

# NAPOLEON

Wargame Rules for Napoleonic Battles



«*Napoleon*» is a rule system to simulate big battles of the napoleonic era. The number of troops and units involved in those battles were huge. Nevertheless, these rules intend to keep things simple, allowing the players to stay focused on strategic goals and big movement of troops, avoiding complicated and time-consuming resolutions of fire and combats so frequent in other more "tactical" rules sets. We are aware that some "hard-core" napoleonic wargamers may consider the rules a bit too simplistic, but we understand that in the end it will be more rewarding and enjoyable to simulate battles such as Talavera, Aspern-Essling or Eylau in an exciting and intense game session instead of spending days (perhaps weeks) in endless die rolls and table checks in some generic "Peninsula action" that we may even leave unfinished. Not only the game sequence of play is straightforward but also unit formations: there is only one standard formation for all units of the same type (infantry, cavalry, artillery, generals) regardless of the nationality. Changes of formation for combat or movement purposes do not exist in Napoleon (with a few exceptions). Some gamers would say that this is an unrealistic approach

and that formations are intrinsic to napoleonic wargaming. This has always been a controversial issue, but above all considerations we believe that many wargamers would prefer to take the role of generals Lannes, Ney or Picton rather than being some captain Smith or colonel García whose names and deeds have been totally forgotten. Since we take the role of a great general we can not waste our time taking care of deploying a given unit in line, column or square. That's the job of lower rank field officers. There is another plus to remove formations: the less we handle the miniatures the less likely they would suffer any damage. We have been playing wargames for many years and found that some fellow players are very prone to spoil any other player miniatures every time they move something on the table. Those guys show up around gaming tables more often than you may think, so lets keep our precious little soldiers as safe as we can. Finally, we have tried to keep the number of markers as low as possible in order to have a good looking and neat gaming table.

# INTRODUCTION

## 0.1.- The Sequence of Play

Initiative

Skirmish

Bombardment

Maneuver & Combat 1

Maneuver & Combat 2

Final Step

Back to the first step (Initiative)

## 0.2.- What you need to play:

*NapoleonN* rulebook

-2 opposing armies of *NapoleonN* miniatures

-2 or more players

-1 hexagonal grid terrain

-Assorted terrain features

-Several D6 dice

## 0.3.-Game measurements

Since *NapoleonN* is a game designed for playing on an terrain with a hexagonal grid, measurements in centimeters or inches is not necessary. Thus, measurement devices are gone along with arguments about miniatures placement or facing on the game table. Movement allowances and weapon ranges will be given in hexes. One hex measures 10cm from flat to flat.

## 0.4.- Die rolls

To play *NapoleonN* six-sided dice are used. When the rules say that you need a 3+ die roll, a roll of 3, 4, 5 or 6 means success and a roll of 1 or 2 means failure.

## 0.5.- Army composition and Game Scale:

Each army will have one General and a number of Units and Forces. The General commands the army, and will be assisted by other subordinate Leaders. Each leader is responsible of one force. Therefore, a force will be composed of one leader and a number of infantry, cavalry and artillery units. A force may have one, two or the three types of units all combined.

Units will be represented by miniatures, placed on bases for easy movement on the table. Thus, a unit is any element placed on the table and it represents a military unit position and its movement on the battlefield. With respect to figure scales, they are approximately as follows: 2000 men for infantry units, 900 horsemen for cavalry and 10 – 12 guns and their crews for the artillery units.

# 1. TROOP TYPES AND BASIC TERMS

The Army manpower is organized in Units. Units are under the control of one Leader. A unit leader is a high rank army officer. The specific name of the rank depends on nationality and historical period, so the generic name *leader* will be adopted along these rules.

Army generals and leaders as well as combat units have different capabilities. In *Napoleon* those capabilities are represented by numerical factors. The following is a brief description of all the units types in *Napoleon*

## **1.1.- Generals.**

Each general has a command factor ranging from 1 (poorest) to 4 (finest). The command factor indicates the number of special actions allowed to the general in one turn.

## **1.2.- Leaders.**

Like generals, leaders may have different abilities. Leaders factors vary between -1 (bad) a +1 (good). A leader's factor will be

added to the die rolls for the unit under his command.

## **1.3.- Infantry.**

To reflect their different levels of training and battle hardening infantry units factors range from 2 (the poorest) to 7 (the finest). Those values represent the capacity of the unit both to inflict as well as to sustain damage from the enemy.

## **1.4.- Cavalry.**

Training and combat experience makes some cavalry units better than others: factors range from 3 (worst) to 7 (best).

## **1.5.- Artillery.**

For artillery units it will be solely indicated whether they are "mounted", with a greater movement allowance, or "foot" artillery, with a reduced movement capability. Gun crews training and performance are considered to be roughly the same for all nationalities.



## 2. FIGURE BASING

These are only suggestions about how you can mount your miniatures. Of course this is the way we mount our miniatures and the sizes of the bases we give you when you buy our figures.

### 2.1.- Infantry

Infantry miniature soldiers are mounted on 4cm x 3cm bases. An infantry base will have 8 miniatures, placed in two rows (4 soldiers each). Infantry units have two bases. There are two possible formations for infantry units: A) March column, with one base behind the other; this represent the unit when moving along roads. B) Line formation: this will be the standard unit deployment in battle: one base next to the other base.

