

Variant for the “Campaigns of Napoleon” system

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Introduction

This variant is made as a modification to the Consolidated Campaign Rules by Dick Vohlers (<http://www.napoleongames.com/soa.html>). It should be easily adaptable to all other versions of the rules. All the existing rules apply, except when specified.

1 Play sequence

The plays sequence becomes:

- | |
|-------------------------------|
| I) Common command phase |
| a. Administrative Segment |
| b. Organization Segment |
| c. Initiative determination |
| II) Movement phase |
| a. First player |
| b. Second player |
| III) Battle preparation phase |
| a. Combat force determination |
| b. Scouting |
| c. Battle chit selection |
| IV) Moral check |
| V) Forced march phase |
| a. First player |
| b. Second player |
| VI) Common combat phase |
| a. Battle resolution |
| b. Joint consolidation |

2 Initiative determination

Each player rolls one die, adds its number of administrative points divided by 5 (rounded down) and the initiative of its senior on-map leader (*defined as the one with the largest command span. In case of equality, owner decides*).

The winner decides which side is the first player for the turn. In case of draw, the first player is last turn's first player.

In the first turn of a scenario (or in the invasion turn of 1815), the initiative player is the one designated as such in the original scenario rules.

3 Forces

3.1 Combat group definition

A “combat group” does not depend on command capacities.

Combat groups are determined first in phase III a,. The first player determines his combat groups first.

Forces that successfully march to the guns become part of the relevant combat groups at the beginning of phase VI.

A combat group does not have to move as a single force during phase V. All forces that move during phase V must be defined in the usual way. They can be defined before their phase V movement.

A combat group has to include every stack in any hexes that are adjacent to the same enemy hex. It *may* (owner's choice in phase III before the chits are chosen, starting with the non-initiative player) include any non-vedette stack in hexes that are adjacent to a friendly unit adjacent to the enemy. Depending on this choice, the same map situation may give rise to one or more combats.

A combat group is defined as a stack. It could include a part of a force. In that case the remaining part of the force can force march on its own.

Vedettes alone in an hex can be part of a combat group. But, considering that they disperse at the end of phase III.b., they cannot “link together” two combat groups.

All the combat groups adjacent to the same enemy combat group are part of the same combat group.

“Adjacency” is blocked by non-passable terrain (e.g. primary rivers without a bridge or pontoon)

The intention is that most battles (Waterloo, Wagram, Austerlitz... but not the first and second day of Leipzig) have only one combat group for each side.

Example: in the following situation, each side has only one combat group. Depending on the Coalition and French choice, this may include the troops in Braine l'Alleud and the hex “behind” La Belle Alliance.



The decision to attack across a bridged primary river is made in phase III before combat groups are determined. The attacker decides first and then the defender (which becomes the attacker if he decides to fight). If both decline to attack, no ZOC is projected over the bridged primary river for the rest of the turn.

3.2 Combat groups size classes

Combat groups are grouped into three size classes:

- **Division:** The force includes a single Maj. Gen. leader *or* the total subordination value of the combat units in the force is 1.5 or less.
- **Corps:** The force is not a division and includes at most two, non-Maj. Gen leaders commanding units.
- **Army:** The force is neither a Division nor a Corps, i.e. the force includes three or more non-Maj. Gen leaders commanding units

Vedettes are never taken into account to determine combat groups.

The senior leader in a “combat group” is the leader with the largest command span. In case of equality, owner decides.

The identity of combat groups and senior leaders may change during the combat phase as new forces move to outflank or reinforce.

Examples:

Maj. Gen. Cole commanding two units is a Division.

Reille commanding two units infantry units (total subordination value: 2) is a corps.

Ney commanding one unit + Reille commanding five units is a Corps

Wellington commanding one unit + Maj. Gen. Cole commanding two units + Hill commanding three units is a corps.

