EASY NAPOLEONIC RULES by Don Lowry

I. BASICS:

A. Stands: The miniatures are placed on stands, each of which represents a unit of troops or a general and his staff. Each stand should have a label on one edge (preferably the back edge) with enough information to identify the unit and showing its beginning number of strength points (see below). For instance: "I/3/2 Ompteda, 5sp" would indicate the second brigade of the 3rd British Division of the I Corps, commanded by General Ompteda, with 5 strength points.

1. Units of infantry and/or cavalry are placed on stands that are 2 inches (50mm) square (in such a way that one of the sides of the square is obviously the front of the unit). Infantry stands represent forces of from 1,500 to 4,000 men. Cavalry stands represent forces of from 1,000 to 2,500 men. In both cases, these would normally be brigades, but might be large regiments or small divisions. It doesn't matter how many miniatures are placed on the stands, or what scale they are. They are just there for looks. (If the size of these stands doesn't suit your figures, you could use 3" squares or 1.5" squares or whatever you like, but you'll need to modify movement and ranges accordingly.) These units will be grouped into divisions and/or corps, either in accordance with an historical order of battle or according to the wishes of the controlling player(s).

2. Units of artillery are normally placed on stands that are 1" by 2" rectangles with the cannon facing one of the short sides. These would represent batteries of eight guns and/or howitzers. For 6-gun batteries, use 3/4"-wide stands if the model guns will fit. You can use the number of crewmen on the stand to indicate the number of guns the stand represents. (For instance, let 4 crewmen indicate an 8-gun battery and 3 crewmen a 6-gun battery.) The number of batteries in most large armies is so high that it will probably be best to only represent some of them, such as corps reserves and horse batteries, with stands. Others, such as division batteries, can be represented abstractly by adding strength points (see below) to the infantry units to which they were historically attached.

3. Generals commanding higher commands, such as corps, as well as the overall commander, are placed on their own stands, representing them and their staffs. You will not normally need stands for division commanders, except for divisions or division-sized units that get detached from their corps (see "detachments" below), but you should have a few available for such cases; place such a general alone on a

1-inch-square stand. A general and one aide on a 1.5-inch-square stand would represent a corps commander; and a general with two aides on a 2-inch-square stand would represent the overall (army) commander.

B. Ground Scale: With 2"x2" stands, one inch on our rulers represents about 150 yards of real terrain. At this scale 12 inches represents about a mile.

C. Time Scale: One turn represents (very roughly) about a half an hour of battle.

II. ACTIVATION:

A. Chits: The order in which units move is determined by the drawing of chits.

1. Make chits (out of light cardboard, for instance) representing each corps (or, for small armies, each division). Also, make some for independent smaller units, such as reserve batteries. Try not to have more than about 12 or 15 chits per side. This should include chits for the army commanders and any intermediate commanders, such as wing commanders.

Example: If playing Waterloo, the French side would have cards for: Napoleon, Ney, I Corps, II Corps, VI Corps, the Guard, III Cavalry Corps, IV Cavalry Corps, the 3ʳᵈ Cavalry Division, the 5ᵗʰ Cavalry Division, and the reserve artillery; that's eleven cards. The Allies would have cards for: Wellington, I Corps, II Corps, Picton (5ᵗʰ and 6ᵗʰ Divisions), the Brunswick Corps, the cavalry, and the reserve artillery; and the Prussians for Blucher, I Korps, II Korps, and IV Korps; making 11 total for that side.

2. Place the chits in a cup or bowl, and at the beginning of each turn draw one without looking to see what it's going to be; that is the first command to be activated: you may activate any or all of its stands that are within 6 inches of that unit's command stand. These can move (or fire, if artillery) but do not have to do so. (They can pass.) They do not have to all do the same thing, nor do they have to stay together. In addition, the stand for the commander may move (but does not have to) either before or after activating stands.

