader Capability (Army Ldrs)	Combat Bonus
#3	Morale	Combat Modifier (Y means Tac Bonus)	
#4	S# (# is number of steps)	Leader Type (C, C/A, A/C)	
#5	M# (# is movement allowance)	M# (# is movement allowance)	M# (# is movement allowance)
#6	Attached Cav? (Y/N)		

#7		# of Stars	
#8	Initiative	Year Available	Year Available

Class and Piece notes:

A lot of thought has gone into the naming of classes and pieces. All piece names are prefaced by the national codes for easy identification of units within forces pools. This helps when many nations have units in the same force pool.

Each country's units have a 2-letter class and piece code. These will help the player find units on the board using the "binocular" function or find units in a pool:

Major Powers:

FR = French
 PR = Prussian
 RU = Russian
 SP = Spanish
 BR = British
 AU = Austrian
 TU = Turkey

Minor Countries:

AL = Algeria
 BA = Baden
 BK = Brunswick
 BV = Bavaria
 CR = Catholic Royalists
 (Chouans)
 DN = Denmark
 DA = Dalmatia
 EG = Egypt
 HA = Hanover
 HE = Hesse
 HO = Holland
 IR = Ireland
 IT = Italy
 MA = Morocco

MER = Mercenary
 NA = Naples
 OR = Orange
 PI = Piedmont
 PO = Poland
 PT = Portugal
 RC = Rhine Confederation
 SC = Scotland
 SE = Serbia
 SV = Sweden
 SW = Switzerland
 SX = Saxony
 TS = Tunisia
 TY = Tyrol
 VE = Venice

WU = Wurttemberg

WE = Westphalia

All generic markers are preceded by the "Mkr" in the class name.

A major addition to the game is a "2nd step" for 3-step units. When a 3-step unit incurs a loss, flip it to the new 2nd step side. Then when this unit incurs a loss, flip it to the 1-step side. Then units can then be flipped back to the 3-step side.

Naval Units do not work this way. The number of steps for a naval unit is tracked by a piece value.

Also, for solo play naval units are in pools and placed on board in "revealed" mode. For play against an opponent, you will need to flip over the naval units to their generic (unrevealed) side.

Game Play Notes:

1. All the original counters are covered in the gameset. For those units that have a flip side, that side has been defined and switching the unit is as easy as selecting it and pressing the flip piece button.
2. Force pools are constructed to handle
 - a) Each country's forces not in play (Unit pool, leader pool, naval pool)
 - b) Leaders/Fleets that are not yet in play, sorted by year available.
 - c) Markers
 - d) Turn Chits
 - e) Random Events & Events Available
 - f) Tactical Chits
 - g) Removed Leaders/Fleets
3. Players can track the content of "Army" counters in three ways. I prefer the first way and that is how the scenarios have been set up.
 - a) Stack all the units in the hex in question.
 - b) Use pools already created for this purpose. If you don't want to use this method, I suggest deleting the pools.
 - c) Use the boxes printed on the map.
4. The event chits are handled this way. Draw the chits from the pool by selecting it and using the random pull function to select a random chit from the pool. Available chits from previous turns have a pool at the bottom of the pool list, as do chits that have been played/discarded. Tactical chits for a battle can be temporarily placed in any vacant portion of the map, and then returned to the pool when the battle is over.

5. In a game this big with so many counters, I encourage players to use the "Find a Location" button (the "binoculars" icon). Using this tool, players can search for specific towns, charts, or boxes on the map, or specific units.

Extra Leaders

I have created some extra leaders in case folks want some new options. There are listed below and contained in the "Extra Leaders" force pool.

Fr: Morand - Beats Gudin and Friant by a nose!

Fr: Lecourbe - Independent corps/army cmds in 1800, 1815

Br: Bentinck - not so great cmdr of Brits in Sicily/Italy 1810-11.

Au: Radivojevich - capable corps cmdr in Italy 1813-14

Wu: Crown Prince - cmdr of Wuertt corps in 1814-15

Ru: Steinheil - cmdr of independent corps 1812

Ru: Prince Alex (of Wuertt) - cmdr of corps besieging Danzig in 1813

Sp: Albuquerque - resilient cmdr of small armies in 1810-14

Sw: Essen (1807 cmdr in Pomerania) or Klingspor (army cmd vs Russia)

Fr: Clausel - corps cmds since 1800, briefly led army in Spain

Au: Bubna - successful independent div/corps cmdr in 1813-15

Pr: Wallmoden - cmdr of army facing Davout in 1813

Fr: St. Hilaire - certainly a Marshal had he not died at Aspern

Fr: Grenier - a successful corps cmdr since 1800

Errata

In course of constructing the ADC2 module, I found the following issues. They may not actually be errata as I may not have had the very latest version of rules or components when the set was made. That said, below is what I found. In each case I made the appropriate correction:

In the 1800 scenario:

The errata brings up the situation where Suchet is present in 1800 scenario, yet counter says he enters in 1805; same situation exists with Archduke Ferdinand, present in 1800 scenario, counter says he enters 1805.

In 1809 scenario:

It says for Spain to set up leader Infantado. No such leader in countermix. I have ignored

it says to set up Kleist, Bulow and Yorck. Yet the counters say these leaders are not available until 1811 or 1812. I have set up anyway.

In the 1813 scenario:

The following units should not be available (they are dead!):
Touchkov, Bagavut, Kamenskoi. Buxhowden, Montbrun, d'Hautpool,
Brock, Jellacic, Gravina, Reding, Cuesta.

In addition, it is arguable these units should not be available (they were either retired, imprisoned or out of the country:
Dupont, Riesch, Tschitchigov, Ballesteros, Palafox, Venegas

Allied forces are besieging Glogau but no French forces are listed here. I have added a DInf.

Allied forces are besieging Warsaw, but no French forces are listed here. I believe this is a mistake; the French did not post a garrison in Warsaw.

No siege level indicated for Stettin. I have not placed a marker

If you find mistakes in the ADC2 module or have any questions regarding it, feel free to contact me at thelockers@nc.rr.com or post a question on the relevant folder on Consim.

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