

# *“The Never Ending War...”*

Campaign Rules for Napoleon’s Battles  
for the CSGA, Oct 03



October 2003

“Wars make better reading than peace does.”

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## Definitions

**Battlemap** – The pre-made maps used to display tabletop terrain for a certain battle area. These maps also contain victory objectives, special rules, terrain identifiers, and setup information as applicable.

**Army Card** – A card used to represent the army of a specific player. Used only to determine player match ups prior to game play.

**Army Construction Points (ACP)** – The points used to construct an army at the beginning of a Campaign Season

**Army Cost** – The cost of a player's army before any reinforcements are added

**Army Value** – The price of a player's army after reinforcements are added

**Order of Battle (OB)** – A document that shows army organization in game format. A player's OB does not change during a single Campaign Season, except for inclusion of Reinforcements.

**Reinforcement Roll** – A die roll, awarded to players for playing and under certain other conditions, used to indicate reinforcements available for inclusion into his armies Order of Battle. These reinforcements can be made permanent or they may only be available for the current Campaign Season in which they are gained.

**Campaign** – A linked number of Campaign Seasons in which players' war against each other. A current campaign will end when one player achieves enough Rank Points to cause a reset.

**Campaign Season** – A number of weeks in which players' war against each other. Currently set at four weeks. During this period, Order of Battles remain somewhat stable. Once a Campaign Season ends, a player may receive additional forces that can be used to increase the size of his army. At the end of a campaign season a player may change his army construction and if desired army nationality.

**Objective Points** - Objective points are points assigned to strategic/tactical positions on the tabletop battlefield. These points are assigned victory points based upon the objective point value.

**Phasing Sequence** – The sequence of player movement in a tabletop battle. First phasing player will always set up first and move first; second phasing player will set up second and move second.

**Rank Points** – Points accumulated by a player after every battle throughout a Campaign. The Rank Points determine the quality of your personal general. Rank points are also used to determine when the Campaign ends.

**Shadow Corps** – A secondary corps that a player constructs to allow battles to occur when there are an uneven number of players.

# Army Construction

“War is too important to be left to the Generals”

## 1.0 Command

- 1.1 A personal commander commands all armies. The commander represents a player’s alter ego during the Napoleonic Wars.
- 1.2 All commanders start the campaign as a **3”P(4)-1** general.
- 1.3 Commanders will gain in ability through the earning of rank points after every battle. The following Rank ladder shows the progression of rank.

Rank Points	Rank
0	3" P (4) -1
5	3" P (4) +0
11	3" A (4) +0
18	3" A (5) +0
26	3" V (5) +0
35	3" V (6) +0
45	4" G (6) +0
56	4" G (7) +0
68	4" C (7) +0
81	4" C (7) +1
95	5" E (7) +1
110	5" E (8) +1
125	5" E (8) +2
140	5" E (8) +3

- 1.4 A Veteran player has the same pricing and morale effect as a Good (G) general while a general Crack (C) is equivalent to an Excellent (E).
- 1.5 Personal commanders are initially given command of a Corp and will have the statistics of a permanent Corp CC for their respective nationality.
- 1.6 Once a player’s army value is 325 points that commander must be an army commander. From that point on the commander’s force will be built as an army with at least two subordinate Corp commanders (these may be temporary/cav corps). No independent divisions are allowed when a player has subordinate corps. Cav corps must be entirely cavalry. Exception: A British/Portuguese force will pay for an army commander but is not allowed any subordinate corps commanders except a cav corps commander who must command the majority of the forces cavalry.
- 1.7 A player whose Army value is 300 points will have the option to continue as a Corp CC or become an Army commander with at least two subordinate corps.
- 1.8 Armies with corps must meet requirements after reinforcements are added.
- 1.9 The first commander to achieve 140 rank points will cause the campaign to reset.

- 1.10 Divisional commanders are purchased using army construction points. There is no restriction on the number of divisional commanders that may be purchased for each army.
- 1.11 A cavalry commander in the general's listing must command at least one brigade of cavalry, generals not marked in this manner must command at least one brigade of infantry.
- 1.12 If using a mixed army, if allied partner points are spent to purchase a general, then that general must command a division composed of a majority (in figures) of that allied partner.
- 1.13 Commanders marked as artillery commanders may not command cavalry or infantry troops, they command artillery only. Dedicated artillery commanders may be purchased, but only if the corps/army contains at least 4 artillery units (Brits only as army). In this case only; such generals may be purchased if the final corps/army OB contains 4 artillery batteries (after including reinforcements).
- 1.14 Each divisional commander must command at least one brigade (unless they are designated as an artillery commander). Once purchased Divisional Commanders are always available during that Campaign Season.
- 1.15 Historical generals with a "+3" combat modifier may not be used at all. French generals designated as Marshals may not be used to command divisions, but may be used as Corp Commanders. Emperors or Kings may not be used.

"I can no longer obey; I have tasted command, and I cannot give it up"

- Napoleon

## **2.0 Initial Construction/Army cost**

- 2.1 Construction of armies occurs at the beginning of a Campaign Season.
- 2.2 All players will use **1812** statistics and point values from the Napoleon's Battle Data Cards.
  - 2.2.1 Certain Units are prohibited and cannot be played.
- 2.3 Players will always have **250** points for army construction at the start of every campaign season. These points are known as Army construction Points (ACP)
- 2.4 A player will pay for all forces within his command, including his personal general. The commander will be priced according to the player's current rank as well as being priced either a Corp or an Army CC depending on army size (Ref: 1.6), but using their base response number. (The jump to a 10 response is free)
  - 2.4.1 Reinforcements are never factored into army cost only into army value
- 2.5 Players are also limited in certain classes of combat units in their force. Combat units classified as Elites, Lights, Cavalry, or Artillery are limited to certain percentages, or points, of your ACP. In terms of calculations all fractions are rounded up.
  - 2.5.1 Elite units are limited to **11%** of your total army construction points.  
Note: None of the ultra elite units can be purchased at this time as they all cost more than 11% of the current ACP.