3. After all this command's units have finished, place its chit in a discard pile and draw another chit. When all chits have been drawn and all units have moved, fired, and/or passed, return all chits to the cup/bowl and start another turn.

4. Commanders: When the chit for an army commander or wing commander is

drawn, he may activate any one or two of his subordinate commands that are within six inches (18cm) of his command stand; and his command stand may move (but does not have to) either before or after checking to see if it is close enough to the activating commands.   An activated army commander may activate a wing commander as one of the two commands, if he is near enough. *For example: If playing Waterloo and Napoleon's chit is drawn, any two French commands may be activated if they are close enough to Napoleon's command stand. Let's say he activates one division of his Old Guard, which is near him, and then he moves close enough to Ney to activate him; Ney, being a wing commander, can now activate any one or two of his units.*

B. Movement: When activated, stands may be moved up to the following limits, but may move less or not at all if so desired. (When turning, measure from the corner of the stand that moves the farthest.):

> Infantry: 6 inches
> Light Cavalry: 9 inches
> Heavy Cavalry: 8 inches
> Horse Artillery: 9 inches
> Foot Artillery: 6 inches
> Generals: 12 inches

C. Terrain: The above maximums are for use when moving over clear terrain. Some types of terrain might be impassible (swamps, lakes/ponds, very steep mountain sides). Other types of terrain will slow the stands, as follows:

1. Rough terrain (such as rocky areas, plowed fields, thick underbrush): half distance (or double the cost; i.e. each inch moved counts as two).

2. Moving uphill: half distance (or double the cost; i.e. each inch moved counts as two). (There is neither a bonus nor a penalty for moving downhill.)

3. Crossing obstacles (such as fences or shallow streams): subtract the roll of one 6-sided die (1d6). (You cannot change your mind about the move after you've rolled the die.) *For example: An infantry stand wants to cross a stream, but the controlling player rolls a "5"; when 5 is subtracted from infantry's normal 6" movement rate, it can only move 1" this turn. We can thus assume the stream has a very muddy bottom, or perhaps the infantry took a long time to find just the right place to cross.*

4. Zones of control: Each infantry and cavalry stand should be thought of as controlling (via skirmishers, pickets, scouts, etc.) the space within 2 inches of its front and of both sides (but not its rear). Thus, any enemy unit that comes within 2 inches of it (except from the rear) cannot keep moving unless it moves directly toward the nearest edge of that unit. (When in doubt as to which edge is nearest, move towards its front edge.) Artillery stands may never move into an enemy stand's zone of control. And artillery stands only have zones of control to their front.

D. Artillery Fire: When an artillery unit is activated it may, instead of moving, fire at an enemy unit instead. Measure the distance (along an unblocked straight line at least as wide as the front of the artillery stand) between the front of the firing stand and the nearest part of the target stand and roll two 10-sided dice (2d10) (except that batteries that have taken a hit get only 1d10). The following chart shows the numbers needed to obtain a hit on the target stand for various types of batteries at various ranges. *For example: A battery of eight 6-pounders would cause one hit on the target stand if the range was more than 3 inches but less than 5 inches and the player controlling that battery rolls a 7 or higher on one die. If he rolls that high on both dice he would get two hits on the enemy stand.* Although most batteries contained a few howitzers along with several guns, we will assume they were composed only of guns, except for those few batteries that were composed of howitzers only.