Ney + D'Erlon commanding five units + Reille commanding five units is an army

Wellington + Hill commanding two units + Maj. Gen. Cole commanding two units + Bluecher commanding two units is an army

NB : *A division can have more SPs than a corps. Still, it will always retreat in front of a corps. There are two rationals for that. First, by entrusting a leader with a division rather than with a corps, you tell him that he is not to try to fight and stop sizeable enemy forces. To some extent, organizing a division is the same as giving the order “probe”, while organizing a corps is the same as giving a more aggressive order. Second, the rules assume that corps have a number of assets (larger staff, more officers, corps artillery, maybe some non-shown cavalry...) that are not available to divisions.*

4 Vedettes

“Dispersed” vedettes are treated the same way as vedettes eliminated in combat in the standard rules ([368] in the consolidated rules).

If an all-vedette stack moves adjacent to an enemy stack, the all-vedette stack is revealed immediately.

When a force moves adjacent to an all-vedette stack, or starts a movement there, the all-vedette stack is immediately revealed (if needed) and *dispersed*. If the moving force is not across a primary river, it has to give the name of the force leader, its size class and SP size to the nearest 10, 1 if it is 5 SP or smaller. If the moving force is itself an all-vedette force, it is also dispersed. As a result vedettes do not prevent movement (but see Forced March Phase).

When a 1-SP cavalry acting like a vedette is dispersed, it is stacked with the nearest friendly force. If this is further away than 9 Mps, it is destroyed.

Neither vedettes nor their ZOCs have any effect on retreats.

5 Scouting

In phase III. b., compare the amount of light cavalry (defined as having a MP of 7 or more) in adjacent combat groups. Vedettes count as 0.5 SP

If a combat group has some light cavalry, it reports the name of the leader of the adjacent force.

If a combat group has at least half as many light cavalry as the adjacent enemy combat group, it reports its size class and SP size to the nearest 10, 1 if it is 5SP or smaller.

All Vedettes adjacent to an enemy combat group (even if stacked with other friendly units) disperse.

No scouting is allowed across bridged Primary rivers.

6 Cavalry differential

As a modification to [199], the only effect of terrain on cavalry differential is that it is automatically 0 if no contact hexes (either side) are clear terrain.

7 Repulse

Vedettes and forces less than 7 SP cannot repulse.

Use normal rules to determine if a repulse is a success or not. If a repulse is successful, immediately resolve the combat as a skirmish.

If the repulse is unsuccessful, during the next combat phase, the combat group the moving force is now part of is considered to have guessed wrong.

8 Moral (optional)

Units can be demoralized after a combat (see infra). Turn them over or put a marker over them.

Demoralized units cannot exchange SPs with any other unit.

A force is considered demoralized if half or more of its SPs belong to demoralized units.

A demoralized force suffers negative modifiers during combat.

During the moral check phase, force can check to get out of demoralization. Each check costs 1AP. Checks are free if part of the force is on a Operation Centers, a Supply Source or a Fortified Town.

Checks are successful if a die roll is inferior or equal to the leader’s initiative. A success means all units in this force get back to good moral. The following modifiers apply

The leader has a tactical bonus	-1
Each additional AP expended	-1
More than half the force’s SP are guard	auto
The force (or part of it) is in ZOC	+1
1 is always a success, 6 always a failure.	

9 Forced march phase

During this phase, a force cannot move into the ZOC of an enemy force that is not currently part of a combat group in the ZOC of a friendly force.

Remark : yes, vedettes block forced marches.

9.1 Normal force march

If the force does not want to join a friendly combat group, use the usual rules.

A force can only exit a combat group by moving away or if the stack “linking” it to the enemy moves away.

9.2 Marching to the guns

A force may join a single existing friendly combat group, either by moving adjacent to it or by moving into the ZOC of its opposing enemy force through a “marching to the guns” procedure.

A force cannot march to the guns if it is already part of a combat group.

