

Napoleon's Later Campaigns Rules

Release 1.1.0

© 2003 by Markus Stumptner

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.

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 act under their own initiative, 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 value of all infantry, artillery and cavalry units is 4, with certain exceptions. All Nassau and Dutch units have a morale of 3. Prussian infantry units with a front side combat strength of 3 or less have a morale of 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 units and the King's German Legion. A demoralized formation has morale reduced by 1 for all units. In normal combat, units fired at by artillery have their morale reduced by 1, and a flank attack reduces

morale by 2. (All modifiers are cumulative but morale can never drop below 1.)

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 infantry morale. If there is no infantry unit, use the highest cavalry morale if any. The test succeeds if a die roll is less or equal to the morale value.

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 Prussian, one Anglo-Dutch-German, one French.

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 reorganize (21.0)

2. Chit Preparation Phase. Both sides' commanders roll dice to determine if a side gets to put a Coordinated Action chit into the cup (see 5.1), and if one side gets to choose an Initial Action Chit. Except for the Initial Action Chit, both players put all of their formations' chits into the cup that do not have Reserve orders.

3. Initial Action Stage. 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 and Reserve Action Stage. Both sides activate all their Reserve units (French first). Remove all Disrupted markers. Advance the turn marker.

4.1 Coordinated Action Chits. A Coordinated Action chit means that two formations will be able to activate together when the chit is drawn. They move and fight in parallel as if they were the same formation. To indicate this, the two formations' normal Activation chits are placed on the game map.

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.

Note: A side can have several overall commanders (OCs), e.g., the Allies in the Waterloo campaign have Bluecher and Wellington. One of them must be chosen for the roll, and both formations chosen for coordinated action must be subordinate to that commander.

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 formations for the Initial Action. Its 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 Overall Commanders. The OC can move once per turn, in any friendly Action Stage.

4.4 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.* 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.

5. Movement

Units pay movement points normally. Units are moved as a stack, dropping and taking up units is allowed.

5.2 Terrain. Road hexes cost ½ MP, trail hexes always cost 1 MP, bridge hexsides have no extra cost, stream hexsides cost +2 MP to cross.

To use the road or trail movement rate, a hex must be entered through a road or trail hexside, the unit must be under March or Fall Back orders, and the hex entered may not be fully stacked.

5.3 Stacking. Two friendly units per hex, checked at the end of each Formation Movement Phase. A stack can only be examined by the other player if it is within LOS of a friendly leader or unit. If it is within the LOS of friendly leader or unit, any artillery unit in the stack must be stacked on top.

5.4 ZOCs. Normal strong ZOCs, negated by non-bridge river hexsides and Chateau hexsides. ZOCs can only be left by advance and retreat after combat. Exception: Fall Back and Reserve orders (see 20). If the last unit moves out of a ZOC hex it pays 1 MP extra (except if it is cavalry). Cavalry ignores ZOCs in charge, pursuit, and retreat, and the first ZOC entered in movement.

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

6. Exiting the Map

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

7. Combat

7.1 Basic procedure. All forms of combat are conducted by summing up the strengths of the firing units, rolling 2 dice, and looking the number of hits up on the Fire Combat Table. 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. 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 normally. 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 not distribute hits equally and instead kill units first is due to the fact that I wanted to retain the original reorganization rule and demoralization limits. Due to 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. Finally, in real world terms elimination in this game never meant death to the last man, but always a temporary loss of cohesion. A unit that has already been bloodied is much more likely to suffer this.

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 Normal combat. After activated units have moved, they can engage in one round of combat. They fire at adjacent units (this is called "attacking"), and these adjacent units fire back (this is called "defending"), by

rolling 2d6 and looking the hits up on the fire table. No attacks across unbridged major river hexsides.

Attacking is voluntary for units that do not have attack/probe orders; however units with such orders that are in the ZOC of enemy units must attack.

Multiple stacks can attack one defending stack (but see next paragraph). In this case the defending units are assumed to fire at all attacking units at once, and morale is determined over all attacking stacks.

One stack can only attack one defending stack. Unless this restriction applies, attacking stacks with Attack/Probe orders have to distribute their attacks evenly, i.e., such an attacking stack cannot attack a stack that is attacked by another stack if another enemy stack is adjacent that will not be attacked this *segment*. If multiple unattacked stacks are adjacent, a stack containing infantry has to attack Chateaux before infantry before cavalry before artillery before HQs.

Cavalry involved in normal combat is halved in strength (add, then halve and round normally) and always retreats voluntarily if defending alone.

7.4 Retreats. After a round of normal combat, 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, that side chooses first. If both or none had artillery, the attacker chooses first.

If neither side retreats voluntarily, each side that lost steps (same order as above) checks for involuntary retreat by rolling a die and 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!

A stack that retreats into a hex where it violates stacking or that (except if it is cavalry only) retreats into an enemy ZOC 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. *Note that this does not mean they are quaking with fear, just that the Guard was more tactically adept and more likely to get its way.* However, if any Imperial Guard *infantry* retreats involuntarily from an attack, 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. The level is reduced by another 5 when any French unit adjacent to an Allied unit is flanked by a Prussian unit.

7.5 Advancing. If the target hex of an attack 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 normal combat.

- **Disruption:** if a unit starts the combat segment with a disrupted marker, its fire strength is halved.
- **Flanking:** Defender morale is reduced by 2 if the defender is surrounded by enemy units or their ZOCs (not negated by presence of friendly units). Defenders in towns and chateaux cannot be flanked.
- **Terrain:** See terrain effects table. Add all strengths with the same percentage reduction, then round normally (e.g., 4.5 is 5, 4.25 is 4).

7.7 Cavalry Charges. Activated cavalry within two hexes of enemy units may charge those units. If they are two hexes away the intervening hex must be empty. Only clear and crest terrain can be crossed by charges.

Charging cavalry moves into the defending hex. 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 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. If the target units cannot retreat (charging units do not exert a ZOC for this purpose), they lose an extra step and the cavalry can pursue in-hex.