For each d10 No. of Guns x Size	To hit with Cannister	To Hit @ Effective Range	To Hit @ Long Range
6x4-pdrs	8-10 @ 2.5"	8-10 @ 4.5"	10 @ 8"
6x6-pdrs	7-10 @ 3"	8-10 @ 5"	10 @ 10"
8x6-pdrs	5-10 @ 3"	7-10 @ 5"	10 @ 10"
6x8/9-pdrs	5-10 @ 3"	8-10 @ 5"	10 @ 10"
8x8/9-pdrs	3-10 @ 3.5"	7-10 @ 5"	10 @ 10"
8x12-pdrs	2-10 @ 4"	7-10 @ 6"	10 @ 12"
6xHowitzers	2-10 @ 3"	9-10 @ 4.5"	10 @ 11"
8xHowitzers	2-10 @ 3.5"	9-10 @ 4.5"	10 @ 10.5"

1. Howitzers: Any roll of 10 with a howitzer battery causes 2 hits.

2. Counter-battery fire: When an artillery stand fires at an enemy artillery stand, subtract 1 from each die roll. (Guns, being spread out, are harder to hit.)

3. Cover: When firing at an infantry stand that has hard cover (such as behind a

stone wall, in entrenchments, in a sunken road, or in buildings) subtract 1 from each die roll.

III. CLOSE COMBAT: At the ground scale we are using, and considering the short range of the muskets of that era, we will not bother to distinguish between fire (other than artillery) and melee. Combat by and between infantry and/or cavalry will only take place when units of opposite sides come into base-to-base contact. The units that are currently activated are the attackers; the units of the other side are the defenders. A moving stand may only contact an enemy unit with its own front edge; it may not back or sidle into an enemy stand. (Also note the Zone of Control rule above.)

A. Multiple Contacts: The player controlling the attacking stand(s) gets to decide which of his stands are attacking which defending stands, so long as each attacking stand actually touches any and all enemy stands it is attacking. A defending stand may be attacked by more than one stand, but each edge or side of a defending stand may only be attacked by one attacking stand. (So at most any given stand may only be attacked by 4 enemy stands, and then only if it is completely surrounded.) Or one stand may attack more than one defending stand, if it touches them both. And all defending stands being touched must be attacked. So far as possible, combats should be resolved one defending stand at a time. *For example: Instead of saying, "Stands 1, 2 and 3 are attacking stands A and B;" say, "Stands 1 and 2 are attacking stand A, and stand 3 is attacking stand B."*

B. Resolving Combat: Finish moving all activated units that are going to move before resolving combats. The player controlling the attacking stands gets to decide what order the combats are resolved in. Each combat is resolved by each side rolling a number of d6 equal to the total number of strength points (see below) possessed by all of its bases that are involved. Subject to certain modifiers (see below), the total number of fives and sixes rolled on all these dice will be the number of hits on the enemy stand. The defender rolls first, and any hits he makes are subtracted from the attacker's strength points before he rolls. If there is more than one attacking stand the hits are on the stand touching the defender's front edge, if any. *For example: A French stand with 5 strength points is attacking a Prussian stand's front and a French stand with 4 strength points is attacking the same Prussian stand's right flank. The Prussian stand has 5 strength points, so the Prussian player rolls 5d6 and gets 2 hits on the French stand to its front, bringing that stand's strength points down to 3. The player controlling the two French units now rolls seven d6 (3 for the front unit and 4 for the flanking unit) and any hits he gets diminish the defending stand's strength points.*

MODIFIERS:

Flank attack: +1 to the attacker's die roll for each stand attacking the defender's flank or rear. (Defending stands in buildings have no rear or flank.)

Combined arms: +1 to the attacker's die roll when both an infantry and a cavalry stand attack the same enemy stand at the same time.

Infantry squares: -1 to the attacker's die roll if the defending stand is infantry and all attacking stands are cavalry.

Hard cover: -1 to the attacker's die roll if the defending stand is infantry in cover (such as entrenchments, behind a stone wall, in a sunken road, or in buildings). (And, remember, defending stands in buildings have no rear or flank.)

