

Napoleon's Later Campaigns Rules

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1. Introduction

This ruleset is a set of variant rules for *Napoleon's Last Battles*, *Napoleon at Leipzig*, and other related games, distilled from a set of rules intended for release by Schutze Games. The variant was born, first, from the observation that the venerable CRT of these games, though beloved by many for its familiarity, is simply unable to capture the attritional nature and position/attrition tradeoffs of Napoleonic combat. And second, from the observation that orders systems significantly improve the historical accuracy of tactical games, the more so the longer the time covered by the game. Yet most games that have detailed order systems are so slow that you only get to play the long scenarios once. This ruleset is different.

Rather than produce a complete new set of rules, those rules from NLB/NaL that are used unchanged (about half of the game even though it looks less in this document) are listed in summary form with a shaded background. So the "variant" is a self-contained set of rules if you have a rough idea of the original games' rules. **Note:** If rounding occurs, always round normally (i.e., 0.5 and more rounds up) unless specified otherwise. [Changes after 2.0.3 blue.](#)

2. General Course of Play

Movement within one turn is determined by chitpull. Combat is by both sides firing at the enemy. Cavalry ignores ZOCs, and can charge and countercharge. Leaders need orders to attack or move, take time to enact them, and may even misunderstand them. Alternately, they can change orders locally, but that is risky as they don't know the overall situation.

2.1 Terminology. Formations are usually corps or divisions whose leaders (commanders) are rated for their ability. A formation has a chit that, when pulled from a cup, determines that the formation is activated.

2.2 Morale and Pursuit Rating. The morale (or quality, initiative, élan...) value of all infantry, artillery and cavalry units is 4, with certain exceptions. Nassau and Dutch units have a morale of 3. Prussian infantry with a front side combat strength of 3 or less has morale 3. The French Old Guard (the 7-4 rated units), British infantry on the defense, and British cavalry have a morale of 5. A unit that has lost a step has its morale reduced by 1 except British and King's German Legion infantry. A demoralized formation has morale reduced

by 1 for all units. In assault, units fired at by artillery have their morale reduced by 1, and a flank attack reduces by 2. Stacking with a leader adds 1. (Modifiers cumulative but morale cannot go outside the range 1-5.)

Cavalry of both sides also has a Pursuit value. The value is 4 for all units except 2 for the British and 5 for the Imperial Guard cavalry.

2.3 Morale check. If a group of units tests morale, use the highest morale (of infantry if any is present; if not, of cavalry if any is present; otherwise artillery) and roll a die. The test succeeds if the roll does not exceed morale.

3. Game Equipment

As in the original, plus:

3.2 Chits. Each corps or other major formation possesses a chit that determines when it will move. Also, each side has a Coordinated Action chit.

3.3 HQ counters. One per Overall Commander. The movement rating of a HQ is always 5.

3.4 Additional markers. "Disrupted" markers.

4. Sequence of Play

A turn of *NLC* consists of the following phases, always executed in the same sequence:

1. Command and Reorganization Phase. Both players can decide to assign new orders (20.0). Orders which are handed to their recipient leader are tested for compliance. Units can attempt to rally (21.0)

2. Chit Preparation Phase. Both sides roll dice to see if a Coordinated Action chit can be chosen (see 4.1), and if one side gets an Initial Action Chit. Except for the Initial Action Chit and formations with Reserve orders, both players put chits for all of their on-map formations and this turn's reinforcements into the cup.

3. Initial Action Phase. If one side received an Initial Action, that formation executes a Formation Action according to 4.4.

4. Formation Selection Phase. Until the cup is empty, do the following:

4a. Chitpull Stage: Pull a chit from the cup.

4b. Formation Action Stage. All units governed by the selected chit are activated and perform activities according to the Formation Action Subsequence (see 4.4).

5. Turn End Phase/Reserve Action Stage. Both sides activate all units with Reserve orders (French first). Remove all Disrupted markers. Advance the turn marker.

4.1 Coordinated Action Chits. To determine whether a player receives a Coordinated Action Chit in a turn, the player rolls a die. If the die roll is at least 2 lower than the overall commander's leader rating, the player receives the chit. He selects two formations' normal Activation chits which are placed on the game map, and places the Coordinated Action in the cup. When it is drawn the two formations' units move and fight in parallel as if they were the same formation.

4.2 Initial Action. Both players roll a die and add the overall Commander's value. If one player's result exceeds the other's by at least 3, he may choose any of his side's chits for the Initial Action. The chit is not placed in the cup, instead it automatically executes its Formation Action stage as the first one this turn, before any chit is pulled from the cup.

4.3 Multiple OCs. A side can have several overall commanders (OCs), e.g., the Allies in the Waterloo campaign have Bluecher and Wellington. One of them (not necessarily the same one) must be chosen for each die roll in 4.1 and 4.2, and the formations selected for a successful roll must be subordinate to the chosen OC.

4.4 Leader Movement. The OC can move once per turn, in any friendly Action Stage. A formation leader moves when his formation is activated.

4.5 Formation Action Stage Subsequence.

- I. Bombardment Segment.* Activated artillery can bombard.
- II. Cavalry Charge Segment.* Activated Cavalry units can charge a target hex. Cavalry Charges (or simply *Charges*) can be followed by Cavalry Pursuit and Retreat. Charging cavalry can be Countercharged.
- III. Formation Movement Segment.* The units belonging to the activated formation and its leader (except artillery that bombarded and cavalry that charged in this Stage) may be moved according to the formation's orders.
- IV. Formation Assault Segment.* All units adjacent to enemy units can engage in assault depending on the Formation's orders.

5. Movement

Units pay movement points normally. Units are moved as a stack, dropping and taking up units is allowed. Unless moving into or across prohibited terrain, a minimum move of one hex is always allowed.

5.2 Terrain. Road hexes cost ½ MP, trail hexes cost 1 MP, bridge hexsides have no extra cost under road movement, stream hexsides cost +2 MP to cross. If two movement values are given for a terrain type, the first is for infantry, the second for cavalry and artillery.

Leaders, Command range trace and order transmission pay ½ on roads and trails regardless of orders or stacking.

To use the road/trail/bridge movement rate, units move one by one, must have March or Fall Back orders, must enter a hex through a road or trail hexside. The hex entered may not contain friendly units under March or Fall Back orders *nor may the next hex along the road*. If either is a village/town hex, it must be empty. Leaders, Command range trace and order transmission pay ½ on roads and trails regardless of orders or stacking.

5.3 Stacking. Two friendly units per hex, checked at the end of each Formation Movement and Formation Assault Segment. A stack can only be examined by the opposing player if it is within LOS of an opposing leader or unit. If it is within the LOS of an opposing leader or unit, any artillery unit in the stack must be stacked on top. HQs and leaders do not count for stacking and ignore stacking limits.

5.4 ZOCs. Combat units have a ZOC. ZOCs do not extend across impassable hexsides and into Chateaux. Units that start in ZOCs can only leave by advance and retreat after combat. Exception: Units that enter a ZOC *during* their move, and units under Fall Back, Reserve, and General Retreat orders (see 20) can leave a ZOC hex by paying +1 MP. Cavalry and leaders ignore ZOC effects for *all* purposes except assaulting (see 7.3).

5.5 Night and Rain. Units may not enter ZOCs during such turns. Note: They may leave them.

5.6 Exiting the map. Units exiting the map are not considered eliminated for VP purposes unless they exited as part of a retreat.

6. Unit Status and Step Losses

6.1 Step Losses. Most units are backprinted; this means they have two steps. A hit on a two-step unit means that it is flipped to its reverse side and has one step remaining. A hit on a one-step unit (reversed or not backprinted) means the unit is eliminated.

6.2 Huge units. Units with a front strength of 8 or more have 3 steps. When they receive their second hit, do not remove them. Instead place an inverted disruption marker underneath. They have half the strength printed on their reverse side (round normally). They can be rallied normally to their reverse side whether on map or eliminated.

6.3 Disruption. Disrupted units have their combat strength halved in assault (7.6) and charges (7.10). Note that disrupted artillery fires at full strength. A unit removes disruption in the Turn End Phase. Multiple disruptions are ignored.

Disruption can come about because of excess stacking in retreats (7.3), cavalry charges (7.7), bombardment (8.1), by retreating or leaving a ZOC (Advanced Rule 19.1) and via artillery support (Optional Rule 20.3).

7. Combat

7.1 Basic procedure. All forms of combat (assault, charge, bombardment) are conducted by each side adding the strength of its firing units to find a row on the Fire Table, rolling 2d6 and finding the number of hits. The units initiating the combat (activated units in assault and bombardment, charging cavalry in cavalry charge resolution) are called “attacking”, the opposing ones are called “defending”. Hits are always applied simultaneously. If there are multiple target units, the owner chooses which ones take the hits except the first hit must always come from an infantry unit if possible. Also, hits must be allocated to damaged units if any are present. In certain cases modifiers may apply to the die roll and fire strengths may be reduced by a certain percentage. Always add reduced strengths, then round. If the firing strength is greater than 24, look up twice, for 24 and for the remainder, with the same die roll.

