

Clouds of Smoke: balanced scenario

For each point of their strategic rating, the players roll a die.

The players then secretly place their dice on these categories, and determine conditions in the following way:

- If the player has bidden a double on a category and his opponents has not, the player gains this category's bonus.
- If the player has bidden more on a category than his opponent, he becomes the first player in this category and selects the condition.
- If the players have not bidden on a category or bidden the same amount, the condition is selected randomly. The first player for this category is a player who wins a d6 roll-off.

The conditions are then resolved in the following order: terrain, weather, deployment, duration, special effects.

The first player in the Deployment category chooses the side of the table, and his opponent gets the opposite. The first player in the Duration category starts deployment first and has the first turn. If the game ends before either player wins by morale or by scenario conditions, if any player has 10 or more morale more than his opponent, he wins. Otherwise the game is a draw.

If possible, objectives are deployed in a village. If a target cannot be deployed in a village, deploy it on a hilltop. Only one target may be deployed in a single terrain element. If there are no hills, then the objectives are set anywhere in open terrain. The player controls the objective if he has units within the same terrain element, or within 2UW from it if it is on the open ground, and his opponent does not.

Terrain

Bonus: Accurate maps

After setting up the terrain, you may add and/or remove one element.

1. Chosen ground
2. Buildup
3. Bystander
4. Inaccurate maps
5. Basic method
6. Team effort

Deployment

Bonus: Initiative

The enemy sets up his whole army first.

1. Corners
2. Confusion
3. Diagonal
4. Walley
5. Pitched battle
6. Pitched battle

Special effects

Bonus: Emplacements

You get a number of emplacements equal to the number of your non-light infantry divided by 4. You deploy them right before deploying the armies anywhere on your half of the table, and you can deploy 1 unit in each.

1. Running late
2. Game end objective
3. Flank maneuver
4. Critical target
5. Secondary objectives
6. Pitched battle

Weather

Bonus: Sun of Austerlitz

At any moment you roll a 6 on the action dice, you can end all effects of weather for the rest of the game.

1. Heavy rain
2. Light rain
3. Fog
4. Frost
5. Sunny
6. Heat

Duration

Bonus: Defence

If the game ends in a draw, you win instead.

1. Early sunset
2. Late sunset
3. Fated day
4. Long twilight
5. Limited warfare
6. To the last