Marching to the guns causes re-definition of enemy combat groups according to 3.1, with the following exceptions:

- Forces that declined to join a combat group in phase III cannot change their mind now. Of course, they can still join if they march to the guns or if an enemy force moves adjacent to them.

- Forces that did not march to the guns can only join a combat group if an enemy force moved adjacent to them. They cannot be “linked” by friendly movement

- Different battles cannot be “linked” by marching to the guns. If a force moves in a position where it could take part to two different combats, it must decide which combat it joins.

This happens immediately and may allow follow-up “marching to the guns” forces to move into new hexes.

Example: Imagine a combat group A adjacent to combat group B. Marching to the guns may cause force C, friendly to B, to become part of the combat group B if C moves into an hex adjacent to either A or B. On the other hand, C cannot “join” two friendly combat group by moving adjacent to both of them: marching to the guns is defined as “joining a single existing friendly combat group”. It could join one or the other group, though.

Marching to the guns should also be used if a force is already adjacent to a friendly combat group, but declined to join in phase III and now wants to join without moving. Consider the distance to be moved to be 0 in that case. This force could of course also move e.g. to try to outflank or join another combat.

Success depends on a die roll. For the move to happen, the die must be below or equal to the initiative of the senior leader in ZOC + the initiative of the marching leader.

- Natural 1 is always a success, natural 6 is always a failure

Modifiers:

- Add the distance to be moved in MPs (round up)
- The resistance modifier (including all modifiers, but see rule 6)

The “active” leader initiative is the mean between the moving leader and the initial combat group senior leader (round up) and the “passive” leader initiative is the initiative of the enemy combat group senior leader (even if he is not the one being moved adjacent to).

Cav only applies for outflanking. Only cavalry SPs in the moving force and in the enemy hexes it moves adjacent to count. Cav can never give a negative (advantageous to the outflanking force) modifier.

- If the moving leader could not form a force with the engaged combat group even if it were adjacent: +2

No force can move more MP than its movement capacity. Roll for attrition as for a forced march.

If the moving force enters a hex in ZOC that was empty at the beginning of the combat phase, it is said to be *outflanking*. If not, it is simply *reinforcing*.

10 Combat

The side with initiative decides in which order the combats are resolved in phase V.

10.1 Attacker / defender and hexside terrain

The attacker is defined as the combat group which moved into an enemy zoc last. This move might have been by only part of the force.

10.2 Hex terrain

A force benefits from hex terrain if at least 50% of its “contact” hexes are in that terrain (or a mix of similar-effect terrain).

10.3 Retreat and advance after combat

Except if the combat is a Battle or Wrongfooted!, the larger class size force does not retreat and the smaller class size combat group always retreat 3 hexes after a combat, following the usual rules [Sec. 371 of the CoN Consolidated Rules].

If both sides are division, the combat group that retreat in priority is:

- The combat group outnumbered 3:1 (if any)
- The attacker if the defender benefited from

terrain

- The combat group outnumbered 3:2 (if any)
- The attacker

All retreat may stop upon reaching a fortified town, or a force which size is larger than the size class is larger than the size class of the retreating force. If a retreat starts in a fortified town, it must proceed.

In the case of: (i) Raids/Ambushes where the smaller force inflicts more casualties on the larger force and (ii) Delays where the CRT outcome results in a victory/win for the smaller (delaying) force, then in the subsequent retreat of the smaller force required by the rules, the retreating force is not required to retreat in accordance with paragraphs 5 and 6 of the Priorities of Retreat.

If one side retreated (whatever the combat type), the other side can always advance into the hex, or use the usual pursuit rule to advance further (without inflicting additional losses). One force may pursue for each hex vacated. *Exception: draw after a battle.*

Forces retreating off-map are eliminated.

A force can retreat through an enemy stack that it could repulse as if it were retreating through an enemy ZOC.

10.4 Heavy Cavalry

Heavy Cavalry can be used to get positive modifiers. Its definition will vary from game to game: use common sense. Here are two rules of thumb.

