

The Campaign Maps for *Scharnhorst*

Scharnhorst is the campaign system for *Blücher*, the tabletop game of Napoleonic battles by Sam Mustafa. The rules for *Scharnhorst* comprise Chapter 12 of the *Blücher* rulebook. You must own a copy of *Blücher* in order to play the campaigns.

What is *Scharnhorst* for?

Scharnhorst is most often used as a “mini-campaign” or a “pre-game” that two players employ to set up a tabletop battle. It should be used with the fictional armies created in the army-building rules (Chapter 11) of the *Blücher* rulebook. *Scharnhorst* typically takes 15-20 minutes for two experienced players to complete, and it results in a unique tabletop battle with its own terrain, order of battle, reinforcements, and victory conditions.



How to use these maps

The *Scharnhorst* rules require that **each player** prints out these maps. The players will then choose their campaign maps and play on them as the *Scharnhorst* mini-campaign gets underway.

The last page of this file is a set of cut-out counters that the players may use on the campaign maps if they do not want to create their own markers or use figures. It also provides objective markers for the tabletop game, if players do not want to create their own.

Bigger Campaigns

Modified and expanded versions of *Scharnhorst* may also be used for larger campaigns featuring multiple players, armies, and battles. The first example of this is *The Hundred Days* campaign rules, which are available as a free download from the HONOUR website. In order to play *The Hundred Days*, you will need a copy of the *Blücher* rulebook and the *Hundred Days* expansion set, both available from the HONOUR online store.

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The Steps of a *Scharnhorst* Campaign

1. Choose a campaign map
2. Create columns and do reconnaissance
3. Play campaign days
 - Option to declare a battle
 - Move columns
4. Set up the terrain
 - Place mandatory terrain
 - Place terrain choices
 - Place objectives
5. Set up the armies
 - Player who declared the battle sets up first
6. During the battle
 - Keep track of VPs if they change
 - Check for reinforcements