Note: The requirement to kill damaged units first is due to the fact that I wanted to retain the original reorganization rule and demoralization limits. The way reorganization works, losing the first step is actually worse than the second one, because that strength loss never comes back during the game. Also, elimination in this game never means death to the last man, but always a temporary loss of cohesion. A unit that has already been bloodied will not return to a fresh state.

7.2 Losses. A unit that suffers a hit is flipped to its reverse side. If already on that side, it is eliminated.

7.3 Assault. After all movement by activated units has been completed, activated units that did not charge or bombard can engage in one round of combat. They fire at adjacent enemy units, and these adjacent units fire back. No assaults across unbridged major river hexsides. All units in an assaulted hex are attacked. *Design note: Assault covers both musket fire and melee between adjacent units; there is no distinction between these types of combat at the scale of the game.*

Except for those that charged or bombarded, all non-artillery units with Attack/Probe orders (even cavalry) that are in the ZOC of enemy units must assault. Assault is voluntary for all other units.

Multiple stacks can assault one defending stack. In this case all attackers fire at once, and the defending units are assumed to fire at all attacking stacks at once. Morale is determined over all attacking stacks. *Example: two stacks with morale 4 and 3 assault together; a leader is stacked with the morale 3 stack. The attacker morale is*

4. If the leader is stacked with the morale 4 stack, attacker morale is 5.

One stack can only assault one defending stack. A stack cannot assault a stack that would already be assaulted by another friendly stack if another enemy stack is adjacent that will not be assaulted this *segment*. If multiple unassaulted stacks are adjacent, a stack containing infantry must assault Chateaux over combat units over HQs.

Cavalry involved in assault is halved in strength (sum, then halve and round normally). ~~If all defenders in an assault are cavalry and the other side includes infantry or artillery, they always retreat voluntarily.~~

7.4 Retreats. After a round of assault, a side that suffered at least one hit may retreat its units involved in that particular combat by one hex, voluntarily or involuntarily.

First one side chooses whether its units will voluntarily retreat, then (only if the first has decided not to) the other. If one side retreats voluntarily, both sides halve the hits taken (round normally, except 1 is reduced to 0). If only one side had no artillery involved in the assault, that side chooses first. If both or none had artillery, the attacker chooses first.

If neither side retreats voluntarily, full hits are applied. Each side that lost steps (same order as above) then checks for involuntary retreat by checking morale. If the check fails, that side retreats, but hits are not reduced. The second side does not check if the first side retreats. Note: elimination does not count as retreat, so the surviving side always has to check morale.

Units cannot retreat into enemy units and impassable terrain. If a stack retreating into a hex with friendly units produces a stacking violation, all units in the hex are disrupted and the excess units in the stack retreat another hex. If a stack with non-cavalry units retreats into an enemy ZOC it suffers an additional step loss.

Foot Artillery is destroyed by involuntary retreat when defending and ignores it when attacking.

La Garde: Imperial Guard infantry (except Young Guard infantry) reduce the morale of troops they fight by 1 for the retreat roll. *This simply expresses that the Guard was more tactically adept and more likely to get its way.* However, if any assaulting Imperial Guard *infantry* retreats involuntarily, all French morale values are permanently reduced by 1. (NLB only:) Also, the French Demoralization level is reduced by 10 at this point unless either the Anglo-Allied or Prussian Army are demoralized or disintegrated.

7.5 Advancing. If the target hex of an assault is vacated and the attackers did not retreat, one attacking unit can advance into the hex. ZOCs are ignored. If a leader is in

an attacking hex with a stack, the whole stack and the leader can advance. Stacked units of the same division can advance without a leader. Artillery cannot advance unless a non-artillery unit advances with it.

7.6 Modifiers for Assault.

- **Disruption:** if a unit starts the assault segment with a disrupted marker, its fire strength is halved.
- **Flanking:** Defender morale is reduced by 2 if the defender is adjacent to at most one friendly stack and adjacent to an enemy unit (attacking or not) that is not itself adjacent to at least one attacking unit. Defenders in towns and chateaux cannot be flanked.
- **Terrain:** See terrain effects table. Use the line most beneficial to the defender. Add all strengths of units that suffer the same percentage reduction, then round normally (e.g., 4.5 is 5, 4.25 is 4). Note: hexside and in-hex effects are cumulative unless the table states differently.

7.7 Cavalry Charges. Undisrupted activated cavalry within two hexes of enemy units may charge those units. At two hex distance, the intervening hex must be empty. Only clear and crest terrain can be crossed by charges.

Charging cavalry moves into the defending hex to attack. Artillery and infantry defend at half strength (ignore disruption), cavalry at full strength. Both sides have one round of fire. The side that loses more steps (defender wins ties) loses the charge combat and involuntarily retreats (to its starting hex in case of a charging unit). If the cavalry wins, it can stay, retreat to its starting hex, or pursue. Win or lose, a retreat after a charge never reduces losses. Ignore the charging units' ZOC. If the target units cannot retreat, they are eliminated.

All (non-reaction) cavalry charges in the same Charge Segment occur in parallel - all move, then all attack.

Charging cavalry is automatically disrupted after the charge (including pursuit or retreat) is over and cannot move or assault if it has charged this turn.

7.8. Cavalry pursuit. Victorious charging cavalry can pursue, i.e., attack any adjacent enemy unit by normal charge resolution. If this includes target units that just retreated from the charge, they cannot fire back. If the player does not choose to pursue, he still has to do a test against the pursuit rating for each unit – if he rolls more, the unit pursues anyway. After one round of pursuit cavalry retreats to its original starting hex or can simply stop (if the hex is empty of enemy units).

7.9 Reaction charges. Undisrupted cavalry within two hexes of a hex that enemy units move, retreat, charge, reaction charge, pursuit into or through, or are bombarded in (see 8.5) can reaction charge by standing a morale test (+1 to morale if stacked with a leader). Friendly units in the charged hex are ignored for reaction

charge resolution; enemy units count. If the enemy units win they continue whatever they were doing at the instant when they were charged. Each cavalry unit tests for a reaction charge individually and can only test once per moving unit. If multiple units reaction charge the same unit in the same hex, all of them attack together and all have to be declared before the first unit tests. If charging units reach the target hex and it is empty due to reaction charging, they win the charge (per 7.7) even though there is no step loss to apply at that point.

7.10 Modifiers for cavalry charges. Use all that apply.

- **Form square:** if there is infantry in the target hex and all of it is undisrupted, the defenders check morale. If successful, the charge strength is halved.
- **Flank charge:** double charge strength if defender is already adjacent to units friendly to the charging units and is charged through a hex not adjacent to some of these friendly units. Infantry and artillery defenders do not fire at a flank charge. **Infantry that has formed square (see above)** or defenders in towns cannot be flanked.
- **Backhand blow:** double charge strength if the defender against a reaction charge is pursuing or retreating cavalry, or infantry/artillery that moved or will move more than half its MPs. (If asked, the owning player has to state how many MPs the unit will move before the other player rolls for reaction charge; highest MP usage in a stack counts.)

7.11 Cavalry retreat before assault. Cavalry or horse artillery being assaulted may retreat one hex if it did not start the turn in an enemy ZOC and there is no cavalry among the attackers. The attackers may advance.

Thus, cavalry can never slow down an infantry advance by more than half without being attacked.

8. Artillery

8.1 Bombardment Attacks. During the bombardment phase, artillery can fire at a target hex up to two hexes away. It needs a line of sight to the target to bombard. The target does not fire back. Foot artillery that bombards cannot move in the Formation Movement Phase. **Only stacked units can bombard together.**

The first hit caused by bombardment is always a disruption (the target stack is disrupted). Further hits apply normally. It is not possible to retreat to reduce bombardment hits. Multiple disruptions are ignored.

8.2 Adjacent combat. Artillery can assault adjacent units if it did not bombard that turn, but only in conjunction with friendly infantry or cavalry. It can fire on the defense regardless of whether it bombards during the turn, or whether it defends with infantry or cavalry.

8.3 Line of Sight. Only blocked by Forest, Chateau and Town hexes, units, and Crest hexsides (even when it is a hexside of the hex the unit is in and including its endpoints). Blocked if running along a Crest with blocking terrain to the right and left of Crest. Blocked if running between a Crest and other blocking terrain. Also, all map elevations count for LOS, not just crests. Higher elevation will block LOS between lower elevations and between a hex on the same elevation and lower elevation (in both directions). **A hex with intermediate elevation blocks LOS between higher and lower elevation if it is closer to the lower elevation hex and there is another lower elevation hex between it and the higher elevation hex.** Maximum visibility along unblocked LOS is 8 hexes (4 hexes on rain turns, 1 hex on night turns).

