

Theatre of War – Field of Battle



Rules for the Prosecution of Army Movements in the Napoleonic Period

Abstracted and Contrived
to
Produce Congenial Gaming Events
Best Enjoyed with Pleasing Company
and
Appropriate Libations
etc etc

(v2.5)

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Introduction

These Napoleonic campaign rules borrow heavily from *Field of Battle* and *Theatre of War* and are not meant to be original in any way (and definitely are only for playing and not for publishing). In fact, the lack of an original title is indicative of the influence of both. There is a certain level of abstraction that gamers familiar with *Piquet* systems and *Field of Battle* in particular will recognize. Two of the biggest objectives are ease of play (i.e. minimal logistics, especially for the game-master) and creating interesting tabletop battles. For instance, the army never loses units because of battle losses. Divisions maintain their internal structure. Instead, they are assessed division modifiers that affect their performance in battle. It was a rare occasion that units were eliminated from an order of battle because of excessive physical losses.

1.0 General Considerations

1.1 Sequence of Play

Each campaign turn is comprised of the following phases:

- 1) Command Phase: The game-master distributes Campaign Cards to the CinCs for use in the current turn. Players submit movement orders. CinCs deploy garrisons.
- 2) Movement Phase: All strategic map movement takes place. The game-master adjudicates the move orders and communicates the results to the players.
- 3) Combat Phase: Tactical battles are fought when Engage in Battle cards are played.
- 4) End Phase: The game-master reshuffles the campaign decks, traces lines of supply, and assesses additions to National Will Point totals.

1.2 Winning the Campaign

Each army receives a number of National Will Points at the beginning of the campaign (see Orders of Battle). These represent the army's desire or ability to carry on operations. When an army's National Will Point total is reduced to zero, ceasefire negotiations are initiated and the campaign is over. National Will Point totals are increased or decreased by capturing towns/cities and by engaging in battle and inflicting damage on the enemy army in battle.

1.3 The Armies

Players are provided with Orders of Battle that list relevant unit and commander statistics. Armies are organized such that the division is the basic formation for campaign movement and other actions. Divisions are assessed *division modifiers* after tactical battles. Under normal circumstances, these modifiers remain with the divisions throughout the campaign and are cumulative.

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1.4 Division Modifiers

Possible division modifiers:

- downgrade 1 unit
- downgrade 2 units
- downgrade 3 units
- upgrade 1 unit
- upgrade 2 units
- upgrade 3 units

When a division that has modifiers engages in battle, a percentage of the division's units (equal to the modifier) are upgraded or downgraded one rating level, rounding to the nearest whole number (see Post-Battle Effects).

Example: A division has 5 units of line infantry, a unit of skirmish light infantry and one foot artillery battery, all rated as regular. The division has a downgrade 2 units modifier. The division has 7 units so 2 units are downgraded to raw status. Chosen randomly, one line infantry unit and the artillery battery are downgraded to raw status.

If a division has multiple modifiers, each modifier is applied separately. This may result in some units downgraded or upgraded more than once in succession.

1.5 Unit Types

Each army has three types of unit that are available for movement on the campaign map:

- Division (infantry, cavalry, or artillery – determined by the majority of units)
- Scout Group
- Commander (CinC or Corps commander)

Scout groups are made up of small reconnaissance forces (usually light cavalry and infantry) and move in the same manner as any other division. They have no combat value or engineering capability and may not participate in battles. Commanders are army CinCs and corps commanders (wing commanders may also be utilized but act similarly to corps commanders). They have no combat value or engineering ability. Scout groups and commanders will retire one town/city with no penalty if contacted by any enemy division without the presence of friendly divisions in the same town/city.

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1.6 Orders of Battle

Example:

2nd Division		
<i>unit name</i>	<i>grade</i>	<i>division modifiers</i>
line infantry	Regular	upgrade 1 unit
line infantry	Regular	downgrade 2 units
line infantry	Regular	
jaegers	Regular	
foot artillery (medium)	Regular	

In this example of a Russian line infantry division, the division has been involved in two battles. The first was a victory and the division was awarded a *upgrade 1 unit* modifier. The second battle was a loss and it received a *downgrade 2 units* modifier. The coloured cell labeled “K” is the designation for the division’s campaign map icon.

The chains of command are indicated in the orders of battle. Most divisions are organized into corps, although some are independent. Independent divisions are directly under the orders of the army CinC.