A regular tactics in napoleonic battles was to deploy a screen of specialized riflemen units in order to harass the enemy. Those skirmishers such as the french voltigueurs also play a role in Napoleon. They are represented by individual figures on circular bases.

### 2.2.- Cavalry

Cavalry miniatures are mounted on rectangular 4cm long, 3cm wide bases. A *cavalry unit* has two

bases with three figures each. Like infantry units, cavalry bases can be deployed in line or column. Cavalry units do not have skirmishers, with the exception of Russian cossacks.

### 2.3- Artillery

There are two types of artillery units in Napoleon: foot artillery and horse artillery. Gun figures are placed on the table (unmounted) along with several crewmen on circular bases.

### 2.4.- Generals

There are three types of commanding officers in Napoleon a) the **generals** who command whole armies; b) subordinate **Leaders** commanding army corps or divisions; c) Headquarters **staff officers** (*aides de camp*) responsible of delivering the general's orders to army corps and army division leaders.

On the table, the general is represented by three figures on a circular base. Two figures on a base will represent a leader. *Aides de camp* will be depicted by individual figures.

# 3. GAME PLAY

The battle is played in successive turns. One turn may have one or more impulses. Initiative determines which side goes first in each turn (see bellow). The different phases within one turn will be explained in detail later, in the same sequence as they occur.

### 3.1.- ORDER OF BATTLE

Both players (the generals) write down their orders of battle, with the limitations of the army lists in the rulebook. The point value of the army will be previously agreed by both players. When playing a scenario the army composition will reflect the historical order of battle of each army (see the *Scenarios* chapter) and its deployment.

### 3.2.- PLACEMENT OF TERRAIN AND ARMY DEPLOYMENT

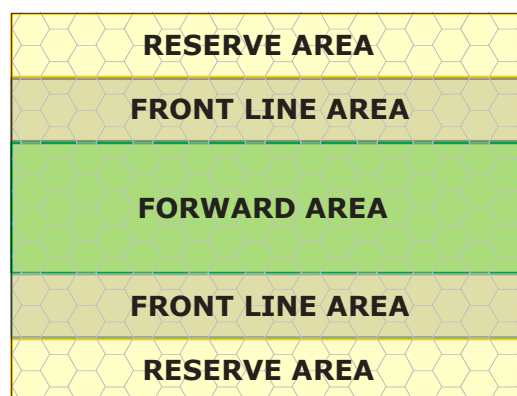
Use this procedure for pick-up games.

Battles in *NapoleonN* are fought between two armies: one attacking and one defending army. Attacking and defending sides are determined by both players rolling 1D6. Add the aggressiveness

rating according to the army list. The player with the highest modified die roll will be the attacker. The location of the objectives and victory points depends on which side is the attacker or the defender.

Once the attacker and defender roles have been assigned placement of terrain features and units on the table begins.

In *NapoleonN* army deployment is already part of the battle. Thus, there is no such a thing as random deployment: napoleonic generals would pick the most favourable terrain to place their forces.



#### 3.2.1.- Game Table

The game table is divided in 5 areas as shown in the picture. The central row (4 hexes wide) is called the **forward area**. This is the terrain where usually some

recon/skirmish occurs before battle, with both armies trying to gain some ground and key positions before the serious battle. Cavalry played an important role in those "*recon in force*" tasks. On both sides of the forward area are each army **frontline area**, a 2 hex wide area where each army will deploy the main body of troops. The space from the front line area to each players' table edge is the **reserves area**, usually 3-4 hexes deep.

### **3.2.2.-Forward Deployment Area**

The side with the higher number of cavalry units chooses and places one terrain feature at least 2 hexes away from the table edge. The following terrain features are eligible:

- 1 hex building (village)
- 1 up to 5 contiguous hexes forest
- 2 up to 7 contiguous hexes hill
- 1 to 5 contiguous hexes of difficult terrain.

Then the player may place one of his *forces* (the entire force) occupying at least partially the terrain feature just placed on the table. No unit can be placed out of the forward area.

Next, the second player places

another terrain feature within the forward area with the same restrictions as above. However, the player with cavalry inferiority is not allowed to occupy the terrain with his troops. The player with superior cavalry may attempt to take away or move to a different position the terrain feature placed by the other player with a 4+ die roll.

### **3.2.3.- Defender Frontline Deployment Area.**

The defending player may choose and place one terrain feature at least 2 hexes from the table edge and from any other terrain feature. The terrain feature must be entirely within the limits of the frontline area. Eligible features are

- 1 or 2 hex building (village)
- 2 up to 7 contiguous hexes hill

Next, the attacking player may place another feature. If the attacker player passes, then the defending player may place a second feature but it must occupy it with one of his forces. Thus, there can only be a maximum of two terrain elements in the frontline area, and the second one has to be occupied by the defending player troops.

Once the terrain and troops are

set the defending player indicates his supply line by marking a road from the defender table edge to his forward area.

### **3.2.4.- Attacker Frontline Deployment Area.**

The attacking player may place one terrain feature at least 2 hexes away from the table edge and from any other terrain feature. The terrain feature must be entirely within the limits of the frontline area. Eligible features are

- 1 or 2 hex building (village)
- 2 up to 7 contiguous hexes hill
- 1 to 5 contiguous hexes of difficult terrain.

If the defending player has more cavalry units he may place another terrain element. If he passes the attacking player may place one more terrain feature with the same restrictions as above: the terrain element must be entirely within the frontline area.

