

## Napoleon 3.1

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Brackets [ ] indicate a number

### I. Deployment – choose one:

#### A. Free

1. Allied
  - a. No units in French towns
  - b. British in towns west of deployment line, max 5 units/town
  - c. Prussians in towns east of deployment line, max 6 units/town
2. French
  - a. In French towns, max 16 units/town

#### B. Historical

1. See historical sheets

#### C. Napoleon's Gambit

1. Allies use Historical deployment
2. French use Free deployment

### II. Movement

#### A. French

1. 3 moves of any group

#### B. Allies

1. 4 moves: 2 of any British group, 2 of any Prussian group, in any order

#### C. Normal Movement

1. Infantry, Artillery: 1 space max
2. Cavalry, Leaders: 2 spaces max
3. No more than 10 units/major road/turn
  - a. If attacking across a river, no more than 5
4. No more than 6 units/minor road/turn
  - a. If attacking across a river, no more than 3

#### D. Force Marches

1. Normal Movement + 1
  - a. Die rolled for each force-marched unit
    - (1). Lose 1 CV on 1-3
      - (a). If with Leader (revealed face-up), lose 1 CV on 1-2

2. May not be used to Reinforce
3. May not be used during Night turns, unless Leader present

### E. Attacks

1. Must have at least 3 units
2. May not be done at Night
3. If Defender has 1 or 2 units, it's a **Rout**: all units of routed army immediately suffer attrition:
  - a. -2 CV to Artillery
  - b. -1 CV to Infantry
  - c. -1 CV to Cavalry if enemy has Cavalry
  - d. Surviving routed units then retreat
    - (1). No more than 2 units/major road
    - (2). No more than 1 unit/minor road
    - (3). Defender may retreat to:
      - (a). Any town without enemy units
      - (b). **and** from which Attacker did not move to start the battle
      - (c). **and** where there's not a battle
    - (4). To force march (normal movement + 1) in retreat, lose 1 CV on roll of 1-4 for each unit force marched
      - (a). Lose 1 CV on roll of 1-3 if leader present
  - e. If retreat isn't possible, units are killed
  - f. Victorious army may **Regroup**:
    - (1). May retreat any units from battle, which are then disrupted (may not reinforce elsewhere)
      - (a). No more than 2 units/major road
      - (b). No more than 1 unit/minor road
      - (c). May not force march
      - (d). Attacker may retreat to:
        - i. Towns that have friendly units, if there's not a battle there
        - ii. Towns from which units moved to start the battle, if there's not a battle there
        - iii. Towns from which units moved to reinforce the battle, if there's not a battle there
    - (2). **Or**, May send units into adjacent town as Reinforcements
      - (a). Go into Reserve
      - (b). No more than 2 units/major road from adjacent town
      - (c). No more than 1 unit/minor road from adjacent town

### III. Battle – Attacker and Defender each have at least 3 units

#### A. Deployment

1. Defender places all units (upright, labels hidden), w/at least 1 unit in each column
2. Attacker places all units (upright, labels hidden), w/at least 1 unit in each column
3. Units not in Reserve are revealed (labels up)

#### B. Morale

1. For each engaged 1 CV unit, roll die
  - a. Unit must disengage if 1-3
    - (1). If in same column as Leader (Leader need not be engaged), unit must disengage if 1-2

#### C. Retreats

1. Retreating units are disrupted, may not reinforce elsewhere – turn face down
2. If engaged, retreating units suffer attrition:
  - a. -2 CV to Artillery
  - b. -1 CV to Infantry
  - c. -1 CV to Cavalry if engaged by enemy Cavalry
3. No more than 2 units/major road
4. No more than 1 unit/minor road
5. Attacker may retreat to:
  - a. Towns that have friendly units, if there's not a battle there
  - b. Towns from which units moved to start the battle, if there's not a battle there
  - c. Towns from which units moved to reinforce the battle, if there's not a battle there
6. Defender may retreat to:
  - a. Any town without enemy units
  - b. **and** from which Attacker did not move to start the battle
  - c. **and** from which Attacker did not move reinforcements
  - d. **and** where there's not a battle
7. To force march (normal movement + 1) in retreat, lose 1 CV on roll of 1-4 for each unit force marched
  - a. Lose 1 CV on roll of 1-3 if leader present
8. If any one battle column is eliminated by retreat, it's a **Rout**: all units of routed army remaining in the battle immediately suffer attrition:
  - a. -2 CV to Artillery
  - b. -1 CV to Infantry
  - c. -1 CV to Cavalry if engaged by enemy Cavalry
  - d. Surviving routed units then retreat:
    - (1). No more than 10 units/major road
      - (a). If crossing river, no more than 5 units/major road

