

## The Making of Orthez : Notes on designing of the Scenario...

You will find here “how to” the scenario of Orthez has been built. Designing a scenario is not very complicated with some method.

### 1 - Collecting the Documentation

Now, with internet, it's quite easy to find plenty of informations on this period with any search engine. You will need at least infos on :

- the historical background
- the map of the battle
- the order of battle
- the unrolling of main actions during the battle.

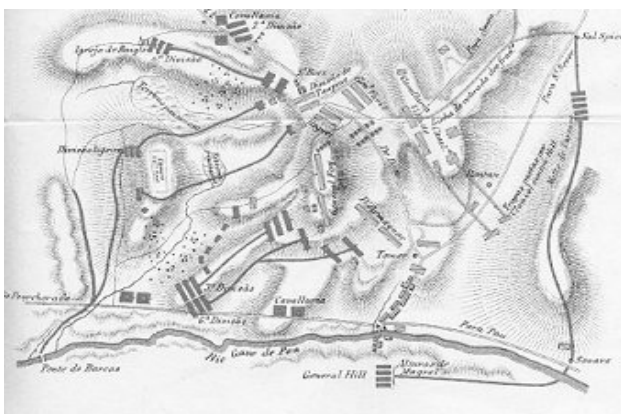


The Old Bridge at Orthez

For example, the information on the **historical background** has been found mainly on *Wikipedia* and allows an historical scenario.

### 2 - Building the Map

If you find a good map, you will already have almost all informations on terrain elements and placement of troops, at a given scale:



To “translate” this map into a *C&C Napoleonics* scenario one, I did the following steps (just a guideline, you can search your own way) :

- draw a line between the two camps to visualize the “Line of Front”
- pivoting the image to put this line horizontal and with French down (*in this case, it was near 110° to the right*)
- in a layer transparent “calc”, place the *hexgrid* over your image.

You can see the resulting image below, the hexgrid layer on top:



It's now easy to place correctly the different terrain elements and troops on the battle field. With *GoogleEarth*, you can even explore the battlefield as in live, to verify some points of relief, for example:



Above : the Ford at Souars on the Gave and in the left background, the hill where was the French reserve...

### 3 - Scaling the Troops

As you know, the scale is quite abstract and flexible in *C&C Napoleonics* : this allow to respect the map scale and the order of battle. The important point seems to keep coherence between each camp with the three different types of troops. So, in *Orthez*:

- one unit of infantry is equivalent to about 3000 men
- one unit of cavalry is equivalent to about 1200 horsemen
- one unit of artillery is equivalent to about 24 guns.

### 4 - Fixing the Rules of Play

The Camp which has initiative (British) moves first and get one more command card. Victory conditions are fixed to 7 banners : this is just above half the number of French units being routed. There are 2 terrain objectives for the British : their plan was to envelop the French army and to cut their Line of communication. Any special rules must be simple and following the game system.

### 5 - Playtesting the Scenario

Important (and fun) phase for tuning the scenario and balancing the game. With François Gonçalves (*Hawkmoon von Köln*), we made some terrain and units placement, minor modifications.