Steps of a Campaign Day

1. Option to declare a battle
2. Move eligible columns
3. Fight the battle

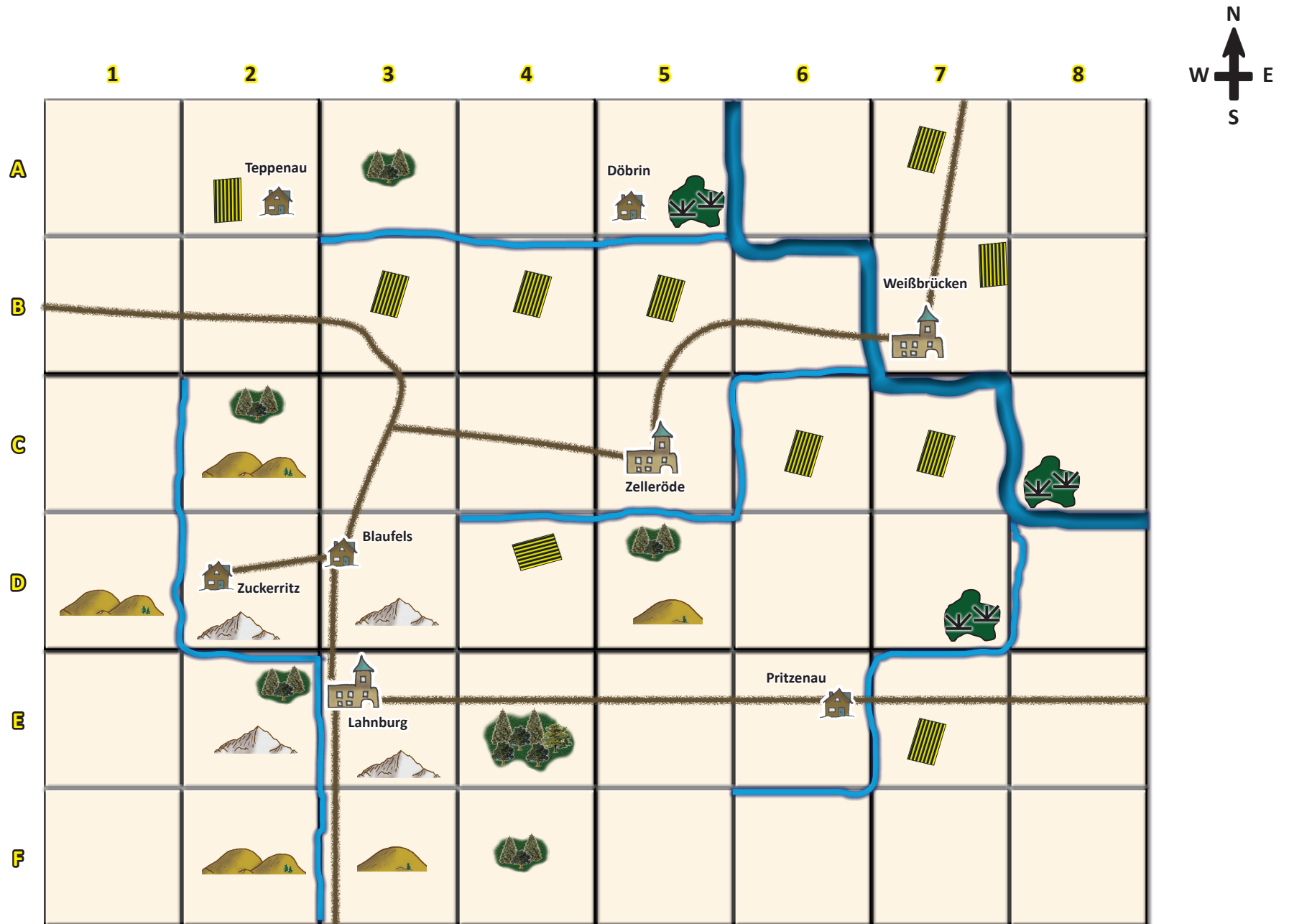
Scharnhorst Movement Costs

| | |
|----|---------------------------------------|
| 1 | to cross a border along a road |
| 2 | to cross a border without a road |
| +1 | to leave an enemy's Zone of Control |
| +1 | to scout an adjacent column |
| +1 | to cross a minor river without a road |
| +2 | to cross a major river without a road |

