

Napoleon's Wars©

Brigade level Warfare 1792-1815

By: David Bush
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Chapter 1 "Playing the Game"

1.0 Introduction and Basing

Napoleon's Wars (NW) is a brigade level simulation of the battles waged in Europe during the rise and fall of Napoleon Bonaparte. NW uses standard base sizes for all units of a certain type. All infantry and cavalry brigades are mounted on 3" square bases. Artillery batteries are mounted on 1 ½ inch square bases. Generals are mounted on 1" inch square bases, Commanders on 1 ½ inch square bases and army Commander in Chiefs (CinC) on 2" square bases.

A base of infantry or cavalry represents a brigade or grouping of several battalions or squadrons. Artillery uses 2 figures and a gun model to represent a light battery, 3 figures and a gun model for a medium battery and 4 figures with a gun model for a heavy battery. A general is represented by a single mounted figure; a commander has two figures and army CinC three or four. Infantry and Cavalry brigade bases may hold as many figures as a player wishes to place upon them. Figures based for other systems may be used by placing a base of the proper size under them.

1.1 Unit facing

A unit has a front, two flanks and a rear. The front perspective is the direction in which the unit is facing. The flanks are its left and right sides and the rear is the back of the unit. A unit's front perspective follows imaginary line that range out at 45 degree angles from its front corners.

1.2 Time

Each game turn represents roughly 30 minutes upon the battlefield.

1.3 Measurement

Pre-measurement is allowed for fire and movement.

1.4 Die Rolls

All die rolls are using two 6-sided dice and will be referred to as 2d6. All rolls must be in front of all players in order to be considered valid rolls.

2.0 Unit Labels

Every brigade, battery and leader has a label that conveys information. These are usually specific and pre-printed for each scenario. Artillery labels convey the batteries command, weight and whether is it "horse" or "foot" artillery. **Example: IV Corp, 6 lb, Horse**

- Infantry and cavalry labels will include the following information, in this specific order: **1B/1/IV** (1st Brigade of the 1st division, IV Corp.)
- If cavalry then the "weight" of the cavalry is listed: **2B/1/IC Medium** (2nd Brigade of the 1st division or 1st Cavalry Corp and is "medium" cavalry.)
- The Skirmish value (**SK**) is then listed. If there is no skirmish value (**SK0**), then nothing will appear. **1B/1/IV SK2** (1st Brigade of 1st division, IV Corp with a skirmish value of 2.)
- Mixed brigade (**MX**) if the brigade is a mix of infantry battalions and cavalry squadrons (common amongst the Prussians and Austrians) then the (**MX**) designation is listed. **1B/1/IV SK1 (MX)** (1st brigade of 1st division, IV Corp with a skirmish value of 1 and is a "mixed" brigade.)
- An infantry or cavalry brigade will also list its fatigue and quality level: **1B/1/IV SK1 7/5/3 Vet** (means 1st brigade, 1st division, IV Corp, skirmish level of 1, fresh/worn/spent level is 7/5/3 and is a Veteran class unit.)
- A general has a label that designates him to either be an "ADC" or a subordinate of a specific command. **ADC or 1/IV Corps.**

- A Commanders label specifies his name, what command he is in charge of, his quality level, command range, and whether he is considered “Valorous”. **Ney (V), III Corp, G,14** (Ney is the commanders name, the (V) means he’s valorous, he commands III Corp, “G” means his units operate on the Good maneuver table (if within his range), and his command range is 14” inches.
- An Army CinC’s label specifies his name, command quality and influence bonus. **Napoleon,E,+4** (Army CinC is Napoleon, command quality is “Excellent” and his influence bonus is +4.)

3.0 Army Rosters

In order to keep track of information about your units, and to conceal that information from the enemy, NW uses “rosters.” The rosters are usually included with the scenario but if not then must be made. On the rosters, each unit has its identification (1B/1/IV SK2 7/4/2 LN). Following the information is a blank line upon which s.p. losses are kept track of. When a unit’s s.p. level reaches 0 it is removed from the table and considered destroyed. Disorder or rout status are kept track of by markers next/on the unit in question. The roster also keeps track of overall unit losses for divisions/corps and the army. When enough units have been lost equal to a division/corps fatigue level, All units of that command are considered fatigued and suffer the appropriate penalties. Below is a small example of an army roster:

Army of Italy – (AF- 6) 0 0 0 0 0 0
I Corp – (CF- 2) 0 0
1B/1/I SK1 7/5/3 Vet. 0 0 / 0 0 / 0 0
2B/1/I SK2 8/6/4 LN. 0 0 / 0 0 / 0 0 0

When marking losses for units, color in the mark as s.p.’s are lost. The slashes in-between losses let a player know when he has entered a new fatigue level. Corp, wing and army losses are based upon units, not s.p.’s. When marking ½ a unit loss put a slash through the circle. When another ½ unit is lost just color in the circle or ‘X’ it out.

4.0 CinC’s, Commanders and Generals

Commanders in Chief (CinC) Are the men in charge of the entire army. They affect game turn initiative, commander replacement and have a local affect on units around them and in some cases may even give a “Valor” bonus to units around them. CinC’s may not attach to units. (See rule 3.1 in the Scenario design chapter.)

Commanders are Corp or wing commanders that have large bodies of units subordinate to them (or early war divisional commanders in the old traditional style army’s.) It is their command skill rating and range that units of the command use in order to operate effectively upon the battlefield. Some of these men were extremely brave or daring commanders and they may give additional bonuses to units around them. Commanders may not attach to units. (See rule 3.1 in the Scenario design chapter.)

Generals represent subordinate division or brigade level commanders that could and did directly affect the operation of the units at the tactical level. Generals *must* be attached to a unit (infantry or cavalry only) in order to benefit that unit. Generals that are part of a given command may only attach to units of that command. Should all units of that command be eliminated, then simply remove the generals. ADC’s are special generals that represent the command presence of the army CinC. These generals may attach to *any* unit of the army. (See rule 3.3 in the Scenario design chapter.)

5.0 Game Sequence

The game is played in a series of phases that must be carried out in strict order. Once the phasing player has completed his phases (2-6), the other player then carries out phases 2-6 for his units. Once both players have completed phases 2-6, they both carry out a rally phase for their routed units. A game turn is then completed. The sequence of play is as follows:

1. Initiative phase
2. Skirmish fire phase (Simultaneous)
3. Artillery fire phase (Simultaneous)
4. Phasing players maneuver phase
5. Non-phasing players Reaction phase
6. Combat phase
7. *Rally phase (Simultaneous) * Not done until both players have completed phases 2-6.

6.0 Initiative Phase

During this phase the army commanders roll dice to see who will have the initiative for that game turn. Gaining the initiative allows that player to decide whether he, or his opponent will move first during that game turn. Each army CinC rolls 2d6 and adds his influence bonus (if any) to the die roll. The CinC who rolled highest gets to choose. In case of ties, reroll until a player rolls higher. (Exception: Napoleon, if CinC, is considered the higher roller in case of a tie.) The winning CinC then announces whether he or his opponent will be first for this game turn. Some scenarios will designate which side has the initiative for the first game turn.

In cases where the army CinC is not on the map yet, the initiative die roll will be modified as per the scenario's special rules.

Once per game Napoleon (if rated Excellent) may have the initiative re-rolled. The second roll is binding and all normal modifiers apply. He must have started on the map in command in order to have this ability.

7.0 Skirmish Phase

Skirmishing represents the invisible groups of soldiers, sometimes well ahead of their main bodies, crouching behind rocks or trees, firing at the enemy in an attempt to force back the enemies skirmish line, throw the enemies formed troops into disorder and even kill the exposed general. These soldiers are beyond the control of any higher level commander and therefore are handled differently.

During each skirmish phase, skirmish fire is resolved simultaneously, prior to either side marking results. Once all skirmish fire has been done, then all mark all units that suffered results and remove any fallen generals.

7.1 Who can skirmish attack

Only certain infantry and cavalry units can initiate a skirmish attack. A unit must have an assigned skirmish (**SK**) value of 1 or 2 in order to initiate an attack. An **SK** value of **0** means the unit can only defend against a skirmish attack.

0 – The unit has only rudimentary skirmish capability, and can't skirmish attack.

1 - The unit has "average" skirmish capability and can skirmish attack out to 4" inches.

2 – The unit has "good" skirmish capability and can skirmish attack out to 6" inches.

A routed unit may not initiate skirmish attacks nor may it be skirmished attacked. A disordered unit skirmish attacks normally.

7.2 Skirmishing and Targets

A unit may skirmish attack any enemy infantry or artillery (not cavalry, See 7.4 and 7.9) unit within its listed skirmish range and frontal perspective, even if it cannot see the unit. (The skirmishers are well ahead of the unit and can see the enemy.)

7.3 Skirmishing Restrictions

A unit may only skirmish attack one enemy unit per phase. If more than one possible target exists, the owning player may select. No unit may be the target of more than one skirmish attack per phase, although a single attack might involve multiple attackers.

It is possible for two or more units to skirmish attack a single enemy target, but only if no other enemy targets exist for those units. If a player has multiple SK-capable units within range of multiple eligible enemy targets, then he must skirmish attack as many of those enemy units as possible. For instance, if there are three SK-capable units and two eligible targets, then both of those eligible targets must be attacked by at least one attacking skirmisher unit, with the remaining unit be able to double up against a target.

A unit deployed within a town or completely within hard cover may not skirmish attack but defends with its SK value (if any) plus gains the “hard cover” defensive modifier.

7.4 Cavalry

Skirmishers were loath to move near cavalry as their very nature as independent individuals made them extremely vulnerable to the fast moving horsemen. Therefore no unit may skirmish attack a cavalry unit. Also units close to cavalry tended to benefit from their presence so any unit within 3” inches of a friendly cavalry unit receives a defensive skirmish benefit. (Cavalry Exception: See 7.9)

7.5 Skirmish attacks

Both players resolve skirmish attacks, and then all results are applied simultaneously. In the skirmish phase of the players turn, each player starts on his leftmost side of the battlefield, checking to see if his units can make skirmish attacks. If a unit can skirmish attack, it must. (Remember, these guys are not under your control but seeking targets of opportunity.)

7.6 Resolving Skirmish attacks

The attacker designates an enemy unit as the target of his skirmish attack. All of his units that will skirmish attack that enemy unit must now do so, together. After that attack is resolved, the player may designate a different enemy unit. Remember:

- No unit may skirmish attack more than one enemy unit per phase.
- Any unit which may skirmish attack must do so.
- No enemy unit can be the target of more than one skirmish attack per phase, although it might be attacked by more than one unit in a single attack.
- If you have multiple SK-attackers and multiple eligible targets, you must attack as many of those targets as you can.

To resolve the attack, the attacker rolls 2d6 and adds the SK value of all his units which are participating in this attack. The target rolls 2d6 and adds his SK value (if any) plus any modifiers that may apply. If the attackers modified die roll is higher than the targets, the target is considered “disordered” if an infantry target or “suppressed” if artillery. If the attackers die roll is equal to or less than the targets, there is no affect. If the attackers die roll is *twice* the value of the targets die roll, then the target losses 1s.p. (artillery units are damaged) and is disordered. Once done, move to the next skirmish attack. An attached artillery unit may only be the target of a skirmish attack if the infantry unit it is attached to has an skirmish value of 0 otherwise, only the infantry may be targeted. (In essence, the infantry’s skirmish screen is also screening the attached guns.)

7.7 Skirmish Modifiers (Cumulative)

Only a defender gets skirmish die roll modifiers. They are as follows:

- +1 If the target is an **MX** brigade.
- +1 If the target is fully behind or in soft cover
- +1 Target is within 3” of friendly (to it) cavalry.
- +2 Target is defending hard cover.
- +2 Target is an artillery unit (+3 if Ottoman artillery.)
- +1 or +2 equal to its SK value (if any.)
- 1 Target is vulnerable (Target if fording, on a bridge or used road movement during its last maneuver phase.)