Cavalry with a MP of 6 or less is probably heavy

Cavalry that cannot create vedettes is probably heavy

10.5 Combat types

In phase III c., each player picks a chit from Division, Corps or Army. This is his guess at the kind of force he will be facing during phase VI.

In phase VI) a., one chit is revealed by each combat group. If two combat groups were joined through enemy movement, the owning player decides which chit to use. The type of combat is then chosen according to both players' guess.

Exception: a combat group in forage is always considered to have guessed wrong.

If at least one of the two combat groups is division-sized, the combat is:

- If both forces guessed right or wrong: Skirmish
- If a division-sized combat group guessed right and the opposing force guessed wrong: Raid
- If a division-sized combat group guessed wrong and the opposing force is not division-sized and guessed right: Ambush

If both forces are corps-sized or army-sized, the combat is:

- If both forces guessed right or wrong: Battle
- If a force guessed wrong and the other force guessed right: Wrongfooted!

If one force is army-sized and the other is corps-sized, the combat is:

- If both forces guessed right or wrong: Withdraw
- If the corps-sized force guessed right and the army-sized force guessed wrong: Wrongfooted! or Delay (corps-sized force choice after strengths are revealed)
- If the corps-sized force guessed wrong and the army-sized force guessed right: Wrongfooted!

If one force is besieged the combat is Battle. In that case:

- Combat is not mandatory. Each turn, the besieger and then the besieged may decide to initiate combat. If a combat is initiated, the initiating force is the attacker. The besieger benefits from Affecting Terrain if he is the defender.
- The besieged does not retreat if he losses.

10.5.1 Raid:

The force that guessed right is called the "Raider" (it must be a division). The other force is called the "Raided".

Roll one d6. Results are in percentage of the Raider SP size.

Dr	Raider losses	Raided losses
0	50%	0%
1	25%	0%
2	25%	25%
3	50 %	50%
4	0%	25%
5	25%	50%
6	0%	50%
7	0%	100%

Raided/Raider is demoralized: +1/-1

Raided/Raider is an all-cavalry force or has a 3/1 cavalry advantage: -1/+1. This is not cumulative, and can only apply to one side. The 3/1 takes precedence.

Example: A 1-SP cav division raids a corps with 3 cav SP. The die modifier is -1. A 3-SP cav division raids a 1-SP cav division. The die modifier is +1.

Raided/Raider is in affecting terrain, wood or across a secondary bridge / river: -1/+1

Raided/Raider is across a bridged primary river or in a fortified town: -3/+3

Positive terrain modifiers are not cumulative. Negative terrain modifiers are not cumulative. Only the defender benefits from the bridge / river terrain modifiers.

Example: a Raider in Fortified town attacking a Raided through secondary river gets a +2

Retreating through or into a ZOC hex or across bridged primary rivers causes 1 SP additional loss per occurrence.

10.5.2 Ambush

The force that guessed right is called the "Ambusher". The other force is called the "Ambushed" (it must be division) Roll one d6. Results are the losses of the Ambusher / Ambushed (in percentage of the Ambushed SP size).

Use the "Raid" table and modifiers reading "Ambusher" for "Raider" and "Ambushed" for "Raided". Retreating through ZOCs or across bridged primary rivers causes 1 SP additional loss per occurrence.

10.5.3 Skirmish

Results are French/Coalition losses (in SP).

Dr	French losses	Coalition losses
0	0	2
1	1	2
2	0	1
3	0	1
4	1	0
5	1	0
6	2	1
7	2	0

French/Coalition is demoralized: +1/-1

French/Coalition is an all-cavalry force or has a 3/1 cavalry advantage: -1/+1. This is not cumulative and can only apply to one side. The 3/1 takes precedence.