C. Strength Points: All batteries start with two strength points. The number of strength points (sp) an infantry or cavalry stand starts with depends on the types of units it represents, the number of men those units contained, and their level of morale and training. If you are using an historical order of battle from a real battle or campaign, use actual strength figures and unit types, so far as you are able to determine those. If you have no such data to go on, give most of your infantry and light cavalry 5 sp and heavy cavalry 7 or 8sp, with, perhaps a few elite infantry with 6 or 7sp. To calculate historical infantry and/or cavalry strength points, start with the number of men in the unit(s) and divide it by a number that depends on the units' types and quality, as follows:

Quality	Infantry	Light Cavalry	Heavy Cavalry
Guards	200	150	100
Elites	300	200	150
Veterans	400	250	200
Trained	500	300	250
Militia	600	350	300
Green	700	400	350

For example: A stand that represents 2,500 trained infantrymen would start with 5 strength points; a stand that represents 1,500 veteran light cavalry would start with 6 strength points; and a stand that represents 1,000 guards heavy cavalry would start with 10 strength points.

1. Keeping track: When you place an identifying label on each stand, include its beginning number of strength points on that label; then as it loses and/or regains strength use markers placed on or beside the stand to modify the beginning number. (To minimize cluttering you table with distracting markers and to avoid

giving too much information away to the other side, make up small cardboard chits that are painted green [or whatever the dominant color of your terrain might be] on one side and have various numbers on the other side. When a stand takes hits, place a marker on it or by it, face down, showing how many hits it has taken. The player who controls that stand can consult this chit whenever he wants, but the other side may not.)

2. Contacting generals: When an infantry or cavalry stand comes in contact with the stand of an enemy general, the player controlling that general moves its stand behind the nearest infantry or cavalry stand belonging to its command and out of touch with any enemy stands, then rolls 1d6. If he rolls a 6 the general is considered killed, wounded or captured. The stand is not removed from the table, for it is assumed that another general will take his place; but the other side receives one victory point.

D. Combat Results: Stands that lose all their strength points are removed from the table (but might be able to return later), and for each such stand lost the other side receives one victory point. (This does not mean the unit was wiped out, just that it has become so disordered that it cannot fight again until/unless it has rallied; see Rallying below.) If there are stands of both sides still in contact after all hits are applied, both sides role 1d6 and add the number of strength points that their participating stands still have left and consult the following:

1. Locked in combat: If neither total is at least twice the other, the stands remain locked in combat pending their next activations.

2. Retreat: If one side's total is at least twice as high as the other side's (but less than three times as high) it has won this combat and the losing stand(s) must retreat, moving away from the winning stand(s) (and, so far as possible, away from all enemy units) one half a normal move, facing toward the winning unit.

3. Rout: If one side's total is at least three times that of the other side it has won this combat and the losing stand(s) must retreat a full move away from the winning stand(s) and (if possible) toward other stands of its own side, facing away from the winning stand(s). Place a marker by/on it to indicate that it has routed. (A casualty figure makes a good routed marker. Or something yellow.)

4. Blocked retreat: If a retreating unit cannot move as required without contacting another enemy stand (or the same one), its strength points are reduced to zero and it is removed from the table (but might be able to return later). If a retreating

stand's move is blocked by a stand or stands of its own side, it stops just in front of (touching) that friendly stand (so long as it is no longer touching the enemy stand that just defeated it).

5. *Blocked rout:* If a routing unit cannot move as required without contacting another enemy stand (or the same one), its strength points are reduced to zero and it is removed from the table and cannot be brought back into the game (rallied). If a retreating stand's move is blocked by a stand or stands of its own side, it moves on beyond that stand, even if this mean exceeding the required movement distance.