8.4 Facing. Artillery that is adjacent to an enemy at the start of the current *Stage* cannot fire in defense against an enemy unit that moves into a different adjacent hex and attacks. [Note that artillery alone defends normally but is still subject to the above restriction.]

8.5 Enfilade fire. Artillery can increase its fire strength by enfilading fire. Fire strength is increased by 50% when either of the conditions below (or both) are met. Units in towns and chateaux cannot be enfiladed.

- **Enfilading lines:** The artillery fires from a direction that would qualify a cavalry charge for Flanking (7.10). If the line of sight runs along a hexspine, count the spine as being part of the hexside further away from the friendly unit. *Note that this may apply in assault or bombardment, on any unit type.*
- **Enfilading squares:** The artillery bombards enemy infantry that is within charging range of friendly cavalry. The player owning the infantry gets to *choose* whether the bonus applies. If he chooses that it does not apply, any nondisrupted friendly cavalry in range can execute a reaction charge on the target stack immediately after the bombardment has been resolved (i.e., without waiting for the Charge Segment), and the Form Square modifier does not apply for that reaction charge (i.e., the charge strength is never halved).

9. Reinforcements

Enter at entry hexes, potentially stacked, with the entry hex counting as their first hex of movement. Each following stack pays the entrance cost of the previous stack plus the entry cost of the hex. If a later stack or unit has insufficient movement points, its arrival is postponed to the next turn. If the entry hex is blocked or in ZOC, enter in closest non-ZOC neighboring hexes. By default, arriving reinforcements have March orders for their HQ. **When reached, the HQ's current location is the target of the subsequent Defend order (see 12.2).**

HQs, or units whose HQ is not yet on the map, instead March to the first town on the road of entry.

10. Chateaux (Fortresses)

Single infantry units in Chateaux are not affected by enemy ZOCs and cannot be bombarded, charged, or flanked. They are never required to attack, but have normal ZOCs and must be attacked. They do not retreat. Attacker strengths against units in Chateaux are halved. If a unit could attack a Chateau or another stack, it must attack the Chateau unless that is already being attacked by another unit. If an infantry unit in a Chateau takes step losses, any adjacent friendly infantry unit can take them instead.

There are no retreats into occupied chateaux. If a player puts two units in a Chateau, that negates its effects and turns it into clear terrain until one of them is removed.

11. Leaders and HQs

11.1 Leaders. Leaders are not combat units, project no ZOC, count as cavalry for movement costs, do not count for stacking, may never enter a ZOC not occupied by a friendly unit, and are placed on the nearest friendly unit if an enemy unit moves into their hex while they are alone there. A leader's movement value is halved on a turn when he gives orders.

11.2 Leader Loss. If a leader is displaced as per 11.1 or stacked with units that suffer a hit in combat, roll two dice. On a die roll of 11-12, he is removed and replaced by a leader with an ability of 1 at the start of the next turn. Use the reverse side of the leader counter to indicate leader loss (rather than demoralization).

11.3. Leader retreat. A leader can always retreat with units he is stacked with.

11.4 HQs. Every Overall Commander has a HQ. HQs ignore all friendly units for stacking purposes and cannot retreat. If a HQ is in a hex entered by enemy troops, it is destroyed and that army's demoralization value is reduced by 5. The OC keeps functioning as if he had his HQ with him at all times but his command rating is reduced by 1 for the rest of the day. The HQ is placed back with any friendly unit the first turn after nightfall.

11.5 HQ movement. A HQ only moves (in the Reserve Phase) by being given a March or Fall Back order. Such an order is automatically accepted, even at night. **HQs pay infantry costs for terrain.**

12. Command

Command is exercised in two stages. Orders are given by the overall commanders (such as Napoleon, Bluecher, Wellington) to their subordinate formation (wing or corps) commanders. This determines the way in which

the units of a given force operate. Second, the units of one formation have to be within range of the formation's leader to function normally.

Note: The orders system can be used either with written orders or order markers. Rules for both are included. Personally I prefer the written orders for the added fog of war and highly recommend using the Hidden Movement rule (25.5). For non-written orders, see 25.7.

12.1 Command range. To be at full effectiveness, combat units have to be within command range of their leader (3 MP at the cheapest rate for any terrain; note ½ MP/hex rate on roads/trails in 5.2). Command range can be traced through ZOCs only if friendly units are in that hex. **Command is checked at the moment the unit engages in movement or combat.** Units cannot leave command range by normal movement (but may through charges, retreats, and advances). Units outside range defend normally but may not **charge or assault**. If they move they may not move into ZOCs and must otherwise move so as to get back into range as quickly as possible. **Exception:** Divisional Goals (12.13). **The above restrictions supersede all special requirements of particular orders (12.2).** **Note: it is permitted for moving leaders to leave units outside command range.**

12.2 Orders. At any time, each formation is in a particular order state. All orders except **Reserve** must specify a target location (which can be a town or village, road, **map edge road hex**, intersection, crest, stream, or shortest traversable path between two target points) within 10MP or reachable via roads or trails starting within 10MP of the leader or an in-command unit. Except for **Attack, Probe, and Reserve**, "must move" means "at least at the speed of the slowest unit in the formation". "Units must move" also implies that (if possible) the leader must be moved so that command range limits do not interfere with the movement required by the units. **Important:** Restrictions on moving in a specific direction do not apply to charges, advances, and retreats. Also, "units may not attack" restrictions never apply to bombardment or *Reaction* charges.

Attack: Units (i.e., all units) must move at least one hex closer to attack target until they are at most 2 hexes from enemy units, then some must attack. Artillery bombardment is enough to define "attacking" for at most 2 turns, but once units are in enemy ZOC, some units must *enter* ZOC every turn until the target is occupied or the order is canceled. Units in ZOC cannot exit except by retreat. Cavalry charges satisfy the attack requirement for cavalry formations.

Probe: This represents probes, demonstrations, or diversions. Like **Attack** except the number of units in ZOC is limited to at most two, does not have to increase, and the formation can return to bombardment if desired. *Note: The order of choice for cavalry corps.*

Defend: May only enter ZOCs and attack units in hexes within the target location that were controlled by friendly units when **Defend** order was given. When complying with order, the leader must move towards the target hex until **within 2 hexes of target. Once the leader is within this radius or prevented from going closer by enemy units, can only move out of the radius (from target or closest hex) by retreat in which case the order fails.**

Delay: Units and leader may not move further away from target; may not enter ZOC, may not attack. **Once leader is within 2 hexes of target, can only move out of this radius by retreat and then order fails.** *Note: a good order for cavalry units to impede an advance. Unlike **Defend**, movement to the target is up to the player, movement of units away from the target is not allowed.*

March: One of only two orders that can use the road or trail movement rate. **Units and leader must move towards target.** Must specify a route to follow (usually in terms of waypoints - towns/intersections etc. - passed through, **within 10MP of each other**) from the end of the second turn onwards. Order is canceled and units stop before entering ZOC (12.9). If current order was part of an order sequence, switches to the next order at this moment, otherwise to **Defend**. **If movement is blocked by friendly units preventing use of the route, units simply stop and wait.**

Fall back: Units must try to move away from enemy (can also use road and trail movement). May leave ZOC during movement (+1 MP) and enter one if needed to escape. May not attack. Must retreat voluntarily if attacked. Considered flanked if charged or attacked by cavalry while on a road or trail hex. Order can be switched to **Reserve** in any command phase where no unit is within 2 hexes of the enemy.

General retreat: This order is sent to all subordinates and the HQ, is checked immediately, even at night, and has a 1R compliance shift. Works like **Fall Back** but cannot be changed to **Reserve** before the first night turn of the night after it is sent. **Target must be a friendly supply source or on a friendly map edge (ignore the 10MP limit).** Can only be given if army has reached 80% of its demoralization limit.

Reserve (no orders): This status is needed for reorganization. Units may leave (+1 MP) but not enter ZOCs and may not attack. They defend normally but morale is reduced by 1. The leader *may not move* but applies a 1R shift to new order compliance. If he is displaced per 11.1, or the units in his hex retreat, that counts as an order failure.

12.3 Command Phase sequence.

1. **Record orders** by Local Decision (12.11).
2. Check **Success (12.8)** and then Confidence (12.10).
3. Send new HQ orders (12.4).

4. **Receive orders**, check for Order Compliance (12.7), then check for orders by **Local Decision** (12.11)..

12.4 Giving orders. To give an order, the player writes on a sheet the formation involved, the order type, the time issued, the time when it will be received (see 12.6), the # of shifts applying to compliance, and the locations on the map that are supposed to be reached, attacked or defended. It is not permissible to give the same order to the same leader again before it has been Ignored, Canceled, Succeeded, or Failed. Either the type or target must be different (i.e., the target at least 10 hexes away from the current order or the order currently waiting to be complied with). Attack and Probe count as the same type of order (as do Defend and Delay). A leader's movement value is halved on a turn when he gives orders.