Example: A 1-SP cav coalition division skirmishes with a French corps with 3 cav SP. The die modifier is -1. A 3-SP cav coalition division skirmishes with a 1-SP French cav division. The die modifier is +1

French/Coalition is affecting terrain, wood, or across a secondary bridge / river: -1/+1

French/Coalition is across a bridged primary river bridge or in a fortified town: -3/+3

Positive terrain modifiers are not cumulative. Negative terrain modifiers are not cumulative. Only the defender benefits from the bridge / river terrain modifiers.

Only the defender benefits from the bridge / river terrain modifiers.

Retreating through ZOCs or across bridged primary rivers causes 1 SP additional loss per occurrence.

Losses (not including those linked to retreat) can never be higher than 50% (round up) of the enemy force.

10.5.4 Wrongfooted!

Same as **Battle** with a positive modifier for the side that guessed right.

10.5.5 Delay

Same as **Battle**, except:

- No odds modifier
- No artillery bombardment step
- Losses computed as a percentage of the twice the corps-sized force
- Because of 10.3, the corps-sized force retreats 3 hexes at the end of the battle

10.5.6 Withdraw

Same as **Battle**, except:

- No artillery bombardment step
- Losses computed as a percentage of twice the corps-sized force
- Because of 10.3, the corps-sized force retreats 3 hexes at the end of the battle

10.5.7 Battle

Step 1 - Artillery bombardment.

Artillery bombardment losses are determined using the following table. Both forces have a roll.

Nbr of art. Points	1	2-	4-	6-	8-	10-	12-	14+
Losses	0	1	2	3	4	5	6	7

Roll one die: 2 or less: shift one column left, 5 or more shift one column right.

Use the cavalry differential modifier as a modifier to both die-roll, either positive for the side with the

advantage or negative for the side without the advantage.

- Determine cavalry superiority (which side has the most); cavalry strength may not be withheld.
 - Divide the stronger side's cavalry strength total by the weaker side's total
 - Refer to the Cavalry Differential Modifier Table.
 - If one side has no cavalry, the modifier equals the number of Strength Points of cavalry on the other side (to a maximum modifier of plus or minus "3").
- Other modifiers as per specific rules.

Step 2 – Battle resolution.

All modifiers apply to both sides. The force with the largest modifier (or the most SPs in case of equality – if that is still equal, make it the French) is called "advantaged". The other one is called "disadvantaged".

Subtract the disadvantaged force's modifier from the advantaged force's modifier. Divide it by two, rounding fractions with a second die roll (1,2,3: lower / 4,5,6: higher): this will be the advantaged force's modifier.

To determine the results of the battle, both players roll a d6. The advantaged force's die roll + modifier determines the row, the natural disadvantaged force's die roll determines the column.

Combat results: The first line gives the winner and the "R" result in the upper right corner gives the number of hexes retreated by the loser. The second line gives the respective losses of the large force and the small force (as a percentage of the unmodified sum of both forces, including artillery — but see "Delay" and "Withdraw"). Fractional losses are rounded to the nearest. 0.5 are rounded up.

	1	2	3	4	5	6
1	Advantaged R1 0/0	Disadvantaged R1 5/2.5	Disadvantaged R1 2.5/0	Disadvantaged R2 5/0	Disadvantaged R2 10/5	Disadvantaged R3 10/2.5
2	Advantaged R1 2.5/5	Advantaged R1 2.5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R2 7.5/5	Disadvantaged R2 7.5/2.5	Disadvantaged R3 10/2.5
3	Advantaged R1 0/2.5	Advantaged R1 2.5/5	Disadvantaged R1 2.5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R1 15/15
4	Advantaged R2 0/5	Advantaged R2 2.5/7.5	Advantaged R1 2.5/5	Disadvantaged R1 2.5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R1 5/5
5	Advantaged R2 5/10	Advantaged R2 2.5/7.5	Advantaged R1 2.5/5	Advantaged R1 5/5	Disadvantaged R1 2.5/2.5	Disadvantaged R1 2.5/5
6	Advantaged R3 2.5/10	Advantaged R3 2.5/10	Advantaged R2 15/20	Advantaged R1 2.5/5	Advantaged R1 5/2.5	Draw R1 5/5
7	Advantaged R4 0/15	Advantaged R4 5/17.5	Advantaged R3 10/20	Advantaged R2 5/7.5	Advantaged R1 2.5/5	Draw R1 12.5/12.5
8	Advantaged R5 2.5/20	Advantaged R4 2.5/15	Advantaged R3 0/10	Advantaged R2 10/15	Advantaged R2 10/15	Advantaged R1 2.5/2.5
9	Advantaged R5 5/30	Advantaged R5 2.5/20	Advantaged R4 2.5/15	Advantaged R3 0/10	Advantaged R2 10/15	Advantaged R1 5/5