E. Continuing a Combat: If a stand is already in contact with an enemy stand when it is activated, the enemy stand rolls as if being attacked, but in this case only 6s are hits. After applying any results of this fire, if the stands are still in contact, the activated stand may either roll for hits on the defender(s) (i.e. attack it), or it may voluntarily withdraw a half-move, facing toward the defender – provided that it can do so without contacting any other enemy stands. *Note: the activated stand might or might not have been the attacker in the original combat; that doesn't matter. The point is, it must now either continue the fight or withdraw.*

F. Attacking Artillery Stands: If infantry and/or cavalry stand(s) contact an enemy artillery stand, the player controlling the defending artillery stand has two choices:

1. *Evade:* If there is at least one friendly infantry stand in contact with the artillery stand's flank or rear, the player controlling the artillery stand can chose to have it evade combat. This represents the artillerymen seeking cover with the adjacent infantry. If and when enemy stands no are no longer in contact with the artillery stand the artillerymen will be considered to have returned to their guns, but until this happens that artillery stand can not move or fire, even if activated. Note: If there is no friendly infantry unit in contact with any edge of the artillery unit, this option cannot be chosen.

2. *Fire:* If one of the attacking stands contacts the artillery stand's front edge, the artillery may elect to fire upon that unit. Check the canister range on the Artillery Fire chart above for the appropriate number and type of guns in the battery and roll 2d10 (1d10 if the battery has previously taken a hit). Apply any resulting hits to the attacker contacting the artillery's front edge, and if the attacking stand(s) has any strength points left it returns fire as outline above.

3. *Otherwise:* If neither one of the above conditions can be met (e.g. the artillery

stand is attacked only from the flank and there is no adjacent friendly infantry stand). The artillery stand gets no die roll(s); the attacker rolls as normal and any resulting hits are applied to the artillery stand. If the artillery stand loses both of its strength points it is permanently removed from the game, and the attacking side immediately receives 1 victory point for capturing the guns.

4. Two artillery stands: Because artillery stands are narrower, an infantry or cavalry stand may contact and attack two artillery stands at once. The two artillery stands do not have to take the same option. ***For example:*** *One could fire while the other evades.*

IV. MISCELLANEOUS:

A. Rallying: When a general is activated, he may be used to bring back any one stand that was part of his command that had previously been eliminated (i.e. its strength points had been reduced to zero), unless that stand had been eliminated by a blocked rout (see above). Place the stand in contact with the general's stand and roll 1d6. The result of the roll is the number of strength points that the stand has recovered, but it cannot recover more than it had at the start of the game. ***For example:*** *When a corps commander is activated the player controlling it decides to use him to rally a previously eliminated unit. He rolls a 6, but the unit only had 5 strength points to start with, so it now has 5 strength points again.* This does not erase the victory point the other side received for eliminating the unit in the first place; and if it is eliminated again the other side will receive another victory point for that. The general can not be used for any other purpose this activation. If there is no room on the table to place the rallied stand (because of other stands in the way and/or the edge of the table or unplayable terrain) it cannot be rallied at this time.

B. Length of Game: If you are recreating an historical battle or situation, you should ascertain how m any hours of daylight there were that day and about what time the battle started. Then, since each turn represents about half an hour, you should be able to calculate how many turns could be played before "darkness" put an end to the fighting for the day. If you are fighting a non-historical battle, decide before starting on how many turns you will play, either by mutual consent of both sides, or by dice rolls. If neither side has won a clear victory when the "day" ends, another day of battle could be fought, and even more, until a victory is won.

C. Victory: Victory points are awarded for each enemy stand that is reduced to zero strength points (even if it comes back again later; see below). Keep track of

these on paper (off the table). By mutual consent or by the design of whoever sets up the scenario (see below), victory points could be awarded for holding or capturing certain terrain features, such as hills or towns or bridges. If there is more than one army on the same side (for instance the Allies and the Prussians at Waterloo) their victory points are added together. Whichever side has accumulated the most victory points by the end of the day is the winner, but there are different levels of victory, as follows:

1. Draw: Both sides have the same number of victory points. The battle could continue for another day if neither side wants to retreat (defender decides first).

2. Marginal victory: One side has more victory points, but less than twice as many as the other side. The battle could continue for another day if neither side wants to retreat (defender decides first).

3. Decisive victory: One side has at least twice as many victory points as the other, but less than three times as many. The side with fewer victory points must retreat.