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

A cavalry unit can only charge once per turn and cannot move or attack if it has charged this turn.

7.8. Cavalry pursuit. Victorious charging cavalry can pursue, i.e., attack the units that just retreated (which may not fire back) or any other adjacent enemy unit (in which case normal charge resolution happens). If the player does not choose to pursue, he still has to do a test against the pursuit rating - if he rolls more, the cavalry pursues anyway. After one round of pursuit a unit stops or retreats to its original starting hex.

7.9 Reaction charges. Cavalry within two hexes of a hex that enemy units move or charge (including reaction charge) or retreat into or through can reaction charge by

standing a morale test (+1 to morale if stacked with a leader). If the enemy units win they can continue to move after the charge. A cavalry unit can only check for a reaction charge once per moving unit. If multiple units reaction charge the same unit in the same hex, all of them attack together.

7.10 Modifiers for cavalry charges. If any of these applies, multiply firing strength by 2. If two apply, multiply by 3. Note that infantry in the hex may have to conduct a morale check to see if the second case applies.

- **Flank charge:** applies if defender is already adjacent to units friendly to the charging units and is charged through a hex not adjacent to these friendly units. Infantry and artillery defenders do not fire at a flank charge.
- **Not ready to receive:** applies if any defenders have a disrupted marker or if there is undisrupted infantry in the hex that fails a morale check.
- **Backhand blow:** applies 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 combat. Cavalry or horse artillery being attacked in normal Combat 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 targets up to two hexes away. It needs a line of sight to the target to bombard. The target does not fire back. Artillery that bombards cannot move in the Formation Movement Phase.

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

8.2 Adjacent combat. Artillery can attack adjacent units during normal combat if it did not bombard that turn. It can fire on the defense regardless of whether it bombards during the turn.

8.3 Line of Sight. Only blocked by Forest, Chateau and Town hexes, units, and Crest hexsides (even when this is a hexside of the hex the unit is in) including their

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.

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.

8.5 Artillery alone. Artillery alone in a hex defends at half printed strength. If the attackers do not retreat (remember the -1 morale modifier for normal combat), they can advance into the hex, eliminating the artillery.

9. Reinforcements

Enter at entry hexes, potentially stacked. If entry hex is blocked or in ZOC, enter in closest non-ZOC neighboring hexes. By default, arriving reinforcements have March orders for their HQ. HQs, or units whose HQ is not yet on the map, stop at the first town on the road of entry. When entering the map on a road/trail hex, they can start using road/trail movement (5.2).

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. 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).

12. Optional Rules

Already included elsewhere.

13. 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. NLB only: If the French are

demoralized or either of the other two armies disintegrates in a battle game, the other side wins.

14.-18. Setups and Campaign Instructions

See scenario specific rules.

19. Leaders and HQs

19.1 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.

19.2 Leader Loss. If a leader is displaced as per 19.1 or stacked with units that suffer a hit in combat, roll two dice. On a die roll of 2-3, 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 disruption).

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

19.4 HQs. HQs are not combat units and ignore all friendly units for stacking purposes. If the HQ is in a hex entered by enemy troops, it is destroyed and that army's demoralization value is reduced by 5. The overall commander 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.

19.5 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.

20 Command

Command is exercised in two stages. Orders are given by the overall commanders (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.

20.1 Command range. To be at full effectiveness, combat units have to be within command range (4 MP at the cheapest rate for any terrain) of their leader, wing leader, or Overall Commander. Command range can be traced through ZOCs only if friendly units are in that

hex. Units cannot leave command range by normal movement (but through charges, retreats, and advances). Units outside range defend normally but may not attack or move into ZOCs. If they move they must move so as to get back into range as quickly as possible. Exception: Divisional Goals (20.13).

20.2 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, road, intersection, crest, stream) within 10MP or reachable via roads starting within 10MP. Note: *Reaction* cavalry charges can ignore "units may not attack" restrictions.

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: 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 not enter ZOC unless hex entered was controlled by friendly units when Defend order was given and may counterattack in this case. When complying with order, leader moves to target hex. The leader *must* remain within 4MP of the hex once in that range or the order *fails*.

Delay: May not enter ZOC, may not attack. May move normally. Target must be away from enemy (in MPs).

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 reorganization. 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 acceptance. If he is displaced per 19.1 or the units in his hex retreat, that counts as an order failure.

20.3 Command Phase sequence. Players first check for Initiative if desired (20.11). Then check for Confidence (20.10). Then they set down new orders (20.4). Finally, check for Order Compliance (20.7).

20.4 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 20.6), 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 type of order to the same leader multiple times in the hope of achieving faster compliance unless some other order came in between. 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).

20.5 Order sequences. A formation can be given a mixed sequence of Attack (or Probe) and March orders at the same time. In this case the first target must be closest to the current position, the second one closer to the first than all later ones, etc. The switch 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. Units that have not entered a ZOC yet can continue using March movement (i.e., using the road and trail rates up to the point before they enter a ZOC).

20.6 Order Transmission. The order is received at once if the recipient leader is stacked with the OC (this is called a *face-to-face* order) or is within 3 MP of the OC. Otherwise divide the distance in cavalry MP by 6. 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. Leader-OC distances are halved for this rule if the OC has Extended LOS to the Leader's hex.

20.7 Order Compliance. On the turn a leader receives an order, he rolls for compliance. Add the leader's ability to a die roll and check the Order Compliance Table for the result.

An '**T**' 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.

20.8 Order Achievement. A march order or attack order has been fulfilled if the specified position has been reached, 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 status is Defend.

20.9 Canceling Orders. Existing orders are canceled when the leader complies with a new order.

20.10. Confidence Check. A formation starts checking Confidence the first turn after it takes a step loss with its current orders. If it fails, the formation *immediately* retreats 3 hexes and switches to Fall Back orders. Units which would have to *enter* an enemy ZOC to retreat do not have to do this. **Exception:** an undemoralized formation with Defend/Delay orders never checks.