2.5.2 The following chart shows the elite units for all nationalities.

ELITE UNITS (May only be purchased by using elite points)		PROHIBITED UNITS (May not be fielded under any circumstance)	
Austria	HC/GN	Britain	HHC/KHC/KLC
Baden	GD/GN	France	GHC/GLC/OGD
Britain	HC/GD/GN/LT		
Denmark	GCV/HC/GD/GN		
France	HC/YGD/GN/G12#/G6#		
Hesse	GD/GN		
Italy	GCV/GD/GN		
Naples	GCV/GD		
Poland	HC/LEG		
Prussia	HC/GD/GN		
Russia	GHC/GLC/HC/GD/GJG/GN/CGN/ G6#/G12#		
Saxony	HC/GD/GN		
Spain	GCV/HC/GD/GN		
Sweden	GCV/HC/GD/GN		
Turkey	GCV/HC/GD		
United States	Mountain Men		
Westphalia	GCV/GD/HC		
Wurtemberg	GCV		

“The Guard dies, but it does not surrender.”

2.5.3 Light units are limited to **10%** of the ACP

2.5.3.1 Light infantry units consist of Light, Jager, Grenz, and any unit marked with special note ‘s’. Guard light units use elite points and are NOT counted toward the light point limits. British lights are considered elites.

2.5.3.2 Austrian and Prussian Jagers are limited to one brigade per force

2.5.4 Cavalry is limited to **11%** of the ACP

2.5.4.1 If a player purchases elite cavalry, the points spent on that unit apply against both the cavalry and elite point limitation

2.5.5 Artillery units are limited to **11%** of the ACP

2.5.6 If all artillery batteries are used as divisional artillery then a player may spend up to **20%** of their ACP on artillery. If this option is used the player may not use an artillery commander (not even as a mid season reinforcement).

2.5.7 All forces must have an equal amount of horse artillery to heavy artillery, limit of no more than one greater than the other type. (Example: A player may have 3 heavy artillery and 2 horse, or vice versa. But a player may not have 4 heavy to 2 horse. You can only have a difference in number of batteries of 1.

2.5.8 British players must have an equal number of heavy (9lb) and light (6/3 lb) horse guns. An all Austrian army may purchase a single BrRHA battery. This battery does not count toward the foot vs. horse ratio, but does count as purchased artillery.

- 2.5.9 Spanish forces may have double the number of heavy artillery than horse artillery.
- 2.5.10 Artillery units may be assigned to divisions or corps. Artillery may not be assigned as army assets unless an Artillery Commander is also purchased.
- 2.6 Austrians may purchase 1 AsFKI for each AsLN in the army
  - 2.6.1 For Austrians (or others) purchasing an AsFKI will not give you the right to purchase any supporting units.
- 2.7 All Portuguese armies may purchase SpGD as elite troops.
- 2.8 Portuguese acting as either a prime partner or an allied partner may purchase British artillery batteries (except Br12#).
- 2.9 An all Polish force may purchase FrLT as light troops
- 2.10 OB must be submitted to the campaign master prior to the start of a new campaign season.
- 2.11 France may use those forces from the Portuguese and Spanish army charts identified as having fought for France in 1812 as if they were French forces.
- 2.12 France may field a single brigade of PdLEG, counted against French points and supported by French line troops. Elite points must still be spent on this unit.

“Alliances are held together by fear, not by love.”

### 3.0 Mixed armies

- 3.1 A player may build a force using multiple nationalities as allies
- 3.2 The following Chart list which nations are permitted to ally. Each nation is designated as either a Major, Middle, and minor power

**ALLIANCE CHART**

		Major Powers					Middle Powers					Minor Powers												
		As	Br	Fr	Pr	Rs	Dn	It	Np	Pt	Sw	Sp	Bd	Bg	Bv	Hs	Ns	Pd	Rh	Sx	Wp	Wt		
Prime Partner	Major	As	n/a																					
		Br		n/a						*		*												
		Fr			n/a		*	*	*	(1)		(1)	*	*	*	*	*	*	(2)	*	*	*	*	*
		Pr				n/a					*													
		Rs					n/a				*													
	Middle	Dn			*		n/a												*			*		
		It			*			n/a	*													*		
		Np			*			*	n/a													*		
		Pt		*						n/a		*												
		Sw				*	*				n/a													
	Minor	Sp		*						*		n/a												
		Bd			*								n/a	*	*	*	*	*	*	*	*	*	*	*
		Bg			*								*	n/a	*	*	*	*	*	*	*	*	*	*
		Bv			*								*	*	n/a	*	*	*	*	*	*	*	*	*
		Hs			*								*	*	*	n/a	*	*	*	*	*	*	*	*
		Ns			*								*	*	*	*	n/a	*	*	*	*	*	*	*
		Pd			*								*	*	*	*	*	n/a	*	*	*	*	*	*
		Rh			*								*	*	*	*	*	*	*	n/a	*	*	*	*
		Sx			*								*	*	*	*	*	*	*	*	n/a	*	*	*
		Wp			*				*				*	*	*	*	*	*	*	*	*	n/a	*	*
Wt			*								*	*	*	*	*	*	*	*	*	*	*	n/a		

- 3.3 If a player constructs a mixed army the “Rules of One” restricts them. The Infantry “Rule of One” is: If you purchase a regular LN unit from a nationality, you are allowed to purchase a cavalry, elite, light, and artillery unit from that