Some army commanders are allowed to re-assign divisions within their command structure (typically the French). To do so, the CinC informs the game-master of his intention and the re-assignment takes place immediately. The orders of battle are altered to reflect the change and combining moves is allowed by the corps commander with the new division (see Movement below).

2.0 Command Phase

2.1 Campaign Card Distribution

Each CinC is assigned a deck of campaign cards. The game-master will draw cards from a CinC’s deck for distribution to and use by that CinC during the turn. The CinC may use these cards at any point in the turn (unless otherwise specified). The number of cards drawn is dependant upon the CinC’s quality:

Superior: 5 cards
Excellent: 4 cards
Average: 3 cards
Poor: 2 cards
Abysmal: 2 cards

When the turn ends, the Campaign Deck is reshuffled for use in the next turn.

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2.2 Campaign Deck Composition

Campaign Deck Composition	
<i>card name</i>	<i># of cards</i>
Engage in Battle	4
Extra Movement	3
Army Morale	2
Retire	2
Successful Foraging	2
Successful Recruitment	2
Popular Support	2
Temporary Supply Depots	3
Rally	4
Engineering	3

2.3 Campaign Card Definitions

Engage in Battle: Declares a player's intention to engage in battle with one or more friendly divisions versus one or more enemy divisions. A CinC may play more than one Engage in Battle card in a turn, for multiple locations. It is possible that more than one CinC will play an Engage in Battle card. The battles are fought simultaneously and the turn ends. The Campaign Deck is re-shuffled.

Temporary Supply Depots: Before the Movement Phase, the CinC may place temporary supply depots in any town/city presently occupied by a friendly division or scout group. Temporary supply depots may not be created if the army's Base of Operations has been captured by the enemy (until it is recaptured). Once created, a temporary supply depot may not be moved to a new location. Any number of divisions may trace a line of supply to a temporary supply depot (or Base of Operations). An enemy division that moves into a town/city containing an undefended temporary supply depot will remove the depot from play. If a friendly division is in the town/city, the enemy must win a battle to remove the depot. The maximum number of temporary supply depots that may be placed by any CinC is listed in the Orders of Battle.

Rally: Before the Movement Phase, the CinC may attempt to remove any one division modifier from any one division in the army (but not supply-induced modifiers). The CinCs command die is rolled v. 1d8. If the command roll is higher, he is successful. A rallied division may not move in the current turn. *Note: This is the army CinC or his staff machinery exerting some influence on the logistics chain for a particular division.*

Extra Movement: This card may be applied to the movement of any one division or scout group in the army. The division will receive 50% extra movement points for this turn only (i.e. if the division receives 3 movement points on its roll, it now receives 4.5 points). This may be applied to the simultaneous movement of multiple divisions by one commander (see Movement).

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Army Morale: This card must be played immediately! This card is ignored until the army suffers a decisive or crushing loss. When this is the case, opposing CinC command dice are rolled (*down one die type* modifier for each crushing loss the army has suffered). If the opposing roll is lost by 4 or less, the army loses 1d12 National Will Points (for National Will Points, see Winning the Campaign). If the roll is lost by 5 or more, the army loses 1d20 National Will Points.

Retire: This card enables a player to negate an Engage in Battle card played by the enemy and extricate his entire force from an impending battle by moving all engaged divisions one town/city away. If this option is exercised and the retreating force has fewer cavalry divisions than the enemy, a number of divisions in the retreating force equal to the difference in numbers of cavalry divisions receives a *downgrade 1 unit* division modifier (affected divisions are selected randomly). The retreat must be in the general direction of a temporary supply depot or the Base of Operations.

Successful Foraging: Before the Movement Phase, the CinC may attempt to permanently remove any one supply-induced division modifier from any one division in the army. The CinCs leadership die is rolled v. 1d8. If the command roll is higher, he is successful.

Popular Support: Support at home and in the area of operations for the campaign against the enemy has changed. The CinC's leadership die is rolled v. 1d8. If the leadership roll is higher, add the difference in the rolls to the National Will Point total. If the leadership roll is lower, subtract the difference.

Successful Recruitment: The logistical and administrative elements of the army have been successful in moving newly recruited units to the area of operations. 1d6 garrison points are added to the Garrison Pool. Alternatively, a player may opt to replace 1d6 destroyed units in the order of battle. Replacement units are *raw* class, regardless of the class of the units they are replacing. French Old Guard infantry, artillery and cavalry units and Russian Imperial guard infantry and artillery units may never be replaced. Garrison point additions and unit replacements may not be combined in one die roll.