20.11 Initiative. A leader can attempt to give himself orders by rolling for initiative. The player chooses the order to be given. Apart from the restrictions of 20.4 for giving orders, the target hex must be within Extended LOS (20.8) of the leader. He rolls on the initiative table, if the result is "no effect" retains his current status, if "Acts on Initiative" complies with the new order, if the result is "Bad Move", the other player can assign an order to him for this turn (after that turn he switches to Reserve). It is still the owning player who makes the moves to comply with the order.

20.12 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 have to be face-to-face orders referring to target locations in Extended LOS (20.14) or purely along roads that start within Extended LOS (e.g., "Attack along that road to Sombreffe over 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.

20.13 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 normal command range requirements, but all counters of the division have to be moved to be within 3 hexes of each other all of the time. Divisional orders can be given through a corps commander's initiative. They hold until superseded or canceled. The player can voluntarily cancel a Divisional order at any time when the division

is within command radius of its corps commander in which case it simply is reincorporated into the corps.

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 that 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.

20.14 Extended LOS Rule. 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). Maximum visibility along unblocked LOS is 8 hexes (4 hexes on rain turns, 1 hex on night turns).

20.15 Wing Commanders. *Wing commanders* (WCs) work as an intermediate commander when not in LOS of an OC. They receive normal orders as part of these assignments and check for compliance. They can only issue new orders that are consistent with their own orders to their subordinates. WCs can assign orders different from the one they were given by the OC to formations through initiative, and can roll for Coordinated and Initial Actions (only for their subordinates) instead of the OC. The OC can still send orders to subformations directly.

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.

21 Reorganization

Eliminated units can be reorganized if at least one turn has passed since their elimination and if the leader of their formation is not in extended LOS from any enemy unit. That leader does not count as being present on the map for any other purpose for that turn. Reorganized 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 reorganized per leader), units already in the hex are displaced if needed. Units of a demoralized corps or army are reorganized only on a roll of 1-4 per unit, otherwise they are permanently destroyed. They still count against the per-turn limit.

22 Corps Demoralization

A corps in the Prussian or French Army, or the Anglo-Allied army 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).

23 Night

There is no reorganization on night turns, and no units (not even cavalry) may enter ZOCs. Artillery cannot bombard. 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 do not check for compliance but are instead automatically complied with on the first daylight Command Phase. In NaL/NLB, French OCs and WCs have to check for release before their subordinate leaders will comply with these orders in the morning. The OC/WL starts rolling on the first daylight turn and is released on a 1, the next turn on a 2, then 3 etc. An OC/WL is also released by having another friendly OC/WL pass through his hex, or by an enemy unit entering a ZOC within 10 hexes.

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

24 Supply

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

25 Optional Rules

Note: The original ones are already included elsewhere.

The first five of these (Disruption, artillery support, Road Column, and in particular Hidden Movement) are really 'advanced' rules; they increase realism and are recommended (25.1 to 25.3 should be used together) once you're familiar with the rest. The others are just that, options.

25.1 Advanced Disruption effects. Disruption and Retreat: Units that retreat voluntarily 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.

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.

25.2 Artillery support. Artillery participating in normal combat 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.

25.3 Remote support. An artillery unit adjacent to friendly units that are being attacked can fire support. It does not suffer hits or retreat as a result of that combat. The artillery unit cannot have bombarded this turn, 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.

25.4 Road column. When a unit uses Road (not Track) movement, road hexes entered must be empty to pay road costs (otherwise other terrain cost in hex).

25.5 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.*

25.5.1 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 attack in normal combat occurs.

25.5.2 Discovery. The march is discovered at the moment that an enemy unit gains extended 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 Initiative 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 until the MPs are spent or before a blocking hex would be entered. From this hex the formation's units can expend 2MPs or the remainder of the collected MPs, whichever is *less*.

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

25.5.3 Changing Hidden Movement Orders. Initiative can be used to circumvent a blocked hex (change the route, but not the goal or type of order). If a loose cannon is rolled, the movement is immediately revealed and then the loose cannon 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.

25.5.4 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 (20.14.2). The other player must point such a situation out if it occurs.

25.6 More artillery detail. Artillery bombarding multiple non-artillery units stacked in the same hex has its fire strength increased by 25%. Artillery defending in normal combat has its fire strength increased by 25%. 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.*

25.7 Orders without writing. Players who hate writing down orders may want to use this rule which replaces written orders by a system of game markers. The set of markers available is not a design limit, additional markers may be introduced.

25.7.1 Order and formation markers. If a formation (normally a corps) has an order other than Reserve, an appropriate *order marker* is placed underneath the formation commander. It is possible for a formation to possess multiple stacked order markers. Divisions that have no leader have orders assigned by placing an order marker underneath one of the division's counters. There are also *formation markers* (which look the same as the formation chits used for the sequence of play) to identify the formation that an order is sent to.

If a formation is given multiple orders in sequence (20.3), the order markers are stacked beneath the leader, the initial one at the top. When an order is achieved, the order and target marker are removed. If the leader has another order marked stacked beneath it, then that order is immediately complied with. If there is none, the new status is Reserve. When an

NLC Rules

order fails or a newly received order is complied with, all of a leader's order markers are removed.

25.7.2 Target hexes and markers. Only **March** orders use target hex markers. Ignore the 10-MP limit on distance of target hexes. The following alterations apply (all orders not listed below use no target hexes at all).

March: Place a flag marker of that side in the target hex. Underneath place a unit of the receiving formation. Use one of the units with highest movement factor in the formation. If there are several with that factor, use the one closest to the marker. For the Army HQ, use any game marker. Units must move towards the target using the path with lowest MP cost. The order is considered achieved the moment the formation leader (or any unit in case of divisional orders) moves onto the marker and the other conditions of rule 20 are met. The marker is not removed *and the unit underneath does not count as being on the map* until the order is achieved or fails or is switched to **Attack** because of enemy proximity.

Attack and Probe: Units have to move towards the closest enemy unit. (*It is the responsibility of the player to preposition them using March orders.*)

Fall Back and General Retreat: Any supply source hex counts as target hex. (Remember that these orders can be changed voluntarily before the target hex is reached.)