- nationality. One LN unit allows you to support one unit from each category. In essence one LN supports up to two other units as long as they are not the same class (i.e. 2 cavalry, 2 artillery, etc.). The cavalry “rule of one” is if you purchase a GC, HC, LC, Roll to charge Cavalry or a 1 disorder infantry of a nationality you may then purchase another type of cavalry for that nationality (i.e. Landwehr, militia, Frei Corps, etc). For purpose of this rule, Turkish MLC is considered LC and Turkish LC is considered other cavalry.
- 3.4 If a Mixed army is constructed using only minor powers it has no restrictions beyond the percentage restrictions (Ref: 2.5) and the rule of one.
- 3.5 If a mixed army includes a Major or Middle power one must be designated the prime partner. A Minor power cannot be a prime partner over a Major or Middle power.
- 3.5.1 The prime partner will supply the army commander and all Elite, light, and artillery units for the army. The prime must supply **50%** (FRU) of brigades in the force. The rule of one still applies.
- 3.5.2 While some Minor French Allies could field brigades of each troop type, others supplied only a few infantry brigades without supporting light infantry, elite infantry, cavalry or artillery. If a French Minor ally cannot supply these supporting troops (they are not available), those brigades may be supported by such troops from other Minor French Allies or from the French themselves. This same rule allows Portuguese line infantry to support units of Spanish elite and artillery. In addition, if desired, Spanish light cavalry and light infantry may also support Portuguese line. Treat Spanish troops supporting in this manner as if they were Portuguese
- 3.6 A British force will never have corps artillery. A British corps is not authorized an artillery commander, only a British army may use an artillery commander.

#### 4.0 Contingents

- 4.1 Contingents are not currently authorized.

“I tell you Wellington is a bad general, the English are bad soldiers; we will settle the matter by lunch time” -Napoleon at Waterloo

## Campaigns

#### 5.0 Campaign Operation

- 5.1 A Campaign will be composed of multiple Campaign seasons. Campaign reset will occur immediately when one player achieves 140 ranks points. This will occur in mid season.
- 5.2 Each Campaign Season will last for four campaign weeks. A campaign week occurs every other week.
- 5.3 Of the four campaign battles that occur in a season one and only one will be considered a team night. Team night is determined by the Campaign Master at the start of the evening based on player turnout. All remaining campaign battles will be individual battles.



## 6.0 Nightly operation

- 6.1 Players are divided out and assign to a Battlemat. If there are an odd number of players a shadow corps will be used.
- 6.2 Starting with the first Battlemat containing each player will roll 1D10. The players will modify the die roll according to his quality:

Excellent and Crack	-3
Good and Veteran	-2
Average	-1
Poor	0
- 6.2.1 The player winning the die roll has a choice of either selecting tableside or phasing sequence.
- 6.2.2 The player losing the die roll will take the choice not taken by the winning player.
- 6.3 Tabletop play will be conducted IAW the rules of Napoleon's Battles rulebooks and those house rules identified herein. In cases of rules disputes, the CM is the ultimate and final arbitrator.

“An Opinion can be argued with; a conviction is best shot”

- 6.4 Tabletop battles will last for 4 ½ hours. Team battles will last 5 hours and battles with shadow corps will last 5 ½ hours. At 5 minutes before the end of the battle time the second phasing player will determine if another move can be made, this player will always be the last player to move.
- 6.5 If any army is at permanent army morale at the end of the second player's turn, game play ends immediately. Objectives are counted as they stand at that moment
- 6.6 Players cannot face the same opponent two individual play weeks in a row, nor may the same player fight on the same tabletop two weeks in a row. In addition a player may only participate in a “2 on 1” battle once per campaign season.
- 6.7 If the CM has designed the battle a team night each team will roll for their army commander.
  - 6.7.1 Each player rolls a d10 adding +1 if they have a larger force than their teammate. The winner will control the army commander for the evening and the army commander will have the same nationality as the winner's personal commander.
  - 6.7.2 The divisional stats for the army commander are randomly determined than increased to army status, the points for this Army CC are added to the total army value used for the battle to determine reinforcements
  - 6.7.3 Roll a d6 for each General characteristic and consult the following chart. Remember army commanders automatically receive a 10 response.

Roll	Command	Quality	Combat Mod
1	3"	P	-1
2	3"	A	+0
3	3"	A	+0
4	4"	A	+0
5	4"	G	+1
6	5"	E	+2

- 6.7.4 If one of the players on a team is already an army commander he will be a wing commander under the created army CC. The other player a Corp CC under the new Army CC.
- 6.7.5 If both players on a team are Army commanders both players will be wing commanders under the appointed Army CC.
- 6.7.6 In all cases the points for your increased statistics are added to your army value when results are calculated for the evening. Players should recalculate points for wing cc's and the army commanders value should be added to the army commanders army points.

## 7.0 Leaving the table

This campaign is to stimulate play between players on a tabletop and to provide for an environment that will allow players to actually play the game. Since all casualties are replaced prior to the next conflict and since players may now not join in other battles, falling off the table without engaging the enemy is considered un-sportsman like. Such conduct must receive severe penalties.

If an army falls off the table or voluntarily routes off the table, the following penalties are imposed. This does not mean that a player may not route a unit off the table if the route was caused by combat contact, or if the unit was previously routed and is attempting to avoid further casualties. Such play is considered appropriate. However, intentionally avoiding a conflict by removing your figures from the battlefield is not in good form.

1. If a player acts in an un-sporting manner he can gain no reinforcements for the rest of the Campaign Season, and any reinforcements previously gained during this season are lost and removed from his OB.
2. If a player chooses not to play in the next Campaign Season because of these penalties, then if that player returns (decided upon by a majority vote of all involved players) these penalties shall go into effect in the very next Campaign Season the player participates in.

“The ordinary man is involved in action, the hero acts. An immense difference”

## 8.0 Shadow Corps

- 8.1 When the number of players is uneven, one player will use a shadow corps to create an even battle.