Should the skirmish attacker roll a 12, any attached general to the target has been shot. Immediately remove the general from play.

Example of skirmish attacks:

Two French infantry units (both SK2) are skirmish attacking a Prussian infantry unit (SK1) that is within 4". The Prussians roll a "4", +1 for their SK value gives them a 5. The French player rolls a "2" which is added to both French units SK value for a total of 6. The French roll is higher so the Prussian unit is disordered.

Example two: A French Infantry unit (SK2) is 5" away from an Austrian infantry unit (SK1) (MX). The French, because they are SK2 can skirmish attack the Austrian unit but the Austrian unit cannot skirmish attack the French unit. (SK2 units can initiate skirmish combat out to 6" while SK1 units can out to 4".) So the French will skirmish attack and add 2 to his die roll while the Austrian can only defend, but will add 2 for being an MX class unit and having a SK value of 1.

7.8 Rain, Snow and Fog

Skirmishing is near impossible in rain or snow weather due to wet muskets, powder and low visibility. Therefore, no skirmish combat is allowed in these weather conditions. On fog turns, skirmish attack ranges are reduced to 4" for SK2 units and 2" for SK1 units.

7.9 Cossack, Yuroks, Bedouin and Arab Cavalry

These units are an exception to the rule which states that cavalry may not skirmish attack or that infantry may not skirmish cavalry units. Cossacks (and to a lesser extent the Ottoman types) were near worthless as battle cavalry, but were aggressive and brilliant skirmishers that made up for much of their army's lack of trained foot skirmishers. Cossacks have a skirmish rating of SK2 while the Ottoman types have a skirmish rating of SK1.

The owning player of these unit types decides whether or not they will skirmish attack. *Only* if they do may enemy infantry units skirmish attack them in return (this represents that fact that these cavalry types could pick and choose to attack or not.) These cavalry unit types *do* give units around them the +1 bonus as well as to themselves (Cossacks would defend with a +3 to the die roll.)

8.0 Artillery Fire Phase

Artillery fire is resolved simultaneously. Each player starts on his left – at the left-most side of his army – and works his way to the right, resolving artillery fire. Players can take turns resolving, although no results apply to any targets until all fire is resolved. Each artillery unit may fire once per fire phase (it may be helpful to mark batteries that have fired with a puff of cotton in front of it.) Artillery units that are suppressed fire with ½ their fire points. Artillery units that have been damaged fire with ½ their normal fire points. A damaged battery that is suppressed may not fire.

8.1 Facing and Firing

An artillery unit may fire at any unit which is at least partially within range (some part of its base is within the artillery unit's range), and at least partially within its frontal perspective. The artillery must be able to *see* its target, given limits on visibility for weather and terrain. Artillery fire may only penetrate one inch into woods or forest, and is blocked completely by towns or cover. (Units in towns or directly behind cover may be fired upon but fire can't go through the towns or cover to hit a unit behind them.)

Artillery may not pivot or change facing prior to firing. All such movement is carried out in the maneuver phase.

8.2 Targets

Artillery fire in NW is resolved by target. Starting at his left, the firing player points out an enemy unit he wishes to fire on, and then *all* of his units that will fire on that target must do so together. Once that fire is resolved, no other units may fire on that enemy unit this phase. Mark units that have fired with cotton puffs.

8.3 Line of Fire

The line of fire is not a thin line: it is as wide as the artillery unit's frontage (1.5" inches.) When tracing a line of fire to a target, your artillery unit must have an "alley" of unobstructed fire on that target at least as wide as the artillery unit's frontage, in order to make a clear shot. If the line of fire is partially obstructed by terrain or cover, or the presence of another unit, then no shot may be taken. A player may not fire "over" or "through" a unit to hit another unit. Artillery units have a 45 degree arc of fire from their frontal perspective.

If there are no non-routed units within 6" of its frontal perspective, the artillery unit may fire on any target it wishes. However, if there is at least one non-routed enemy unit within 6" of its front, *then that artillery unit must fire on the closest enemy unit to its front to which it has a clear line of fire.*

8.4 Resolving Artillery Fire

An artillery unit has a number of fire points equal to its weight class and range to the target. These fire points may be modified due the artillery unit being suppressed or damaged. The firing player rolls dice (2d6) applies any modifiers, and then cross-indexes his result on the *Artillery Fire Table*. The results of this fire will range from "fire ineffective," to several strength points (s.p.) being lost and the target falling back in disorder. Should a fraction occur when figuring fire points remember: .1-.5 round down, .6+ round up.

Gun Size	Cannister Range	Medium	Long
Light guns (3-4 lbs)	Out to 3" = 4	3"+ out to 6" = 2	6"+ out to 9" = 1
Medium guns (6-9 lbs)	Out to 4" = 6	4"+ out to 8" = 3	8"+ out to 12" = 1
Heavy guns (10+ lbs)	Out to 5" = 10	5"+ out to 10" = 5	10"+ out to 16" = 2

The following is a list of die roll modifiers for artillery fire. All modifiers are cumulative.

- +1 All British and French artillery fire (Not used versus targets in hard cover or behind any type of works.)
- +1 Russian Heavy artillery fire (Not used versus targets in hard cover or behind any type of works.)
- +2 Target is vulnerable (target is being fired upon through its flank or rear, target is fording, on a bridge or used road movement during its last maneuver phase.)
- 1 All Ottoman and Cossack artillery. (Not used versus targets in hard cover or behind any type of works.)
- 1 Target in or behind soft cover (behind walls, in woods, forest, shallow trench or sunken road, behind hasty works or deployed in a village.)
- 1 Weather is rain or muddy ground affects.
- 1 Artillery and target are on different elevations.
- 2 Target in or behind hard cover (deployed in a town or redoubt, behind field works.)

All artillery units are considered to have 2 step's. At full strength the artillery unit has the fire point amount as listed in the above chart. If it is damaged it has ½ that amount. An artillery unit that has suffered a suppression result has its fire points temporarily halved for its next fire phase. Should a damaged artillery unit suffer suppression, it may not fire at all in its next fire phase. Damaged artillery units should be marked with either a casualty ring or other convenient marker.

All modifiers that apply are added and/or subtracted for a net total, then applied to the die roll. A modifier applies if at least one artillery unit qualifies for that modifier. If the target unit has an attached general, he is killed should the firing artillery roll a natural 12.

8.5 Artillery final fire and Evasion

If an artillery unit is attacked by enemy infantry or cavalry from its front, it will get to take a "final shot" at its attacker prior to contact. This is slightly different from normal fire as it represents a fairly confused situation. The artillery unit fires with its available fire points (die roll modifiers still apply) and then immediately rolls on the *Artillery Evasion table* to see if it can escape if its fire did not stop the attack. An artillery unit may take a "final shot" even if suppressed. If the artillery unit escapes, it is makes a full move to the rear away from the attacking units. The attackers subtract 1" from his movement allowance and may continue. If the artillery unit fails to escape then the attacker makes contact and a combat will occur. If the initial attacker is still able to make contact with the artillery unit after it has evaded, it is considered overrun and immediately removed from play. An artillery unit contacted along its flank or rear perspective does not get a "final shot" but may still roll to evade.

Artillery Evasion Table (Roll 2d6)

Artillery Type	Infantry or Heavy Cavalry	Other Cavalry Attacking
Foot	7 or better to escape	9 or better to escape
Horse	6 or better to escape	8 or better to escape

Modifiers (Cumulative)

- 1 In mud, rain or snow.
- 1 Artillery unit suppressed.
- 1 Artillery unit in rough terrain.
- +1 Artillery unit behind an obstacle or on higher elevation

8.6 Artillery attachment

A single artillery unit may attach to an infantry unit of its command as long as both the artillery and infantry are within their commanders command range. An attached artillery unit is positioned directly in front of and in contact with the infantry unit. Artillery may not attach to cavalry. If attacked by enemy units from the front, the attached artillery will take its “final shot” but does not roll to evade (the gunners are sheltering amongst the infantry.) The combat will be between the attacker(s) and the attached infantry unit with the artillery unit sharing the fate of the infantry unit. If it is routed the artillery unit is destroyed. If it suffers any s.p. loss, disordered and is driven back the battery is damaged and retreats a full move. If the friendly infantry repulses the attack, the artillery survives unscathed.

Attached artillery may be the target of enemy artillery fire. (Enemy gunners can single out the battery.) Otherwise, artillery batteries must keep at least 1 ½ “inches between other batteries.

9.0 Phasing Players Maneuver Phase

- A. Attach Generals:** A general is considered attached to a unit if his stand is in physical contact with the unit’s base. A general may only be attached to one unit at a time and the unit must be an infantry or cavalry unit. When making attachments, the player must announce the action and specify which unit the general is attaching to. A general may be detached from one unit and re-attached to another but the new unit must be within 6” of the old unit. Generals are further limited to attaching to units of their command only. I.E. a general of 1/IV Corp may only attach to units of the 1st division of IV Corp. Army ADC generals may attach to any unit of that army. Once attached, the general stays with the unit throughout the rest of the maneuver and combat phase unless killed or captured.
Only generals may attach, commanders and CinC’s may not.
- B. Attempt to move all units:** Each infantry, cavalry and artillery unit is moved individually and its move completed before the player goes to move another unit. The movement allowance (Mv) for a unit is dependent upon several factors: command control, nationality, type and timeframe and the player’s final modified die roll result. Movement allowances for all units are listed in the *Movement Allowance Chart*. All possible modifiers are also listed.
- C. Resolving movement:** The player selects the unit that he wishes to move and follows the sequence below: (Players should take time to look at the *Maneuver Table*.)
 1. The player adds and/or subtracts all applicable modifiers to come up with a net modifier that he will apply to his die roll (all modifiers are cumulative.)
 2. He rolls the die and cross-references the modified result down the appropriate command table Based upon his commanders skill rating. In order for a unit to gain the benefits of his assigned commanders rating, the unit must be within that commanders command range. If the unit in question is unable to trace a valid command path (in inches) to its commander, then it will use the quality table one level below its commanders rating. If the commander’s skill rating is poor and the unit in question is out of his command range, then the unit will use the poor table but suffer an additional –1 to its maneuver die roll.
 3. There are two maneuver columns that give various results based upon the die roll result and the Current condition of the unit. The first table is for any unit (all artillery) that is in a good ordered status. A player may roll for all brigades that are in a good order status. A player must roll for units that are in a disordered status.

4. The command columns represent quality levels and the abilities of a commander at one of Those levels to exercise control over his units. The better quality commander, the better chance a unit has of carrying out its orders (the wishes of the player.)
5. *All* units that wish to move must be rolled for, infantry, cavalry and artillery.

Example: The French player wishes to move an infantry unit. The unit is 8” away from its Commander who is rated “Good” and has a command range of 12”. The unit may Roll using the “Good Cmdr” column on the Maneuver table. If the infantry Unit was 13 or more inches away from its commander it would have to use the “Average Cmdr” column on the maneuver table.

6. Independent brigades use the column that corresponds to the army commanders “Command Quality” Rating. (Only ADC’s may attach to independent brigades.)
7. After a player has moved all of his units, he may then move his commanders and CinC. All commanders and CinC’s have a movement allowance of 18”. They pay terrain costs as listed on the terrain chart for their unit type.
8. Reinforcements receive a full move on their turn of entry. No die roll is necessary.

9.1 Movement allowances

At the scale of *NW*, units of the various nationalities tended to have similar movement rates. The French and British did share an advantage in having very streamlined movement “evolutions”. These are reflected in the movement allowances. Consult the *Movement Allowance Chart* for the unit in question. This will list the unit’s Maximum movement allowance. This amount may then be modified by the *Maneuver Table* die roll result, terrain or weather. A player may always move a unit less, but never more than a unit’s movement allowance.