- (2). No more than 6 units/minor road
  - (a). If crossing river, no more than 3 units/major road
- (3). Attacker may retreat to:
  - (a). Towns that have friendly units, if there's not a battle there
  - (b). Towns from which units moved to start the battle, if there's not a battle there
  - (c). Towns from which units moved to reinforce the battle, if there's not a battle there
- (4). Defender may retreat to:
  - (a). Any town without enemy units
  - (b). **and** from which Attacker did not move to start the battle
  - (c). **and** from which Attacker did not move reinforcements
  - (d). **and** where there's not a battle
- e. If retreat isn't possible, units are killed
- f. Victorious army may **Regroup**:
  - (1). May retreat any units from battle, which are then disrupted (may not reinforce elsewhere)
    - (a). No more than 2 units/major road
    - (b). No more than 1 unit/minor road
    - (c). May not force march
    - (d). Attacker may retreat to:
      - i. Towns that have friendly units, if there's not a battle there
      - ii. Towns from which units moved to start the battle, if there's not a battle there
      - iii. Towns from which units moved to reinforce the battle, if there's not a battle there
    - (e). Defender may retreat to:
      - i. Any town without enemy units
      - ii. **and** from which Attacker did not move to start the battle
      - iii. **and** from which Attacker did not move reinforcements
      - iv. **and** where there's not a battle
  - (2). **Or**, May send units into adjacent town as Reinforcements
    - (a). Go into Reserve
    - (b). No more than 2 units/major road from adjacent town
    - (c). No more than 1 unit/minor road from adjacent town

## D. Combat

1. Each unit may move **or** fire, in any order:
2. Moves: 1/infantry, 1/artillery, 2/cavalry, 2/leader
  - a. Engage – forward to enemy position, or from Reserves to already engaged friendly position
    - (1). Artillery can't engage
    - (2). May not engage laterally
    - (3). Can't also disengage in same move
  - b. Disengage – backward from enemy position, or from already engaged friendly position to Reserves
    - (1). May not disengage laterally
    - (2). Can't also engage in same move
  - c. Redeploy
    - (1). From any unengaged position to any other unengaged position – lateral moves allowed
  - d. Form square (infantry only, engaged or not) – stand unit upright
  - e. Break square (infantry only, engaged or not)
3. Fire: 1 die/CV, by unit, specify if firing on units in square or not in square, roll die
  - a. Infantry
    - (1). Engaged against non-square, hit on 6
    - (2). Engaged against square, hit on 5-6
      - (a). If also in square, hit on 6
    - (3). Engaged in square, hit on 6
      - (a). If also against square, hit on 6
  - b. Cavalry
    - (1). Engaged against non-square, hit on 5-6
      - (a). First turn after they engage or are engaged, hit on 4-6
    - (2). Engaged against square, hit on 6
  - c. Artillery not in Reserve
    - (1). Unengaged, against non-square, hit on 6
      - (a). If opposing column is engaged by friendly units, may not fire
    - (2). Unengaged, against square, hit on 5-6
      - (a). If opposing column is engaged by friendly units, may not fire
    - (3). Engaged, hit on 6
      - (a). First turn after being engaged, hit on 5-6
- d. Combat Losses – taken from the unit w/highest value (owner's choice in ties) at instant of fire
4. If any one battle column is eliminated by combat, it's a **Rout**: all units of routed army remaining in the battle immediately suffer attrition:
  - a. -2 CV to Artillery
  - b. -1 CV to Infantry
  - c. -1 CV to Cavalry if engaged by enemy Cavalry
  - d. Surviving routed units then retreat:
    - (1). No more than 10 units/major road
      - (a). If crossing river, no more than 5 units/major road
    - (2). No more than 6 units/minor road
      - (a). If crossing river, no more than 3 units/major road
    - (3). Attacker may retreat to:
      - (a). Towns that have friendly units, if there's not a battle there
      - (b). Towns from which units moved to start the battle, if there's not a battle there
      - (c). Towns from which units moved to reinforce the battle, if there's not a battle there
    - (4). Defender may retreat to:
      - (a). Any town without enemy units
      - (b). **and** from which Attacker did not move to start the battle
      - (c). **and** from which Attacker did not move reinforcements
      - (d). **and** where there's not a battle
  - e. If retreat isn't possible, units are killed
  - f. Victorious army may **Regroup**:
    - (1). May retreat any units from battle, which are then disrupted (may not reinforce elsewhere)
      - (a). No more than 2 units/major road
      - (b). No more than 1 unit/minor road
      - (c). May not force march
      - (d). Attacker may retreat to:
        - i. Towns that have friendly units, if there's not a battle there
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        - iii. Towns from which units moved to reinforce the battle, if there's not a battle there
      - (e). Defender may retreat to:
        - i. Any town without enemy units
        - ii. **and** from which Attacker did not move to start the battle
        - iii. **and** from which Attacker did not move reinforcements

- iv. **and** where there's not a battle
- (2). **Or**, May send units into adjacent town as Reinforcements
  - (a). Go into Reserve
  - (b). No more than 2 units/major road from adjacent town
  - (c). No more than 1 unit/minor road from adjacent town

**E. Reinforcements**

- 1. Go into Reserve
- 2. No more than 2 units/major road from adjacent town
- 3. No more than 1 unit/minor road from adjacent town

**F. Active player may continue this Battle or start another**

- 1. After all battles of current turn are resolved, disrupted units return to normal

IV. Supply Losses

- 1. If at end of French campaign turn, allied supply bases are occupied by French units, Allies lose units:
  - a. Brussels: 1 British unit
  - b. Ghent: 1 British unit
  - c. Liege: 2 Prussian units

V. Victory

**A. Allies**

- 1. Napoleon is eliminated, **or**
- 2. French army is reduced to  $\leq 19$  units

**B. French**

- 1. British army is reduced to  $\leq 9$  units **and**
- 2. Prussian army is reduced to  $\leq 12$  units