- 8.2 Playing a shadow corps is voluntary. If multiple players volunteer, high die roll will play the shadow corps
- 8.3 Shadow corps points will be provided every season by the CM. The normal value of the shadow corps is 90% of the average army size. Shadow corps grow by receiving additional points each season, they do not receive any reinforcement rolls.
- 8.4 Shadow corps receive the same percentages for elites, lights, artillery and cavalry as the main player armies. The shadow corps uses the same divisional stats as the player has in their regular army. This figure will increase in stats throughout the season the same as the player.

“The only thing more melancholy then a battle won, is a battle lost”  
-Wellington

## 9.0 The Spoils of war

- 9.1 At the end of every battle players tally up the victory points earned. Basic victory points are awarded in the normal manner as described in the Scenario Booklet, page 5, paragraph 1.6, and sidebar 3. For ease of reference those victory points are repeated here.

### **SIDEBAR 3 – NORMAL VICTORY POINTS (These apply to all battles)**

1. 1 victory point per marked cavalry, gunner, or infantry casualty or for these same figures removed from play due to dispersal.
2. 2 victory points per captured enemy artillery battery (gun model). A battery is “captured” or “controlled” by a side if that side was the last to move through or touch the position where the gun model rest.
3. 2 victory points per figure on base for eliminated general officers. An “eliminated” general is one permanently removed from play due to death or wounds; this does not include wounded generals that either do not leave the field or which return to action.
4. 3 victory points per figure on base for captured general officers. A “captured” general is one whose permanent removal is due to capture.

- 9.2 Players will also record the number of objectives controlled by their army at the end of game play.
- 9.2.1 An objective position is “controlled” by a side if that side was the last to control the position with an un-routed combat unit. Control is defined as being the last side having a single unit in contact with the position. Control may be assigned at the start of a battle, in which case the controlling side is considered to have been the last to pass through.
- 9.3 Once players calculate both their victory points and objectives they will present themselves to the Battle Results Recorder (BRR) for the recording of their results and the presentation of their rewards.
- 9.3.1 Players will present the following information to the BRR
- 9.3.1.1 The winner of the battle
  - 9.3.1.2 The Army value for each player
  - 9.3.1.3 The General Rank for each player
  - 9.3.1.4 The victory points earned by the winner through casualties inflicted, generals killed or captures, and artillery captured
  - 9.3.1.5 The victory points earned by the non-winner through casualties inflicted, generals killed or captures, and artillery captured

9.3.1.6 Number of objectives controlled by each player.

- 9.4 At this point the Battle Computer will determine the number of Rank points and reinforcement rolls earned by each player.
- 9.5 A player can earn a maximum of two reinforcement rolls and 15 rank points in a single Campaign battle.
- 9.6 A player rolls percentile dice for each of his reinforcement rolls and consults the following chart:

D100 result	Troop Type Received
01 – 02	Wildcard (Foot or Horse) See 9.9
03 – 04	Divisional CC (3"A(4)+0) See 9.7
05 – 06	Artillery battery (3#, 4#, 6#, WFA, RHA, or HHA players choice)
07- 12	8 figures LC
13 – 21	8 figures LN
22 – 29	4 figures LC
29 – 33	12 figures LN
34 – 79	4 figures LN
80 – 89	4 figures LT
90 – 96	8 figures LT
97 – 98	Artillery battery (8#, 9#, 12#, OFA, or HFA players choice)
99	Corp CC (Divisional Command span = 3"A(6)+0) see 9.7, 9.12
00	Special general option See 9.13

- 9.7 When a player receives reinforcements during a Campaign Season, they must immediately add them to their OB. Troop types taken from reinforcement can only be those troops contained in your OB at the beginning of the night. Brigades may be broken down to include the reinforcements, but each brigade must be an effective combat unit. Divisions cannot lose a brigade, but a new brigade formed may be assigned to a different division. If a player is lucky enough to gain enough reinforcement rolls in a single night to form a new brigade, they may take any troop type from any nationality currently in their OB. If a New Divisional CC is indicated, brigades may be removed from existing divisions to form a new division, but the size of those brigades may not be modified. Divisional CCs gained may be appointed as artillery commanders, no matter how many gun batteries are present. If a Corp CC is gained the army may be reshuffled to give that commander an appropriate command; however, existing brigades cannot be broken down.
- 9.8 If a player's personal commander increases his statistics because of accumulated Rank points, his new point cost is added immediately to the army value.
- 9.9 The Wildcard (Foot or Horse) allows the player receiving the card to choose 4 FIGURES of any type infantry or cavalry in the OB he used during the night. Remember, wildcard rolls can be used to increase certain troop types normally not allowed by these rules.
- 9.10 A player may discard one of his reinforcement rolls for having the option of reorganizing his force. This is determined prior to rolling.
- 9.11 Austrian and Prussian armies cannot have more than one brigade of Jagers in their force even with reinforcements.