Movement Allowance Chart

French, British, Ottoman Infantry. Prussian infantry and British allied infantry 1811+. French allied Infantry 1809+.	10”
All other infantry and foot artillery	8”
Heavy Cavalry and Horse artillery	12”
Other Cavalry	16”
Officers	18”

9.2 Foot Artillery penalty

A foot artillery unit which fires during its player’s fire phase has its movement allowance halved for its players maneuver phase (Ottoman artillery that fire loss their ability to move in their players movement phase.) French Old Guard foot artillery units do not suffer this penalty.

9.3 Interpenetration

Units can never end a move overlapping each other’s bases. However, in certain cases a friendly unit may move “through” another friendly unit, as follows:

1. Officer stands and artillery units are the only units which may move through and be moved through with no movement penalty for any unit. No unit may end its move overlapping another.
2. Enemy unit that move through an officer’s stand cause that officer to suffer a leader loss check. Roll 2d6 and on a roll of 12 the officer is considered killed and removed from the table. On any other result the owning player may simply move the officer 3” in the direction of his choice.
3. Infantry and cavalry units may move through other friendly infantry or cavalry units but suffer a penalty of -2” inches on their movement. They must be able to completely clear the unit in order to pass through (no overlapping.)
4. Disordered units that are falling back due to combat may pass through friendly units at no movement cost but do cause any unit passed through to become disordered (artillery becomes suppressed.)

- Routed units that are falling back due to combat may pass through friendly units at no movement cost.

(Players may initially think it odd that a routed unit doesn't cause disorder but remember that a routed unit is a mass of individuals running pell mell for safety and will simply filter around any impediment. Disordered units are still attempting to maintain formation as viable units so they would cause problems as they were pushed back.)

9.4 Mud

When the ground condition is "mud" movement costs are doubled. Movement penalties may only be doubled once however. So a unit attempting to move retrograde in the mud only doubles the movement cost *once*. The cost to cross an obstacle is not doubled due to mud.

9.5 Terrain Effects

Various types of terrain will affect a units attempt to cross or move through it. This information is listed in the terrain table.

Terrain Effects Table

Unit Type	Crossing Obstacle	Hindering Terrain	Rough Terrain	Fording	Elevations
Infantry	+1"	3/2	2/1	2/1	+1"
Foot Artillery	+4"	2/1	4/1	4/1	+2"
Heavy Cavalry and Horse Artillery	+3"	2/1	3/1	3/1	+2"
Other Cavalry & Officers	+2"	2/1	3/1	2/1	+2"

Notes on terrain:

- A unit may not cross an obstacle unless it has enough movement left to completely clear the obstacle (no overlapping allowed.) Obstacles can be walls, works, trench, etc.
- Hindering terrain is: light or open woods, olive or orchard groves, plowed fields and dry river beds.
- Rough terrain is: forests, ravines, steep hill sides, badly broken or rocky ground.
- Fording costs are paid for every inch the ford is in width. A 2" inch ford would cost a foot artillery unit all its movement to cross.
- Elevation cost is paid for ascending and/or descending a hill level.
- A unit that moves along a road pays movement costs for clear terrain regardless of the surrounding terrain (mud will still double this.) Should a unit move entirely along a road and not come within 6" inches of a non-routed enemy unit, it may add up to 6" to its movement allowance. Should such a unit be fired upon in the next immediate skirmish or artillery fire phases, it would be considered a "vulnerable" target.
- Towns are treated as roads for any movement through them. Only infantry may end movement in a town.
- Infantry and cavalry pay 2" inches to move through another friendly infantry or cavalry unit.
- Infantry and cavalry may move through and be moved through by artillery for free.

Example of movement: The French player decides to move a good ordered infantry brigade. The brigade is 10" inches away from its Corp commander who has a command range of 12" and is rated as "Good". Being within range the player adds/subtracts all applicable modifiers coming up with a net '+2'. He rolls 2d6 getting a 6, he adds the +2 to that result getting a final result of '8'. Finding the 'Good Cmdr' column and looking down the column his finds the 8 and then crosses then over to the "Good Order Unit" column and sees that he has gotten a $\frac{3}{4}$ Move result. The brigade has $7\frac{1}{2}$ "inches for this move.

9.51 Visibility

Normal visibility is 24" unless weather or terrain reduces this. Towns, woods, orchards, and hills all block visibility through them. A unit can see another unit within the terrain, but not a unit behind such. Woods can be seen 1" into while orchards can be seen 2" into. On turns where visibility is hindered (such as fog or twilight) reduce all visibility checks by 6" for each such occurrence. Also, during hindered visibility turns, command ranges are reduced by 3" (but never below a commander's basic range.) Visibility hindrances will be listed in scenarios special rules.

9.6 Wheeling

Any unit may “wheel” thus turning as it moves, to face a new direction. In this maneuver the unit simply moves around to a new facing, covering ground by pivoting on one of its corners. I.E. one front corner stays in place while the rest of the unit wheels around to face in a new direction. It costs $\frac{1}{4}$ of a unit's movement allowance for every 45 degrees of movement. A unit may wheel as much as it would like, movement allowance permitting. If the wheel carries the unit through different terrain, it may require more movement to complete the wheel. A unit may wheel into contact with an enemy unit.

9.7 Change Face

Any unit may make one “change of face” per maneuver phase. This maneuver involves pivoting the unit either 90 or 180 degrees, without actually moving the unit. The base is simply turned to face in the new direction. Cavalry and artillery may do this *once*, at the beginning of their move without it costing any movement unless in mud in which case it costs $\frac{1}{4}$ their movement allowance. This change of face can be either 90 or 180 degrees. Infantry may perform this maneuver but it costs $\frac{1}{4}$ their movement for 90 degrees and $\frac{1}{2}$ their movement for 180 degrees. These costs are doubled in mud. Costs may also be increased if the unit is in rough terrain. Change of face must be performed first, before any other movement is carried out. Once the change of face is done, the unit may continue its movement if the player desires, movement allowance permitting. A unit may not change face on a bridge. A unit may change face if in a town.

9.8 Flank, Retrograde and Oblique Movement

Retrograding means moving backward while facing forward. Flank movement means moving to the side while facing forward. Artillery units may flank move or retrograde without any penalty. Infantry or cavalry units retrograde and flank move at double the normal terrain cost. In other words, retrograde movement in clear terrain would cost 2” inches for every 1” inch moved. No unit may ever retrograde or flank move into contact with an enemy unit.

Any unit may move obliquely, up to 45 degrees off its frontal perspective at the initial cost of 1”. This is immediately subtracted from the unit's movement allowance and then it measures its oblique move. A unit may not combine oblique movement with retrograde, flank or gain the road movement allowance bonus. An infantry unit may move obliquely into contact with an enemy unit but cavalry may not. A unit may not flank, oblique move, wheel in, from, or through a town. Units may retrograde move through a town however.

9.9 Moving in the Presence of the enemy

There is a basic limitation on how your units can move when close to the enemy. An infantry or cavalry unit that is within 6” of an enemy unit must either move directly towards, or away from the closest enemy unit. Enemy units to the front take priority. Only if there were no enemy units in its frontal arc and within 6” would a unit be obligated to move toward or away from the nearest enemy units on the flank or rear. In these cases the unit must attempt to wheel or change face to place the enemy unit within its frontal arc if it intends to make contact. Also, the closest enemy unit always takes priority for contact attempts. A unit will not pass by a unit closer to attack a unit farther away. Cavalry may ignore infantry within a town or works for this rule. Artillery is exempt from this rule. They may operate normally within 6” of enemy unit(s).

9.91 Moving to Contact

Units move into contact with enemy units as part of their movement in their maneuver phase. Moving to contact an enemy unit is also called attacking. For simplicity, the side moving to contact is the attacker while the other side is the defender. If the defending unit is directly behind an obstacle, the attacker need not have enough movement to clear the obstacle; he need only be able to move into base-to-base contact

with the defender. The obstacle (wall, works, etc) will be between them, giving the defender a bonus in combat. It will count as either hard or soft cover, depending upon what it is.

9.92 Who may Contact Whom

Artillery units may *never* move into contact with an enemy unit. Infantry and cavalry may move into contact with any type of enemy unit. Cavalry units that are the target of contact may attempt reaction. Artillery units that are the target of contact may take their “final fire” if the contact is along their frontal perspective, and under all conditions, may roll to attempt evasion (see rule 8.5.)

An attacking unit may only move to contact with one defending unit. No more than one attacking unit may contact any one side of a defender’s base. The attacker may ultimately move a second of his units into contact with the same defending unit, but only if it can contact the defender in the flank or rear. For each instance of combat, there may be only one defending unit and *never* more than two attacking units.

9.93 Squaring Up

Although units will usually contact each other at some sort of angle, players should “square up” the attacker’s base once contact has been made, so the attacker and the defender’s bases are evenly in contact, and not in contact with any other unit. This makes it much easier to tell, in complex situations, which units are contacting which, and who may advance in what direction, etc. In a tight situation with many units, it may happen that by squaring up, you inadvertently swing you flank around into contact with another unit. If there’s no way to square up without doing that, then square up as best possible without contacting any other unit. Once a contact is done, a defending unit is turned to face it unless already contacted by another enemy unit. (It is assumed that the Brigadier is turning battalions/squadrons to face the initial threat.)

10.0 Reaction Phase

After the phasing player has moved all of his units then the non-phasing player may attempt reaction movement with any of eligible cavalry units. To be eligible, an enemy unit must have *moved* within the cavalry units “reaction zone” or moved into contact with the cavalry unit. This zone is measured from the cavalry unit’s frontal perspective (and/or up to 45 degrees off of the cavalry unit’s front) and extends out 6” for heavy cavalry and 8” for all other cavalry.

10.1 Reaction Priority

A cavalry unit will obviously react to any enemy unit that has attempted contact with it. If not the target of a contact then the cavalry unit must attempt reaction to the closest enemy unit within its reaction zone *if* it is going to react. It may not move past an enemy unit to react to another that is farther away. Should a reacting cavalry unit be the target of two units making contact, it still attempts reaction normally and can countercharge one, or evade as the player desires.

10.1 Reaction procedure

The non-phasing player announces which unit he will attempt reaction with one at a time. Each reacting cavalry unit must be rolled for and its movement (if any) completed before moving on to another eligible cavalry unit. The non-phasing player rolls 2d6, applies all applicable modifiers that apply, and if the net result is a 7 or higher, the cavalry unit may react.

10.2 Reaction options

If successful the cavalry unit has two options dependent upon its situation. 1) If the target of a contact, the cavalry unit may counter-charge that unit. Just move the phasing player’s unit back 1” and push forward the reacting cavalry unit into contact. Or, the cavalry unit may evade and make a full move away from the attacking unit. Upon completion of the move the cavalry unit is disordered (exception, cavalry with an SK rating are not disordered.)

2) If reacting to a unit within its 'reaction zone' that is not attempting contact, then move the reacting cavalry unit into contact with the unit that activated it.

11.0 Combat Phase

After all reaction attempts and moves have been carried out, the phasing player carries out all combat contacts that he has made, starting at one side of the board (attacker's choice) and moving down to the other side. Each combat is then resolved in the following fashion:

1. The attacker adds together the s.p.'s of his attacking units. If there are two attacking units, the attacker must designate which one is the primary unit. The primary unit will be the one with more s.p.'s. If there is a tie, and one unit is cavalry, then the cavalry unit is dominant. Otherwise, the player may choose. The dominant unit will suffer any losses should there be any.
2. Each side then rolls 2d6 and adds and/or subtracts all applicable modifiers to their roll, getting a net result.
3. The difference between the attackers and defenders net die rolls is then cross-referenced upon the *Combat Results Table*. The CRT will list all possible outcomes based upon the die difference. If the attacker's die roll is higher, then the difference will be a positive number while if his roll was less than the defenders, the difference will be a negative number. The result of each combat must be completed before moving on to another combat.