10.5.7.1 Modifiers

- Odds :	1.1-1.5	+1
	1.5-2	+2
	2-2.5	+3
	2.5 or more	+4
Odds are computed incl. artillery after taking into account bombardment losses.		
Demoralized units contribute only 75% of their SPs if they defend, 50% if they attack.		
- Wrongfooted!	+2	
for the side that guessed right		
- Every leader with tactical bonus ('*') actually commanding troops	+1	
Senior leader w/initiative 4 or more +1		
- Per additional force (in the usual sense, i.e. that cannot be commanded)	-1	
- For each outflanking hex: +1 (except if the hex is occupied by a division and the enemy combat group is an army)		
- Stake the Guard, Heavy cavalry (or both): +1 each.		
- If more than 50% contact hexes occupied by one's own force are terrains that give an advantage to the defender against infantry: +1 for the defender		
- If more than 50% contact hexsides are secondary river / bridge / crests : +1 for the defender		
- If more than 50% contact hexsides are bridged primary rivers: +3 for the defender		
- Apply SP multipliers for fortified towns normally.		

Staking the Guard/Heavy cav: Each, if staked, must be at least 10% of one's strength. If staked, the first 2.5 percentage points of losses (if any) must be removed from the guard/heavy cavalry. If the battle is lost, add 2.5 percentage points to the losses of the staking side.

If both are staked, the guard must take the first 2.5% (if the loss are at least 2.5%) and the cavalry the next 2.5% (if losses are at least 5%). If the battle is lost, add 5 percentage points to the losses.

10.5.7.2 Losses

Snow/Blizzard increases all losses by 2.5 percentage points.

Losses are computed on pre-artillery bombardment strengths

The non-retreating side takes first three losses on infantry, fourth on cavalry, fifth on artillery.
The retreating side takes the first loss on artillery, the second to fourth on infantry, and the fifth on cavalry.
In case of draw, each side take losses as if it were not retreating. Pontoons are not lost in case of draw.
Otherwise, follow Zucker's rules to determine losses.

10.5.7.3 Demoralization (optional)

All forces that receive a "R" result check if they become demoralized, except armies after a withdraw or a delay battle.
Winning forces check if they become demoralized if the loser has retreated only one hex.

To check if force is demoralized, do a normal moral check modified by the following numbers

- + The R number -2
 - +1 if the guard was stacked and the battle was lost
 - +1 if some of the retreat was through a Zocs or primary rivers.
 - +1 if the force was pursued for more hexes than it retreated.
- When a force is demoralized, all its units are demoralized.

10.5.7.4 Retreat

The loser retreats a number of hexes equal to the number on the right (R#). See 10.3.

Leaders in the same hex always retreat together. Subordinate Leaders may not be dropped off in the Path of Retreat. Various adjacent leaders may not retreat in different directions; they must end their retreat adjacent. The path taken by a retreating battle group is that of the Force Leader; Subordinate Leader paths are not important; Pursuit will follow that of the Force Leader.

Stacks retreating in an enemy ZOC loose an extra 2.5% of their own strength + enemy adjacent strength in the hex retreated to.