12.5 Order sequences. A sequence of March and Attack orders can be given to be executed in sequence. The last order in the sequence can be of any type. Every time a March order succeeds, or is canceled due to proximity of enemy units, or when an Attack order succeeds (12.8), the next order in the sequence is automatically complied with. When writing the order, the 10MP limit applies from the target location of the previous order in the sequence. Switching from March to Attack is instantaneous (i.e., at the time an enemy ZOC is entered) for Leaders with a Command rating of at least 3. Other leaders have their units stop before entering a ZOC and must wait until the next turn to enter the attack. It is possible to specify that an Attack should start the next day to avoid its failing at night. Failure of any order in the sequence means failure of the whole sequence.

12.6 Order Transmission. An order is received at once if the recipient leader is stacked with the OC (this is called a *face-to-face* order; all others are *written*) or is within 3 MP of the OC. Otherwise divide the distance in cavalry MP by 6 (round normally). The order is received in the Command Phase that many turns after the current one. Even after it is received, the receiving formation still has its previous orders until it complies by the new orders. Other orders that are have arrived but not yet been complied with are Ignored when a new order arrives (Ignore the older one if two arrive on the same turn). **Important:** Leader-OC distances are halved for this rule if the OC has LOS (8.3) to the Leader's hex.

Example: A leader who is 8MP away receives the order 1 turn later; if he is 9MP away, he receives it 2 turns later. If the leader is within LOS of the OC, the delay is 1 turn in both cases.

12.7 Order Compliance. On the turn a leader receives an order, check for compliance. Add the sender's and recipient's rating plus shifts to find the column on the Order Compliance Table. Roll 2 dice to find the result.

An 'I' result on the Compliance Table means the order is ignored, nothing happens. A 'C' means the order is complied with and followed from that turn on. A '1T' means compliance is delayed by 1 turn. A 'R4' means the player rolls a die every Command Phase afterwards until the order is complied with on a roll of 4-6.

Example: A 1-rated OC sends an Attack order to a 1-rated Corps commander. With a 2L shift, compliance is checked on the 0 column. If you roll a 2-5, the order gets Ignored. On a 6-8 it becomes a R4, on a 9-10 it becomes a 1T, on a 11-12 it becomes a C.

Compliance with an order sequence (12.5) is checked on the leftmost column among all orders in the sequence.

12.8 Order Success. A March or Attack order *succeeds* if the specified position is reached (Controlled for Attack) by a unit of the formation, no unit of the formation is in an enemy ZOC, and no unit has been attacked in the last turn. If no other order applies or was specified as following in sequence, the new order status is Defend. If "Await further orders" was specified at end, the new status is Reserve instead. Marching units still out of command range continue moving by the March order until they are back in command range, or reach the target position (owning player's choice).

12.9 Order Cancellation and Failure. Existing orders are *canceled* when the leader complies with a new order or switches orders because his March order is blocked. Units that have not been blocked yet can continue using March movement (i.e., using the road and trail rates) up to the point where they are blocked themselves. *Being blocked* means having to enter an enemy unit's ZOC or hex, or being charged or assaulted. If some units are blocked but not the leader, only those units have their orders canceled. They switch to the next order.

Note that even if units in the tail of a long column are attacked or blocked by intervening enemy units, the head of the column continues to march – cancellation for the whole formation only occurs if the leader is blocked. Note that though certain units can be in a different order state, the normal command range conditions apply.

An order can *fail* due to order-specific conditions (see 12.2) or by failing a Confidence Check (see 12.10). If an order fails, the formation *immediately* retreats 3 hexes and switches to Fall Back orders. Units can stop during this retreat instead of entering an enemy ZOC. **Order failure also means that any future orders that are currently in 'T1', 'R4', or 'R5' delay status are Ignored.** Note that cancellation and failure are not the same thing and cancellation does not require retreating.

12.10. Confidence Check. A formation starts checking Confidence the first turn after it takes a step loss with its current orders and checks every turn from then on until its orders are achieved, canceled, or fail. **Exception:** an undemoralized formation with Defend/Delay orders

never checks. Follow the Confidence Check Table. [A failed check means instant Order Failure.](#)

12.11 Local Decision. A leader can attempt to give himself orders by making a Local Decision. (Note sequence in 12.3 – Local Decisions are written down first and resolved last. Note also restrictions in 12.4.) ~~The target hex must be within Extended LOS (12.14) of the leader.~~ He rolls on the Local Decision Table instead of on the Compliance Table. If the result is “no effect” he retains his current status, if “Acts locally” he complies with the new order and follows it from here on, if the result is “Bad Move”, the other player can assign an order to him. [Compliance with a Bad Move is automatic.](#) It is still the owning player who makes the moves to comply with the order.

If the leader rolling for a Local Decision has Reserve (no) orders, his Local Decision roll is increased by 1. *Example: a ‘3’ leader acts on a roll of 7 instead of 8+.*

12.12 Order capacity. The overall commander can give as many orders per turn as his capability.

While the OC is away from his HQ or while the HQ is moving, he can only give one order per turn, and all orders except the first (i.e., all orders on later turns until [he is again stacked](#) with a nonmoving HQ in the Command Phase) must be face-to-face orders referring to target locations in LOS (8.3) [of the OC at that moment](#) or purely along roads [or trails](#) that start within LOS (e.g., “Attack along that road to Sombreffe there”).

The HQ was where aides with reports from other parts of the battle arrived. While elsewhere, the OC would be largely limited to what he could see for himself.

12.13 Divisional Orders. Orders can be given to individual divisions. If there is no leader counter, the leader value is 1. The division is freed from command range requirements, but all counters of the division have to be moved to be within 3 hexes of each other [at the end of movement.](#) [The division and corps count as separate formations until the divisional order is countermanded, but chit activation and demoralization are unchanged.](#) The order can be given through a corps commander’s Local Decision, in which case the distance for tracing the time of compliance checking is traced from the corps commander’s hex. In this case they can also be canceled by player’s choice at any time when the division is within command radius of its corps commander; it then is simply reincorporated into the corps. [Units on divisional orders \(except reattached as below\) cannot stack or join in an attack with other units of their formation.](#)

Divisional orders can also be given to assign a particular division to a different corps. In this case, the division is activated together with the rest of [the new corps](#) (i.e., when a chit activating that corps is pulled). Every

division after the first that has units attached to a corps in this manner reduces the leader’s rating by 1.

12.14 Wing Commanders. *Wing commanders* (WCs) work as an intermediate commander when not in [command range and LOS](#) of an OC. They receive normal orders as part of these assignments and check for compliance. [They can only issue new orders to their subordinates that are consistent with their own orders.](#) (*) WCs can assign orders different from the one they were given by the OC to themselves through Local Decision [\(the target is not restricted to being within LOS\)](#), and can roll for Initial and Coordinated Actions instead of the OC. If they get either, it can be applied only to their subordinates. The OC can still send orders to subformations directly. Like OCs, WCs can move once per turn, during any Action Stage when subordinate units move. Unlike OCs, WCs have no HQ and are not subject to any penalties for that. [To assign a formation to a WC, the OC sends an order to the formation. Compliance is automatic. This assignment can also be part of an order sequence.](#)

When in range of the OC, WCs are unused and can start acting as leader for any formation nominally assigned to them, by stacking with it. This continues as long as the player wishes even if they move outside the OC’s range.

(*) [Marching](#) towards the target is consistent with any order. Reserve is consistent as long as some formation under the WC’s command has been given the same order the WC has. (E.g., if the WC’s order is Probe, a formation under his command can have Reserve orders as long as at least one formation has Probe orders.)

13. Rally

Eliminated units can be rallied [starting with the first night turn after their elimination.](#) The formation must have Reserve orders, and the formation leader must not be in LOS from any enemy unit. [Units still trace command range to the leader but he does not provide any other leader benefits that turn.](#) Rallied units are placed in the leader’s hex up to the stacking limit with their reduced step strength (meaning at most two per turn can be rallied per leader), units already in the hex are displaced if needed. Units of a demoralized corps or army are rallied only on a roll of 1-4 per unit, otherwise they are permanently destroyed. They still count against the per-turn limit.

Eliminated units that started the scenario with one step can only be rallied by taking two such units with exactly identical ratings, reorganizing one and removing the other permanently from play. If part of a demoralized corps, both have to roll 1-4.

[Units that cannot trace supply \(see 24.\) at the moment of elimination \(whether eliminated through combat or the 0900 supply trace check\) are eliminated permanently and](#)

not eligible for reorganization. *These units are assumed to have surrendered. Note that enemy ZOCs do not block supply.*

14. Army Demoralization

An army is demoralized when the strength of its destroyed units reaches the demoralization level (non phasing player first if it happens in the same instant). Note that this only influences victory; it does not have the same effects as Corps Demoralization (22).