- 9.12 Any reinforcement roll can be used as 4 LN if the player desires. This does not change the value of the card in terms of permanent reinforcement.
- 9.12.1 If a Corp CC is rolled and the player has not yet achieved army commander status The Corp can be used as a 3”A(6)+0 divisional commander in their force.
- 9.12.2 A player may increase the attributes of a general received from a reinforcement roll by converting a reinforcement roll into an attribute increase. If a player receives a general from a roll and has other rolls remaining, he may decline some or all the other rolls and increase one of the general’s four attributes for each roll declined. Reinforcement rolls previously gained cannot be declined to increase these attributes further, nor can future reinforcement rolls be declined to increase THIS general’s attributes. If this general is kept at the end of the season, the cost is equal to the number of reinforcement rolls used. If you used an extra card to increase the stats, the general will use two of your three allowed rolls.
- 9.13 If a player rolls “100” and if he has achieved army commander status, he rolls randomly on the following table. This result may not be changed from season to season.
- 1-2 Personal Magnetism (Blucher Effect)
  - 3-4 Outstanding Reputation (Napoleon Effect)
  - 5-6 Uncanny Insight (Wellington Effect)
  - 7-8 Outstanding Chief of Staff (Berthier Effect)
  - 9-10 Outstanding Aide de Camp (Mouton Effect)
- 9.14 Personal Magnetism (Blucher Effect): You have been assigned a very efficient Chief of Staff and can leave the administrative work to him, while you do what true warriors are supposed to do...lead your men to glory and victory.
- 9.14.1 An army commanded by a player with an Efficient Chief of Staff gets two army general units. The first, representing the Chief of Staff (you can even name him if you wish), has three figures and a rating of (4+increased command range based on corps/army size)”A(10)+0. The second, representing you, has one figure, a command span of 0”, your quality, a (10) response number, and your combat modifier. The Chief of Staff unit functions like a normal army general unit. The individual figure unit (which can also be used to command any unit in the army), on the other hand, can be used to roam the battlefield at will, attached to any units that can be helped by the quality and/or combat modifier.
- 9.14.2 The point costs when selecting this combination is the cost of the single figure unit and the Chief of Staff. The player receives 10 points to help pay for this roll, all other points required must come from base corps/army points in all future corps/armies.
- 9.15 Outstanding Reputation Option Napoleon Effect: With a firmly established reputation, your presence on the battlefield could make a large difference. The troops love you and respect you and will fight to the death to meet your expectations and carry out your orders.

- 9.15.1 Consider the dispersal letter of each cavalry and infantry combat unit in an army commanded by a general with an Outstanding Reputation to be one letter better than normal (“A” remains “A”) for the purposes of calculating dispersal numbers. For example, a unit with a “D” dispersal letter is treated as if it had a “C” dispersal letter when figuring the units dispersal number.
  - 9.15.2 Add one to all fatigue level numbers.
  - 9.15.3 When this option is used, the personalized general unit costs one extra point per infantry and cavalry unit in the corps/army. The player receives 10 points to help pay for this general, all other points required must come from base corps/army points in all future corps/armies..
  - 9.15.4 When this option is used, the “death” or “capture” of the personalized army has no effect.
- 9.16 Uncanny Insight (Wellington Effect): You have an almost uncanny knack for always being at the right place at the right time. Your presence at a crisis point, where you take personal command, can save the army or give it victory time after time.
- 9.16.1 If not moved during your Movement Step, a react marker may be placed on your personalized general unit, the same as it could on a cavalry or horse gun unit.
  - 9.16.2 With a react marker, the general unit may be moved for any purpose at any time that it is possible to move reacting cavalry or horse artillery. An attached cavalry escort may also be moved.
  - 9.16.3 If this option is used, the general unit costs ten more points than usual. The player receives 10 pts with this card, which will cover the cost.

“I’d rather have a lucky General than good one”  
-Napoleon

- 9.17 Outstanding Chief of Staff (Berthier Effect): Your Chief of Staff is your right hand. He never misunderstands orders, he dispatches multiple copies and has well trained orderlies.
- 9.17.1 Your army generals command span is increased by 3 inches.
  - 9.17.2 The player receives the appropriate number of points required for this option at corps (6 points) and army levels (9 points).
- 9.18 Outstanding Aide de Camp: You have a truly outstanding Aide de Camp who can be trusted with the critical mission at a critical time. At any point during any friendly arrival step the phasing player can attach an Aide de Camp figure to any one brigade within normal movement range of the army commander. This figure acts as a modified divisional general with the following stats 0”G(5)+1. This figure may only command the brigade attached to, but may be used to rally and perform all other functions (even on the turn of placement). On the first turn of placement the Aid has a response of 10 as he just left you command figure with clear orders in hand. For the remainder of the battle, the general operates according to his stats. This option receives 10

points to pay for this option (costs 10 points). Note: the extra point in cost is for the 1 turn of 10 response.

- 9.19 If multiple rolls resulting in the Special General Options occur during a single campaign season, these above options can be combined. Points needed to purchase each option are still applied if the options are purchased for the next campaign season. All available options may be purchased if earned.

## **10.0 Make up Games**

- 10.1 To keep players competitive make up games will be available  
10.2 Make up games must be conducted at the club setting.

“If you start to take Vienna...take Vienna”  
-Napoleon

## **11.0 Campaign Season Completion**

- 11.1 When four campaign games have been played the Campaign Season will come to an end.
- 11.2 At the end of a campaign season a player may choose three of the reinforcement rolls the player earned to carry over to the next campaign season.
- 11.2.1 If a player used reinforcement rolls to improve the statistics of a General he received as reinforcements, the improved general counts for as many reinforcement rolls as it took to bring him to his current stats. For example a 3”A (4)+1 general would be worth two permanent reinforcement rolls. To allow flexibility you can use the general’s base statistics and he would only be worth one roll.
- 11.2.2 In order to keep players’ armies competitive, and to allow new generals to enter a campaign in progress, a player will always receive a minimum of 8 rank points and 5 reinforcement rolls (can only pick 3 to keep as above) for each season.
- 11.3 Players will reconstruct their forces, pricing their personal commander with his current abilities, and then adding reinforcements to their army value.
- 11.4 No reinforcements are carried over when a Campaign resets and all players return to the 3”P(4)-1 ranking.
- 11.5 Reinforcement rolls are converted to points for the next campaign season. These points may be combined with the standard points the player receives. Rolls are converted using the following chart.
- 4/8/12 LN = 4/8/12 LN points
  - 4/8 LT = 4/8 LT points
  - 4/8 LC = 4/8 LC points
  - 1 WC = 6 Elite infantry or 4 Elite cavalry points
  - 1 Art Battery = 11 points of appropriate artillery