Stacks retreating across a bridged primary river loose an extra 2.5% of their own strength + enemy adjacent strength in the hex retreated from.

In case of a draw, *each* side retreats 1 hex. No one can advance or pursue. The Disadvantaged side retreats first.

Changes:

29.02.2008 : Added Repulse section

01.03.2008	Clarified Forced March Added numbers to the rules
02.03.2008	Clarified Force March some more...
06.03.2008	Clarified Vedettes rules Clarified terrain modifiers for Ambush/Raid/Skirmish Changed the role of rivers (and introduced the notion of “moving there first”, which might have to be amended)
	Introduced “retreat stopping” friendly forces Tweaked the definition of “division”
11.03.2008	Clarified the definition of “special”
12.03.2008	Clarified the definition of the relevant leader in the case of special forced march
20.03.2008	Forbade March to Guns from ZOC Changed the definition of “attacker/defender” Modified automatic retreat after combat in the case of division vs. division combats
21.03.2008	The side with initiative decides the order of the combats.
24.03.2008	Changed the time where the decisions about combat force composition were made (from V to III) Changed the repulse rules so that success follows the same criteria as in the original game Changed retreat rules for division to division fights Vedettes report both approximate SP strength and size class. Decision to attack across bridged Primary Rivers is made in phase III.
25.03.2008	Clarified that forces that declined to join a combat force in in phase III can still “march to the guns” 0
MPs to do it after	
06.04.2008	Tweaked the vedette rule. Forbade repulse to vedettes and forces less than 7SP
12.04.2008	The first player decides first about his combat forces All hexside affecting terrain is advantageous to the defender Tweaked the definition of attack/defense Divisions cannot outflank armies Changed “affecting terrain” to “terrain that gives an advantage to the defender”
24.04.2008	Battle: initiative bonus only from the senior leader ; star bonuses from everybody.
25.04.2008	Clarified retreats across bridged primary rivers
29.04.2008	Losses computed on pre-artillery bombardment strengths Clarified double-staking. Odds computed after bombardment losses One force may pursue for each hex vacated.
20/09/08	Changed 8 so that combats cannot be “merged”
01/10/08	The first player has the initiative on the initial turn of a scenario
4/11/08	Vedettes also report the name of the force leader
26/11/08	Vedettes dispersed at the end of their own movement phase

15/12/08 “Dispersed” vedettes are treated the same way as vedettes eliminated in combat in the standard rules ([368] in the consolidated rules).

20/01/09 Vedettes can scout even if stacked with friendly forces
01/02/09 Expanded phase III, introduced scouting by all light cav
Defined light and heavy cav (based on MP)
8/2/09 clarified example in “marching to the guns”. Added that vedettes do not gather information if they are dispersed following so getting to the other side of a primary river
21/2/09

Only cavalry SPs in the moving force and in the enemy hexes it moves adjacent to count for outflanking.

All cav SP in the moving force, the reinforced force and the enemy combat force count for reinforcing.

22/02/09

Cav only applies for outflanking. Only cavalry SPs in the moving force and in the enemy hexes it moves adjacent to count.

The rational is that, even if you get there, a non-mover might be able to delay your move long enough for the troops to have no effect on the battle, either with token infantry forces or cavalry. If the mover has a superiority in cavalry, this is going to be easier. If it has inferiority in cavalry, this is going to be more difficult.

The rational is the same for initiative comparison. It is a question of knowing who sets the tempo of the battle. A high initiative commander faced with a low-initiative one should be able to refuse flank / precipitate the battle / make it last longer / react better to the arrival of reinforcements, insuring that even if the reinforcements arrive they do not help his foe.

Of course, I do not want to get into actual battle details. So, the best way to model non useful reinforcements / outflank seems to me do as if the troops had not moved.