15. Corps Demoralization

A corps is demoralized if the full strength of its currently eliminated units is at least equal to its demoralization limit. Its units have their morale and movement rating reduced by 1. If reorganization drops current losses beneath the limit, demoralization is lifted.

On the Compliance Table, a demoralized formation interprets 'C' to mean '1T'. A '1T' means 'R4'. A 'R4' means 'R5' (roll 5-6 to execute order). A leader of a demoralized formation rolling for Local Decision reads any "Acts locally" result as 'R4'.

16. Night

On night turns, no units (not even cavalry) may enter ZOCs (but may still leave them if orders allow it). Artillery cannot bombard. Leaders are frozen in place. All Attack/Probe orders that do not occupy a part of the target fail. New orders may be sent out. All Orders received at night except General Retreat (and orders to the HQ) do not check for compliance but are instead automatically complied with on the first daylight Command Phase. **Exceptions:** Demoralized formations have an automatic compliance result of 'R4' on the first daylight phase; also note special French morning release in NaL/NLB scenario rules.

Note that the prohibition to enter ZOCs does not make an Attack order fail; not being on the target does.

Personal note: As there is no combat on most night turns, we generally drop the chitpulls on those turns and both players simply move their units in parallel.

17. Supply

Supply can be traced offroad for five hexes, then on roads or trails. Enemy units block supply. Units that cannot trace such a line at the end of the 9:00 turn of each day are permanently eliminated. In NLB, French supply is traced to any southern mapedge hex, Prussian to eastern, Anglo-Dutch-German to western.

18 Victory Conditions

Victory points per scenario instructions. "Occupation" means having a unit in the hex or being the last to move a unit into or through. "Controlled by" means "Occupation", or "being last to have the hex in friendly but not enemy ZOC". NLB only: If the French are demoralized or either of the other two armies disintegrates in a battle game, the other side wins.

19. Advanced Rules

I decided at some point to move these rules out of the Optional section because I basically play with them every time.

19.1 Disruption and Retreat: Units that voluntarily retreat have to pass a morale check or they are disrupted (roll one die for all units retreating but apply results individually). Units that retreat involuntarily are always disrupted. **The last unit exiting a ZOC hex also must check morale.**

19.2 Disruption removal: Do not automatically remove disruption markers at the end of a turn. Instead, check morale with the additional modifiers given in the morale check table and remove the marker if the unit passes.

19.3 Remote support. An artillery unit within range of an enemy attacking unit can fire in support. It does not suffer hits or retreat as a result of that combat. It cannot have bombarded this turn, be itself attacked, or be adjacent to enemy units not activated by the current chit. It must be activated by the same chit as an attacked unit and have LOS to the attacker (one cannot fire remote support across a crest). Remote support does not affect morale or the order of retreat, but it can use enfilade fire (8.5).

19.4 More artillery detail. Artillery bombarding multiple non-artillery units stacked in the same hex has its fire strength increased by 50%. Artillery defending against assault has its fire strength increased by 50%. Artillery can bombard at range 3 at half strength (round down). *This does not mean it had an effective range in excess of 1km, just that neither artillery nor targets are necessarily in the center of the hex. Since hexmaps are an abstraction, this avoids situations where a historic fire zone disappears due to map fudging.*

19.5 Huge units. All units with a front strength of 8 or more have 3 steps. When they receive their second hit, do not remove them. Instead place an inverted disruption marker underneath. They have half the strength printed on their reverse side (round normally). They can be rallied normally to their reverse side whether on map or eliminated.

19.6 Tiny units. An infantry unit where a step loss results in a strength reduction of 1 can only satisfy ½ step loss (i.e., two such units must come together or one

such unit must lose two steps or one such unit plus one other unit must lose a step).

20 Optional Rules

20.1 Hidden Movement. The goal of this rule is to provide a stronger element of uncertainty akin to the one the historical commanders experienced. Before you've sent someone beyond the next hill to look, you don't know what's there – and are those troops on the enemy left flank that were there a couple of hours ago still there? In fact, no player should be aware of the movements of troops that his leaders don't have in their field of vision. *Note: This rule is highly recommended. It does not add much playing time, but a large amount of realism, cunning and skill. You are not at the mercy of the dice, rather your ability to deceive and trap your opponent are paramount. The only reason it is optional is that it doesn't really come into its own until you play a multi-day scenario. Use it!*

20.1.1 Procedure. Units that are to be moved hidden have their route plotted exactly. That means the route the leader (or the lead counter if it is a division without a leader) follows is specified exactly in terms of the roads he follows and the towns he passes through.

Order compliance follows the normal procedure. Once the order is complied with, the units in the formation do *not* move on the map. Each turn they collect 4MPs (6 if all units in the formation are cavalry).

The units involved do not have to be outside enemy LOS, it is sufficient if one move would remove them from it. They can also be bombarded (the player should simulate damage and disruption). They are removed from the hex at the moment a charge or assault occurs.

20.1.2 Discovery. The march is discovered at the moment that an enemy unit gains LOS to a hex that the leader would already have passed into or through (apart from the hexes moved through in the first move of the march). Also, in each command phase after giving orders but before Local Decision rolls, the owning player rolls on the Hidden Movement table. Subtract 1 from the die roll if the closest enemy HQ is Austrian or Russian. On a result of 'R' the march is revealed. A player can reveal a march voluntarily at any moment.

At the instant a march is revealed, the owning player moves the leader along the plotted path, *paying infantry cost from the accumulated MPs*, until the MPs are spent or before a blocking hex would be entered. *(Note that "infantry costs" mean that road movement must obey 5.2, and that counters on the map at that moment may affect road movement.)* Every successive counter is placed in the same hex or as close as possible subject to stacking. If the force has March orders, units must be stacked one per hex in the road/trail that the leader moved along. If the force has Fall Back or General

Retreat orders, units cannot be placed *further* from the enemy than the leader. With all other orders, units cannot be placed *closer* to the enemy than the leader

"Blocking hexes" are hexes that contain an enemy unit or ZOC or are within LOS of an enemy unit or leader.

20.1.3 Changing Hidden Movement Orders. Local Decisions can be used to circumvent a blocked hex (change the route, but not the goal or type of order). If a Bad Move is rolled, the movement is immediately revealed and then the Bad Move is treated normally.

Hidden Movement orders can be superseded by new orders. In this case simply compute the arrival time by adding the path to the "apparent" position of the units on the map to the number of movement points spent by a cavalry unit at the time the new order is issued. Even if the new orders are complied with, keep rolling on the 3+ column of the Hidden Movement table.

20.1.4 Collisions. In the rare case that both sides have hidden units moving along the same route or crossing paths, resolve the issue by tracing their movement in parallel in 4MP bounds, and stop when they catch sight of each other. This will become visible the moment one of the players executes his hidden movement by moving the leader on the map after Discovery (20.1.2). The other player must point such a situation out if it occurs.

20.1.5 Reinforcements. Reinforcements can enter the map using Hidden Movement. (This is particularly useful when playing with the Variable Reinforcements rule.) Simply count movement points and the number of turns for Discovery from the moment of entry.

20.1.6 Hidden Traffic Jams (Optional). *Yes, this is an optional optional rule. Players will note that friendly Hidden Forces do not mutually interfere with each other's road movement. This was intentional, to keep things simple. If you want to spend the extra work to capture those effects, do the following: When writing down a Hidden Movement route, for any turn where that route will cross or overlap the path of another force using Hidden Movement, subtract half a turn's worth of Movement points for both forces. There is no way to reduce that penalty later, even if that crossing does not happen, e.g., due to changing orders.*

20.2 Doctrine. These rules collect army- or era-specific constraints on maneuvering units within a corps.

20.2.1 Division-level command. Except during road moves, all of an infantry division's brigades on the map must be "en colon" ("in column") or their movement allowance is reduced by 1. To be *en colon*, they must be stacked pairwise. If there are more than 2 brigades in the division, all of the division's stacks must trace the same path during movement to be *en colon*.

Also, all of an infantry division's brigades on the map must be "en bataille" (placed contiguously on the map, not stacked with other infantry) or their combat strength is reduced by 20%.

Both these reductions are applied before any other modifiers are applied. A division that does not satisfy either condition does suffer both reductions.