The attacking player marks his supply line by placing a road from the attacker table edge to his forward area. The end of this road has to be connected to the defender supply line.

### **3.2.5.- Defender Reserve Area.**

The defending player may choose

and place one terrain feature at least 2 hexes away from the table edge and from any other terrain feature. The terrain feature must be entirely within the limits of the reserve area. Eligible features are

- 1 hex building (village)
- 1 to 5 contiguous hexes forest
- 2 up to 7 contiguous hexes hill
- 1 to 5 contiguous hexes of difficult terrain

If the attacking player has more cavalry units he may place another terrain element with the same restrictions as above.

The defending player may place another terrain feature 2 hexes away from the table edge and from any other terrain feature. He may occupy this terrain with one of his forces. The terrain element and defender troops must be entirely within the limits of the reserve area.

### **3.2.6.- Attacker Reserve Area.**

The attacking player may place one terrain feature at least 2 hexes away from the table edge and from any other terrain feature. The terrain feature must be entirely within the limits of the reserve area. Eligible features are

- 1 hex building (village)
- 1 to 5 contiguous hexes forest



-2 up to 7 contiguous hexes hill  
 Difficult terrain 1 to 5 hexes large  
 The attacking player may then place one of his forces on that terrain.  
 If the defending player has more cavalry units he may place another terrain element with the same restrictions as above.  
 Next the attacking player may place one terrain feature at least 2 hexes away from the table edge and from any other terrain feature. He may occupy this terrain with one of his forces always within the limits of the reserve area.

### **3.2.7.- Final Deployment**

The defending player places his remaining troops in the reserve or frontline areas. Next the attacking player does likewise.  
 Finally, both Generals are placed in the reserve or frontline areas on the table, starting with the defender.

### **3.2.8.- Victory location hexes**

Some hexes of the gaming table will be decisive in order to determine the winner of the battle. They are:  
 Village hexes in the defender front line or defender reserve areas give

one location victory point each to the attacker.

If the attacker units are the only occupants of a hill in the defender front line or reserve areas, then the attacker gets one victory location point.

If at less one own unit is on the supply line of the enemy, in the reserve area of the enemy, gets another point.

### **3.3.- INITIATIVE**

Each general rolls one die. There is a +1 bonus for the general with the best command factor. The highest modified die roll gets the initiative in the impulse. If there is a tie, the general with the highest command factor gets the initiative. If both command factors are equal, french side win initiative.  
 From the second impulse on the unmodified initiative die roll is used to determine when the current turn finishes. Add both players die rolls: when the result is >8 there will be no more impulses in that turn.

### **3.4.- SKIRMISH**

*Armies in the Napoleonic era employed small light infantry units to harass their foes. These units were deployed in front of the main*

body of close formation “shoulder to shoulder” infantry. The French army showed superior skirmish capabilities in the beginning, followed by the British, who a few decades earlier had suffered a bitter experience of harassment by enemy fire in North America.

#### **3.4.1.- Skirmish Power**

Skirmish factors are listed in the table of unit categories and characteristics. Only infantry units and *Russian Cossacks* have skirmish factor. The skirmish power of a force is the addition of all the skirmish factors of the units belonging to that force. In the game this is represented by the same number of skirmishers bases as the skirmish power value of the force.

#### **3.4.2.- Skirmish Procedure**

The player with the initiative assigns all the skirmish attacks to be conducted by every one of his *forces* against the enemy *forces*. One force can not split its skirmish attack to two or more enemy forces. Subsequently, the non initiative player assigns their own skirmish attacks for his forces with skirmish capabilities (not being under attack). It is likely that the

skirmish phase results into multiple combats.

#### **3.4.3.- Resolution of Skirmish Attacks**

After both players have assigned the skirmish attacks, the *skirmish power* of each force involved is counted. Then the skirmishers units of the side with the lowest skirmish power are withdrawn and placed behind the line of massed infantry. This reflects that the force is under “harassment by enemy fire”: that force has a -1 modifier to all command checks during that impulse. When both forces have equal skirmish power, skirmishers will remain in front of their units and neither side will suffer any penalty.

#### **3.4.4.- Skirmishers casualties**

When infantry or cossacks units are eliminated, the same number of skirmish bases are removed from play. Thus, it may occur that the skirmish power of a force keep dropping during a game until reaches value zero.

#### **3.4.5.- Skirmish against artillery and cavalry**

Skirmish attacks can not be assigned to forces composed

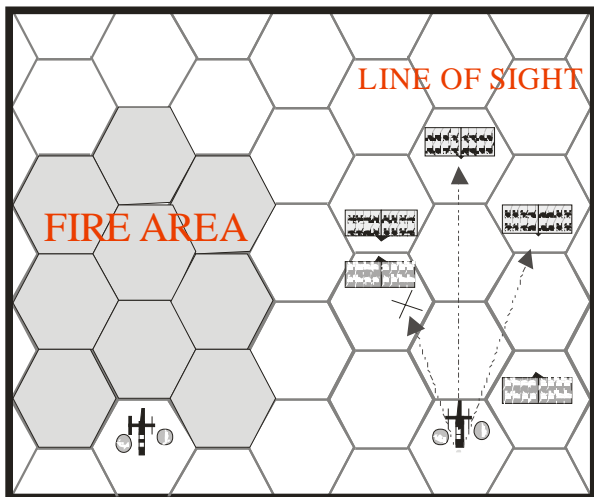
exclusively by artillery and/or cavalry.