Engineering: Before the Movement Phase, one division only (i.e. not commanders or scout groups) may attempt to perform one of the following actions:

- destroy an adjacent bridge
- build, improvise, or repair an adjacent river crossing (i.e. a bridge)
- build 8" of Class III earthworks (the division may not also build 4" in lieu of movement as described below); a maximum of 8" of Class III earthworks may be built in any town/city in one turn
- any other engineering task that the player may devise and the game-master approves

The division commander's leadership die is rolled v. 1d8. If the leadership roll is higher, the action is successful. Any division that attempts an engineering action on this card may not move in the same turn (regardless of whether the action was successful or not).

2.4 Movement Orders

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For each division, scout group and commander moving, the player will inform the game-master of its intended destination and route (i.e. “Move the 2nd Division to Engelsheim from Unter-Hartsburg along the main highway”). For each division, scout group and commander, the game-master will roll a leadership die versus 1d6 to determine the number of Movement Points available. It is then moved according to the player’s stated intentions and the results are communicated to the player. CinCs always move their intended distance and direction.

Scout groups are also given scouting directions (i.e. “Move scout group B to Uber-Salzburg and scout towards Neumarkt.”)

2.5 Garrisons

Each army has a pool of garrison points that may be deployed on the campaign map (listed in the OBs). Any number of garrison points may be deployed in any town/city designated by the game-master before the campaign begins. Once the campaign begins, garrison points may only be deployed during the Command Phase in a town/city currently occupied by a friendly division. Any number of garrison points may be deployed in any town/city. Once a garrison point is deployed, it may not be moved, redeployed or returned to the pool. If a battle is lost in which garrison units are involved, the garrison points that they represent are removed from play for the balance of the campaign.

One garrison point = 1 *raw* infantry unit + ½ *raw* artillery unit* + 4” Class III earthworks

* One (1) stand, or half-battery, of artillery.

Garrisons are not affected by supply considerations (see End of Turn below).

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3.0 Movement Phase

The campaign map is comprised of minor towns, major towns, fortified cities and movement legs. Movement legs are the minor and major roads between the towns and cities (see Movement Costs below for definitions).

Note: The players do not need to worry about the logistics of the move, only the intent. The player gives the orders to the game-master and then receives the results. Players should be aware that commanders on the lower end of the scale (i.e. abysmal or poor) will not always fulfill their orders and the better commanders (i.e. superior and excellent) will more often do so.

Leadership Die v. d6 for any moving Division:

- If Leadership Die roll is 6 or more than the d6 roll, the division may use 4 Movement Points.
- If Leadership Die roll is 3-5 more than the d6 roll, the division may use 3 Movement Points.
- If the Leadership Die roll is 1-2 more than or equal to the d6 roll, the division may use 2 Movement Points.
- If the Leadership Die roll is less than the d6 roll, the division may use 1 Movement Point.
- If the Leadership Die roll is a 1, no movement is allowed for the division.

Note: A division, commander or scout group may move a maximum of three movement legs on the campaign map.

Movement Leadership Die Types		<i>die roll modifier</i>
scout group	d12	+1
abysmal commander	d6	--
poor commander	d8	--
average commander	d10	--
skilled commander	d12	--
superior commander	d12+1	--
cavalry division	n/a	+1

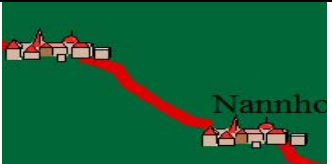




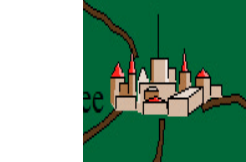

In lieu of movement, a division may build 4" of Class III earthworks. The controlling player must indicate this during the Command Phase while issuing movement orders. A maximum of 8" of Class III earthworks may be built in any town/city in one turn. A CinC or Corps commander will always move multiple subordinate commanders and/or divisions with one movement roll. They must all be subordinate to the commander, must be in the same town/city as the commander, and must have the same destination. The commander's leadership die is used for the movement roll. All commanders and/or divisions so grouped receive the same number of movement points and must execute the same move. Scout groups may not be moved in this manner.