20.2.2 Division-level command range. Instead of the standard range from the Corps commander, a division is in command by being adjacent to the corps commander, or to another division that is already in command. If the division is *en bataille*, only one of its brigades needs to satisfy this condition and the condition of adjacency between divisions can be replaced by “separated by a hex that does not block line of sight and contains their overlapping ZOCs but no enemy ZOC or unit”. A light cavalry unit of the same corps counts as a “division” for the purpose of this rule. (*This fits their historical role.*) Artillery and heavy cavalry are put in command by satisfying this condition, but do not extend it across empty intervening hexes (i.e., their ZOCs do not transmit command). Prussian brigade counters count as divisions for purposes of this rule. *Note that by being more restrictive, this rule may result in divisions ending up out of command in specific scenarios of existing games; players will have to improvise appropriate divisional orders in those cases.*

20.2.3 Extended Lines. A division’s brigades can deploy in extended line during movement, i.e., the brigade is placed on a hex boundary and the counter is assumed to fill both hexes adjacent to the boundary. A brigade must have a combat strength of at least 2 to be deployed in this fashion and its strength is then halved for all purposes. If multiple strength modifiers apply, use all of them and then round normally.

To deploy or to move in extended line, pay the higher cost to enter either of the hexes adjacent to the placement hexside. To revert to normal deployment, move the counter back into one hex. In combat, each hex is attacked as a separate unit, and if both hexes are attacked, one combat must be concluded before the other is begun. (This may mean that the second combat is not executed if the unit has retreated out of contact.) During retreat, the unit can revert (and then retreat to a hex adjacent to or pointed to by the hexside) or remain in extended formation by retreating both of its imagined halves one hex and placing the counter on the hexside between them. When deployed as extended line, infantry can be stacked with cavalry and artillery (which are considered to be in either hex at the owning player’s choice, but not in both during one combat round), but not other infantry.

A division whose brigades are deployed in extended line can be *en bataille* (if the hexes they occupy are adjacent and no brigade is adjacent to two hexes of another brigade).

20.2.4 Light Cavalry retreat. Light cavalry units (rated 7 for movement) can always retreat from combat (even if the attackers include cavalry and started adjacent) if they

pass a morale check. Attacking light cavalry units can reaction charge.

20.3 Artillery support. Artillery participating in assault together with infantry or cavalry is called “firing in support.” If a side includes artillery firing in support, the number of hits rolled is higher than it would have been without the artillery and there are undisrupted enemy units, place a Disruption marker on the enemy units and halve the hits caused by the enemy (round normally). Do not halve if both sides end up disrupted.

20.4 Roll six to hit. Instead of using the Fire Table, simply roll a number of dice equal to the firing strength of the units. Each six rolled is a hit.

Converting combat modifiers: Each combat modifier that applies is equivalent to a +1 modifier to all die rolls. Terrain modifies the strength as specified. Artillery disrupts the target on a roll of 5 or 6. If using 20.3, artillery support effects now apply if 2 hits are scored. For every point of morale difference, the superior side increases strength by 25% and the inferior side decreases by 25%.

20.5 Command Confusion. If an OC sends an order to a formation commanded by a WC who is not in the OC’s command range, the WC suffers a 1L shift for compliance and Local Decisions for 2 turns after the receipt of the order. (*The d’Erlon effect – ignore the command hierarchy at your peril.*)

20.6 Proximity of Demoralized units. A formation has its demoralization limit reduced by 2 while its leader is within 5 hexes of the leader of a friendly demoralized formation, except if the other formation is a cavalry corps or a division-sized formation (e.g., an Austrian Light Division in *Napoleon at Leipzig*). The effect is cumulative. It does not affect army demoralization. (*This represents the ever-present risk of panic spreading through an army.*)

When using this rule, divisions on divisional orders are unaffected by this panic while not within range of their commander, but are themselves subject to demoralization if more than a third of their strength is lost and are also subject to the condition above.

20.7 Direct command (experimental). An OC can directly command any units he is stacked with or adjacent to at the start of the turn. These units are activated with the OC and not restrained by any orders. The OC can direct a number of units equal to his command rating minus the number of orders given this turn. On the next turn, the OC may not give any orders at all, and the commanders of the formation the units belong to suffer a 1L shift for Order Compliance and Local Decisions. The OC must be French or rated at least 4.

20.8 Night march and fatigue. When using this rule, troops with March orders stop at night to bivouac, which means the head of the column stops, and all other units move up to the point where they are adjacent to that hex (or as close as possible if stacking does not permit this). Units stack to the maximum possible. On the first daylight turn, the march is resumed. Reinforcements entering at night without Forced March orders stay off-map until the first daylight turn.

A player can still give a Forced March order in which case movement simply continues throughout the night. However, from the first following daylight turn on, the whole formation counts as demoralized until it has rested. That means it spends

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a night without marching, or it spends at least three hours in Reserve the next day. A formation cannot rest while any of its units is involved in combat.

The same effect as described above applies to a formation that has Fall Back orders and does not convert them to Reserve at some point during the night.

It is possible to give Forced March orders during the night in which case they undergo the normal compliance process (which means they are *not* automatically complied with in the morning). It is also possible to give a Forced March and Attack type order in sequence. In that case, the attack does not begin until the morning, but the formation is not resting even if there are some turns where it does not move and is just waiting for the attack to begin.

The fatigue effect is not cumulative with Corps Demoralisation due to losses. If a formation that is already fatigued does not rest the night, it becomes exhausted the next morning. An exhausted formation has morale reduced by 2, units only recover on 5-6, and its units can move only 1 hex until the formation has rested (which reduces it to tired).

Players are free to track fatigue separately for divisions on divisional orders. If a fatigued division rejoins a corps, the whole corps counts as fatigued.

Reinforcements entering at night can move for one turn and then stop without penalty. (If they enter on the last night turn that means they can march without stopping while still not suffering fatigue.)

Design note: This rule deals with the effects of exhaustion caused by units forced to operate over an extended span of time. Keep in mind that the fatigue effects caused by combat are already incorporated in the overall loss of strength produced by step losses and routed (eliminated) units.

20.9 Morale effect of operations. Every time a formation complies with an Attack or Probe order or a sequence containing such an order, its demoralization limit increases by 10 percent. Every time it receives a Fall Back or General Retreat order or suffers an order failure (regardless of the type of order), its demoralization limit is reduced by 10 percent. A failing Attack order increases the demoralization limit of the units being attacked by 10%. A failed Defend or Reserve order decreases the *army* demoralization limit by 10%.

For divisions on divisional orders, the effect is divided by the number of divisions in the corps, but is always at least 1.

20.10 Rout. A unit that fails a morale check by a difference of 3 or more between morale and dieroll is eliminated. Any friendly units adjacent to it must make an immediate morale check. If any of them rout, the check is repeated by units adjacent to them and so on.

20.11 Taking the Initiative. Keep track of how many units each side retreats per turn. (*Essentially, this represents how many fights the other side won.*) The side that retreated fewer adds one to its Initial Action dieroll. If one side retreated twice as many (and out of at least two combats), add two to the dieroll. When playing with 20.10, routed units count towards this total.

20.12. Alternate Artillery resolution. Each hit counts as a step loss. The first hit must be taken by the

strongest unit. Cavalry strength counts double for this purpose. No other priority applies. Exception: only even hits (the 2nd or 4th in one fire) may eliminate the second step of a unit (so if all units in the target stack have already lost a step, a '1' result will not cause a step loss). Independent from hits, artillery disrupts the target stack if the sum of the firing strength and dieroll is 9 or more. *This rule somewhat increases losses to artillery. It's optional because it can in its current form be potentially 'gamed'.*

PBEM Suggestions

The recommended way to play this system by email is to drop the chitpulls, and go to the Igo-Yougo sequence from the Basic rules. Keep track of the number of combats won by each side last turn, i.e., the number of retreated units of the other side. (Note that for face-to-face games, this rule is optional, but with PBEM it's easy to keep such a record.) To this number, each side adds its OC rating and a dieroll. Higher roll wins initial action and can choose whether to have his player turn first or second. Retain the basic sequence for each player turn: bombardment-charge-movement-assault. Note that reaction charges occur in parallel, so each "layer" of reaction charges only adds one exchange to the turn. In general, the number of reaction charges is low, so this should not hold things up too much. Units are only allowed to assault together if they would be activated by the same chit. (This means that players still roll for Coordinated Action at the start of the turn.)

Multiplayer Game Suggestions

For a multiplayer game where each formation is commanded by a separate player, significant time can be saved by abandoning the chitpull system and using the same changes as for the PBEM game above. (Also, with each player taking care of one corps, it is easier to keep track of retreats.)

In addition, the command rules can be significantly simplified. Order Delivery is still used. The OC (or WC) writes each order on a Post-It note with the time of delivery. On the specified turn, hand it to the leader in question. No discussion between players is permitted except on the turn where both leaders are in the same hex. Ignore Order Compliance, Local Decisions and Confidence Checks. In general, each player can choose at the start of each turn what his formation's order will be. However, Order Cancellation and Failure can still occur, and each time the player chooses to change the order at his own whim, this counts as an order Failure.

Attack, Probe: Failure occurs when no unit remains or is moving towards an enemy ZOC, and no unit attacked this turn.

Defend, Delay: As before, failures is defined by leader leaving the target radius.