“I love war, responsibility, and excitement. Peace is going to be hell on me”  
- Patton

## Rules

“There is such a thing as legitimate warfare: war has its laws; there are things which may fairly be done, and things which may not be done”

### **ADVANCED RULES USED:**

- 13.0** – Advanced Command Rules
  - 13.1** – Command Status for Continuous Columns
  - 13.2** – Fatigue
  - 13.3** – Advanced Army Morale Effects
- 14.0** – Advanced Movement Rules
  - 14.1** – All-out Attacks
  - 14.2** – Evasion Movement
  - 14.4** – Dismounted Cavalry
  - 14.5** – Detachments
  - 14.6** – Formation changes to the Right or Left
- 15.0** – Advanced Fire and Combat rules
  - 15.1** – Increased disorder and rout numbers
  - 15.2** – Special Combat Resolution – Moving Combats
  - 15.3** – Varying Tie Roll Combat Casualties
  - 15.6** – Advanced Artillery Routs

### **OPTIONAL RULES USED:**

- 18.0** – Optional Movement Rules
  - 18.2** – Optional Formations (modified for Divisional Square formations, see house rules)
  - 18.7** – Escorts
- 19.0** – Combat and Morale Options



- 19.1 – Ranged Artillery
- 19.3 – Old Guard Manning Artillery
- 19.4 – Irregular Unit Attacks
- 20.0 – Optional Rules for Generals
  - 20.1 – Special General Options (for reinforcement rolls)
  - 20.2 – Optional General Casualties
  - 20.5 – Free Rolls – The Free Roll Markers (for reinforcement rolls)

### 13.0 Napoleon's Battles house rules

The following modifications to the Napoleon's Battles rule set are in use for the Campaign Game.

**Para 1.4.2.6** – Clarification: Any unit with a located in a town and in line formation, must deploy into the town, unless an unrouted enemy unit is located closer than one inch to the town being deployed into.

**Para 1.5** – Add the following sentence: Any attachment is considered part of the unit it is attached to. If the attached unit is in command of a commanding general, and the unit it is attached to is also under the command of that commanding general, then both units are considered in command. If the attachment is in the firing arc of an enemy unit or comes into contact with an enemy unit then the unit it is attached to is also considered within the firing arc and in combat contact. The reverse is also true, units attached to another unit will block friendly fire, and this includes generals. Artillery units attached to an infantry or cavalry unit cannot be engaged by infantry fire, the infantry must direct it's fire against the unit the artillery battery is attached to.

**Para 1.6** – Add the following sentence: Only distances for a player's own troops can be measured. At no time may a player check distances or firing arcs for troops that are not his. The one exception to this rule is in the case of disagreement.

**Para 2.3.1.2.6** – Change to the following: React Markers: Cavalry and limbered horse artillery units which are not moved during a side's Movement Step or when a controlled recall (for cavalry units only) move is possible may have a react marker placed instead of moving (see 8.5.1.1 and 8.5.4.6.). The react marker shows that the marked unit has reserved its movement for use during some later phase or step. React markers may not be placed with units already having disorder, half move, no move, and/or rout markers. React markers must be immediately removed if their unit is moved, an enemy unit moves into combat contact, or if it is disordered or routed. If not otherwise used, a react marker is automatically removed during its side's Administrative Step.

**NOTE:** What the above rule is trying to do (Paul and I have tried this in a small battle) is to give the horse artillery a better feel. Allowing horse artillery (and this is ONLY limbered horse artillery) the ability to react with their attached cavalry gives it much more utility. In this way the horse artillery unit can accompany the cavalry unit instead of having to be placed ahead (and unprotected) of its supporting cavalry unit during the movement phase. This type of movement causes an inherent danger to horse artillery as they can be cut off from their supporting cavalry and destroyed. In addition, some horse artillery when unlimbered cannot evade attacking infantry (see Note g on your combat cards).

So in keeping with the above modification, anywhere where react markers can be used applies equally to cavalry and unlimbered horse artillery. Unlimbered horse artillery cannot make recall attempts and are not allowed to accompany cavalry units on recall moves, unless specifically stated they may do so in the rules. These paragraphs include 4.2.3.2, 4.2.3.1, 4.6, 8.5.1.1, 8.5.2, and 14.2.

**Para 8.1.1.4** – Change to the following: Once a player begins moving a unit, if it's starting position is not marked, then the unit's move cannot be restarted. Once a player has started moving a unit, that unit's movement must be completed before moving a different unit. Once a unit has been moved and the player

has gone on to start moving another unit, the player may not later return to “adjust” the unit or change its move!

**Para 8.4.1.** – Add the following: Front facing is defined as the front of any base, excluding corners, of the unit’s front rank.

**Para 8.4.1.2** – Change to the following: General units may be moved to initiate a combat contact only while attached to an infantry or cavalry unit (covered in note “q” on the INFORMATION CARDS/CHARTS). They may directly contact enemy units only as a result of enemy unit movement. General units cannot extend the front trace of their attached unit when attacking, thus the unit’s front trace must actually come into contact with the enemy unit and not the front trace of the general.

**Para 8.4.4** – Change to the following: When an enemy cavalry unit moves to combat contact with an infantry unit(s), an “emergency” attempt to form the infantry unit(s) into a square formation must be made unless the infantry unit meets one of the following conditions:

1. Is in combat contact.
2. Is already in square formation.
3. Is in march column formation.
4. Has one stand located in a town, swamp, or any type of woods.
5. Is holding an entrenchment or a wall (see 10.3.9.2).
6. Is routed.