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A maximum of 8 friendly divisions may occupy any town/city except when reinforced during battle (see Combat). Any number of commanders and/or scout groups may occupy any town/city along with friendly divisions. *Note: This is an artificial constraint designed to limit the size of tabletop battles and thus cut down on gaming time. This number can be altered to suit a gaming group's tastes (as can all of the rules, of course!)*

Scout groups and cavalry divisions may scout in addition to movement (see Scouting below). When opposing divisions are plotted to cross paths or collide, the CinCs' leadership dice are rolled. The higher roll determines movement precedence. These circumstances are adjudicated on a case-to-case basis by the game-master.

3.1 Movement Costs

Terrain Type		Movement Cost	Effect on Tactical Map Generation Roll
	major road	1 movement point	n/a
	minor road	1.5 movement points	n/a
	major river crossing	1.5 movement points	+20 to roll
	minor river crossing	2 movement points	+10 to roll
	minor town	n/a	n/a
	major town	n/a	+10 to roll; defender deploys 12" Class III earthworks; if attacker moving across river, defender deploys 24" Class III earthworks
	walled city	n/a	+20 to roll; defender deploys 24" Class III earthworks; if attacker moving across river, defender deploys 48" Class III earthworks

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3.2 Scouting

Only cavalry divisions and scout groups may scout. A cavalry division or scout group may scout any adjacent enemy town/city. If the enemy town/city contains no cavalry divisions or scout groups, the types (i.e. infantry, artillery, cavalry, scout, command) and identifications (i.e. II Corps/2nd Infantry Division is in Halberstadt) of all enemy divisions in the town/city are revealed. If the enemy town/city contains the same number of cavalry divisions or scout groups as the friendly town/city where the scouting attempt originates, the numbers of enemy divisions in the town/city are revealed (i.e. 3 enemy divisions are in Saalfeld). If the enemy town/city contains more cavalry divisions or scout groups than the friendly town/city where the scouting attempt originates, no information is gained.

4.0 Combat Phase

After all movement is finished, a CinC may play Engage in Battle cards in order to initiate battles between friendly and enemy divisions in the same towns/cities. All battles thus initiated in a turn are adjudicated simultaneously. The forces present are modified with Battle Cards and the scenario type and deployments are determined. The force initiating the combat is the Attacker in the ensuing Attack v. Defend battle (unless modified by Battle Cards). If both players play an Engage in Battle card for the same town/city, opposing CinC leadership dice are rolled. The higher has choice of defending or attacking.

4.1 Garrisons in Combat

A force made up entirely of Garrison Points may not initiate a battle.

An Engage in Battle card is not necessary for initiating a battle against a force made up entirely of Garrison Points. Simply move a force into the same town/city and declare an intention to attack the garrison.

If a force made up entirely of Garrison Points is engaged in battle by an enemy force, and the garrison is outnumbered by 3:1 or greater odds, the garrison is removed from play and no battle is fought. For purposes of determining this ratio, divide the GPs by four, rounding down to the nearest whole number (i.e. 3 GPs = 1 division; 6 GPs = 1 division; 9 GPs = 2 divisions). A garrison of anything less than 4 GPs counts one division.

If a force made up entirely of Garrison Points is engaged in battle by an enemy force (at any odds), the controlling player may opt to cede the town/city to the enemy without fighting a battle. The garrison is permanently removed from play and the ceding player loses NWP for the size of the town/city lost (see National Will Point losses below). The margin of defeat for this calculation is based upon the size of the garrison in the ceded town/city: 1 division or less = marginal; 2 divisions = decisive; more than 2 divisions = crushing (see garrison size determination above).

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One garrison point = 1 *raw* infantry unit + ½ *raw* artillery unit* + 4” Class III earthworks
* One (1) stand, or half-battery, of artillery.

Garrison units may be deployed anywhere in the defending force’s deployment zone during the deployment process (although the earthworks need not be deployed with the garrison units). Half batteries may be combined into two-stand units. Garrison units in a town/city will constitute their own divisions (see above) with *average* commanders in any battle.

4.2 Battle Cards

Each division involved in a battle receives one Battle Card drawn randomly by the game-master from the Battle Card deck. A Battle Card may affect the division or the force as a whole. The Battle Card Deck contains 4 of each the following cards:

No Effect: This card has.....ummm, no effect!

Detachment (1): One unit of the division has been temporarily detached for outpost, line of communication, or garrison duty or has not been able to keep up for various reasons. A unit is selected randomly from the division and will not participate in this battle only.

Detachment (2): Two units of the division have been temporarily detached for outpost, line of communication, or garrison duty or have not been able to keep up for various reasons. Two units are selected randomly from the division and will not participate in this battle only.