Fall back: Does not fail, but note that units are still considered flanked if charged or attacked by cavalry while on a road or trail hex.

Reserve: This status is needed for rallying. Unit morale is still reduced by 1 and the leader cannot move except on the turn of receipt. If he is displaced per 19.1, or the units in his hex retreat, that counts as an order failure.

It is highly recommended to use the Hidden Movement rules in a multiplayer game. Even the experience of players on the same side will be enhanced if they cannot be sure that friendly formations are actually in the place where they show up on the map.

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* Whose copy of *Napoleon at Leipzig* (that great looking game on the shelf that no one ever wanted to play) moved me to come up with this set of rules. (That copy has since been used multiple times under these rules, including a 4-player campaign game.)

Playtesting:

Napoleon's Last Battles: John Nebauer, Jack Werth, Thibault Nguyen, Raynald Foret, Guillaume Daudin, Chris Harding.

Napoleon at Leipzig: Christian Auernigg, John Bethel, Guillaume Daudin, Jon Easton, Herbert Gratz, Franz Hartmann, Philipp Klarmann, Andrew McBrien, John Nebauer, Thibault Nguyen, Anatol Schmied-Kowarzik, Simon Ward, Andreas Wondra.

Dresden 1813: Karl Laskas, Raynald Foret, Thibault Nguyen.

Napoleon on the Danube: John Nebauer, Anatol Schmied-Kowarzik, Karl Laskas.

Friedland (S&T 195): Karl Laskas.

Borodino (S&T 195): Karl Laskas.

Four Lost Battles: Matthew Kirschenbaum, John Nebauer, Guillaume Daudin, Thibault Nguyen, Andy Wright.

Abensberg/Eckmuehl (S&T 113/114): Christian Auernigg, Anatol Schmied-Kowarzik, Andreas Wondra.

Wellington vs Massena (Wargamer #43): Christian Auernigg.

Caldiero 1796: only solo so far.

La Patrie en Danger: Peter Johnson.

Chitpulls inspired by Eric Lee Smith (*Across 5 Aprils*). Orders system inspired by The Gamers, Rob Markham, and SSG's *Decisive Battles of the ACW*. Hidden Movement concept due to Dave Powell, Operations Magazine #2. Prior refits: Andrzej Cierpicki, Peter McCord.

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Design Notes

If you hate these rules. If you find you don't like chitpulls, orders, all that newfangled stuff. Just take the combat system –assault, bombardment, and cavalry charges– and use that instead of the old CRTs and bombardment tables, plus the modified ZOC effects. That alone will make a world of difference. Otherwise, read on.

How to play with the rules. If you are not in the above category and just want to play, then although these rules are presented as a variant, the easiest way to play them is to just use this rulebook. Try not to read the rules of the original game except for the scenario setups, or if referenced in a game specific refit. (For example, I did not bother to include the basic explanation of the cards for TLNB games; these kits refer back to the TLNB card rules.) This will minimize confusion given that the base rules have varied quite a bit over 30+ years of games from seven different publishers covered by this rule set. You don't need to follow that meandering; it's all here.

Rules style. These rules are not written in SPI style, but in the style of VG's *Pacific War*. They do not list lists of exceptions that do not apply. They describe what can be done. If they do not say something can be done, it cannot. To play with them, reflect on the boldness and audacity expected of a Napoleonic general.

The rationale and genesis of this system is described in the introduction. The most important point is that *the goal is not a pure beer and pretzels game*. It is still fast, it doesn't take much space, but it is not that simplistic. I would compare the outcome to the NES *Dresden* and *Wagram* games that have (perhaps more than I) embellished the old *Napoleon at War* system, except that instead of adjusting a few screws in the creaking basic mechanisms, I ripped out what was obsolete and put in some gleaming new machinery. It is (and the enthusiastic playtester reactions so far seem to indicate it worked) a fast game for the grognard. It's still a system that lets you play the largest battles of the Napoleonic era with quite moderate space requirements and generally in the space of an evening, just like NLB. But the goal was also to produce, with the minimum of complexity possible, a reasonably sound grand tactical rendition of the large scale battle management that won (or lost) the battles of the era.

It is often asserted that Napoleon really won his battles on the operational level, and outcome was all but decided when both sides met. To a degree I concur, in fact when this worked best (say, as at Ulm in 1805), no major battle was necessary. In general though, while Napoleon certainly often managed to place his army in the best position possible, it often still required Napoleon in command of a battle to win it. Imagine, at Austerlitz, the French under Weyrother and the Allies under Napoleon; or Schwarzenberg in command at Dresden facing an Allied army led by Napoleon - the outcomes would have been different. And the key to victory was not micromanaging tactical formations, but the plan of attack, the strategic vision and the correct employment of forces and reserves. This style of "battle management" is the focus here.

Sequence of Play. There are three reasons to use a chitpull sequence of play. It represents the effects (but not the detail)

of lower level command issues that mean the coordination between separate formations never works perfectly. It permits the seesaw battles that often occurred at key spots in Napoleonic battles, by permitting multiple attacks towards an objective from different directions, with control of the objective switching back and forth. Finally, it is *fun*, because it keeps both players on their toes all the time. Regardless how large the battle, you are not waiting for the other player to move all his units. And since the pieces you move coincide with the formations used by the command system, the two subsystems reinforce each other's natural feel.

Combat. The most crucial change is that combat is fire-based. That means the system is just as attritional as Napoleonic combat was – step losses show your battalions being thrown into battle and chewed up. (That they can come back is due to the fact that they would still not normally fight to the last man.) It also means factor counting is useless – the stacking limit determines how many men you can crowd into a hex and the command rules limit what size of attack your army can coordinate, but apart from that the more power you put into an attack the more likely it is to do damage. The other key rule that deserves mentioning is the “no ganging up” rule for attacking units. It defeats the historically absurd wargame practice of placing defending units in alternating stacks. Here, the strength of a defensive line depends less on how you group the units than on its length and how you anchor it in terrain.

The resolution of combat is very simple, it is the special interactions (in particular charges and the optional artillery support fire) that add depth to tactical decisions – where to attack with which units, and how to set up a defense. There is intentionally not more detail in terms of units, but that also means a slightly more intricate process (cavalry charges, more detailed artillery effects) could be used, dramatically adding flavor without slowing down the game.

Orders. Note that orders are immediately received if the receiving leader is within the view of the overall commander. This is not just because it's easier to direct an aide to a place you can see, it's also because if the OC can see what's happening in that leader's vicinity, he's more likely to react in time to changes in the battle. Don't place a too strict emphasis on what delayed or “ignored” orders mean. It could be everything from an aide who got lost on the way, the time needed to decipher the boss's illegible scrawl, time needed to form march columns, or in some cases recalcitrance or caution on the part of the leader. Bad leaders tended to march more slowly – view the resulting accumulated delay as inserted at the start of the move. Finally note that unlike other systems with orders, the limits on what your units can do under a given order *are* strict.

Note that usually you will not be giving many orders during the day. What will happen is that you set your reserves moving, or that you have to send attacking corps commander forward again who fell back to regroup. Taking an example from *Napoleon's Last Battles*, to win Quatre Bras as Ney, you need to gain initiative to switch to Attack orders, and then give an attack order each to Reille and Kellermann, plus to d'Erlon if he (hopefully) arrives. You may have to let Reille regroup once and send him back into battle, but these four orders may be all you will send out the whole day. OK, you say, that's a small battle. But to win the Ligny scenario as the French, assuming the combat die rolls don't go against you, you also only need the at-start attack order for III Corps, later attack

orders for IV Corps, the Guard, a couple of cavalry corps, and perhaps a “restart” order for III Corps if Vandamme fails his confidence roll later in the day. That's a mere 5 orders during the day, and one before the battle starts. Constant streams of orders to your corps commanders will simply increase the chance of low die rolls that lead to them sitting around confusedly, doing nothing at all. As the saying goes, a bad plan executed well is better than a good plan executed badly. If you have a plan, send it out during the night so your subordinates can be expected to follow it during the day, and then focus on good tactical play and limit yourself to sending in reserves or small corrective actions. If you find you are forced into revamping your plan completely in mid-action, it will probably be a fascinating experience but you may already have lost the battle. The exception to this is the October 14th prelude to the NaL campaign game. Watching Murat trying to cope before Napoleon takes over can be comical.

Orders without writing: The option is there if you want it...

Command Phase Sequence

1. Record orders by Local Decision (12.11).
2. Check Success (12.8) and Confidence (12.10).
3. Send new HQ orders (12.4).
4. Receive orders, check for Order Compliance (12.7), then check for Local Decision orders (12.11).