Defend or Delay: The leader can move on the turn of receipt; except for a result of 'I' he cannot then move except by retreat until the order is superseded or fails.

25.7.3 Dummy Target markers. Each side receives dummy target markers (1 per each four corps or excess fraction of four in play) that it may place anywhere on the map to deceive the enemy player.

25.7.4 Order transmission (replaces 20.6). If the recipient leader is within 3 hexes of the overall commander *or within 5 hexes and extended LOS* (20.14) of the OC, the order is received immediately and the order markers are placed underneath the leader. If not, an aide counter is placed on the map in the same hex as the OC and in the Reserve phase moves as cavalry (7 MP) towards the recipient leader. Keep the order markers and a formation marker underneath the aide as he moves. There can only be one aide on the map destined for one formation. The order is received in the Command Phase of the turn after the aide entered the leader's hex. Aides cannot enter ZOCs that do not already contain a friendly unit. They are killed if they roll a 1 after a unit they were stacked with suffered a hit, or the moment they are alone in a hex entered by an enemy combat unit.

When an aide reaches a road intersection, the player must indicate which branch he is supposed to take and then roll a die. On 2-5, he continues as desired. On a 1, roll again. If the second roll is odd, the aide takes the branch to the left of the desired direction, if even, he takes the branch to the right.

25.7.5 Order Compliance. If the Compliance table result is not 'C' or 'I', place an appropriate delay marker ('1T' or 'R4') underneath the leader counter.

25.7.6 Fog of War. There is no Hidden Movement (25.5). Only the owning player can inspect formation/order markers.

25.7.7 Advanced Target markers (optional). This rule replicates the effect of written orders to a greater degree at the

cost of having to cut out more counters. Use target hexes as with written orders; ignore 25.7.2. Identify target hexes for each formation using formation markers covered by national flag counters.

25.7.8 Interception (optional). If an aide was in a hex entered by an enemy combat unit, divide the cavalry MPs to the *enemy* OC by 6. In the Command Phase that many turns later, the enemy player must be informed about the order and the formation that was supposed to receive it.

25.8 Order force. An order can be given with different degrees of forcefulness, from 0 to 2, equal to a shift on the compliance table. However, every time an order with force degree > 0 is received by a particular leader, that leader rolls a die. If the die is ≤ the sum of all forces for all his orders, he goes into a huff, and immediately gains a permanent -2 shift. Multiple shifts are possible.

25.9 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).

25.10 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 a loss marker underneath. They have half the strength printed on their reverse side (round normally). They can be reorganized normally to their reverse side whether on map or eliminated.

25.11 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. If using 25.3, artillery support effects now apply if 2 hits are scored.

25.12 PBEM play. The recommended way to play PBEM is to drop the chitpulls, and go to a Igo-Yougo sequence. Count the number of combats won by each side last turn. Add the OC rating and a die roll. Higher roll wins initiative and can choose whether to have his player turn first or second. Retain the basic sequence for each player turn: bombardment-charge-movement-normal combat. 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. In normal combat, only allow units to attack 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.)

25.13. 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's command rating is reduced by 1 for 2 turns after the receipt of the order. (*Also known as the d'Erlon effect – ignore the command hierarchy at your peril.*)

25.14 Overruns. If one side gains sufficient hits in normal combat to eliminate the other side twice over (before retreating), then the hits it receives are halved (round up).

Acknowledgements

Research and discussion: Nick Bell, John Best, Anders Fager, Herbert Gratz*, John Nebauer, Fred Thomas, Niek van Diepen, Jack Werth, Andreas Wondra.

NLC Rules

* 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 now been used for a 4-player campaign game under these rules.)

Playtesting:

Napoleon's Last Battles: John Nebauer, Jack Werth.

Napoleon at Leipzig: Christian Auernigg, Herbert Gratz, Franz Hartmann, John Nebauer, Anatol Schmied-Kowarzik, Andreas Wondra.

Dresden 1813: Karl Laskas.

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

Friedland (S&T 195): Karl Laskas.

Borodino (S&T 195): Karl Laskas.

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. Idea of a serial refit: Peter McCord. Original NLB/NaL system design: Kevin Zucker.

Bibliography

David Chandler, *The Campaigns of Napoleon*. Macmillan, 1966.

David Chandler, *Waterloo - The Hundred Days*. Osprey, 1980.

Peter Hofschroer, *1815: The Waterloo Campaign*. London, 1998.

George Nafziger, *Napoleon at Leipzig*. The Emperor's Press, 1996.

George Nafziger, *Imperial Bayonets*. Greenhill Books, 1996.

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 and use that instead of the old CRTs and bombardment tables. That alone will make a world of difference. Otherwise, read on.

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 basic NLB system, except that instead of adjusting a few screws in the 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. Sure, the goal was to still produce games that enable one to play the largest battles of the Napoleonic era with quite moderate space requirements and if possible 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 (as at Ulm in 1805), no 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 of these rules.

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. And 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 (e.g., cavalry is still handled in divisions), 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. To minimize delay, 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 *should* be strictly interpreted.

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 October 14th in the NaL campaign game. Watching Murat trying to cope before Napoleon takes over can be comical.

Orders without writing: Personally I think the loss of the Hidden Movement rule (which you can't do without a written record) makes this choice inferior but the option is there. Just note that this also means less need to watch your flanks in some battles which may affect game balance.

Initiative 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 on Initiative	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
Past Force modifier (opt.)	2L

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	5	5	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. Roll 2d6. Find the row with the smallest number ≥ the die roll to get the result. See 20.7 for explanation of results (22 for demoralized formations).

Order Confidence Check

Condition	Modifier
Undemoralized Formation on Attack/Probe	3
Demoralized formation on Attack/Probe	0
Objective is held on Attack (not for Probe)	1
Demoralized 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 undemoralized.

Terrain Effects on Combat

Terrain	Attack	Bomb.	Charge	Movement
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	NE

Reductions apply to firing into that type of terrain.