11.1 Direction of Contact

An attacking unit may only move into contact using its front. It may never move backwards or sideways into contact with the enemy.

An attacking unit need not see a defending unit at the beginning of its move, in order to attack it. An attacking unit may contact a defender's flank or rear, but only if it obeys the restrictions to attack the closest enemy to its front.

Turn a defending unit to face its attacker. (If a second attacking unit contacts the defender, the defending unit does not turn again; it affectively is pinned and will suffer the flank or rear attack.) In other words, a single enemy unit cannot gain a flank or rear attack advantage. Should a cavalry unit react into an enemy unit that itself has moved into contact, the enemy unit may suffer a flank attack itself. If a situation arises where two enemy units have contacted a unit and a cavalry unit friendly to it reacts and contacts one of the two enemy units, simply re-align the enemy unit to face the reacting cavalry.

Remember, an attacking unit must move to contact the *closest* enemy unit within 6" to its front if it is going to make contact with any unit. If two units are equal in distance then the attacker may choose. If unclear, roll a die to determine who is attacked. Units deployed in towns or hard cover cannot be flanked, unless in the case of works, the attacker did not cross the works to make contact.

11.2 Combat Modifier Explanations

1. A disordered unit in combat suffers a -1 to its die roll. If it suffered an s.p. loss in the immediately preceding skirmish fire or artillery fire phases, then this modifier is increased to -2 for this combat only.
2. Spanish troops proved exceptionally stubborn when defending towns or defensive works; therefore they receive a +3 when defending such.
3. Only *one* combat may receive a "V" commander's combat benefit per combat phase.
4. Infantry attacked solely by cavalry are assumed to have formed squares which cavalry had little normal chance to break, thus they suffer a -4 die roll modifier. This also tended to mitigate the losses suffered by the cavalry as they swirled around the squares, so a cavalry unit will not lose more than 1s.p. regardless of what is called for on the CRT. Carry out the result; just treat all s.p. losses as reading '1.'
5. Units defending towns or well prepared defensive works were less vulnerable to combined arms or being outflanked, therefore these modifiers don't apply. (Unless the attackers did not cross the works when making contact.)
6. French infantry showed exceptional *elan* and tactical finesse in making attacks, thus their +1 modifier. This also takes into account such formations as *Le Ordre Mixe* which gave the French an advantage when attacking.
7. British and Russian infantry, for different reasons, showed exceptional ability at defending and holding their ground, thus the +1 modifier.

8. A routed unit contacted by an enemy infantry unit automatically loses 1s.p. and makes a full rout move away (it loses 2s.p's if contacted by enemy cavalry.) The victor then advances 1" inch.

11.3 Towns and Hard Cover

These defensive positions were very disruptive on attackers and their ability to keep cohesion once involved in the desperate attempts to take them. Therefore after the regular combat resolution. All attacking units (if not already) are disordered.

If attackers win the combat they are allowed to advance enough to fully occupy a town or completely cross any works. **Cavalry may not attack enemy units deployed within a town.**

11.4 Disorder Results

A disordered unit required to retreat as a result of combat does so by moving away, in as direct a path as possible, from its attacker(s) without moving closer to other non-routed enemy units. These retreats do not pay terrain costs, they simply move the required distance and stop. A unit may never retreat through enemy units or across impassable terrain. Should a unit find itself unable to carry out a required retreat due to impassable terrain or it is surrounded by enemy units, it will retreat as far as possible (if at all) and lose 1 additional s.p.

Disordered units that retreat are allowed to move through friendly units, but doing so will disorder (suppress if artillery) the unit moved through. Disordered units are marked with a casualty marker to indicate their disordered status.

11.5 Rout Results

1. A unit that is forced to rout will make a complete rout move directly away from its attacker(s). A rout move for infantry is 12" inches and 24" inches for cavalry. Routed units may move through friendly units freely in order to make their rout move. Should a unit find itself against impassable terrain or surrounded by enemy units such that it cannot rout, it has surrendered and is immediately removed from play.
2. An infantry unit that routs in the face of attacking cavalry will suffer additional losses to the pursuing horsemen. Therefore a unit that routs to an attacking cavalry unit suffers an additional s.p. loss.
3. Routed units always face away from the enemy even though they really have no facing or formation. Such units are marked with a red flag to indicate their routed status.

11.6 Artillery Suppression

An artillery unit that suffers suppression has its fire points halved for its very next artillery fire phase. They also suffer maneuver and evasion penalties. Suppression is removed at the end of the very next artillery fire phase whether the artillery unit fires or not. A damaged artillery unit that is suppressed, may not fire in the next artillery fire phase.

11.7 Advance After Combat

Some combat results allow the victor to advance after combat. The dominant unit is the one that will advance the allowed distance. This advance may not put it into contact with another enemy unit. Should another enemy unit be within the advance range, simply move the advancing unit to within 1" of the enemy unit and stop. If advancing over an obstacle, the unit is advanced only if it can completely clear the obstacle, no overlapping is allowed.

11.7 Officer Casualties

Numerous situations may arise in which an officer will find himself eliminated from the battlefield. When an officer has been killed or captured, simply remove the stand from the battlefield. Army CinC's and Generals are never replaced when lost. Commanders may be replaced but there will be a delay as the new commander attempts to exert his influence. During the rally phase of the game turn that a commander has been eliminated, roll 1d6 subtracting the presence rating of the army commander and the result is the number of turns that must go by before he is replaced (no result can be modified below a 1.) During the time frame without a commander, all units of that command operate as if out of their commander's command range (one table lower.) The replacement will arrive during the initiative phase of the designated game turn and be set up within 8" inches of a unit of its command. The replacement will not

have any “V” rating and will be one skill level lower than the commander being replaced and his range will be 2” less but never below a commanders basic amount.

Example: Marshall Lanne, in command of V Corp is killed during game turn 5 while supporting a unit in combat. During that turns Rally Phase the French player rolls 1d6 and subtracts 4 as Napoleon’s presence rating is ‘4.’ The die result is a 3 modified to a 1 (die rolls cannot be modified below a 1.) Therefore turn 6 will go by with Lanne’s replacement arriving during the initiative phase of turn 7.

12.0 Rally Phase

Once each player has gone through phases 2-6 for their side, they both carry out a Rally Phase. During this phase both players will attempt to rally routed units, roll for commander replacement and check the fatigue levels of their higher level commands and army. The Phase is carried out as follows:

1. Each player attempts to rally all of his routed units. Each player states which unit he is rolling for, calculates the appropriate modifiers, rolls 2d6 and checks the result against the units quality level. If the number rolled is equal to or higher than the number listed the unit will rally. A rallied unit is turned to face the enemy and marked as disordered. A unit that fails to rally moves another 3” away from the enemy. Should a unit rout off of the table, count the unit as ½ a loss for fatigue purposes. A player *must* attempt to rally all routed units.
2. Each player now rolls for any of his commanders that have been killed/captured this turn and need to be replaced. See rule 11.7.) The result is noted and a new commander arrives on the turn indicated.
3. Players now check the fatigue levels of each of their higher level commands and army. Higher level commands that are fatigued have their commander marked with a red flag to indicated this. An army that is fatigued is broken and the battle is over.

13.0 Victory

A side is considered to have one a *marginal* victory once it has broken the morale of the enemy army. Any higher level of victory will be dependent upon the victorious army’s ability to pursue the defeated army, and/or other scenario specific requirements such as holding specific terrain features. Should both armies break during the same game turn then the battle has ended in a draw. If neither army breaks by games end, victory will be determined by scenario specific requirements if they exist. If not then the battle ends in a draw.

If one army breaks, then count the number of light cavalry s.p’s that each side has left. (S.p’s within a spent unit are not counted.) If the broken army has **less** s.p’s than the winner, there will be a pursuit. The victory level of the winner is increased to *decisive* if he can pursue. (For those that are playing a campaign game or wish to see the losses caused by pursuit, see the advanced pursuit rule in the optional rules section.)

Chapter II Scenario, Army & Unit Design

1.0 Units and Scale

Napoleon's Wars is a brigade level game. There is no figure scale, since a single base of figures represents a variable amount of troops dependent upon unit quality. The ground scale of the game is 100 yards for every 1" inch.

The 3" square bases for infantry and artillery represent the "area" that a brigade needed in order to deploy into the varied formations used during this time frame. It also shows that brigades had depth, as the brigadier would try and hold some formations back as local reserves.

2.0 Morale and Scale

NW uses six different 'quality' levels to represent the different relationships between numerical strength and morale. The six quality classes are:

Guard- A category that includes the most elite that an army could have. Reserved for such units as the French old guard. Very few units are at this level.

Elite- The shock troops of an army. These units are often the grenadier brigades of an army though some lesser quality guard units would also fall into this category.

Veteran- Seasoned units that are well trained and equipped. These units are made up of campaigners who know their stuff.

Line- These are the "regulars:" units that form the bulk work of an army. They have received adequate training and equipment but haven't gotten the experience of veterans. The vast majority of units fall into this category.

Conscripts- Hastily raised or drafted units. They have little if any training or time to get to know their equipment. German 'Landwher" falls into this category as do the "Marie Louise's" of the French. Also uninspired or poorly trained troops would fall into this category.

Militia- The bottom of the barrel. These troops barely know how to operate as a cohesive unit. Some are little better than an armed rabble while others simply have no interest in being there. Cossacks, Fellahin, Guerilla's, etc would fall into this category.

2.1 Calculating Strength and Quality

Whenever possible, use historical brigade make-ups for your units. You should aim for infantry brigades that represent anywhere from 1,500 to 4,000 men, with the average around the middle. Very large formations may require you to break the brigade into units. Cavalry brigades are usually smaller (1,000 to 2,500) and this is reflected in the scale ratios.

Once you've chosen a brigade and given it a morale/quality rating, you will apply the following scale ratio to it, and this will determine the number of s.p's that the unit will have. Depending upon the morale/quality grade, we apply different scale ratios. A guard unit, for instance, has 1s.p. for every 200 men in that historical brigade, whereas a conscript unit has 1s.p. for every 600.

When dealing with brigades that have different battalion quality types, try to average their quality level. I.E. a brigade with 1 Grenadier battalion (elite), 1 Jager Battalion (Veteran) and 2 line battalions (line) would average out as a veteran class unit.

Scale Ratios	Infantry	Cavalry
Morale/Quality Grade	S.P's per men	S.P's per men
Guard	200 for every 1s.p.	150 for every 1s.p.
Elite	300 for every 1s.p.	200 for every 1s.p.
Veteran	400 for every 1s.p.	250 for every 1s.p.
Line	500 for every 1s.p.	300 for every 1s.p.
Conscript	600 for every 1s.p.	350 for every 1s.p.
Militia	700 for every 1s.p.	400 for every 1s.p.

When rounding numbers, .1-.5 should be rounded down, while .6 and above should be rounded up.

2.2 Very Large Brigades

Keep the brigades at no more than 12s.p's in strength. Should the historical brigade have in excess of this amount, break the brigade into two smaller and roughly equal brigades.

2.4 Mixed Brigades

Many of the Napoleonic army's mixed cavalry and infantry at the brigade level. Austria and Prussia being well known for this. Normally these formations had several infantry battalions with a cavalry squadron or two attached. To represent an infantry brigade with a small amount of cavalry, simply count the cavalymen as part of the units total strength (use infantry ratios) then add the designation "MX" to the unit. Mixed brigades gain a defensive bonus against skirmish attackers.

2.5 Brigade and Divisional Artillery

When looking at historical orders of battle and creating units for a game, note how much (if any) artillery has been attached to the brigade or division. Usually it was one battery, but sometimes more. However many batteries are attached, multiply that number of batteries by 1 if a light battery or 2 if a medium battery. This is the number of extra s.p's that will be factored into the brigade or Division. Distribute the s.p's as equally as you can among the brigades of that division.