In all of the above cases, the attempt may not be made. Portuguese and Spanish guerrilla infantry units may not form square. This emergency formation change expends no movement factors.

**Para 8.5.3** – Change to the following: Any phasing combat unit, unless in square formation, and all cavalry units (phasing or non-phasing) “winning a combat” (all enemy units in the combat disperse, are eliminated, rout, and/or withdraw; and all enemy cavalry units have left the combat by bouncing away) must immediately “occupy” the position or a portion of the position vacated by the enemy unit(s). This is also done if a marked combat ends because all enemy units in the combat disperse, are eliminated, and/or rout due to firing before the combat starts. In order to make such a move at least one enemy unit must have been dispersed, eliminated, routed, or withdrawn.

**Para 8.5.3.2** – Change to the following: If there is more than one winning unit, the modifying unit (see 10.1.2.) is the one that is moved. No attached units (with the exception of generals) are moved with the occupying unit (they may remain attached if still touching after the move).

**Para 8.5.4.5.2.2** – Change to the following: The cavalry unit must initiate combat contact by moving directly to the enemy unit following the shortest possible route. The cavalry unit may execute a forward wheel to line up on the enemy unit (as long as rule 8.5.4.5.4 is not violated), but this wheel must expend the minimal possible movement factors to make combat contact. This wheel may be executed even if unrouted enemy units are within an inch of the uncontrolled cavalry unit. If the cavalry unit lacks the movement factors to reach the closest enemy unit to its front, it must be moved directly toward it as far as its movement factor allows.

**Para 8.6.1.2** – Change to the following: If in combat contact at the start of an unformed move, the initial inch moved that ends the contact must be backward movement if possible (if not possible it must be as far as possible backwards) and the remainder of the movement may be in any direction or combination of directions that conform to 8.6.1.1.

**Para 8.6.2.1.2** – Change to the following: A bounce move must break combat contact and cover at least one inch. A bounce move may expend as many movement factors as allowed by a cavalry unit’s current formation (which may not be changed). This move must be toward the armies starting edge.

**Para 8.6.2.2.2** – Change to the following: Rout Movement Factors: Routed units do not use their normal movement factors, but instead, use “rout movement factors”. Routed infantry units and gunners without

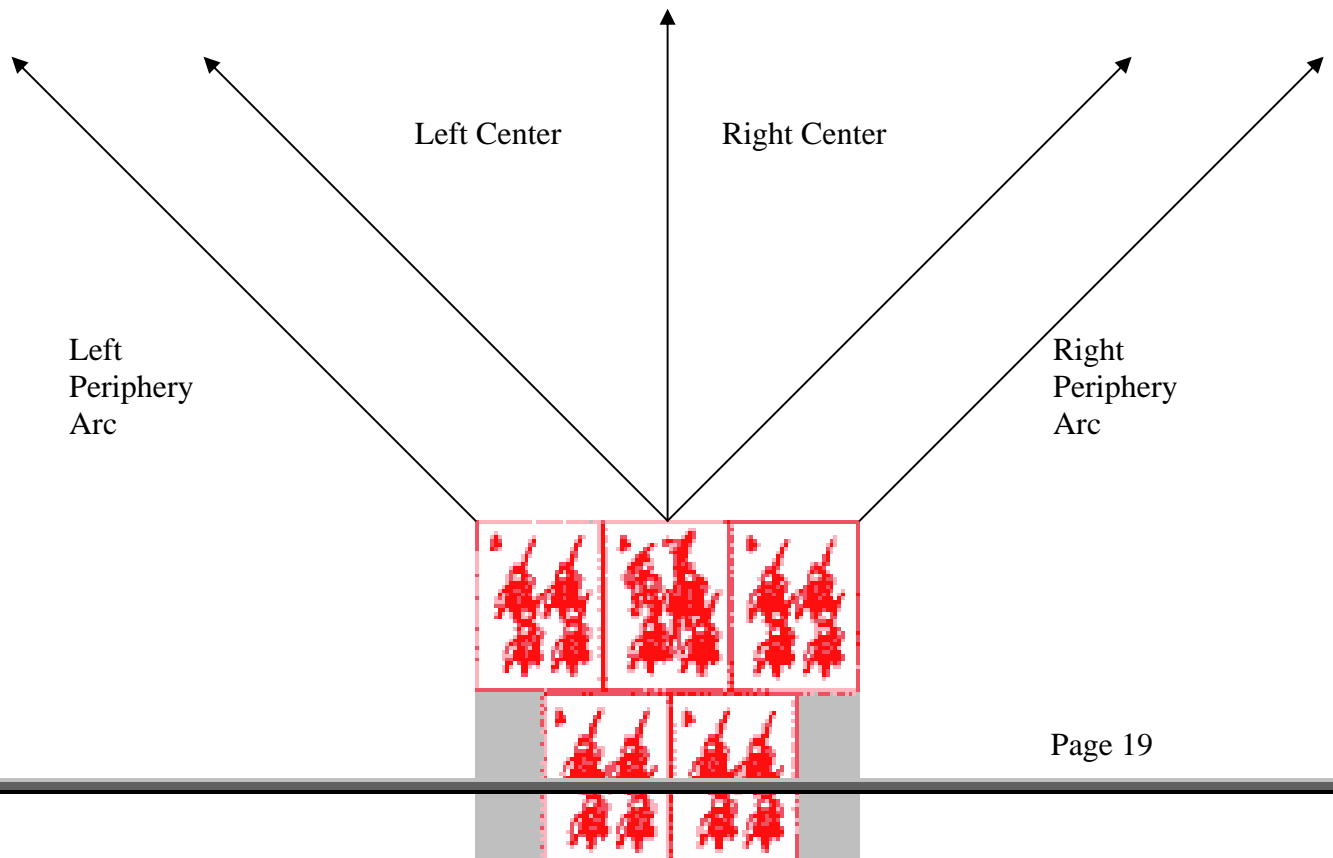
their guns (Advance Game – see 15.6) have an 18-inch movement factor available for rout moves. Routed cavalry and limbered artillery units have a 27-inch movement factor available for rout moves. Routed wagon/pack train units use their current formation’s movement factors for rout moves. A rout move must break all combat contact and cover at least six inches. A rout move may expend as many movement factors as allowed for a routed unit of its type. This move must be toward the armies starting edge or into contact with an available general who is able to rally that unit as long as the routing unit does not end its route move closer to the enemies table edge than when it started.