4. Overwhelming victory: One side has at least three times as many victory points as the other. The side with fewer victory points must retreat.

D. Weather: If you are recreating an historical battle, use whatever kind of weather existed there and then. Otherwise, if both sides can agree on a type of weather, use that; if not, roll 1d6 and consult the following (add 1 to the die roll if the battle is taking place in the winter or spring):

1-4 = Clear and dry: There are no changes to movement rates or artillery fire.
5 = Muddy: Subtract 1" from all infantry and cavalry movement rates, 2" from all artillery movement rates. Subtract 1 from all artillery rolls except canister and howitzers.
6 = Poor visibility: Subtract 1 from all artillery rolls, artillery cannot fire at long range, and subtract 1 from all cavalry and general's movement rates.

Optional: Sometimes weather is variable. If you want to simulate this, at the start of each turn roll 1d6, and if the result is an even number the weather remains the same as it was, but if it is an odd number roll for the weather again.

V. ADVANCED RULES: Once you have gotten used to all of the above, you should add in the following rules:

A. Detached Units: When a stand or group of stands become separated from its/their commanding general by 12 inches or more it/they should be considered a detached unit. Create a separate chit for it/them, and from now on they will be activated by that chit instead of as part of its previous command. *For example: In a game where only corps commanders and higher have chits, a 2-stand division has become separated from the rest of its corps and from its corps commander by over 12" inches. A new chit should be made for that division, and it will no longer be activated when that corps' chit is drawn.*

B. Attached Units: When an army commander is activated, it may be used to attach one or more units to a different subordinate general than it started under. This is in addition to anything else the activated commander might do. *For example: In a Waterloo scenario when Napoleon is activated the player controlling the French side could decide to attach the 3rd and 5th Cavalry Divisions to the VI Corps. From now on, when VI Corps is activated, so are those divisions, but, when their own chits are drawn they are not activated and their chits are not returned to the cup/bowl.*

C. New Commands: When an army commander is activated, it may be used to create a new command out of independent units or units detached from existing commands. The new command is immediately activated, and this counts as one of the two activations that the army commander can make this turn.

Example 1: Napoleon is activated and the French player decides to create a grand battery by combining artillery stands from various corps. A new chit is made for this command and placed in the discard pile. A new general stand will be needed and it should be labeled to identify it as the commander of the grand battery. Those batteries are now activated and their new commander will be activated in the future whenever that new chit is drawn, but the batteries will not now be activated when their various corps commanders are activated.

Example 2: Napoleon is activated and the French player decides to detach the Young Guard Division from his Imperial Guard and make it a separate command. A new general stand will be needed to represent the commander of this division, and a new chit will be needed for him. The stands of the Young Guard are immediately considered activated and their new commander will be activated in the future whenever this new chit is drawn (place it in the discard pile), but not when the Imperial Guard chit is drawn.

D. Engineers: Most armies had small units (battalions or even just companies) of

specialized troops that were trained to perform special tasks of construction or destruction, such and erecting or destroying barriers, building bridges, etc. To simulate these, make small stands, 1 inch square, with a few engineer figures and a chit for each such stand. Every army should have at least one. Unless you know the numbers of men in historical units, give each such stand one strength point. If there is only one engineer stand in an army it such be subordinate directly to the army commander (i.e. can only be activated by the army commander), but some armies, such as the French, had one in every corps. Engineer stands move at the infantry rate.