### 3.5.- ARTILLERY BOMBARDMENT

*The enemy line had to be "softened" before launching the decisive assault. That is the job of the artillery fire. Heavy bombardment cause the enemy soldiers to lose confidence and cohesion so the friendly troops find weaker opposition when charging and engaging in melee.*

#### 3.5.1.- Procedure

All artillery units (both sides) with enemy targets in range will resolve their artillery attacks. Artillery barrages are considered to be happening simultaneously, so the order in which they are executed is irrelevant. Targets must be assigned before rolling the die.



#### 3.5.2.- Range and Line of Sight

Artillery fire range (foot or mounted) is 3hexes. The target unit must be in the front arc of the gun. Artillery units are not allowed to pivot or move before firing. In addition, a straight "corridor" free of obstacles must exist between gun and target. That "corridor" must be at least 1 hex wide.

#### 3.5.3.- Target Priority

A unit can only be the target of one artillery attack: all guns firing at a given unit roll dice at the same time and no further artillery attacks against the target unit can be done for that impulse. Therefore, all artillery barrages have to be assigned before resolving fires.

Artillery units must select the closest target in its front arc. If several targets are at the same range the firing player may choose.

#### 3.5.4.- Artillery Fire Effects

Artillery fire is resolved as follows: each eligible artillery unit firing rolls 3D6, scoring a hit with every roll of "6" (the effect of such hits is explained in the combat step).

### 3.6.- ARMY COMMAND SYSTEM

*Generals controlled their armies by sending orders to subordinate officers. These are represented in Napoleon by leader figures. Subordinate leaders had to execute the orders and maneuver in the face of the enemy, but a number of factors such as battle chaos (noise, smoke) and such a thing as poor handwriting could make subordinate commanders' lives miserable. Only the best commanding officers managed to execute the General orders on the battlefield. Having the General in a nearby position certainly helped. All the aforementioned circumstances are implemented in the game by the **command checks**.*

#### 3.6.1.- Generals

Generals are the Supreme Army Commanders in the game. Each General has a command factor with values between 1 (least capable) to 4 (the best). This number reflects how many special actions the general can perform in one turn. To be able to get the benefit of a General's special action the subordinate leader must be within 5 hexes. A list with some of the most remarkable generals

of Napoleonic battles and their CFs can be found in *future army list*

The command factor is represented in Napoleon by the same number of figure bases (staff officers) accompanying the general. For instance, Wellington (CF = 4) will be placed on the table along with four figures (his *aides de camp*).

The General can perform any of the following special actions:

- a) Reroll a command check
- b) Rally: remove casualties of a force. All units of the selected force take one casualty marker away. Units must be farther than 3 hexes from an enemy unit to do so.
- c) Activate a force in reserve. One force with all its units out of 3 hexes from enemy gets a command check free activation.
- d) Order a "Sauve qui peut!" for a force: all units engaged in combat perform a full movement away from the enemy. Retreating infantry and cavalry units suffer one casualty point penalty each.
- e) Move the Supreme Headquarters to a new

location (hex).

Specials actions are spent during the impulses of one turn. Every time a special action is taken by a General, one of the accompanying staff figures is removed. At the start of the next turn the whole staff will be placed again around the General.

### 3.6.2.- Leaders

Leaders are the commanders of the army *forces*. Differences in experience and readiness are reflected in their command factors: -1, 0 or +1. Those numbers are modifiers to order checks and combat die rolls of any unit under the leader command. A leader factor will be in effect as long as the leader is on the battlefield.

A leader is considered eliminated and always replaced with a -1 Leader if he is attached to one unit, this unit receives some damage and the attacker rolls a 6 in 1D6.

Note: The same historical personality can be General or Leader, depending on the scenario to be played. Thus, Marshall Ney is the *General* of the French army in the battle of Dennewitz; but he would be a *Leader* in the battle of Borodino, where he was in charge

of the III Corps (the French army was under the command of Napoleon - the *General*, in game terms). Example: Marshall Ney can be a "2" general or a "+1" leader.

### 3.7.- MANEUVER

All *Forces* in one army performs actions sequentially: each unit in a force moves separately, and one's unit movement must be completed before another can begin. Forces with units within 3 hexes from the enemy require a die roll to perform any action. Those forces at a longer distance from the enemy do not require a die roll, but a special action or an activation checks required if the wish to move.

In the Maneuver phase any given force is selected and 1D6 is rolled, applying the following modifiers:

Leader Command Factor	+1, 0, -1
Force under skirmishers fire	-1
Force is exhausted	-1
Leader in adjacent hex to General	±1

A force is exhausted when it as a lost at less half of its infantry or cavalry units and all of its remaining units have at less 1 casualty marker.

**3.7.1.1.- Activation Results**

Check for effect of the modified activation die roll below:

**• ≤0 Retreat!**

The leader's confidence weakens in the face of enemy pressure. He decides it's time to pull back and wait for some support. The force will move away from the closest enemy unit. All units in the force must end the retreat movement at least at 3 hexes from the enemy unless one unit has used up all its movement allowance: in this case it will not move any further away. All units in the force must keep cohesion after the retreat movement.

**• 1, 2, 3 Static (hold)**

The orders never arrived or perhaps the leader was unable to react accordingly. No movements are allowed this impulse for any unit under that leader command.