**Para 9.2.1.5** – Change to the following: A unit in combat contact may only fire at a target with which it is in combat contact. A unit must be fired at an enemy unit with which it is marked to actually fight a separate combat, if possible, but can be fired at another touching enemy unit with which it is not in actual combat, if necessary. Other targets may not be fired at, even if fire is not possible at a touching enemy unit. Attached artillery that cannot bring the enemy unit in contact with its supporting combat unit into its arc, may fire at the first target available in its fire arc. This is called “attached artillery independent fire”.

**Para 9.2.2.2** – Change to the following: Ranges are measured from the center of the front edge of the firing unit. Units in square formation or deployed in towns are considered to have their front facing in all directions. Range for deployed infantry units may be measured from the center of any desired edge or perimeter side. Artillery may also fire from any side, but because of the restrictive size of the normal artillery template, the placement and range determination is somewhat different. The artillery template can be placed anywhere on the edge of the town or fortification. The artillery template can also be placed straight off any corner of the town (at a 45 degree angle). Any unit falling into the artillery template when placed in one of the positions above and is not blocked (see 9.2.3.2.1) can be targeted.

**Para 9.2.3.1** – Change to the following:

9.2.3.1 – INFANTRY UNIT FIRING ARCS: An infantry unit has four firing arcs shown by using the echelon lines on the Maneuver Template on either side of the center of its firing facing, out to the limit’s of the firing unit’s range. These two center arcs are designated the “Left Center Arc” and “Right Center Arc”. By moving the echelon lines to the far left or far right of the firing unit the other two arcs are revealed. These arcs are enclosed by this echelon mark to the end of the “Center Arc” adjacent to it. These two arcs are designated the “Left Periphery Arc” and the “Right Periphery Arc”. (See diagram below). Any target must fall at least partially within these firing arcs, and no firing may be directed at targets falling outside these arcs.



9.2.3.1.1: Firing at a target with an infantry unit is 'blocked' if any friendly combat or wagon/pack train unit, any enemy combat unit, or a town (unless the target is in the town) is located closer than a more distant potential target within a single arc.

9.2.3.1.2: Firing infantry units are never blocked by other types of units or terrain features.

9.2.3.1.3: If a legal target is located in two arcs or in a single arc with an adjacent arc clear (not blocked by another friendly unit or another legal target) the firing unit resolves firing as normal. If the target can only be engaged in a single arc or an adjacent arc is not clear, the firing unit receives a '-1' firing modifier.

9.2.3.1.4: Infantry may fire through an attached artillery unit, but not a massed battery, with a '-1' modifier. This modifier is cumulative with any other firing modifier.

**Para 9.2.3.2.1** – Change to the following: What Blocks Artillery Fire: Because infantry fire is largely represented by skirmishing fire and the skirmishers can be considered to be actually located at some distance from the infantry unit, the largely direct fire by artillery units is blocked somewhat differently. Firing at a target with an artillery unit is "blocked" if any of the following conditions apply:

1. A friendly combat or wagon/pack train unit is located closer than a more distant potential target on the Artillery Fire Template's firing arc.
2. Any enemy cavalry or infantry unit is located closer than a more distant potential target on the Artillery Fire Template's firing arc.
3. A town, intervening woods (woods between the battery and target unit), two inches of any type woods if the target unit is in that woods, or any ground higher than both firing unit and target is located closer than a more distant potential target on the Artillery Fire Template's firing arc.

Firing artillery units are never blocked by other types of units (i.e., by enemy artillery units) or terrain features, but are restricted on firing into dead zones.

**Para 9.4.2.1** – Change to the following: Any target unit located completely in a town or woods is in cover. Apply the cover modifier to a firing situation where the path of the fire crosses a town and the unit has at least one stand in that town/woods.

**Para 14.2.2** – Change to the following: To make an evasion move, the evading unit's controlling player announces that an evasion move will be made as soon as the enemy unit makes combat contact, then does so. An evasion move must end the combat contact, and may not be used to move the evading unit into another combat contact. This move must be made toward the army's starting edge.

**Para 15.2.3.2** – Change to the following: If there is a winner (all units on one side are dispersed, eliminated, and/or routed), a combat winner loss is taken (see 10.4). However, if multiple moving combats against routed units are initiated and completed before the end of the attacking units move, then only a single winner loss is taken for the entire movement when it has completed its movement.

**Para 18.2.2.1** – Add the following sentence: Divisional Squares may only be formed if all infantry brigades forming the square are not within one inch of an un-routed enemy unit.

**Para 18.7.1** – Replace with the following: A player may only have one unit/detachment as an escort. If a detachment is used it must all come from the same combat unit.

**Para 18.7.2** – The escort may only move when attached to the army CC (In order to move it must be attached to the army CC the entire move). If the army CC cannot or chooses not to remain attached, the escort cannot move. The escort may not initiate combat contact except as the result of a blown recall roll.

Escorts may not be placed in react. A player may only have one unit/detachment as an escort.

“The greatest pleasure is to vanquish your enemies and chase them before you, to rob them of their wealth and see those dear to them bathed in tears, to ride their horses and clasp to your bosom their wives and daughters.”

-Genghis Khan