So a "better" Kutuzov would have smelled the trap, and be able to convince the HQ that attacking the French right flank must be done sooner, or that the flank should be masked while the main body of forces tried to defeat the French center or left. All that would have made Davout's arrival much less decisive.

2/03/08

Clarified losses / retreats (alluding to Zucker's rules).

Suggested that arm loss repartition should be by retreating/pursuing rather than loser / winner

16/08 given more leeway to the "winner" in retreating after delays / skirmishes / etc...

25/09/09 Adjacent vedettes cannot be part of a combat force. Vedettes alone in an hex can be part of a combat force. But, considering that they disperse at the end of phase III.b., they cannot "link together" two combat forces.

20/10/09 Cav can never give a negative (advantageous to the outflanking force) modifier to the outflanking role

29/10/09 Le bonus de combat est pour every leader with tactical bonus (**) actually commanding troops

In case of win or draw, takes first three losses on infantry, fourth on cavalry, fifth on artillery. Pontoons are not lost even if the units retreat.

NB : *A division can have more SPs than a corps. Still, it will always retreat in front of a corps. There are two rationals for that. First, by entrusting a leader with a division rather than with a corps, you tell him that he is not to try to fight and stop sizeable enemy forces. To some extent, organizing a division is the same as giving the order "probe", while organizing a corps is the same as giving a more aggressive order. Second, the rules assume that corps have a number of assets (larger staff, more officers, corps artillery, maybe some non-shown cavalry...) that are not available to divisions.*

Dans les combats : Apply SP multipliers as normally pour les batailles, -3 sinon.

Enlevé le malus pour les ponts.

8/11/2009 4. If an all-vedette stack moves adjacent to an enemy stack, it is revealed immediately.

8.7.4.3 Forces or portion of forces retreating in an enemy ZOC or through a bridged primary river get an extra 5% loss per occurrence.

12/12/09 New CRT – losses based on total present forces

18/12 Moral rules

13/1/10 Clarified Heavy Cavalry + some other clarifications based on Markus's comments

5/3/10 : Added to skirmish : Losses (not including those linked to retreat) can never be higher that 50% (round up) of the enemy force.

Added to Vedette : When a 1-SP cavalry acting like a vedette is dispersed, it is stacked with the nearest friendly force. If this is further away than 9 Mps, it is destroyed.

18/3/10 Restrictions on who can become demoralized.

2/04/10 The first player determines his forces first.

11/4/10 A force can only exit a combat group by moving away or if the stack "linking" it to the enemy moves away.

Renamed "Combat Force" into "Combat Group"

18/12/10 Exception: a combat group in forage is always considered to have guessed wrong.

7/01/11 : Modifier for skirmishes and raids : French/Coalition is an all-cavalry force or has a 3/1 cavalry advantage: -1/+1. This is not cumulative and can only apply to one side. The 3/1 takes precedence. *Example: A 1-SP cav coalition division skirmishes with a French corps with 3 cav SP. The die modifier is -1. A 3-SP cav coalition division skirmishes with a 1-SP French cav division. The die modifier is +1*

Cavalry differential

As a modification to [199], the only effect of terrain on cavalry differential is that it is automatically 0 if no contact hexes (either side) are clear terrain.

30/05/2011 : remove from 10.1.7 Count the amount of cavalry present, including only the cavalry in your attacking or defending Force that is in clear terrain. For purposes of this rule, villages are considered clear terrain; towns and centers are non-clear. Ignore hexside terrain.

31/05/2011 : - If more than 50% contact hexes occupied by one's own force are terrains that give an advantage to the defender against infantry: +1 for the defender

3/8/2011 : precised what would happen to guard / cav when the losses are very small.

19/9/2013 : clarification accord to Edgard's email

27/10/2013 : idem

22/06/2014 : Changed retreat rules for multi-hex

08/04/2022 : Corrected a typo. Added a discussion of siege in 10.5

24/04/2022 : Clarified retreats starting in Fortified town.