1. Construction: An engineer stand can complete the following tasks in the number of complete turns indicated. That is, the stand must begin the activation at the spot where the work will be done. (Use casualty chits set beside them to indicate the number of turns left to complete the job; each time the engineer stand is activated reduce the number by one.):

Build a bridge over a major stream = 6 turns
Build a bridge over a small stream = 3 turns
Build enough earthworks to provide cover for one infantry stand = 2 turns
Destroy a bridge over a major stream = 2 turns
Destroy a bridge over a small stream = 1 turn

a. Major streams can only be crossed on a bridge or at a ford. (In the latter case it is an obstacle).

b. Small stream can be forded by infantry and cavalry, as an obstacle, anywhere, but by artillery and wagons only at a ford (as an obstacle) or on a bridge.

c. Weather: Double the number of turns needed if the weather is "muddy." (If the weather changes, count each two turns during muddy weather as one turn.)

2. Attachment: An engineer stand can be "attached" to an infantry stand of the same army by putting it – and keeping it – in contact with the infantry stand (on any edge). But neither the engineer nor the infantry stand may exceed its movement allowance in the process. As long as it remains so attached, it is activated whenever that infantry stand is activated and moves and/or fights as it does. (If it is activated on its own it may then be detached and moved away from the infantry stand, but it does not have to.)
a. An infantry stand that makes an attack on enemy infantry that has cover while it (the attacker) has an engineer stand attached to it (on any edge) does not suffer the

-1 modifier.

b. Otherwise, when an infantry stand that has an engineer stand attached (on any edge) is attacking or defending, add the engineer stand's 1sp to the strength of the infantry stand.

c. Should an infantry stand to which an engineer stand is attached take a hit, the player that controls it may elect to eliminate the engineer stand instead of reducing the infantry stand. (But, of course, if the infantry stand takes more than 1 hit the others still come from the infantry stand.)

3. Pontoons: To bridge a river you will need a model pontoon train on a 1"x2" stand and an activation chit for it. It can also be activated by the army commander. It has no strength points, and if contacted by an enemy stand it is captured and thenceforth belongs to the other side (unless recaptured). It moves at the foot artillery rate, but if it is fired on by artillery that is not considered counter-battery fire.

a. Bridging: To build a pontoon bridge the pontoon train must begin its activation at the river's edge; then roll 1d6 and the number rolled is the number of inches of bridge completed on that activation. Each time it is activated, roll again and add that number of inches to the bridge until it reaches all the way across. Each pontoon train may only build one bridge.

b. Stopping: Upon any activation the army commander may choose to stop building the bridge, in which case no roll is made, any part of the bridge completed so far is removed, and on any subsequent activation the pontoon train can move again and may then start a bridge again, either at the same place or elsewhere.

c. Weather: During any turn that the weather is "muddy" subtract 2 from the bridging die roll. If this results in a negative number (you rolled a 1) remove 1 inch from what has already been built (it was swept away by the swollen stream).

VI. OPTIONAL RULES: Add any of the following rules if they suit your tastes:

A. Supply Wagons: It would be more realistic if all armies were provided with a train of supply wagons (these are full of ammunition, food, forage, and, most important of all, the officers' personal baggage). Each army gets one wagon for each major command (such as a corps) plus one for the army as a whole. Base them like artillery units. They move like foot artillery. Make one activation chit that activates any and all wagons. They may also be activated by their respective corps commanders and/or the army commander.

b. Wagons have no SP value and can be captured or destroyed. When a wagon is contacted by an enemy infantry, cavalry or engineer unit, the enemy player must decide whether to capture it or destroy it. (Some kind of marker will be needed to

indicate that a wagon has been captured, i.e. changed sides. If it is destroyed, just remove it from the table, and it may not be rallied.) Of course, wagons could be recaptured by the original side (if not destroyed), and could keep changing hands indefinitely. In order to destroy a wagon, the contacting stand must stop where contact is made and not move beyond the wagon. If the wagon is merely captured the overrunning stand can keep going, and the wagon can be moved at that time by the capturing player.

c. Each wagon destroyed or captured counts as a victory point for the destroying/capturing side, the same as a combat stand destroyed.

d. If at the end of any turn an army does not control any wagons (its own or captured ones), it immediately loses the battle with a decisive defeat, (or worse, depending on relative losses), and must retreat even if not required to do so by relative losses.