**• 4, 5, 6 Forward!**

The leader has got the orders and is prepared to follow them. The player moves the units in that force as he pleases, with the only limitation of the movement rules

**• > 6 Charge!**

The leader of the force believes he's got his great opportunity and goes for it before receiving orders or even disobeying the orders from the General. All units in that force must move to contact the closest enemy. As many enemy units have to be contacted as the movement rules permit.

All movements of units belonging to the same force must be completed before rolling the die for another force command check. All the resulting melees must be resolved before rolling the die for another force command check.

All units in the force must keep cohesion after the retreat movement.

**3.7.2.- MOVEMENT**

*Napoleonic armies operated in close formations: massed units of shoulder to shoulder men, in order to achieve better cohesion and charging power. Moving such formations was not an easy task, especially when changes in the frontal or wheeling had to be done. Even worse, when preparing to move to contact the enemy line, officers had to show the destination of the movement;*



troops had to get ready (some men would pray for sure), and then charge, shouting like possessed to shaken the moral of the defenders. To reflect those situations movement rules in Napoleon are quite "restrictive" compared to other rules for the age.

Battles in *Napoleon* are played on a terrain with a grid of hexagons (hexes). Hexes are fundamental for unit movement: it makes moving and rotating a lot simpler avoiding constant inches/cm measurements.

### 3.7.2.1.- Definitions.

Troops movement allowances are given in hexes. You can find them in the table of troop types characteristics and in the special rules section for each nationality.

No more than 1 infantry or cavalry or leader or general unit can occupy the same hex. In addition of it, up to 1 artillery unit of the same force can be attached to this infantry or cavalry unit.

No more than 2 unattached artillery unit from the same force can occupy the same hex

Leader of the force of which the

unit form part can occupy the same hex, and he is considered leading the unit, with possible effect on combat.

No other combination of troops can be occupying the same hex.

### 3.7.2.2.- Maneuver movement.

Any unit at 3 or less hexes from an enemy unit is considered *engaged* with the enemy. Only forces starting the impulse with all its units farther than 3 hexes from the enemy are considered *unengaged* and may perform maneuver movement.

### 3.7.2.3.- Combat movement.

Forces with one or more units at  $\leq 3$  from an enemy unit must do combat movement, including those units of that force at a larger distance from the enemy. Combat movement restrictions apply to all units in that force.

### 3.7.2.4.- Force integrity (cohesion).

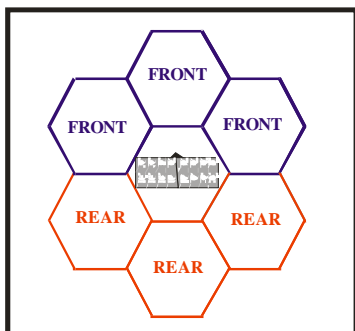
All units in a force must occupy contiguous hexes. The force leader is considered as any other unit for that purpose.

### 3.7.2.5.- Units separated from its force.

When after applying combat resolution a unit is forced to lose contact with the corps or division, that unit is considered *isolated*. In the following movement phase the cohesion of the force must be restored. The player will execute any movements of units to achieve this. Units isolated at the beginning of the impulse can not move into contact with enemy unit and initiate combat Units in town hexes are never isolated, but if they become separated from the rest of the force they must get closer to it when it moves. Isolated units may stay in the town as garrisons.

### 3.7.2.6 -Unit facing.

All units must be faced towards one hex side, not a vertex. Front and rear are determined by the unit placement within the hex as shown in the following scheme.



### 3.7.2.7.- Moving.

Unit can move up to its maximum movement allowance. When moving through any of the three front hex sides they spend 1 movement point per hex. It can move without changing facing when doing so. When the unit move backwards (crossing rear hex sides) all movement allowance is spent entering one hex. Unit facing is not changed in this case. Units can not move through hexes containing friendly units (including general or leader from different force than the moving unit). Only artillery units can penetrate and be interpenetrated by friendly units. Generals and leaders can move only through troops belonging to their own forces.

### 3.7.2.8.- Wheeling/Rotating.

Infantry units can make one turn before moving. Cavalry units can make one turn at the beginning of movement and one extra turn at any point along its way: so they are allowed two turns per movement action. Turns can be up to 180° at no cost of movement points. Artillery units have free rotation and facing. No turns are allowed in zones of control of enemy units.

**3.7.2.9.- Artillery.**

Freedom of movement of Artillery units in Napoleon is only relative: due to the vulnerability of artillery batteries it is not advisable to place them far from the protection of other friendly units.

**3.7.2.9.1- Artillery attachment to other units.**

Artillery occupying the same hex as an infantry or cavalry unit is always considered attached to that unit. The gun must have the same facing as the unit it is attached to. Artillery units can not be attached to units of a different force.

**3.7.2.9.2.- Artillery engaged in melee.**

Artillery units may not charge. It never participates in melee. When an infantry or cavalry unit with guns attached is charged by an enemy unit the artillery does a defensive fire (just before the crew seeks cover behind friendly units): 1D6 is rolled scoring a hit with 3+. After gun fire the melee is resolved in the proper way.