Example: An infantry division has three infantry brigades and one battery of 6lb (medium) artillery (1x2=2 s.p's). Two brigades will get an extra s.p. each while the third brigade gains nothing.

2.6 Unit Fatigue Level

Once a units quality and s.p. amount have been figured it is time to calculate the units fatigue level. Simply cross-reference the unit's s.p. amount with its rated quality level. This will give a series of 3 numbers separated by slashes. The first number matches the units s.p. level and is the point were the unit starts the game and is Fresh. A fresh unit has suffered no or minimal losses and is able to operate at peak efficiency. The next number is its 'Worn' level. The unit has started to feel the affects of combat and will not operate as well as before. The last number is its "Spent" level. A unit at this level is "combat ineffective" and needs to be moved to the rear as its value is minimal.

Example: The brigade is figured as a line brigade and starts the game with 7s.p.s. crossing its starting s.p. amount and looking under the "Veteran/Line" column he sees that the fatigue level is listed as 7/5/3. The unit will stay "Fresh" until it has only 5s.p's left when it becomes "Worn". Once it is down to 3 s.p's, it becomes "Spent."

The units fatigue level has an effect upon its ability to move, react, rally and carry out combat. The more fatigued a unit is, the worse chance it has to effectively carry out tasks.

Fatigue Level Chart

Nu.# of S.P's	Guard/Elite Units	Veteran/Line Units	Conscript/Militia Units
2	2/1/-	2/-/1	2/-/1
3	3/2/-	3/2/1	3/-/2
4	4/3/-	4/3/2	4/-/3
5	5/3/-	5/3/2	5/4/3
6	6/3/-	6/4/2	6/5/3
7	7/4/2	7/5/3	7/5/4
8	8/4/2	8/5/3	8/6/4
9	9/5/3	9/6/4	9/7/5
10	10/6/3	10/7/4	10/8/5
11	11/6/4	11/7/5	11/8/6
12	12/7/4	12/8/5	12/9/6

2.7 Battery Formation

The artillery batteries represented by individual stands were Corp and/or Army reserve assets not specifically assigned to the support of a brigade or division. Horse guns attached to cavalry divisions are also represented by individual stands as they cannot attach or be part of a cavalry unit. When designing batteries, use the historical “weight” as listed in whatever order of battle you are using. The average battery should represent anywhere from 6 to 12 guns. Russian batteries may be larger, especially their heavy batteries but that is figured into the +1 they receive for fire so an 18 gun battery is fine for design purposes.

2.8 Skirmish Ratings of Units

The different nationalities handled the job of skirmishing somewhat differently though as time progressed, most of the allied armies increased their skirmishing capabilities to meet the French threat. When designing units, look at the brigade’s makeup and those with assigned Jager, Grenzer, Legere, Lights, Rifles, etc battalions will have at least a SK1. If at least ½ the unit is made up of such troops, increase the capability to SK2. French battalions had a company of Voltiguers so I recommend reducing the SK2 requirement to 1/3 for French brigades.

2.9 Terrain and Towns

Use available historical maps and battlefield descriptions for your battlefield designs. Towns (of whatever type,) are represented by 4” X 4” blocks. Multiple blocks can be put together to represent large towns or cities as needed.

3.0 Rating CinCs and Commanders

The most important thing to remember about rating officers is that you are rating them for *that particular battle*, as even Napoleon had his off days. For Borodino you might rate Napoleon as ‘Average’ while Waterloo might find him rated as “Poor.” The same thought process is used when considering commanders. Use your own judgment based upon what you know of the battle and how these personalities performed.

3.1 Commander and CinC Ratings

The army commander (CinC) is rated for his personal skills and influence upon the battlefield as well as the efficiency (or lack thereof) of his staff. The commander’s skill is similar but more focused upon his handling of his specific command or commands. There are four ratings used in *NW* to express these abilities and put them into game terms. These are as follows:

Excellent – A rare, brilliant man at the peak of his powers.

Good – A sharp and highly competent general.

Average – A competent but unremarkable general.

Poor – A general who is having trouble controlling his forces and staying on top of events, or is simply Incompetent.

CinC’s may not attach to units. If an army CinC is eliminated, he is not replaced. The skill rating used for an army CinC also gives his “Presence bonus.” This number is used to modify the initiative die roll at the beginning of each game turn and modifies the commander replacement die roll. It also is the CinC’s “Presence bonus” which any unit within 3” of the CinC may receive when rolling on the maneuver table. This bonus is +3 for an “Excellent” CinC, +2 for a “Good” CinC, +1 for an “Average” CinC and 0 for a “Poor” CinC. (Napoleon gets an additional +1 added to whatever level he’s rated at.)

A commander’s skill rating is used to designate what table a unit of his command will use when attempting to move using the *Maneuver Table*. A commander is also given a command range (in inches). Units of his command must be within that command range in order to use the commander’s skill rating. If the unit is not then it will use the skill rating one below (worse). If already rated as Poor, a unit outside the commanders rating will still use the Poor column but with a –1 to the die roll. Those commanders that were exceptionally inspiring are marked with a “V” and give a maneuver bonus to any unit within 3” of them.

Commander’s of Corps or Wings calculate their range as follows: All French and excellent skill rated commanders (except British) multiply 1.0 times (x) the number of units in their command. British and all

others multiply .5 times (x) the number of units within their command. This amount is then added to a commanders base command range, which is 4" for all French and excellent skill rated commanders (except British), 3" for all others. *All* units are counted for this calculation, infantry, cavalry and artillery. A commander's range once calculated will not change for the battle. When making calculations, a commander adds all of his units together even if they haven't arrived upon the battlefield yet.

Example: Marshall Victor is in charge of French VII corp. His skill rating is "Good" but he's French so his basic command range is 4". VII Corp has 8 units assigned so he adds 8" inches (1.0 X the number of units) to his four for a final command range of 12".

3.11 Linear and Division oriented Armies

Army's during the Revolution, the British army and most of the allied armies leading up to 1809 operated large amounts of troops in ad hoc divisions that proved cumbersome, especially when facing the operational advantages of the Corp system. To represent this, use the division officer as the commander but his basic command range is 3" for an excellent commander and 2" for all others. Then .5 times (x) the number of units within the division will give the additional amount of inches added to his command range. (The base used is still a 2 figure base 1 ½ inch square.) The Ottoman army operated using wings and wing commanders but due to its old and very inefficient command system, these wing commanders are treated as divisional commanders for command range calculations.

3.12 Cossack, Yuroks, Bedouin, Arab and Militia Cavalry

These particular units were not part of standard military formations and their presence ebbed and flowed more with the success or the army, area the army was campaigning in, and best of all, what loot was available. Therefore, these units do not count against *Army* fatigue levels. They do count for Corp, Wing or traditional division fatigue levels.

3.2 "Bravest of the Brave" Commanders

Certain commanders of the Napoleonic wars were exceptionally brave and inspiring. Marshall Ney for his command of the rear guard during the French retreat from Moscow comes to mind. These commanders inspired those around them and therefore have an additional affect upon units in their immediate area. Any commander who you feel showed exceptional bravery or valor during that battle can be given the rating 'Valorous.' Give this commander a "V" upon his label to represent this.

A 'V' rated commander gives a maneuver, reaction, combat, and rally bonus to any unit within 3" of him. If a unit in combat that uses his bonus suffers a rout result that requires a leader loss check, then one must be rolled for the "V" commander just as if he had been attached. And if killed, he is removed from the table. An exception is that the combat bonus may only be given to **one** unit during the combat phase.

3.3 Generals

ADC's are generals that can attach to any unit of the army. The amount of ADC's that an army has is dependent upon the Army CinC's skill rating. An "excellent" Army CinC gets 2 ADC's, "Good" gets 1, "Average" gets 0, and "Poor" 0. Napoleon always gets 1 additional ADC over his rating unless changed by scenario special rules. In addition to any ADC's, a side may also get a number of Generals to assign to various divisions within the army. To figure the amount of Generals that an army has simply add together all the infantry and cavalry units of the army and divide by 6 for a French or British army, 12 for any other army except the Ottoman army which uses 16. Once figured, the received generals (if any) must be assigned to a specific division within a command, or in the case of a traditional division, to a specific brigade. They may only attach to units of that division (or brigade.) If all units of that division (brigade) have been eliminated, simply remove the general. Scenario special rules may modify the amount of Generals received in order to cover special circumstances.

Example: Marshall Massena is in command of an army in the Peninsula and he is rated as "Good" for this battle. He has a total of 18 units within his army, so dividing by 6 he gets 3. This means he gets 3 generals to assign to divisions within his army. Also since he is a "Good" rated army commander he receives 1 ADC that may attach to any unit of his army.

4.0 Corp/Wing and Army Fatigue Levels

In addition to brigade fatigue levels, each division (traditional army), Corp, Wing and Army also has a fatigue level. Fatigue represents the combat effectiveness of these higher level commands and their ability operate effectively as brigades suffer losses. Fatigue is figured for each division (traditional army) Corp or Wing based upon the total number of units (infantry, cavalry and artillery) that are assigned to it. Army fatigue is based upon all of the units that make up the army and is figured the same way.

Fatigue is figured by multiplying the number of units that make up the higher level command by a "Morale Level." The morale level is scenario and/or army specific and represents the confidence, skill, discipline and all the myriad details the hold formations together in the chaos of combat. There are three Morale levels used in *NW*, and these are:

Good- The army is well led and confident in itself and its leaders. Multiplier is **.40**.

Average- The army is trained and efficient if not overly zealous. Multiplier is **.35**.

Poor- The army has little or no confidence in its leaders or itself. Multiplier is **.30**.

The resulting number is the amount of units that once eliminated, cause the higher command to suffer the effects of fatigue, or in the case of Army fatigue, its breaking point. A higher command that has lost units equal to or greater than its fatigue level suffers fatigue. All units of a fatigued command suffer a -1 to all maneuver die rolls in addition to all other modifiers. Cavalry assigned to a fatigued command suffer a -1 to reaction die rolls. An army that suffers enough unit losses to equal or exceed its fatigue level is broken. A broken army will no longer fight and the scenario is effectively over.

Example: Marshall Massena is in command of an army with 18 units divided into four Corps. The first two corps have 5 units each while the third and fourth have 4 units each. The army is rated as "Average" so its total unit amount is multiplied by .35 (18 X .35) which equals 6.3 rounded down to 6. Once the army has lost 6 brigades the army will be broken. 1st Corp which has 5 units is also rated as "Average" so 5 X .35= 1.75 or 2, meaning that 1st Corp becomes fatigued once 2 units are lost. The remaining three Corps would also be figured accordingly.

(Remember to round .1-.5 down and .6+ up.) It is possible though rare to have a Corp or other higher command within an army to have a different morale level than the army that it is part of. An example of this might be a hastily raised Corp of militia on the battlefield for the first time that has just joined the main army. It might be rated as "Poor" when the army and most other Corps are "Average."

The condition of a brigade determines how it is counted for fatigue calculations. The following is how to count units for fatigue calculations.

1. An artillery battery that has been eliminated counts as ½ a unit for fatigue loss.
2. A Spent unit counts as ½ a unit for fatigue loss.
3. A completely eliminated unit counts as 1 unit for fatigue loss.
4. Guard quality infantry or cavalry units count double the amount of units for army morale calculations only. I.E. a completely eliminated Guard unit would count as 2 units lost for army fatigue purposes
5. Cossacks, Yoruks, Bedouin, Arab and Militia cavalry are not counted for army fatigue levels.

Both players check fatigue levels during the Rally Phase. Any higher level formation found to be fatigued is announced and the commander of that command marked with a red flag to indicate this. An army that is found to be fatigued is also announced, as that usually will end the game.

Optional Rules

1.0 Pursuit (Campaign games only)

Should players be playing a campaign game then use the following to calculate additional losses suffered by the defeated army due to pursuit.