B. Rating generals: Some generals were better than others. To reflect this, when a poor army commander's (or wing commander's) chit is drawn he may only activate one subordinate command. Great generals (including corps commanders) should have two activation chits (so are activated twice a turn). If a corps commander is a poor general, when his chit is drawn roll 1d6 to determine how many of his stands are activated (controlling player chooses which ones, provided they are near enough). Either rate the generals in your armies by their known historical abilities, or roll 1d10 and consult the following:

1-2 = Poor general
3-9 = Average general
10 = Great general

C. No zones of control: Some units (such as militia), and, early in the Napoleonic period, some entire armies, were not very good at using skirmishers. To simulate this, do no give any such stands a zone of control. That is, enemy units can move within 2 inches of them without having to move toward them, and thus could potentially move right past their flank(s) if not blocked by another unit.

D. Slow infantry: Some armies early in the Napoleonic period still used older methods of maneuvering that were slow and cumbersome compared to those of the French and others who learned from them. To simulate this, infantry stands of such armies must deduct from their movement allowance penalties for any turns or changes of facing they make, as follows: every 90-degree turn costs 1 inch of movement; turns of around 45 degrees would cost a half-inch. These are in addition to the actual distance moved. These do not apply when following a road.

D. Rosters: To avoid having to place loss markers by units that have taken hits, you could keep track of lost strength points on a roster of all units, but this, while keeping the table neater looking, causes a lot of paperwork. The choice is yours.

E. Ammunition: Real armies did not have an infinite supply of ammunition. At the beginning of the game give each army a number of ammunition units (to be represented by chits marked "ammo") equal to the number of artillery stands it has times the roll of d6. (Keeping this secret from the other side would add to the fog of war.) Every time an artillery stand fires at effective or long range it expends one of these ammo chits. When they're gone, no battery of that army can fire at those ranges any more that day. Artillery stands that fire at canister range, do not expend an ammo chit. (This should discourage players from "blasting away" every chance they get, no matter how unlikely they are to hit anything – which slows the game.)

F. No Corps: Many armies early in the Napoleonic period – and most small armies – did not have a corps organization. If they had wing commanders, treat those as corps commander; if not, make chits for each division.

G. Infantry Squares: When an infantry stand is attacked by cavalry, the player who controls that infantry stand may decide that this infantry stand will form squares for protection. Use some kind of small marker placed on or next to the stand to indicate that its battalions have formed squares. If the defending infantry has formed squares, subtract 1 from all die rolls for attacking cavalry, but add 1 to all die rolls for attacking infantry. (This replaces the Infantry Squares modifier under Resolving Combat above.)

1. Artillery firing at squares: Add 1 to the die rolls for any artillery firing at infantry in squares.

2. Squares' movement: The squares marker remains with the stand until the next time the stand is activated, at which time the controlling player may remove it or leave it in place. An infantry stand with a squares marker moves at half its normal movement rate. (This is cumulative with any terrain or weather penalties.)

3. Unsuccessful squares: For those of you who want even more detail: When the decision is made to form squares, roll 1d6, and a result of 1 means that the stand did not successfully form squares in time; the above penalties and bonuses do not apply; and the stand immediately loses 1 strength point. If this is that stand's final strength point, remove it from the table, and the other side gets one victory point.

However, an infantry stand may form squares as soon as activated (instead of waiting until it is attacked by cavalry), without risking this die roll, but this is all it can do on that activation.

VII. SCENARIOS: In some respects, I have done only the easy stuff by writing these rules. Now you, or someone, must paint and base the miniatures, design, buy or otherwise provide the terrain (hills, buildings, streams, trees, etc.), and, most important of all, design one or more scenario(s), either based on an historical battle, a what-if situation, or out of pure imagination, which will prescribe the armies, terrain, weather, etc., to be used. Good luck with that.

###