* ... Including defender's fire *out of* woods.

Hidden Movement (25.5)

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.

Sequence of Play

- 1. Command and Reorganization Phase.** Check for Initiative, then Confidence, then send new orders, then check for Compliance. Units can try to reorganize.
- 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 4.4.
- 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.

Combat modifiers

Normal combat: Disruption/flanking/terrain

Cavalry charges: Flanking/backhand blow/not ready

Bombardment (opt.): +25% for stacked non-arty targets

Fire Table

Combat Strength	Dieroll (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	1	2	2	3
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: 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 not enter ZOC unless hex entered was controlled by friendly units when Defend order was given and may counterattack in this case. When complying with order, leader moves to target hex. The leader *must* remain within 4MP of the hex once in that range or the order *fails*.

Delay: May not enter ZOC, may not attack. May move normally. Target must be away from enemy (in MPs).

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 reorganization. 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 acceptance. 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
Demoralized formation	-1
Fired at by artillery in normal combat	-1
Flank attack	-2
Attacked by Old Guard infantry	-1
● In terrain that reduces attackers	+1
● Stacked with its leader, WC, or OC	+1
● Adjacent to undisrupted enemy unit	-1
● Demoralized formation/nationality/army	-1

- ... Only for optional disruption recovery (25.1).

Formation Action Subsequence

<i>I. Bombardment Segment.</i> Activated artillery can bombard.
<i>II. Cavalry Charge Segment.</i> Activated Cavalry units can charge a target hex. Cavalry Charges (or simply <i>Charges</i>) can be followed by Cavalry Pursuit and Retreat. Charging cavalry can be Countercharged
<i>III. Formation Movement Segment.</i> 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.
<i>IV. Formation Combat Segment.</i> All units adjacent to enemy units engage in combat as determined by the Formation’s orders.

Army Demoralization/Disintegration modifiers for NLB Campaign

French if Old Guard Inf. retreats invol. on attack	-10
French if Anglo-Allied or Prussian demoralized	+10
French if outflanked by Prussians	-5
Allied if Prussians attack local French wing	+10
Prussians if Wavre falls completely	-20
LOC cut except Prussians on 18th	-20

Hidden Movement (25.5)

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.

Change History

02-08-20: Start. First draft finished on 02-08-24.

02-09-01: CRT finished. Unmodified:

	Combat Strength			Dieroll (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	3	
5	0	0	0	0	0	1	1	1	2	2	3	
6	0	0	0	0	1	1	1	2	2	3	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	3	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	4	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	2	3	4	4	5	6	7	
20	0	1	1	2	3	3	4	5	5	6	8	
21	0	1	2	2	3	3	4	5	5	6	8	
22	0	1	2	2	3	4	4	5	6	7	8	
23	0	1	2	2	3	4	4	5	6	7	8	
24	1	1	2	3	3	4	5	5	6	7	9	

Slightly changed the distribution to make all rows distinct.

04-09-02: Acceptance table. #0 0.0277778-3 0.0833333-4 0.166667-5 0.277778-6 0.416667-7 0.583333-8 0.722222-9 0.833333-10 0.916667-11 0.972222-12 1.0)

04-09-04: Acceptance table finished.

04-09-06: First playtest. Changed bombarding artillery to be on top of infantry/cavalry (5.3 and others). Changed Order Confidence Check to refer to Demoralization instead of losses. Unified encoding of Order Acceptance Shifts. Regularized row markings in tables. Changed bombardment of town to -75%. Moved orders with markers to Optional rules, made written orders standard (3.3-3.6, 20.4, 20.10). Corrected Coordinated Action Chit (5.1). Restricted “attack all” order to attacking stacks (7.3). Changed losses to one step loss per hit (7.2). Added -2 hits if 4 or more losses and one side retreats. Added proviso that steps have to be lost for involuntary retreat to occur (7.4). Added preparatory bombardment bonus (7.6). Added HQ counters (3.2) and rules (19.5, 19.6). Started scenario information section (Ligny divisional attachments). Added confidence checks. Changed

Order Confidence retreat distance to 4 hexes. Added initial comments. Included Disruption removal (8.1)

02-09-08: Merged flank charge and Rebound charge modifier. Added ‘no fire when target flanked’ comment. Restricted artillery elimination to involuntary retreats. Shortened summary sequence of play on table page. Introduced Reserve activation phase. Added combat modifiers to table page. Removed “may recover” in sequence of play and summary sequence of play. Completed order markers optional rule. Upgraded Anglo-Dutch-German divisional commander ratings. Rephrased 7/II Div attachment in Ligny scenario. Added Ligny historical orders.

02-09-09: Changed title to *Napoleon’s Last Campaign*. Specified loss priority to damaged units and added design note (7.1). Moved artillery stacking change to start of bombardment phase. Changed Retreat to Fall Back in Demoralization (22). Reduced replacement leader rating (19.2). Shifted stacked order markers (20.3 to 25.4.1). Extended road movement to Delay, reduced Bombardment period to 2 turns (20.1) Added once-per-turn charge restriction (7.6). Clarified retreat stacking (7.4).

02-09-10: Corrected that unnegated ZOxS block supply. Put French leader procrastination rule in in full length.

02-09-12: Moved “target hex” specification to start of Orders rule (20.1). Added Flanking property to Fall Back and General Retreat orders. Changed La Garde Recule rule to partially require Prussian flanking. Emphasized cavalry exception to ZOxS (5.4). Changed headings of 11 and 22 to “Army” and “Corps” Demoralization, respectively. Added 25% fire for artillery alone (8.4). Halved leader movement when giving orders (12.1). Reduced retreat upon Order failure to 2 hexes. Removed additional leader ratings (see next paragraph).

25.5 Additional leader ratings. The tactical rating of a leader (if any) is subtracted from the enemy strength if the leader is stacked with units in combat. The morale rating (if any) is added to the morale of units in adjacent hexes. Morale rating and aggressive/defensive willingness are *not* cumulative.