1. Calculate the ratio of superiority that the winner holds in light cavalry s.p's, this ratio will be listed as 1:1, 3:2, 2:1, etc. This ratio equates to a six sided die for every level of differential. I.E. 1:1 means the victor will get to roll 1d6, 3:2 two d6, 2:1 three d6, etc. The victor rolls the appropriate amount of die, subtracts any modifiers, and the result is the number of additional s.p's that the defeated losses. An artillery battery lost for these calculations counts as 2 s.p's unless damaged in which case it would count as 1. Losses are chosen by the defeated. Modifiers will never reduce a die roll to less than 1.

Pursuit Die Roll Modifiers (cumulative)

-1 per die if the weather is mud, rain or snow.

-1 per die if the game went into the last ¼ of game turns available.

2.0 Final Loss Calculations (Campaign games only)

Once pursuit is over each side will calculate its final losses. The winning side will regain 1/3 of his lost s.p's back while the defeated side will only gain ¼.

3.0 Howitzer Batteries

Most batteries had one or two howitzers as part of their makeup but the Prussians and Swedes deployed complete batteries of howitzers. The Prussians are known to have deployed at least two batteries of heavy foot howitzers while the Swedes had a unique battery of "Horse Howitzers." The Prussian howitzers are a heavy foot battery for movement and weight. They may fire over enemy or friendly units to hit any unit within range and visibility. The Swedish horse howitzer battery is treated as a light horse battery and it to may fire over enemy or friendly units to hit any unit within visibility.

4.0 British Rocket Batteries

The British deployed two batteries of Congreve rockets during the Napoleonic wars. Rocket batteries move as horse and may fire over *enemy* units to fire on any unit within visibility. Their maximum range is 12" inches and their fire points are figured by rolling 1d6 versus infantry and artillery units and 2d6 versus cavalry. Each time they fire, their fire points for that fire are rolled. Rocket batteries that fail to evade are immediately overrun, the victor need only pay 1" and can continue movement. Rocket batteries *do not* get a "final fire" shot.

Credits: Much is owed to rule sets such as "Grande Armee", "Napoleon's Battles" and Fire & Fury which gave me many ideas, concepts and information with which to work with and use in creating this rule system. Should anyone have any questions please feel free to email me at: dbush493@aol.com

Napoleon's Wars© Charts and Tables

Maneuver Table (Roll 2d6)

Excellent Cmdr	Good Cmdr	Average Cmdr	Poor Cmdr	Good Order Unit	Disordered Unit
1 or less	2 or less	3 or less	4 or less	Hold position	Retreat ½ move
2 or 3	3 or 4	4 or 5	5 or 6	¼ move allowed	Hold position
4 or 5	5 or 6	6 or 7	7 or 8	½ move allowed	Re-order & Hold
6 or 7	7 or 8	8 or 9	9 or 10	¾ move allowed	Re-order with ¼ Mv
8	9	10	11	Full move allowed	Re-order with ½ Mv
9+	10+	11+	12+	Full move allowed	Re-order & full Mv

Maneuver table modifiers (cumulative)

<p>+2 Unit is Fresh +3 Guard class unit +2 Elite class unit +1 Veteran class unit +1 General attached +1 Within 3" of "V" Commander +? CinC's Presence bonus (within 3")</p>	<p>-2 Unit is Spent -1 Conscript class unit -2 Militia class unit -1 Suppressed artillery unit -1 Command Fatigued -1 Outside Poor Cmdr's command range</p>
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Movement Allowance Chart

French, British Ottoman infantry, Prussian infantry and British allied infantry 1811+. French allied infantry 1809+.	10"
All other Infantry and all foot artillery	8"
Heavy Cavalry and Horse artillery	12"
Light and Medium Cavalry	16"
All Officers	18"

Terrain Effects Chart

Unit Type	Crossing Obstacle	Hindering Terrain	Rough Terrain	Elevation change
Infantry	+1"	3/2	2/1	+1"
Foot Artillery	+4"	2/1	4/1	+2"
Heavy cavalry & Horse artillery	+3"	2/1	3/1	+2"
Other cavalry & Officers	+2"	2/1	3/1	+2"

Artillery Evasion Table (Roll 2d6)

Artillery Type	Attacker is Infantry, Heavy or Medium Cavalry	Attacker is light Cavalry
Foot	7 or better to escape	9 or better to escape
Horse	6 or better to escape	8 or better to escape

Modifiers (Cumulative)

-1 weather is mud, rain or snow	-1 Artillery unit is suppressed
-1 Artillery unit is in rough terrain	+1 Artillery behind obstacle or on higher elevation

Sequence of Play

<p>1. Initiative Phase: Both CinC's roll for initiative adding any presence modifier they may have. Higher roll decides who moves first this game turn. Ties, roll again. (Napoleon always wins a tie.) The player chosen to go first will start as the <i>phasing player</i>.</p> <p>2. Skirmish Fire Phase: Both players simultaneously attack with their skirmish attack capable units.</p> <p>3. Artillery Fire Phase: Both players simultaneously fire their eligible artillery units.</p> <p>4. Maneuver Phase: The <i>phasing player</i> rolls on the maneuver table for all units he wishes to move this turn.</p> <p>5. Reaction Phase: The <i>non-phasing player</i> now attempts to react with any eligible cavalry.</p> <p>6. Combat Phase: The <i>phasing player</i> now conducts combats that he initiated.</p> <p>Once the phasing player has completed the sequence 2 through 6, the players reverse rolls (phasing player becomes non-phasing) and go through the sequence again. Once both players have completed the sequence, the game turn ends with them carrying out a rally phase.</p>
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7. Rally phase: Both players attempt to rally their routed units. Roll for Commander replacement and check fatigue.

Skirmish Table (Simultaneous) Roll 2d6 + any Modifiers.

Attackers modified die roll must be higher than the targets modified die roll in order to cause a disorder (suppressed versus artillery) result. If the attackers modified die roll is twice the targets, the target losses 1s.p. and is disordered (if infantry) or is damaged if artillery. Both sides add their SK value (if any) plus the target may add additional modifiers.

Skirmish modifiers (apply to targets die roll only) modifiers are cumulative

- +1 Target is an 'MX' type unit
- +1 Target is within 3" of a friendly cavalry unit
- +2 Target is an artillery unit (+3 Ottoman artillery)
- +1 Target is fully behind or in soft cover
- +2 Target is defending hard cover
- 1 Target is vulnerable

Artillery Fire points Table

Gun Size	Cannister Range	Medium Range	Long Range
Light guns (3-4 lbs)	Out to 3"= 4	3.1"+ out to 6"= 2	6.1"+ out to 9"= 1
Medium guns (6-9 lbs)	Out to 4"= 6	4.1"+ out to 8"= 3	8.1"+ out to 12"= 1
Heavy guns (10+ lbs)	Out to 5"= 10	5.1"+ out to 10"= 5	10.1"+ out to 16"= 2

Fire Affects Table

Fire Points	Desultory fire	Effective fire	Damaging fire	Horrendous fire	Destructive fire
½	0-9	10+			
1	0-8	9+			
2	0-7	8+			
3	0-6	7-11	12+		
4	0-5	6-10	11+		
5	0-4	5-9	10+		
6,7	0-3	4-8	9-11	12+	
8,9	0-2	3-7	8-10	11+	
10-12	0-1	2-5	6-8	10+	
13-15	0	1-5	6-8	9+	
16-19	0	1-4	5-7	8-11	12+
20-24	0	1-3	4-6	7-10	11+
25-29	0	1-2	3-5	6-9	10+
30-34	-	0-1	2-4	5-8	9+
35-39	-	0	1-3	4-7	8+
40+	-	-	0-2	3-6	7+

Fire Modifiers (cumulative) Roll 2d6

- +1 All British and French Artillery (Not used versus targets in hard cover or behind works)
- +1 Russian heavy artillery (Not used versus targets in hard cover or behind works)
- +2 Target is vulnerable (Firing into targets flank or rear, target is fording, on a bridge, or used road movement during its last maneuver phase.)
- 1 All Ottoman & Cossack artillery (Not used versus targets in hard cover or behind works)
- 1 Target in or behind soft cover
- 1 Weather is rain or mud ground affects.
- 1 Artillery and target are on different elevations.
- 1 Target is an artillery unit.
- 2 Target in or behind hard cover.

Fire Effects

Desultory Fire	No effect to the target
Effective Fire	Target is disordered if infantry or cavalry, suppressed if artillery
Damaging Fire	Target losses 1s.p. and is disordered. Artillery is driven back a full move and suppressed
Horrendous Fire	Target losses 1s.p. is disordered and immediately retreats 6". Artillery is damaged and retreats a full move.
Destructive Fire	Target losses 2s.p.'s is disordered and retreats a full move. Artillery is destroyed.

A natural roll of 12 by the firing player will cause any attached general to be killed.

Combat Results Table

Die Difference	Results of Combat
10+*	Defender crushed- Defending unit losses 3s.p's and routs away. Attached General (or if used "V" Commander) killed. Attached artillery destroyed. Victor advances 3"
7-9*	Defender Broken- Defending unit losses 2s.p's and retreats a full move. If already disordered, the defender routs. Attached artillery is destroyed. An Attached General (or "V" Commander if used) may be killed, roll 2d6, 10+ officer killed. Victor advances 2"
4-6	Defender driven back- Defending unit losses 1s.p. and retreats a full move in disorder. Attached artillery is damaged and retreats a full move. Victor advances 1"
1-3	Defender gives ground- Defending unit falls back 6" in disorder. Attached artillery retreats a full move and is suppressed. Any attacking cavalry is disordered.
0	Desperate struggle- Both sides loss 1s.p. and are disordered if not so already. Roll again with adjusted modifiers.
-1 to -3	Assault checked- Attacker is disordered and retreats 6". Any defending cavalry is disordered.
-4 to -6	Assault repulsed- Attacker losses 1s.p. and retreats a full move.
-7+*	Le Guard Recule!- Attacker losses 2s.p's and retreats a full move. If already disordered, then the attacker routs. An attached General (or "V" commander) may be killed. Roll 2d6, 10+ he is killed.

Combat Die Roll Modifiers (Cumulative)

+2 Unit is Fresh	-2 Unit is Spent
+2 Defending Hard Cover (+3 Spanish)	-1 Unit is disordered (-2 disordered with loss)
+2 Combined Arms (not usable versus defenders in hard cover or forest.)	-1 Outnumbered 3:2 (-2 for 2:1, -3 for 3:1, etc)
+1 General attached	-2 light cavalry versus heavy cavalry
+1 Within 3" of 'V' commander (One unit only)	-1 Medium cavalry versus heavy cavalry
+1 French Infantry attacking (Not Versus Cavalry)	-1 Cavalry meeting charging cavalry at the halt
+1 Defending soft cover, obstacle or on higher elevation	-1 Versus armored cavalry
+1 Russian or British infantry defending	-2 Outflanked
+1 Defender Vulnerable (defender fording, on bridge or used road movement in his last maneuver phase.)	-4 Cavalry attacking infantry without combined arms

- All units that attack a town are disordered in addition to any other combat results.

- Cavalry cannot lose more than 1s.p. if they were in combat with infantry without combined arms.

* = If the victorious player had cavalry involved in the combat and the other players infantry unit routed, then the routing unit(s) loss 1 additional s.p.

Cavalry Reaction Table (Roll 2d6) All modifiers are cumulative

To be eligible for reaction, a cavalry unit must be the target of a combat or an enemy unit must have moved within the cavalry unit's frontal perspective and be within ½ the cavalry units movement allowance.

To actually be able to react, the cavalry unit must roll a 7 or higher.