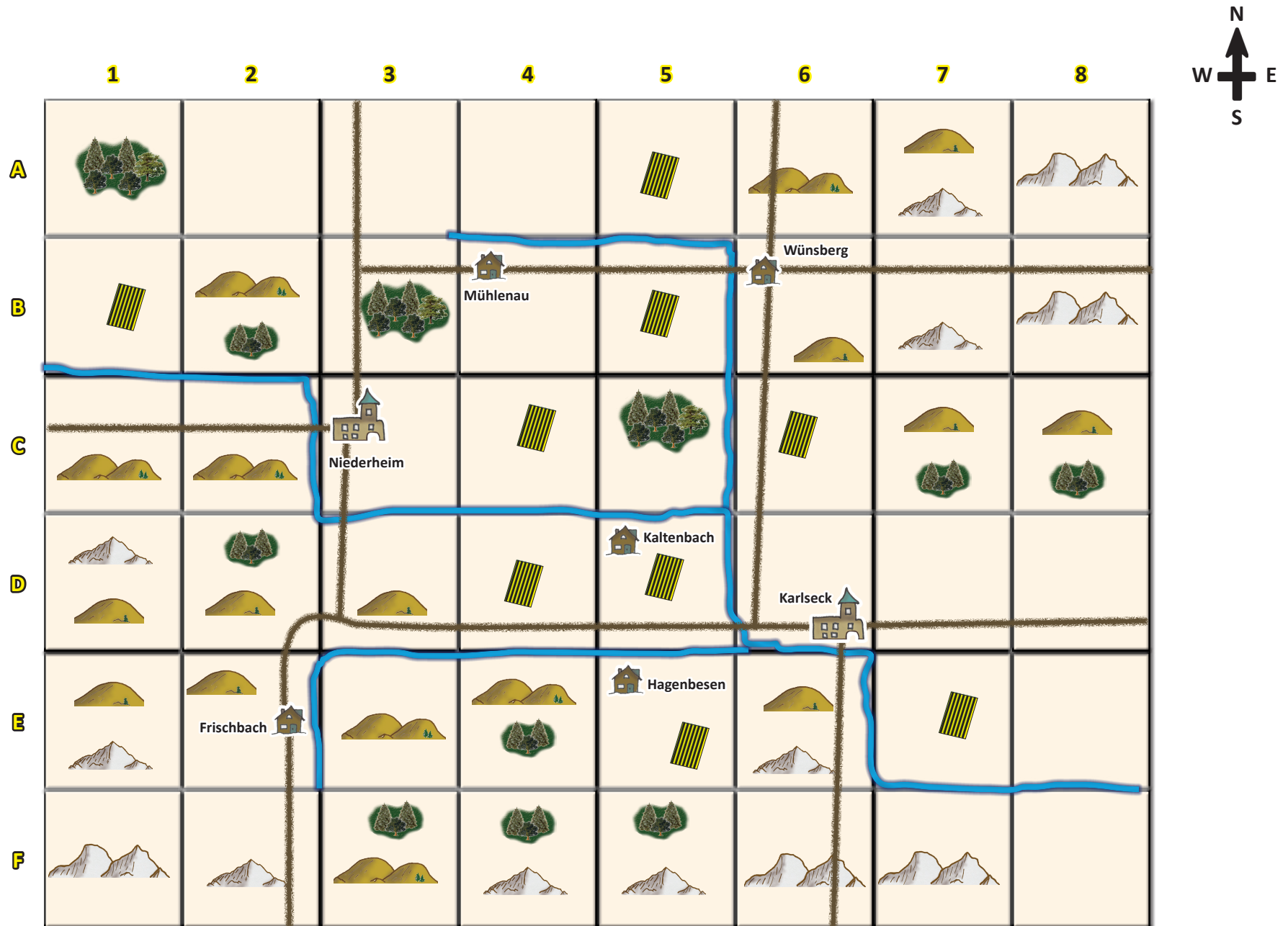
1 Flanders



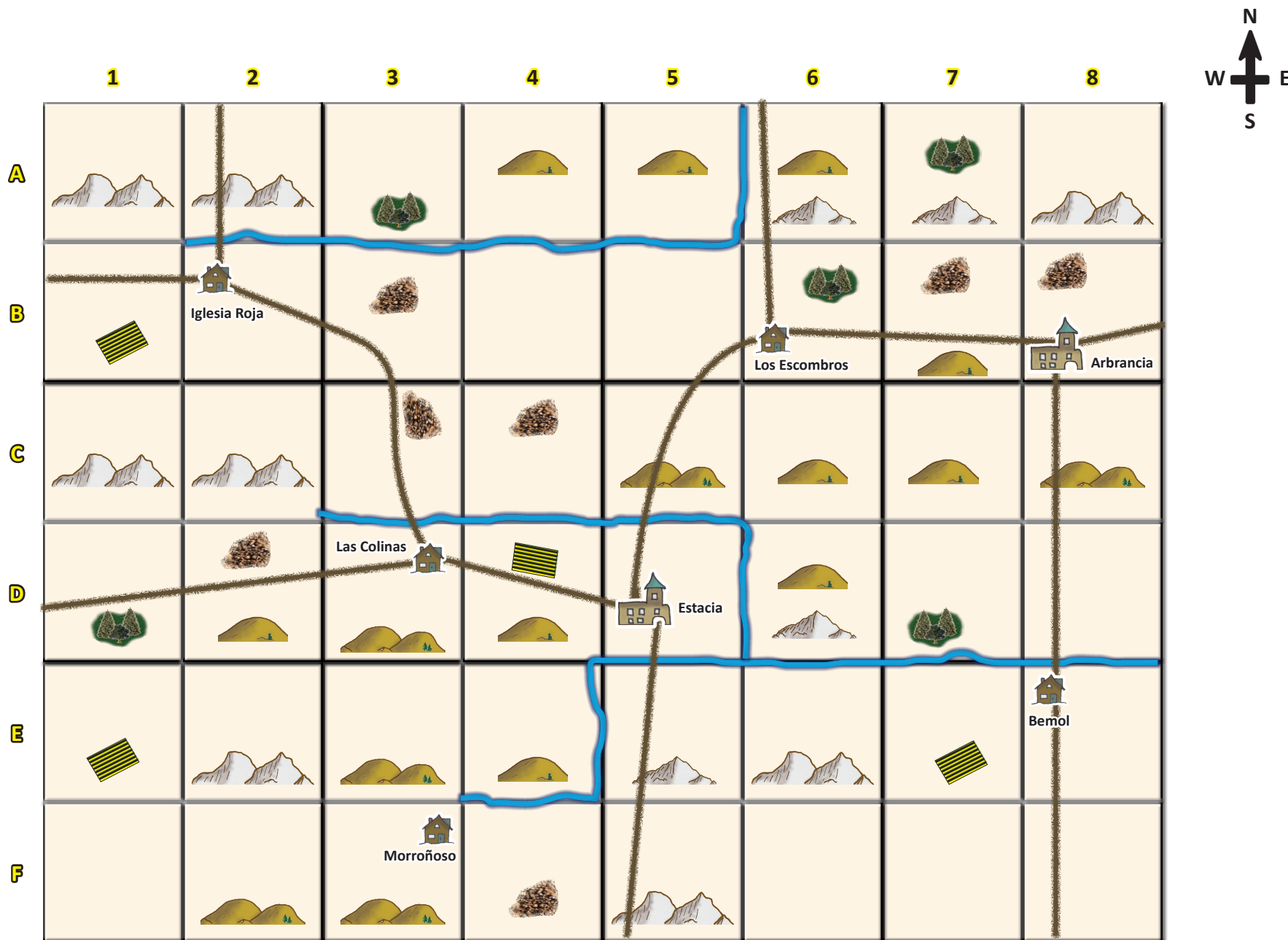
2 Northern Germany

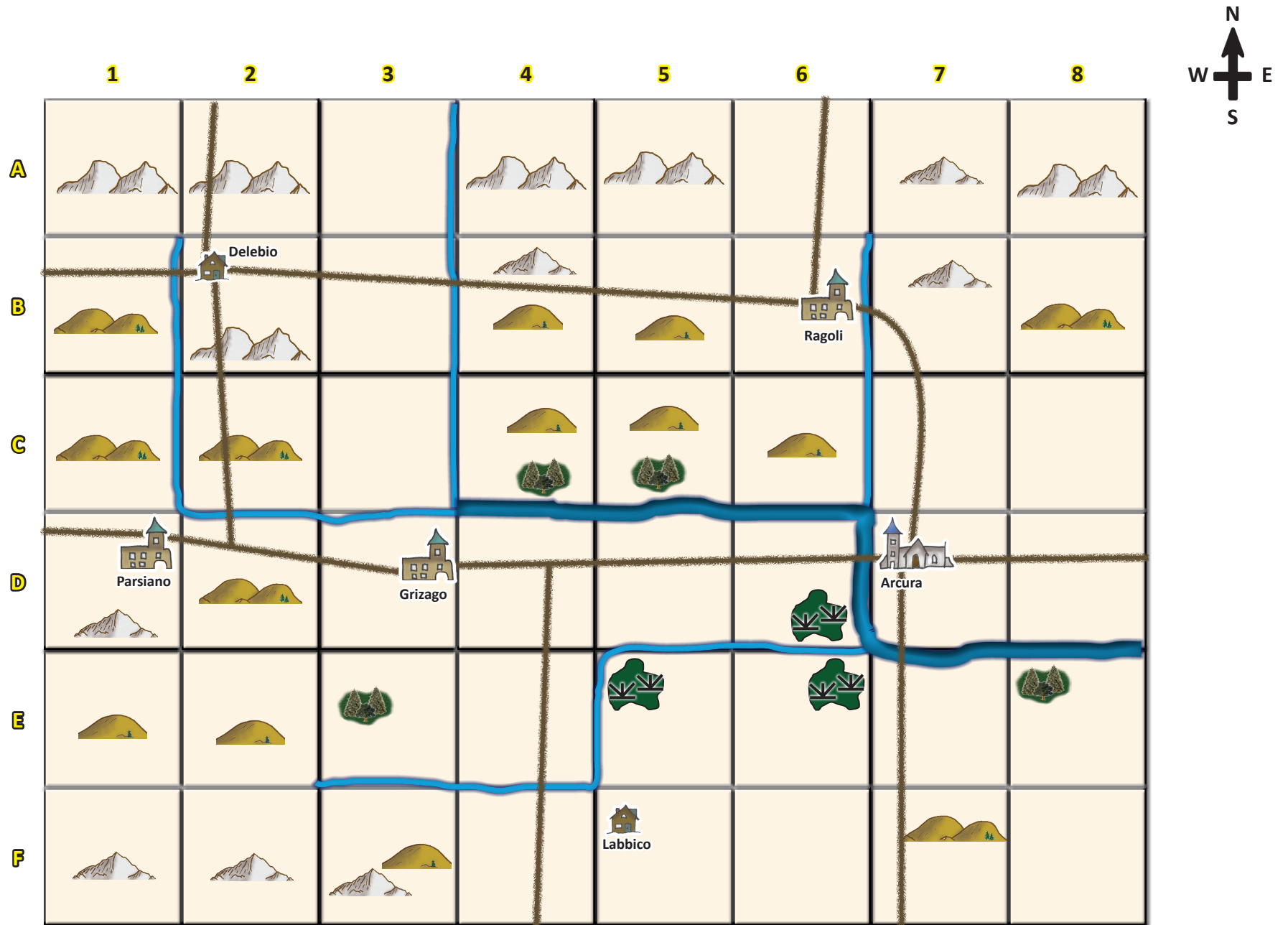


3 Southern Germany

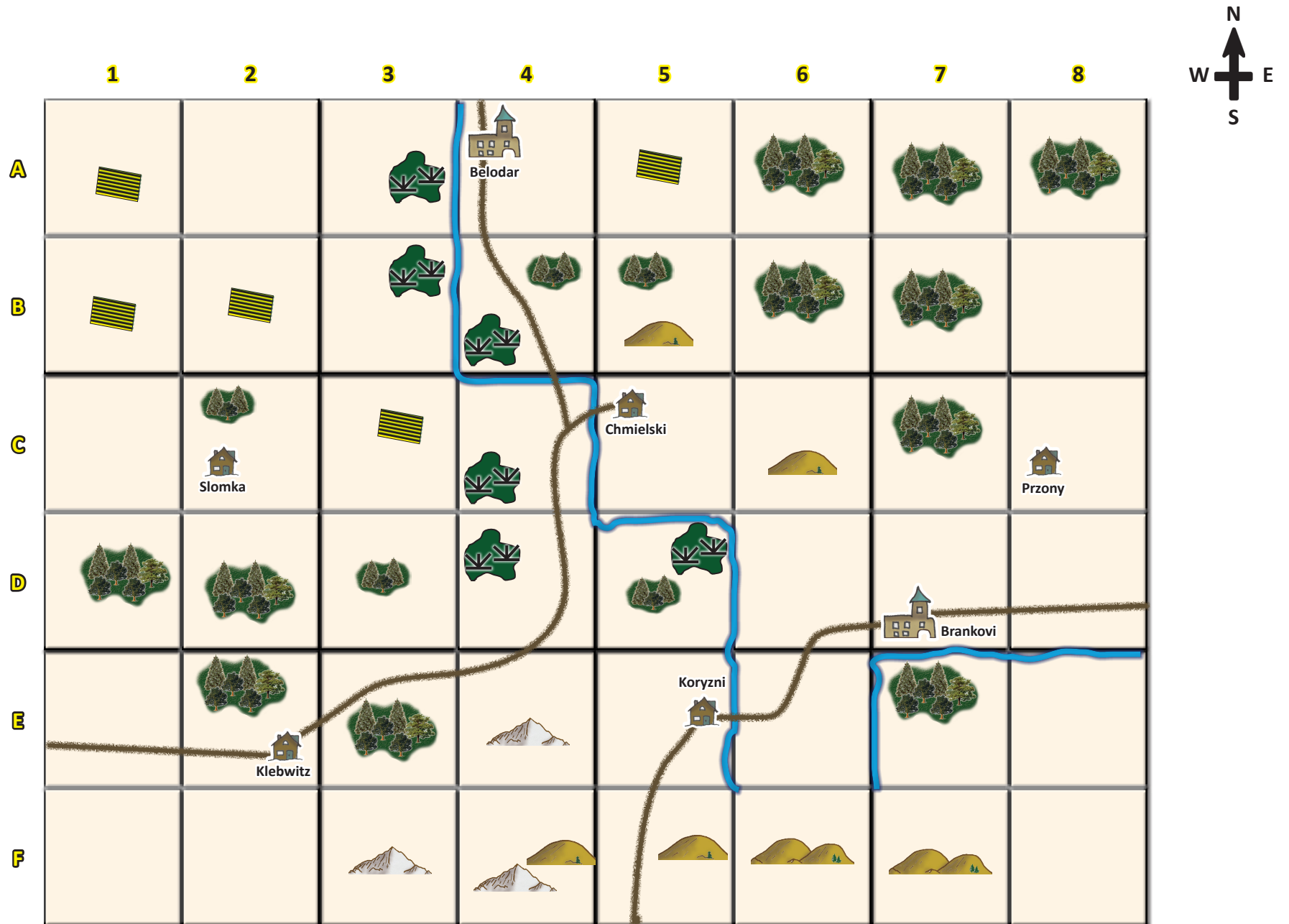


4 The Peninsula





6 Eastern Europe



Campaign Counters and Markers

| | | | | |
|--------------------|--------------------|--------------------|--------------------|--------------------|
| Column A | Column B | Column C | Column D | Column E |
| Column A | Column B | Column C | Column D | Column E |

| | | | | |
|--------------------|--------------------|--------------------|--------------------|--------------------|
| Column 1 | Column 2 | Column 3 | Column 4 | Column 5 |
| Column 1 | Column 2 | Column 3 | Column 4 | Column 5 |

Fifth columns are provided in case players want to create larger armies (400 or more points).

| | | | | |
|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| Objective 1VP | Objective 1VP | Objective 1VP | Objective 2 VPs | Objective 2 VPs |
| Objective 2 VPs | Objective 3 VPs | Objective 3 VPs | Objective 3 VPs | Additional Objective |

| | | | | |
|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| Objective 1VP | Objective 1VP | Objective 1VP | Objective 2 VPs | Objective 2 VPs |
| Objective 2 VPs | Objective 3 VPs | Objective 3 VPs | Objective 3 VPs | Additional Objective |

Cut out these markers for mandatory objectives in urban areas, and each side's additional objective.