If using 25.5, then morale ratings: Ney 1, Napoleon 1. Tactical ratings Grouchy 3 when stacked with cavalry, Drouot 1, Napoleon 2.

If using 25.5, then morale ratings: Bluecher 1. Tactical ratings: Buelow, Ziethen 2.

If using 25.5, then morale ratings: Wellington 1, Uxbridge 1. Tactical ratings: Wellington 4, Perponcher, Halkett 2.

02-09-13: Target must be away from enemy for Delay orders (20). Removed space from Initial orders listing.

02-09-14: Changed lone artillery defense fire to half strength, added flank exception. Removed tactical rating as combat modifier (7.5). Removed Heavy Cavalry modifier for charges (7.8). Underlined normal combat and charge modifiers.

02-09-15: Added clear terrain requirement for charges, removed LOS requirement (to permit Ney's charges at Waterloo). Added specification that cavalry retreats voluntarily from combat if defending alone in a hex. Made command range traceable to wing leader and overall commander. Added leader losses if overrun. Weakened ZOC effect for cavalry supply.

02-09-19: Added Wavre/La Belle Alliance special orders.

02-09-21: Added movement to terrain effects, and orders summary to game aid chart.

02-09-22: Moved Wavre orders to Historical Wavre. Added Division attachment to H.Wavre. Added Attack from March delay for >2 Leaders. 2nd ftf playtest on 02-09-24. Release 0.0.3

02-09-25: Added restriction to cavalry retreat before combat that it may not start turn in ZOC (7.9). Changed cavalry corps orders to Probe in historical scenarios. Added “, and units in ZOC cannot exit except by retreat” to Attack definition (20.1). Increased the modifier for undemoralized corps on the attack to 3. Added HQ movement in the Reserve Phase. Added Chateau priority to attacks (10). Added Napoleon at Leipzig section.

02-09-26: Changed hit reduction on voluntary retreat to halving hits (7.4). Added initiative for French on first turn. Introduced OC abbreviation for Overall Commander (4.2). Added OC movement (4.3). Renumbered subsections of Sequence (4). Removed Combat Leadership modifier (7.6). Removed Aggressiveness/Defensiveness rating (2.1, 2.3, 19.3, 20.5, 20.8, Initiative Table modifier, Order Acceptance Shifts, Order Confidence Check modifier). Added Ney special rules.

02-09-27: Changed order acceptance interpretation for demoralized corps, removed Fall Back exception (22). Removed Combined Arms modifier (7.5, tables page).

02-09-28: Removed artillery stacking/combination rules (4.4, 5.3, 8.1, 8.2). Moved Adjacent combat to 8.2. Introduced Facing and Artillery alone rule. Added charge to “Cavalry ignores ZOCs” rule, removed supply (5.3). Rephrased Reserve order (20.1). Clarified Command Phase sequence. Renamed order acceptance to order compliance (20.2, 20.3, 20.4, 20.5, 26.1, Compliance shift and Compliance Table). Clarified wing commander role (26.1). Added shift for divisional/cavalry corps to compliance table, downgraded divisional leaders accordingly (26.3).

Added Bluechers command rating when not with HQ, rephrased Gneisenau/Buelow passage (26.2). Added Ziethen to La Belle Alliance scenario. Added overstacking to Chateaux. Removed no advance or retreat into condition. Removed involuntary retreat from Chateaux. Added attack priorities (7.3). Added morale reduction for demoralized units (2.2). Renumbered Reaction Charges (7.7) to 7.8, added clause that winning moving units can continue.

02-09-29: Added Backhand Blow and Not Ready modifiers to cavalry charges, removed “no modifiers in pursuit” restriction. Added leader retreat (19.3). Modified Ney to 3/1. Downgraded Prussian HQ to 2/1. Clarified NaL command arrangements. Started sections on NaL scenarios.

02-09-30: Added anti-initiative for Wellington, clarified Orange as corps commander. Increased demoralization/disintegration ratings by 5 for historical La Belle Alliance variant. Improved introduction. Clarified Extended LOS (20.11). Renamed “Loose Cannon” to “Bad Move”. Removed Guard retreat design comment (7.4). Removed dummy marker/written orders comment. Corrected Sequence of play (III->IV). Clarified Charge combat and other retreat (7.6). Removed comment about units being attacked later in case of Advance (7.5). Changed Initial Action Chit to difference of 2 instead of 3. Changed Formation Action subparts to “Segments”. Unified references to “Action” stages.

02-10-01: Split off from 0.0.3

02-10-02: Fleshed out *NaL* special rules(26.1, 26.2, 26.3).

02-10-05: Clarified March order, specified that Marching units whose spearhead changed to Attack still get the road rate. Finalized 0.1.1.

02-01-06: Started on Release 0.1.2. Changed “accepting” to “complying” in Defend order, restricted leader and units to remain within command range (20.1). Clarified that cavalry charges can leave command range (20.). Clarified that reaction charges are not limited by attack restrictions (20.1). Added historical orders (26) and Ziethen Arrival (26.7). Added Allied army formation demoralization (26.3).

02-10-07: Added “objective held” shift to confidence check table. Added special leader effects (26). Added flanking morale modifier and no flanking in towns restriction (7.6). Separated special leader rules (25.5) removed them from La Belle Alliance. Added morale modifier for Imperial Guard (7.4).

02-10-10: Release 0.1.3. Altered Chateau reinforcement rule. Changed leader death to a 1 (19.2), increased Prussian break limit at La Belle Alliance.

02-10-12: Artillery and infantry halved against cavalry charges. Added Murat Grand Charge rule (27).

02-10-14: Added artillery fire morale modifier (2.2). Switched command and chit preparation phase (4.). Added in-hex pursuit to cavalry charges (7.6). Removed Murat Grand Charge rule. Added comment that road/trail movement only applies if road/trail not already fully stacked (5.2). Altered Introduction, clarified ZOC effects (5.4), added exiting of ZOC to Reserve orders (20). Moved Confidence check before issuing of new orders. Corrected Cavalry charge subrule numbering (7.6 -> 7.7).