+2 Fresh	-2 Spent
+1 General attached	-1 Conscript class
+1 Within 3" of a 'V' Commander	-2 Militia class
+3 Guard class	-1 disordered
+2 Elite class	-1 Worn
+1 Veteran class	-1 Command Fatigued
+2 Target of a charge	

Rally Table (Roll 2d6) All modifiers cumulative

Units Quality Rating	Die roll the unit must roll or higher in order to rally.
Guard class	4+
Elite class	5+
Veteran class	6+
Line class	7+
Conscript class	8+
Militia class	9+

+2 Unit is Fresh

+1 Attached General

+1 Within 3" of 'V' Commander or CinC

-1 Unit outside Commanders command radius.

-2 Unit is Spent

A unit that successfully rally's is immediately turned to face the enemy and marked as disordered.

National Unit Ratings

I hesitate to make a unit rating list as no two gamers (or historians) will agree on the quality of this or that unit. However, in the name of helping those designing battles, I offer the following information. Remember though, battle and OB research will show variances in unit ratings and designers should consider my listings as an “average” of the quality level of the listed unit types.

Austria

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Level</u>
Grenadiers, Pre-1809	Elite	0
Grenadiers, 1809+	Elite	1
Jagers, Pre-1809	Veterans	1
Jagers, 1809+	Veterans	2
Light Infantry 1798-1801	Line	1
Line Infantry Pre-1809	Line	0
Line Infantry 1809-1811	Line	1
Line Infantry 1812+	Conscript	1
Grenzers	Conscript to Veteran	2
Landwher	Conscripts	0
Militia	Militia	0

Cavalry

		<u>Cavalry “Weight”</u>
Hussars	Elite	Light
Cheveauleger	Veteran	Light
Uhlans	Line	Light
Dragoons	Veteran	Medium
Kuirassiers	Elite	Heavy
Insurrection Cavalry	Militia or Conscript	Light

Britain and British Allies

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Level</u>
Guard	Guard	2
Rifles/Light Infantry	Veteran or Elite	2
Highlanders	Veteran or Elite	2
KGL & Line	Veteran	2
Brunswick Lights/Oels	Veteran	2
Brunswick Line	Line	1
Brunswick Landwher	Conscript	0
Nassau Infantry	Line	1
Dutch-Belgian Line Inf. (1815)	Conscript	0
Dutch-Belgian Lights (1815)	Conscript	1
Dutch-Belgian Militia (1815)	Militia	0
Hanoverian Line (1815)	Conscript	1
Hanoverian Landwher (1815)	Militia	0

Cavalry

		<u>Cavalry “Weight”</u>
Household	Guard	Heavy
Dragoons	Elite	Heavy
Light Dragoons	Veteran	Light
Hussars	Veteran	Light
KGL Hussars	Elite	Light
Brunswick Cavalry	Line or Veteran	Light
Dutch-Belgian Carabiniers (1815)	Line	Medium
Dutch-Belgian or Hanoverian light Cavalry (1815)	Conscript	Light

Ottoman Empire

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Janissaries	Conscript or Line	1
Solaks, Guard Janissaries	Veteran or Elite	2
Nizami-Jedid	Line or Veteran	2
Sekhans	Conscript	1
Martolo, Balkan Mercenary	Line	2
Derbent, Fellahin, Militia	Militia	1
Governor's Guard	Veteran	2

<u>Cavalry</u>		<u>Cavalry "Weight"</u>
Guard Suvarileri	Veteran	Medium (Armored)
Suvarileri	Line	Medium (Armored)
Sipahis of the Porte	Line	Light
All other Sipahis	Conscript	Light
Yuroks, Bedioun, Arab Cav.	Militia	Light (SK1)
Mameluks of Egypt	Veteran or Elite	Medium

Russia

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard Grenadiers (Pre-1812)	Elite	0
Guard infantry (1812+)	Guard	1
Guard Jagers (Pre-1812)	Elite	1
Grenadiers	Elite	0
Line Infantry (Pre-1812)	Line or Veteran	0
Line Infantry (1812+)	Line or Veteran	1
Jagers (Pre-1812)	Veteran	0
Jagers (1812+)	Veteran	1
Opolochenie	Militia	1

<u>Cavalry</u>		<u>Cavalry "Weight"</u>
Guard Cuirassiers & Horse Guards	Elite or Guard	Heavy
Guard Dragoons	Elite or Guard	Medium
Other Guard Cavalry	Elite or Guard	Light
Cuirassier	Veteran or Elite	Heavy
Dragoons	Line or Veteran	Medium
Uhlans	Line or Veteran	Light
Hussars	Veteran or Elite	Light
Chasseurs (1813+)	Line	Light
Cossacks	Militia	Light (SK2)

Sweden

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard	Elite	1
Grenadiers	Veteran	1
Jagers	Line	1
Line Infantry	Conscript	1

<u>Cavalry</u>		<u>Cavalry "Weight"</u>
Life Guard	Elite	Heavy
Cuirassier/Carabinier	Veteran	Heavy
Dragoons/Mounted Jagers	Conscript	Light
Hussars	Line	Light

Spain

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard	Veteran	1
Grenadiers	Veteran	0
Light Infantry	Line	1
Line Infantry (Pre-1809)	Conscript or Line	0
Line Infantry (1809+)	Militia or Conscript	1
Foreign Line (Pre-1809)	Line	0
British-Trained Line (1812+)	Line	1
Militia	Militia	1

<u>Cavalry</u>		<u>Cavalry "Weight"</u>
Guard Cavalry	Veteran	Medium
Hussars, Lancers, Dragoons	Conscript	Light
Militia Cavalry	Militia	Light

Prussia

<u>Infantry, Pre-1811</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard Units	Elite	0
Grenadiers	Elite	0
Jagers	Veteran	1
Fusiliers	Line	1
Musketeers	Line	0

<u>Infantry 1811+</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard Units	Guard	2
Grenadiers	Elite	1
Jagers	Veteran	2
Regular line Regiments	Veteran	2
Reserve Line Regiments	Line	1
Silesian Landwher Regiments	Conscript	1
Landwher Regiments	Militia	0

<u>Cavalry, Pre-1812</u>		<u>Cavalry "Weight"</u>
Guard du Corps	Guard	Heavy
Kuirassiers	Elite	Heavy
Dragoons	Line	Medium
Hussars	Elite	Light
Lancer Regt	Line	Light

<u>Cavalry, 1812+</u>		<u>Cavalry "Weight"</u>
Guard du Corps	Guard	Heavy
Kuirassiers	Elite	Heavy
Dragoons	Line	Medium
Hussars	Veteran	Light
Uhlans	Veteran	Light
National (Landwher) Cavalry	Conscript	Light

Guard class cavalry types add one level to their quality class (Guard Uhlans would be Elite.)

France

Infantry

	<u>Quality Level</u>	<u>Skirmish Rating</u>
Old/Middle Guard	Guard	2
Old Guard Marines	Guard	2
Grenadiers	Elite	2
Young Guard 1808-1812, 1815	Elite	2
Young Guard 1813-1814	Line or Elite	2
Light Infantry 1792-1795	Line	2
Legere Infantry 1796-1804	Veteran	2
Legere Infantry 1805-1807	Elite	2
Legere Infantry 1808-12, 1815	Veteran	2
Legere Infantry 1813-14	Line	2
Ancien Regime Infantry 1792-1795	Line	1
Republican Infantry 1792-1795	Conscript	1
Ligne Infantry 1796-1804	Line	2
Ligne Infantry 1805-07	Veteran	2
Ligne Infantry 1808-12, 1815	Line	2
Ligne Infantry 1813-14*	Conscript	1
Provisional Infantry	Conscript	1
Marines	Conscript or Veteran	1
Foreign Line	Line or Veteran	2

Cavalry

		<u>Cavalry "Weight"</u>
Guard Grenadiers, Gendarmes	Guard	Heavy
Guard Dragoons	Guard	Medium
Gd. Chasseurs, Lancers	Guard	Light
Gardes d'Honneur	Line to Veteran	Light
Young Guard Cavalry	Line	Light
Cuirassiers, Carabiniers, Guides	Elite	Heavy
French Horse Regt's 1792-1795	Line	Medium
Dragoons, 1805-12*, 1815	Line	Medium
Dragoons, 1813-14*	Conscript to Line	Medium
Hussars 1792-1802	Veteran	Light
Hussars 1803-12, 1815	Elite	Light
Hussars 1813-14	Veteran	Light
Lancers 1811-12, 1815	Veteran	Light
Lancers 1813-14	Line	Light
Chasseurs 1792-1802	Conscript	Light
Chasseurs 1803-07, 1815	Line	Light
Chasseurs 1813-14*	Conscript	Light

- Increase quality level by one for those regiments serving in Spain. Any cavalry type listed as "Provisional" has its quality level reduced by one.

Bavaria

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard Grenadiers 1814+	Veteran	1
Grenadiers 1792-1799	Veteran	1
FeldJagers 1792-1799	Veteran	1
Light Infantry 1800-1812	Veteran	2
Fusiliers 1792-1799	Line	0
Line Infantry 1800-1812	Line	1
Line & Light Infantry 1813+	Conscript	1
Landwher	Militia	1

Cavalry

		<u>Cavalry "Weight"</u>
Garde du Corp 1814+	Veteran	Heavy
Kuirassiers 1792-1804, 1815	Veteran	Heavy
Dragoons 1792-1811	Veteran	Medium
Cheveauleger 1792-1812	Veteran	Light
Cheveauleger & Lancers 1813+	Conscript	Light
Hussars 1815	Line	Light

Confederation of the Rhine Minor States

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Baden Infantry (Pre-1807)	Line	1
Baden Infantry 1807+	Veteran	2
Cleves-Berg Infantry	Line	1
Confederation Mixed Regt's	Conscript	1
Hessian Guard & Leib Regt's	Elite	2
Other Hessian Infantry	Veteran	1
Wurzburg Infantry	Line	1

Cavalry

		<u>Cavalry "Weight"</u>
Baden Cavalry	Elite	Light
Cleve-Berg Cheveauleger Lancers	Elite	Light
Hessian Cheveauleger	Elite	Light
Nassau Cheveauleger	Veteran	Light
Wurzburg Dragoons	Veteran	Light

Naples

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard & Velites	Line	1
Legere Infantry	Conscript	1
Line Infantry	Militia or Conscript	0

Cavalry

		<u>Cavalry "Weight"</u>
Gd. Velites & Guard of Honor	Veteran	Medium
Lancers	Conscript	Light
Chasseurs	Conscript	Light

Holland (Kingdom of)

<u>Infantry</u>	<u>Quality Level</u>	<u>Skirmish Rating</u>
Guard	Elite	1
Light Infantry	Line	1
Line Infantry	Conscript	1

Denmark

Infantry

	<u>Quality Level</u>
Guard	Elite
Kongens LivJagers	Elite
Leib & Light Infantry	Veteran
Line Infantry Pre-1813	Line
Line Infantry 1813+	Conscript

Skirmish Rating

1
2
1
1
1

Cavalry

Lt Dragoons & Bosniaks	Conscript
Dragoons	Conscript
Hussars & Mtd Jagers	Line
Heavy Cavalry	Line
Lifeguard	Veteran

Cavalry “Weight”

Light
Medium
Light
Heavy
Heavy

Portugal

Infantry

	<u>Quality Level</u>
All Infantry before 1808	Conscript
Line Infantry 1808-1811	Line
Line Infantry 1812+	Veteran
Cazadores 1808-1811	Line
Cazadores 1812+	Veteran
Ordenanza (Militia)	Militia

Skirmish Rating

0
1
1
2
2
1

Cavalry

Light Dragoons	Conscript
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Cavalry “Weight”

Light

Saxony

Infantry

	<u>Quality Level</u>
Guard Grenadiers	Veteran
Light Infantry (Pre-1813)	Line
Light Infantry 1813+	Conscript
Line Infantry (Pre-1808)	Line
Line Infantry 1808-1812	Conscript
Line Infantry 1813+	Militia

Skirmish Rating

1
1
1
0
1
1

Cavalry

Guard & Cuirassiers	Elite
Hussars & Cheveauleger	Elite

Cavalry “Weight”