**3.7.2.9.3.- Artillery evading.**

Whenever it is contacted by the enemy artillery units automatically rolls 1D6 and check the following table:

	Charged by	
	Infantry	Cavalry
Foot Art.	4+	5+
Horse Art.	2+	4+

When the evading die roll is 3+ the attacking unit suffers one damage point if it was charging through the gun front arc. If the evasion die roll succeeds the artillery unit will move away from the enemy but always maintaining cohesion with its force. If the evasion die roll fails the attacking unit has overrun the position of the battery and the gun is removed from play. Once the artillery evasion is resolved, the attacking unit may keep on moving.

**3.7.2.10.- Generals and Leaders.**

**3.7.2.10.1.- Generals.**

Generals have the same movement allowance than their nation cavalry. Movement of a General requires the spending of one ADC. Army Generals can not be attached to any unit.

### 3.7.2.10.2.- Leaders.

Like generals, leaders have the same movement allowance than their nation cavalry. A leader occupying the same hex than a friendly unit is considered attached to that unit. Combat bonuses of leader attachment are explained in the next section.

### 3.7.3.- Combat

Combat occurs when two or more enemy units are in adjacent hexes. All combats involve a single infantry or cavalry unit against another infantry or cavalry unit. After movement of all units belonging to one force combats are resolved before proceeding with movement and combat of another force.

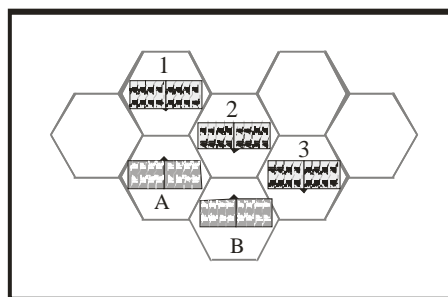
#### 3.7.3.1.- Basic concepts.

Every unit has a combat factor (strength) and one or more modifiers. Combat factors and modifiers can be found in the table of troop characteristics and in the special rules section for each nationality. Different situations affecting combat resolution are listed in the combat table.

### 3.7.3.2.- Combat procedure.

Regardless of how many units are involved in melee combat will be resolved as a series of one-to-one situations. The attacking player chooses in which direction combat will be resolved (left to right, right to left).

In the example, three French infantry units (1,2,3) engage two



Spanish units (A,B) in melee. First, the attacking player (French) must indicate which unit he will start with (1 or 3). Once the first unit is chosen then he will have to follow sequentially to the next adjacent unit (2 in this case), and so on until the last unit engaged in melee from that force (3 or 1 in this example, depending of the direction of combat).

One-to-one combat resolution. Each player rolls 1D6, applying any possible modifier. The highest modified die roll is the winner of the combat. The defeated unit must move back one hex (some exceptions will be discussed later).

**Combat DRMs:**

+ Combat strength. (See table of troop characteristics)

+1 Height advantage. When attacking unit started its movement in a lower terrain than defender, then the defender gains this advantage

+1 Rear attack. See section 3.7.2.6. Attacking unit is facing one rear hex side of the defender.

+1 per every supporting unit. Any other attacking unit adjacent to and facing towards the defending unit is a supporting unit.

+1 when a +1 Leader is attached.

+2 against units in a vulnerable position. Unit are considered vulnerable when crossing a river (through bridges or fords) or when moving in march column formation.

-1 per casualty point.

**3.7.3.3.- Casualties.**

Casualties are determined by comparing the combat die rolls. The loser suffers as many casualty points as the difference between the highest and the lowest modified die rolls. The winner always suffers one casualty point except when the difference is only one. If there is a tie both units get

one casualty point and the attacking unit move one hex backwards. Place a previously agreed marker next to the unit to indicate casualties.

**3.7.3.4.- Cavalry.**

When cavalry is involved in combat some special mechanics apply.

-Square. After die rolls are made and casualties implemented, if the infantry unit is not completely eliminated, the cavalry unit retreats one hex (the infantry unit has successfully formed square and holds ground).

-Evading. When charged by infantry, cavalry units may evade. To evade it performs a complete movement towards the rearguard. Terrain and cohesion rules apply. If combat occurs and the infantry unit is defeated it has to pull back (charging infantry never forms square).

Russian cossacks may evade infantry as well as cavalry charges.

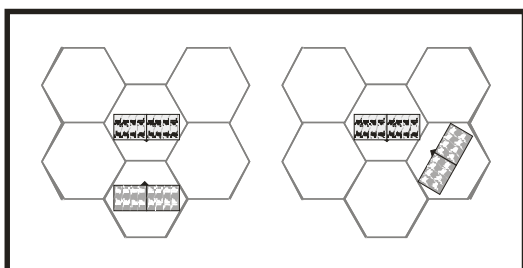
There is no limit to the number of times a cavalry unit may evade per impulse.

-Pursuit. When a charging cavalry unit causes the defender to vacate the hex (retreat or eliminated) the

victorious cavalry may pursue: it can make a full move and charge another enemy unit. Cohesion does not have to be maintained when pursuing. Normal impulse sequence is interrupted and pursuit charges are resolved as they occur. If more than one pursuit charge has to be resolved follow the combat direction chosen for that force during regular combat.

**3.7.3.5.- Combat examples**

The following is a description of several game examples of combat situations in Napoleon:

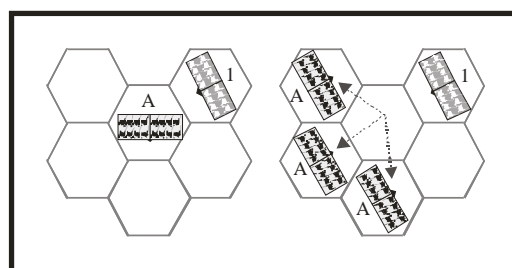


1<sup>st</sup>. Frontal charge of an infantry unit against another infantry unit.