02-10-18: Corrected numbering of 19.1 from 12.1 (and reference in 19.2 as well). Corrected numbering of Rule 20 subsections. Clarified reaction charge and charge; added half strength fire of infantry/artillery. Clarified that enemy stack has to be attacked within the same segment to count as being attacked.

02-10-20: 1st NaL campaign playtest. Added specific morale values for Poles and Hesse units (27.1). Changed Attack attack distribution requirement to refer to Attack/Probe (7.3). Changed advance rule to exclude artillery advancing alone, generalized multi-unit advance to “one stack” instead of “two units” (7.5). Introduced 1-unit stacking for road column (5.2). Added 3rd Ed. erratum to French “slow risers” leader rule and clarified its interaction with command system (23.). Clarified Murat under Local Offensive (27.7), added “unless...” to description under 27.6. Clarified Napoleon appearance in NaL Campaign (27.9). Restricted morale modifier for guard combat to non-young guard units (7.4). Added restriction that cavalry that charged cannot attack the same turn (7.7).

02-10-21: Started design notes. Made leader replacement an immediate effect. Added fast moving infantry/artillery to Backhand Blow reaction charge targets (7.10).

02-10-28: Added variable reinforcement schedule to NaL campaign setup. Removed NaL artillery slope benefits. Added 18th scenario and Gyulai rule. Changed no retreat rule to require 1 step loss *per unit* (7.4). Clarified collision rule for Hidden Movement (20.12.4).

02-10-29: Reworked introduction, moved to 0.1.4b. Clarified artillery facing, changed facing to refer to current *Stage* instead of Phase (8.4). Removed extra hit on Reserve units (20.1).

02-11-03: Changed road movement stacking to “not full hexes” instead of “stacking limit 1 throughout” (5.2). Streamlined “Initial Action” rule (4.2). Moved Bombardment back to first place in Formation Activation Sequence (4.3). Add all strengths, then round normally (7.3, 7.6/Terrain). Halve ‘1’ losses to ‘0’ in retreat (7.4). Changed order transmission speed to 10 in order transmission and removed marker stacking

comment (20.6). Started with Dresden 1813 special rules. Completed Möckern scenario orders.

02-11-04: Herbert comments incorporated. Clarified that cavalry defends against charge at full strength (7.7) and that reaction charging cavalry can be charged (7.9). Cavalry ignores ZOCs for charge and retreat but not movement. Units block LOS. Separated Cancelled orders and Compliance Check (20.9). Corrected automatic leader death typo (ouch!). Reduced Schwarzenberg at Leipzig. Release 0.1.5.

02-11-06: Varied national morale (Dutch/Nassau 3, Brit Inf 5 on Def., Guard Cav. Pursuit value 5). Introduced minimum morale of 1.

02-11-09: Added rules for NLB campaign scenario. Changed Wing Commanders to send individual commands to subordinates (26.1). Changed Ney’s orders at QB to Probe. Added requirement for attack/probe targets to be within 10 MP (20.1). Added Road Column optional rule (25.4). Changed cavalry to ignore first ZOC entered (5.4). Changed NLB Allied demoralization.

02-11-12: Added increased target density (25.4) and small unit (25.5) optional rules.

02-11-14: Extended NLB campaign victory conditions.

02-11-18: Altered General Retreat to allow stopping the next day. Added comment on Dresden CRT.

02-11-30: Added that HQ’s ignore stacking (19.4), added Gneisenau distrust rule to NLB campaign. Final 0.1.5 version.

02-12-15: Changed and amended NLB campaign victory/demoralization conditions. Changed Initial Action chit difference back to 3. Added table of NLB demoralization modifiers. Modified introduction. Shaded ‘7’ column on CRT. Changed phrasing of even attack distribution (7.3).

02-12-17: Changed demoralization value to 1 less MP (22). Added “Allied units engage” restriction to Gneisenau’s distrust rule. Changed last entry on ‘4’ row of CRT to 2 instead of 3. Modified designer’s notes. Started adding Dresden special rules.

02-12-21: Chateaux cannot be retreated into (10). Rephrased road movement again (5). Modified designer’s notes. Added that artillery cannot bombard at night (23). Finished Dresden special rules. Added Dresden fire table.

02-12-22: Changed Dresden Terrain Effects Table. Added Dresden Scenario II orders. Removed ability to remove disruption by moving, advancing, or retreating. Reorganization can happen anywhere outside extended LOS (21).

02-12-28: Changed order transmission speed back to 10. Added divisional control radius of 3, removed reference to “the division counter” (20.13).

02-12-30: Moved Order marker optional rule back in (25.7). Removed NaL “distance from enemy” restriction for reorganization. Reworded Attack order.

03-01-02: Reworked Unwritten Orders rule (25.7). Clarified separation between order and target markers. Introduced use of units to replace formation markers. Added optional “more target markers” rule. Removed HQ order capability and comment about aides from 20.17. Added reference to NLB Bluecher/HQ rule (26.2) to Leipzig leader rules (27.2). Release 0.1.7.

03-01-03: Added Aide Interception (25.7.8), clarified marker fog of war (25.7.8) and aide movement (25.7.4). Changed IX Corps orders in NaL Wachau scenario to westwards since that’s where he ended up according to Nafziger. Changed NaL reinforcement shifts to ‘turns’ instead of ‘hours’. Changed retreat ordering to depend on who has artillery (7.4). Changed Fall Back order to stop when out of artillery range (20.2). Added HQ entry to Reinforcement rule (9).

03-01-05: Added optional disruption recovery and test for disruption removal (25.1); moved order force to 25.8. Added artillery support, optional remote support and optional simpler support (7.6, 8.2, 25.9, 25.10). Added Disruption (7.12). Moved doubled cavalry strength and morale check to Charge Modifiers (7.10) from 7.7. Added design notes on disruption and artillery support. Moved six-to-hit optional rule to 25.6, shifted the others up (incl. Leader effects, now 25.1). Minor changes in wording of Defend and Reserve orders (20.2). Added restrictions on Bluecher behavior in Moeckern scenario and campaign. Release 0.1.8.