Heavy
Light

Grand Duchy of Warsaw (Poles)

Infantry

	<u>Quality Level</u>
Legion Infantry	Veteran
Vistula Legion	Elite
Line Infantry (Pre-1809)	Conscript
Line Infantry 1809+	Line

Skirmish Rating

2
2
1
2

Cavalry

Cuirassiers	Veteran
Vistula Legion Lancers	Elite
Lancers	Veteran or Elite
Hussars & Chasseurs	Veteran

Cavalry “Weight”

Heavy
Light
Light
Light

Westphalia

Infantry

	<u>Quality Level</u>
Guard Grenadiers	Veteran
Guard Jagers	Veteran
Light Infantry	Line
Line Infantry	Conscript

Skirmish Rating

1
2
2
1

Cavalry

Guard du Corp & Cuirassier (Pre-1813)	Veteran
Guard du Corp & Cuirassier 1813+	Line
All other Cavalry (Pre-1813)	Line
All other Cavalry 1813+	Conscript

Cavalry "Weight"

Heavy
Heavy
Light
Light

Wurttemberg

Infantry

	<u>Quality Level</u>
Leib Guard	Elite
Light & Jager Infantry	Elite
Line Infantry (Pre-1813)	Veteran
Line Infantry 1813+	Line

Skirmish Rating

2
2
1
1

Cavalry

Leib & Guard du Corp	Veteran
All other Cavalry (Pre-1813)	Veteran
All Cavalry 1813+	Line

Cavalry "Weight"

Medium
Light
Light

Officer Ratings

There is really no way for me to cover every officer in the Napoleonic wars, and even those I will list may cause consternation among readers. I offer the list to help those designing battles and stress that the skill level listed is my opinion of that officer “on average.” A particular battle may see an officer perform better or worse than what I’ve listed. Always remember to give the officer the rating based upon **your** best judgement of his ability *for that battle*. Some of the listed officers commanded divisions but I’ve listed information on them for those cases when the army involved is a Linear or division based army.

Austria

<u>Officer</u>	<u>Army</u>	<u>Div/Corp/Wing</u>	<u>Valorous</u>
Alvintzy	Average	Average	
Argenteau		Average	
Aspre		Average	
Bellegarde	Poor	Average	V
Bianchi		Average	
Brady		Poor	
Bubna		Good	V
Charles (Archduke)	Excellent	Excellent	V
Chasteler		Average	
Colloredo (Graf)		Average	
Davidovich		Good	
Ferdinand (Archduke)	Poor	Poor	
Frimont	Average	Good	
Gyulai (Albert)		Average	
Gyulai (Ignaz)		Good	
Hardegg		Average	
Hesse-Homburg		Good	
Hiller	Average	Average	
Hofer		Good	V
Hohenzollern		Average	
Jellacic	Average	Average	
John (Archduke)	Poor	Poor	
Keinmeyer		Average	
Klenau	Average	Good	
Kollowrath		Average	
Laudon	Good	Excellent	V
Lichtenstein	Average	Average	V
Louis (Archduke)	Poor	Average	
Mack	Poor	Average	
Meerveldt		Good	V
Melas	Good	Good	
Nordmann		Good	V
Nostitz		Excellent	V
Radetzky		Excellent	V
Rosenberg	Poor	Average	
Schwarzenberg	Average	Average	
Stoyevich	Poor	Average	
Ulm		Good	
Vogelsang		Average	
Vukassovich		Average	
Wartensleben	Average	Average	
Weisenwolf		Good	V
Wurmser	Poor	Average	

Britain

<u>Officer</u>	<u>Army</u>	<u>Div/Corp/Wing</u>	<u>Valorous</u>
Abercomby	Good		V
Beresford	Average	Good	
Chatham	Poor		
Clinton	Average	Average	
Cole		Good	
Cotton		Excellent	V
Crauford		Excellent	V
Erksine		Good	V
Fraser	Average		
Hill	Good	Excellent	
Houston		Average	
Lumley		Good	
Moore	Excellent	Excellent	V
Pack		Excellent	V
Paget		Good	
Picton		Excellent	V
Uxbridge		Good	V
Wellington	Excellent	Excellent	
York	Poor	Average	

Prussia

<u>Officer</u>	<u>Army</u>	<u>Div/Corp/Wing</u>	<u>Valorous</u>
Blucher	Good	Good	V
Bulow	Good	Good	V
Brunswick (Ferdinand)	Poor	Average	
Gneisenau	Good		
Hesse-Homburg		Good	
Hohenlohe	Poor	Poor	
Kleist		Good	V
Kraft		Good	
L'Estoq		Good	V
Louis (Prince)	Average	Good	V
Pirch		Average	
Roder		Good	
Ruchel	Average	Excellent	V
Scharnhorst	Good	Good	
Steinmetz		Average	
Tautentzien		Average	
Thielemann		Good	
Wartensleben	Poor	Average	
Wilhelm (Prince)		Average	
Yorck	Average	Good	
Ziethen		Good	V

Spain

<u>Officer</u>	<u>Army</u>	<u>Div/Corp</u>	<u>Valorous</u>
Albuquerque	Poor	Average	V
Areizaga	Poor		
Ballasteros	Poor	Average	
Blake	Average	Average	
Castanos	Average	Good	V
Cuesta	Poor		
De la Union	Average	Average	
Del Parque	Average	Good	
D' Espana	Poor		
Freire	Average	Average	
Henestrosa		Good	
Iglesias	Poor	Average	
O'Donnell	Poor	Poor	
Palafox	Average	Average	
Reding	Average	Average	
Romana	Average	Good	
Ruby	Poor	Average	
Santocildes	Average	Average	
Venegas	Poor	Average	
Zayas		Good	V

France

<u>Officer</u>	<u>Army</u>	<u>Div/Corp/Wing</u>	<u>Valorous</u>
Arrighi Cassanova	Average	Average	
Augereau	Poor	Average	V
Bernadotte	Poor	Average	
Bertrand		Good	V
Bessieres	Average	Good	V
Jerome Bonaparte	Poor	Average	
Joseph Bonaparte	Poor		
Napoleon (1)	Excellent		
Bourcier		Good	
Brune	Average	Average	
Caffarelli	Average	Average	
Clausel	Average	Good	V
Davout	Excellent	Excellent	V
Desaix		Excellent	V
Drouet d'Erlon		Average	V
Drouot		Good	V
Dumouriez	Good	Good	
Dupont	Average	Average	
Duroc		Good	V
Eugene de Beauharnais	Good	Good	V
Exelmans		Average	
Gazan	Average	Average	
Gerard		Good	V
Girard		Good	
Grouchy	Good	Good	
Hoche	Good	Excellent	V
D' Hautpoul		Good	
D' Hilliers		Average	
Jourdan	Poor	Average	
Junot	Average	Good	
Kellerman Sr.	Average		
Kellerman Jr.		Good	V
Kleber	Good	Good	V
Lannes		Excellent	V
Latour-Maubourg		Excellent	V
Lauriston		Good	
Lavel		Average	
LaSalle		Excellent	V
Lefebvre	Good	Good	
Lefebvre-Desnoettes		Good	V
Lobau		Good	V
Loison		Good	V
MacDonald	Average	Good	
Marmont	Good	Good	
Massena	Excellent	Excellent	V
Milhaud		Good	V
Mortier		Good	V
Moreau	Good	Excellent	
Murat	Poor	Average	V
Ney	Average	Average	V
Oudinot	Poor	Good	V
Pichegru	Good	Good	
Rapp	Good	Good	V
Reille	Average	Good	
Reynier	Average	Average	
Carra St. Cyr	Average	Average	
Gouvion St. Cyr	Good	Good	
Sebastiani	Average	Average	
Souham	Average	Good	
Soult	Good	Good	
Suchet	Excellent	Excellent	
Vandamme	Average	Good	V
Victor	Average	Average	
Wathier		Average	

1- Gains the "Napoleon" Bonus

Ottoman Empire

<u>Officer</u>	<u>Army</u>	<u>Wing</u>	<u>Valorous</u>
Abd ar-Rahman (1)	Average	Good	V
Ahmad Pasha	Average	Average	
Ahmet Jezzar		Good	V
Alemdar Mustafa (2)	Good	Good	
Ali Tepelin (4)	Good	Excellent	
Baykradar Mustafa	Poor	Average	
Kethuda Ali	Average	Average	
Hajji Mustafa	Poor	Good	
Hakki Mehmed	Average	Good	V
Ibrahim Bey	Good	Good	V
Ismail	Poor	Average	
Khurshid Pasha	Average	Excellent	V
Laz Ahmet Agha (3)	Average	Good	V
Murad Bey	Poor	Excellent	V
Mustafa Rashid (1)		Good	V
Pechlivan Khan	Poor	Average	
Yussef Zia Pasha (3)			

Notes

1 – Commanded Nizami-Cedid Forces

2 – Commanded Jannissary Forces

3 – Held tital “Grand Vizier”

4 – By far the best Ottoman commander of the era, but flagrantly disloyal to the government.

Russia

<u>Officer</u>	<u>Army</u>	<u>Div/Corp/Wing</u>	<u>Valorous</u>
Alexander (Czar)	Poor		V
Baggavout		Average	
Bagration	Average	Excellent	V
Barclay de Tolly	Good	Good	
Bennigsen	Poor	Average	
Buxhowden	Poor	Poor	
Constantine (Archduke)	Poor	Average	V
Dochturov	Poor	Average	
Essen		Average	
Eugene of Wurttemberg		Average	
Fersen	Average	Average	
Gallitzin		Good	V
Gorchakov		Average	V
Kamenskoi		Average	
Kapzewich		Average	
Karpov		Average	V
Korff		Average	
Kutusov	Average		
Langeron	Poor	Average	V
Lieven		Average	
Mildoravitch		Good	V
Olsufiev		Average	
Ostermann-Tolstoy		Average	
Pahlen (Graf)		Average	V
Platov (Cossacks Only)		Excellent	V
Prozoroviski	Average	Average	
Przschibitzhevsky	Poor	Poor	
Rayevski		Good	
Sacken	Average	Average	
St. Priest		Average	
Sievers		Good	V
Suvarov	Excellent		V
Tormassoz	Poor	Average	
Tchichigov	Poor	Average	
Tuchkov		Average	
Uvarov		Average	V
Voronstzov		Average	
Winzingerode	Poor	Average	
Wittgenstein	Average	Good	
Yermalov		Good	V

Bavaria

Officer

Ludwig (Crown Prinz)
Raglovich
Wrede
Deroy

Army

Average

Div/Corp/Wing

Average
Average
Average
Average

Valorous

V

Dutch-Belgian

Officer

Prince of Orange
Perponcher
Chasse

Army

Average

Div/Corp/Wing

Good
Excellent
Good

Valorous

V

Italians

Officer

Fontanelli
Hilliers
Lecchi
Ornano
Peyri
Pino
Severoli

Army

Div/Corp

Average
Good
Average
Good
Average
Average
Average

Valorous

V
V
V
V

Poles

Officers

Dombrowski
Poniatowski
Kamiencki
Krasinki
Rosincki
Zayonchek

Army

Good

Div/Corp

Excellent
Good
Average
Average
Good
Good

Valorous

V
V
V
V

Saxony

Officer

Dyherr
Gablenz
Lecoq
Norman
Polenz
Zeschwitz

Army

Div/Corp

Average
Average
Average
Good
Average
Good

Valorous

V
V
V

Sweden

Officer

Adlercreutz
Bernadotte
Constedt
Klercker
Stedingk
Von Doblén

Army

Good
Poor
Average

Div/Corp

Good
Average
Average
Average
Good

Valorous

V

Wurttemberg

Officer

Crown Prince
Briche
Franquemont
Neubronn
Woelwarth

Army

Poor

Div/Corp

Average
Average
Good
Average
Good

Valorous

V
V