Both units roll 1D6, adding their respective combat factors and applying all modifiers due to casualties, terrain, etc. Adjusted die rolls are compared. If there is a tie each unit gets a hit point (1 casualty), and the attacking unit must move one hex to the rear. Otherwise, the side with the lower modified die roll has lost the combat: it gets a number of

casualties equal to the difference between winner and loser die rolls and having to move one hex back. The winner gets one hit point unless the difference between modified die rolls is only 1; in such a case it does not suffer any casualties. It remains in the hex it attacked from.

That is the standard combat procedure in Napoleon. Combat is always resolved this way with some variations that will be discussed case by case.



2<sup>nd</sup>. Infantry charging infantry from the rear.

In this situation the attacker gets a +1 modifier to his die roll. Combat die rolls are compared and resolved as earlier, but in this case when the defender loses combat it rotates first facing the attacking unit, and then move one hex to the rear, further away from the attacking unit.

3<sup>rd</sup>. Frontal attack against an infantry unit with artillery attached.

Prior to melee combat the



defending artillery makes an evasion attempt roll as explained in section 3.7.2.9.3.-. Check for casualties in the charging infantry (artillery fire just before the crew runs away). Guns are not moved since only the crewmen seek cover amongst friendly troops. Combat is resolved as in example #1. Artillery units always do what the infantry unit they are attached do: holding ground or routing, depending on the combat result.

#### 4<sup>th</sup>. Infantry rear attack to an infantry unit with artillery attached.

In this case, the artillery unit is ignored: it may not fire. As in example #3 artillery must do whatever the infantry unit it is attached to does (holding, or pivoting and retreating).

#### 5<sup>th</sup>. Cavalry charging infantry

Combat is resolved as in the previous examples, according to the situation: frontal or rear attack, and with or without defending artillery. There is one important difference: whenever the infantry unit survives the charge then it is considered the winner of the combat (the brave troops managed form square and

hold the position). The cavalry unit must move one hex back while the infantry unit stays in its hex.

#### 6<sup>th</sup>. Infantry charging cavalry. Cavalry does not evade.

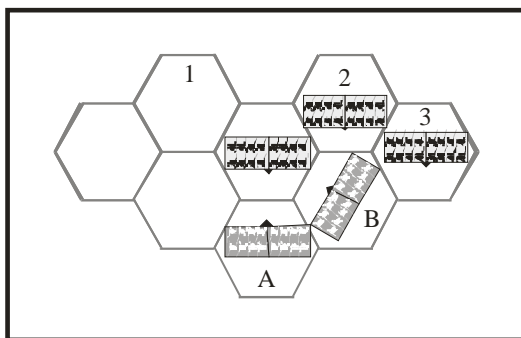
When cavalry is charged by infantry the standard combat procedure is followed. In this situation if the infantry unit is the loser it has to withdraw to its rearguard (the attacking infantry has no chance to form square).

### **Multiple combats**

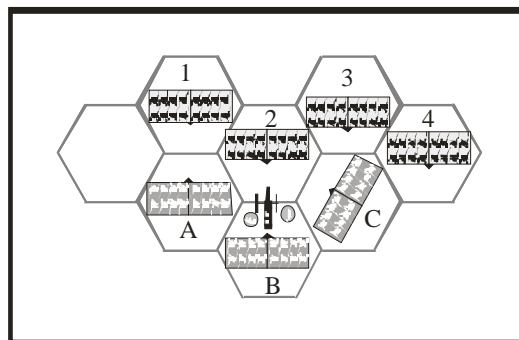
In Napoleon there are not simultaneous multiple combats. Precise coordination of two or more units was virtually impossible. Two or more units of one side may fight against the same enemy unit. In such a case all the resulting unit vs unit combats will be resolved sequentially.

The typical situation arises when in the movement phase two or more units have moved to contact the same enemy unit (this is relatively frequent when the defending unit is advanced or isolated). Often when a force engages an enemy force, multiple two-to-one combats result. The active player may choose in which

direction the combats are resolved. This direction is applied while resolving all the attacks of units in the same force.



French units 1, 2 and 3 attack British units A and B. The active player chooses to proceed from right to left. Thus, the first combat to be resolved is that involving unit #3 attacking unit B. Support from unit #2 gives the attacking player a +1 modifier. If the attacking unit #3 wins the melee then unit #2 will not fight afterwards, since the enemy unit is forced to retreat. On the contrary, if unit #3 loses the first combat (and therefore withdraws) unit #2 will have its chance to attack defending unit B, without support this time, since the defeated unit #3 has pulled back already (but likely not without causing some casualties to the defending unit making the task of attacking unit#2 easier).



Spanish units 1, 2, 3 and 4 attacking French units A, B and C. The French player decides to go from right to left. Therefore, first combat to resolve is unit 4 against unit C. The attacker gets a +1 bonus for flank attack plus an extra +1 for unit 3 supporting the attack. That should be enough to defeat the defending unit. In such case unit 3 will not participate in any combat because it will not be in contact with any enemy unit after the withdrawal of unit C. Thus, the attacking player goes on with the next combat: unit 2 vs unit B. [Note that if unit C were the winner of the first combat, unit 4 would pull back and subsequently unit 3 will fight unit C supported by unit 2 ]. After unit C withdrawal, then it's time to fight unit B. First, the attacking unit (2) receives fire from the artillery attached to the defending unit. The unit 2 vs unit B melee is resolved. Unit B is supported by unit A.