Local Decision Table

Leader Rating	0	1	2	3	4+
Bad Move	2-7	2-6	2-5	2-3	2
No Effect	8-11	7-10	6-9	4-7	3-5
Acts locally	12	11-12	10-12	8-12	6-12

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given face to face	R
Divisional order/Cavalry corps	R

Order Compliance Table

	-1	0	1	2	3	4	5	6	7	8	9	10+
I if less rolled than shown below	-	-	-	-	-	-	-	-	-	-	-	-
R4	7	6	6	6	5	4	3	2	2	2	2	-
IT	9	9	9	8	7	7	6	5	4	4	3	2
C	12	11	11	10	10	9	9	8	8	7	6	6

Add sender's and recipient's command rating and apply shifts to find the column. Roll 2d6. Find the top row with a number less or equal to the die roll to get the result. See 12.7 for explanation of results (15 for demoralised formations).

Order Confidence Check

Condition	Modifier
Undemoralised Formation on Attack/Probe	3
Demoralised formation on Attack/Probe	0
Objective is held on Attack (not for Probe)	1
Demoralised formation on Defense/Delay	2

Add modifier(s) and leader rating. If the die roll (1d6) exceeds this value, the formation fails the check. **Note:** no check for Defense/Delay when undemoralised.

Terrain Effects

Terrain	Assault	Bomb.	Charge	Non-road Move
Town	-25%	-75%	-50%	1
Chateau	-50%	N/A	N/A	2
Woods	-50%*	-50%	-75%	2/4
Stream	-25%	NE	-25%	+2
Crest	-25%	N/A	NE	NE
Bridge ⁺	-50%	NE	N/A	+1

Reductions apply to attacking into that type of terrain.

* ... also for defender's fire **out of** woods but does not apply to fire between woods or attack out of woods.

⁺ ... Overrides modifier for terrain in hex

Percentage Reduction Table

SP	-25	-50	-75	%	SP	-25	-50	-75	%
1	1	1	0		13	10	7	3	
2	2	1	1		14	11	7	4	
3	2	2	1		15	11	8	4	
4	3	2	1		16	12	8	4	
5	4	3	1		17	13	9	4	
6	5	3	2		18	14	9	5	
7	5	4	2		19	14	10	5	
8	6	4	2		20	15	10	5	
9	7	5	2		21	16	11	5	
10	8	5	3		22	17	11	6	
11	8	6	3		23	17	12	6	
12	9	6	3		24	18	12	6	

Apply reduction percentage from terrain effects table.

Combat modifiers

Normal combat: Disruption/flanking/terrain

Cavalry charges: Flanking/backhand blow/not ready

Bombardment +50% forb flanking, (opt.) +50% for defense in assault, +25% for stacked non-arty targets.

Fire Table

Combat Strength	Die roll (2d6)											
	2	3	4	5	6	7	8	9	10	11	12	
1	0	0	0	0	0	0	0	0	1	1	1	
2	0	0	0	0	0	0	0	1	1	1	2	
3	0	0	0	0	0	0	1	1	1	2	2	
4	0	0	0	0	0	1	1	1	2	2	2	
5	0	0	0	0	0	1	1	2	2	2	2	
6	0	0	0	0	1	1	1	2	2	2	3	
7	0	0	0	0	1	1	1	2	2	3	4	
8	0	0	0	0	1	1	2	2	3	3	4	
9	0	0	0	1	1	1	2	2	3	3	4	
10	0	0	0	1	1	2	2	3	3	4	5	
11	0	0	0	1	1	2	2	3	4	4	5	
12	0	0	1	1	1	2	2	3	4	4	5	
13	0	0	1	1	2	2	3	3	4	4	6	
14	0	0	1	1	2	2	3	3	4	5	6	
15	0	0	1	1	2	2	3	4	4	5	6	
16	0	1	1	1	2	3	3	4	5	5	6	
17	0	1	1	2	2	3	3	4	5	5	7	
18	0	1	1	2	2	3	4	4	5	6	7	
19	0	1	1	2	3	3	4	4	5	6	7	
20	0	1	1	2	3	3	4	5	5	6	8	
21	0	1	2	2	3	4	4	5	5	6	8	
22	0	1	2	2	3	4	4	5	6	7	8	
23	0	1	2	3	3	4	4	5	6	7	9	
24	1	1	2	3	3	4	5	5	6	7	9	

Summary of Order Types

Attack: Units must move closer towards attack target (i.e., may not move away from target and must move at least one hex closer) until at most 2 hexes from enemy, then some must attack. Artillery bombardment is enough to define “attacking” for at most 2 turns, but once units are in enemy ZOC, some units must *enter* ZOC every turn until the target is occupied or the order is canceled. Units in ZOC cannot exit except by retreat. Cavalry charges satisfy the attack requirement for cavalry formations.

Probe: Like **Attack** except the number of units in ZOC is limited to at most two, does not have to increase, and the formation can return to bombardment if desired.

Defend: May not enter ZOC unless hex entered was controlled by friendly units when **Defend** order was given. May attack such hexes only. When complying with order, the leader must move to the target hex (and come closer to it every turn by at least the movement rating of his slowest unit). Once leader is within 2 hexes of target, can only move out of this radius by retreat and then order *fails*.

Delay: Units and leader may not move further away from target; may not enter ZOC, may not attack. Once leader is within 2 hexes of target, can only move out of this radius by retreat and then order *fails*.

March: One of only two orders that can use the road or trail movement rate. Must specify a road to follow (usually in terms of towns/intersections passed through) from the end of the second turn onwards. Order is canceled and units stop before entering ZOC. If current order was part of an order sequence, switches to the next order at this moment, otherwise to **Defend**.

Fall back: Units try to move full MPs away from enemy (can also use road and trail movement). May leave ZOC during movement and enter if needed to escape. May not attack. Must retreat voluntarily if attacked. Considered flanked if charged or attacked by cavalry while on a road or trail hex. Order can be switched to **Reserve** in any command phase where no unit is within 2 hexes of the enemy.

General retreat: This order is sent to all subordinates and the HQ, is checked immediately, even at night, and has a 1R compliance shift. Works like **Fall Back** but cannot be changed to **Reserve** before the first night turn after it is sent. Can only be given if army has reached 80% of its demoralization limit.

Reserve (no orders): This status is needed for rallying. Units may leave but not enter ZOCs or attack. They defend normally but morale is reduced by 1. The leader *may not move* but applies a 1R shift to new order compliance. If he is displaced per 19.1 or the units in his hex retreat, that counts as an order failure.

Morale Modifiers

Step loss (except British and KGL)	-1
Demoralised formation/nationality/army*	-1
Fired at by artillery in assault	-1
Flank attack	-2
Attacked by Old Guard infantry	-1
Stacked with its leader, WC, or OC	+1
● In terrain that reduces attackers	+1
● Adjacent to undisrupted enemy unit	-1

● ... Only for optional disruption recovery (25.1).
 * ... Only one case applies – modifier is always -1
 Morale after modifiers cannot be higher than 5 or lower than 1.

Sequence of Play

0. **Reinforcement Phase.** Roll for arrival times.
1. **Command and Rally Phase.** Record Local Decisions, check Success, check Confidence, send new orders, then check for Compliance, then Local Decisions. Rally units.
2. **Chit Preparation Phase.** Roll for Coordinated (4.1) and Initial Action Chit (4.2). Put chits in the cup.
3. **Initial Action Stage.** If one side chose an Initial Action Chit, the formation(s) governed by that Chit execute a Formation Action according to 4.5.
4. **Formation Selection Phase.** Until the cup is empty:
 - 4a. **Chitpull Stage:** Pull a chit from the cup.
 - 4b. **Formation Action Stage.** All units governed by the selected chit are activated and perform activities according to the Formation Action Subsequence (see 4.4).
5. **Turn End Phase and Reserve Action Stage.** Both sides activate all their Reserve units (French first). Disrupted units of both sides may attempt to recover.

Formation Action Subsequence

- I. **Bombardment Segment.** Activated artillery can bombard.
- II. **Cavalry Charge Segment.** Activated Cavalry units can charge a target hex. Cavalry Charges (or simply *Charges*) can be followed by Cavalry Pursuit and Retreat. Charging cavalry can be Countercharged.
- III. **Formation Movement Segment.** All units belonging to the activated formation may be moved according to the formation’s orders, except that foot artillery that bombarded can do nothing.
- IV. **Formation Combat Segment.** All units adjacent to enemy units engage in combat as determined by the Formation’s orders.

Range overview

Command Range/Instant order range	3 MP
Order movement rate	6 MP/t
Order range	10 MP
Target separation for subsequent orders	10 MP
Radius to stay for Attack/Defend/Delay	2 hexes
Divisional Command range	3 hexes
Opt. Divisional Command range (25.8)	2 hexes

Hidden Movement (20.1)

turn of ‘hiding’	Dieroll	1	2	3	4	5	6
1		H	H	H	H	H	H
2		H	H	H	H	R	R
3 or more		H	H	H	R	R	R

H...Hidden, R...Revealed. DR-1 vs Austrians/Russians.