03-01-09: Change to General Retreat order to stop automatic acceptance. 1 MP for last unit to exit EZOC (5.4).

03-01-11: Moved artillery support (8.2) and Remote artillery support (25.9) to 25.3. Changed “standard disruption” back to doubling the attacker. Moved advanced leader effects from 25.3 to 25.1, shifted 25.2 to 25.5 up. Moved Hidden Movement (20.15) to 25.5. Moved dense targets (25.5) to 25.9, six to hit (25.6) to 25.10. Minor clarification to divisional orders (20.13) and Night (23). Dropped cross-corps influence from Corps demoralization (22.). Major revamping of design notes. Added clarification of Hidden Movement. Release 0.1.9.

03-01-12: Added PBEM Rule (25.11). Released as 1.0.0. Changed Napoleon’s stay in Leipzig afterwards.

03-01-15: Removed ‘6 to hit’ reference in 7.2.

03-01-20: Switched to 1.0.1. Added Nick Bell artillery effects to optional rule (25.9). Started separate Basic Rules file.

03-01-23: Added setup comment to use leaders in all scenarios. Removed Victory Condition numbering (26). Split off game specific parts (26-28). Dropped Dresden 1813 separate fire table.

03-01-27: Clarified confidence check applying to probe/attack the same way, no check if defend/delay not demoralized. Added ‘4MP at cheapest rate for any terrain’ to Command Range (20.1). Published 1.0.2. Started on Napoleon on the Danube refit.

03-02-02: Added divisional integrity to advance (7.5). Added 3rd step to large units (28., 29).

03-02-04: Added leadership rating cost to divisional assignments (20.13). Moved Wing Commanders to general rules (20.15). Started on Borodino/Friedland refit.

03-02-12: Switched to 1.0.4. Finished Borodino/Friedland and Napoleon on the Danube refits.

03-02-14: Added stacking order and stack examination (5.3), clarified that attack/probe orders that do not occupy part of the target at night fail (23). Added Young Guard artillery to Leipzig rules.

03-02-16: Unified LOS effects on order transmission distance (20.6). HQ accepts orders at night (19.5). HQ reinforcements march to first town (9). Clarified road column (25.4).

03-03-01: Switched to 1.0.5. Permit entering ZOC in Fall Back if needed. Removed “March” comment in Defend order.

03-03-25: Corrected recovery die roll error (21). Added comment on playing night moves out in parallel (23). Added definition of “face-to-face” order (20.6). (Also added special Austrian staff rules to NaL and NotD.)

03-03-30: Refined Austrian staff rules in NotD.

03-04-05: Added –1 modifier vs Austrians and Russians in Hidden Movement (25.5).

03-06-01: Limited return fire against cavalry charges if modifiers apply (7.10). Dropped flank strength modifier in normal combat (7.6). Halved disrupted strength in normal combat (7.6). Removed this from Advanced rule (25.2).

03-06-02: Changed Flank attack definition in normal combat to ZOC surrounding (7.6).

03-09-20: Corrected internal references in and to Section 20 (Orders). Also generalized multi-OC rule.

03-10-28: Clarified that giving orders restrictions (20.4) apply to initiative (20.11).

NLC Rules

03-11-03: Changed “in person” to “face to face” in order shift table. Changed Dresden rules to start rolling for reserve release on turn 7. Added “Charles fights on” variant to Dresden rules.

03-11-15: Removed Gneisenau distrust rule from NLB special rules. Moved 25.1 (Special Leader Effects) to NLB special rules. Moved 25.2 to 25.1, split 25.3 into 25.2 and 25.3.

04-01-15: Limited Initiative Orders (20.11) to Extended LOS. Permitted WCs to roll for Coordinated and Initial Actions.

04-01-18: Add strengths before rounding (7.1). Added Overrun optional rule (25.14). Added “NLB” to victory conditions (13).

04-02-14: Changed result 6SP-DR11 in fire table to increase hits for retreat (currently 13/36 vs 7/36 for 5, now 11/36). Non-retreat: 39/36 drops to 37/36, for 5:32/36.

04-04-09: Changed “small units”, “large units” to “tiny units” and “huge units”. Changed “superseded” (25.5.3) to “superseded”, “strength” to “strength” (25.6).

04-04-10: Added Pursuit rule to Exiting the map section (6.2). Release 1.1.0.

Avg. CRT error: 1.0053

CRT error rate (dep. on strength):

1	1.0	
2	0.916667	
3	1.0	
4	1.16667	
5	0.933333	
6	1.08333	(1.02 with change from 14.2.04)
7	0.952381	
8	1.0	
9	0.962963	
10	1.08333	
11	0.984848	
12	0.986111	
13	1.05128	
14	1.0	
15	0.977778	
16	1.0	
17	1.01961	
18	1.02778	
19	0.973684	
20	1.00833	
21	0.984127	
22	1.02273	
23	0.978261	
24	1.01389	

Moeglichkeiten:

Verteilungspflicht fuer Defend orders, Verteidiger rundet ab, Angreifer rundet auf

Nur fuer LBN-Regeln:

Moraldifferenz wird zur Staerke der besseren Einheit dazugezaehlt. Sowohl in normal combat als auch in charges?

„Moral“ auf TQ umbenennen.

Garde mit Qualitaet 6?

Doch schaeferere Flankenregel? (120 -Abstand?)

To do:

Should there be a -2 modifier for demoralized disruption recovery (split up)?

Increase Extended LOS length?

Special rules for nationalities

All non-French enemies permit moving from ZOC into ZOC.

NLC Rules

Assumes roughly equal manpower per strength point.

Austrians pre-1809: Cannot voluntarily retreat from attack.

Austrians 1809+: -1 fire, +1 morale vs cavalry.

Russians pre-1809: -1 fire on attack if more than one brigade involved. +1 morale on defense.

Pr pre-1812: ??? Probably lots of stuff

Pr post-1812: Landwehr -1 morale on defense