Other multiple unit engagements will be resolved the same way, applying the proper modifiers and eliminating/withdrawing defeated units before dealing with the next combat.

### **3.8.- Terrain effects in movement and combat**

#### **3.8.1.- Villages and towns**

At the game scale of NapoleonN only cities and villages of a certain size are represented. In some scenarios, small towns and villages may be present due to their strategic or historical relevance. The granary in the battle of Talavera or La Haye Sainte are examples of this.

Normally a town is represented by a building in an hex. Large cities may occupy more than one hex. Hexes adjacent to the town hex are considered city outskirts. Some special rules apply to those hexes:

##### **3.8.1.1.- Units**

Only infantry units and commanding officers can occupy a town. Any unit can be placed or moved in or through adjacent hexes (city outskirts) except cavalry units.

##### **3.8.1.2.- Movement**

Normal stacking rules apply for city hexes: one infantry unit per hex. However, in this case the infantry unit is considered to be scattered, occupying houses, fences, etc. Therefore, there is no front, flank or rear for units in towns. In addition, due to the difficulties of maneuvering in built up areas, an infantry unit can not move from a city hex to hexes adjacent to enemy units.

##### **3.8.1.3.- Assaulting towns**

Attacks against units in city hexes are resolved following the normal combat procedure with two modifications. First, attacks can not be supported by adjacent friendly units. Second, defending units get a 4+ save die roll for each casualty point taken. If the save roll is successful, it does not suffer any casualties. In some scenarios one hex is marked as a stronghold (i.e. Hougoumont in Waterloo). In such a case the defending unit gets a 3+ saving die roll. Units defending towns do not retreat. Only when the defender is eliminated, the attacker can advance and occupy a city hex.

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### **3.8.2.- Rivers and defiles**

Rivers on the table can only be crossed by previously determined fords or bridges. Rivers on the battlefield are 1hex wide and we recommend not to deploy rivers (in fact we do not list rivers in the eligible terrain lists at section 3.2) as a general rule in your pick up games. Battles often tend to be focalized at crossing points, becoming traffic jams with lots of dice rolling and very few decisions taken by the generals.

Anyway, if you play Scenarios involving rivers or similar defiles, like cliffs or absolutely impassable terrains except across only determined hex, use the following simple rules.

#### **3.8.2.1 Column formations**

All infantry and cavalry units trying to cross any defile have to be previously in column formation. Change from attack formation to column formation and vice-versa can only be done at the beginning of movement of the unit. Changing of formation can not be done adjacent to any enemy unit. Changes of formation have not other effect on the unit's movement capacity. Units in column formation are always

considered vulnerable.

#### **3.8.2.2 Vulnerable units**

Units in a ford, bridge or other defiles are always formed in column and considered vulnerable. All failed attacks, including artillery bombardment, against vulnerable units can be re-rolled. A vulnerable unit has a -1 modifier to all its combat die rolls.

#### **3.8.3.- Difficult ground**

Marshes, sand banks, rocky ground, fields and any other previously agreed terrain features are considered difficult terrain.

The only effect on the game is that cavalry units in difficult terrain are considered vulnerable, as we explained in rule 3.8.2.2

#### **3.8.4.- Hills**

Hill hexes can also contain other terrain, like woods, difficult ground, buildings ...

Effect of hill and other possible terrain feature in the same hex are cumulative.

Any unit on a hill, attacked by its frontal angle by an enemy unit that started his movement in a lower terrain, or in a different hill, has a +1 modifier to its combat die roll.

**3.8.5.- Impassable terrain**

Features like very stepped hills, dense forest, deep water, like river hexes without ford or bridge, or any other terrain previously agreed by the players are considered impassable to all units. No unit can move into or across that hexes. If the only way of retreat of a unit is an impassable terrain, then the unit is eliminated.

**3.8.6.- Woods**

Hexes marked as wood hexes can not be occupied nor crossed by cavalry or artillery units. Wood hexes are considered impassable terrain for cavalry and artillery units.

## 4. FINAL STEP

After maneuver and combat phases, comes the Final step phase. In this moment, players have to determine if one of them are the winner of the battle.

### 4.1.- Procedure

Both players check if some of them have reached the Army break point. In historical scenarios it will be determined previously in the Scenario and victory conditions. For pick up games, players have to determine it. It is a simple question: Count all infantry, cavalry and artillery units in the army. Next calculate 25 % of this total, rounded up. This is the break point of the army. When this army has equal eliminated units, it has reached its break point.

If neither has reached army break point, nobody is the winner yet.

If one or both of the players have reached its army break point, they must determine if one of them is defeated.

Follow this procedure:

Roll 1d6

Subtract number of eliminated units beyond army break point

level.

Subtract number of already finished turns

Add Victory location points

If final modified die roll is bigger than zero, this army moral level is still high enough to continue fighting

If total number is equal or less than zero, then the army fighting will have vanished and they leave the field of battle.

If both players fail this check at the same time, marginal winner will be that of higher score.

If anyway it is equal for both, then the result is a draw.



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### 4.1.- Procedure