Commander Upgrade: The division commander is having a good day. His rating is modified up one (i.e. from *poor* to *average*) for this battle.

Commander Downgrade: The division commander is particularly distracted or ill today. His rating is modified down one (i.e. from *skilled* to *average*) for this battle.

Remove Division Modifier: The men in this division are feeling patriotic today! The worst division modifier is ignored for this battle only. If this division had no modifiers or only has positive modifiers, it will receive a *upgrade 1 unit* modifier for this battle only.

Reinforcements: Any one division from an adjacent town/city (not also occupied by enemy divisions) may reinforce the battle (assuming that friendly division is not itself engaged in battle). A Special Event card is mixed into the *Field of Battle* game deck during a tactical battle. Upon its appearance, any reinforcement division will make a leadership die roll v. 1d8. If the leadership roll is higher, the division may enter on the next *Move* card along any controlled baseline on a randomly selected road (or equivalent) in road column formation. If there are more than 8 divisions in a town/city after a battle because of reinforcements, the controlling player must attempt to move the excess divisions out at his first opportunity. If battle is joined before this can happen, the player

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must choose 8 divisions to take part in the battle. All others act as potential reinforcements as above.

Flank Attack: This card may change the force's stance to Flank Attack. After all Battle Cards are drawn for both forces, if one has more Flank Attack cards than the other, that force's stance changes to Flank Attack and the opposing force changes to Defend. The Flank Attacker may choose to Flank Attack on the right or left after the battlefield is determined. If both side's have the same number of Flank Attack cards, the battle remains Attack v. Defend. The Defender always chooses baselines.

Surprise: After both armies are deployed this division may make one move as if it were operating on a Move card before the first initiative roll.

Planned Attack: The attacker may choose the tabletop baseline for his army instead of the defender.

Planned Defense: The defender may have four battlefields rolled for (instead of only one) and may choose one.

Feint: The player may choose to have this division removed from the order of battle for this battle only. It is attempting an off-table feint maneuver. The opposing player must choose one division to remove from his order of battle to counter this feint. Neither division may take part in the battle. This may never reduce either player's order of battle to less than one division.

Holy Ground: This battleground is particularly important! After battle objectives and their values are determined and before deployments, the player may double the values of two battle objectives.

Prepared Defense: Your men have been industrious! After deployments, one building model may be increased from Class II to Class III.

4.3 Deployment Zones

Attack v. Defend

	Defender	Defender	Defender	Defender	
	Defender	Defender	Defender	Defender	
	Attacker	Attacker	Attacker	Attacker	

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Flank v. Defend (Right)

Flanker	Flanker	Flanker	Flanker	Flanker	Flanker
Flanker					
Flanker					
Flanker					
Flanker		Defender	Defender	Defender	Defender
Flanker		Defender	Defender	Defender	Defender

Flank v. Defend (Left)

Flanker	Flanker	Flanker	Flanker	Flanker	Flanker
					Flanker
					Flanker
					Flanker
Defender	Defender	Defender	Defender		Flanker
Defender	Defender	Defender	Defender		Flanker

4.4 Battlefield Selection

The battlefield is chosen from the list in Appendix A. 1d100 is rolled and terrain modifiers added to the die roll (see Movement Cost chart).

4.5 Battle Objectives

Each player chooses a number of battle objectives equal to the number of *Lull* cards in the opposing player's Campaign Deck. Battle objectives are assigned an Army Morale Point value from 1 to 6. Use any convenient method to randomly determine AMP values (i.e. die rolls, drawing chits, etc). Players alternate selecting objectives after initial opposing leadership dice rolls to determine who selects first. Objectives may be placed anywhere on the battlefield but must be selected before the value is known. No objective may be selected more than once. Objectives must be terrain features (i.e. built up areas, bridges, hills, crossroads etc).

4.6 Deployment

All earthworks are deployed first, in the defending player's deployment zone. Players then roll their respective CinC leadership dice and compare the results. The lower must deploy one division on the table. This process continues until all divisions are deployed. A player may deploy up to 25% of an army's divisions off-table. These reserve divisions must be marked on a map (or use the honour system). They may not move around the table edges off-table and move on-table on any Move card. If any part of an enemy division moves within 18" of the table edge where the reserve division is deployed, the latter must be declared to the opposing player.

The defending army has a deployment zone 24" in from the baseline and 18" (12" if on a table less than 12' long) from either flank line. The attacker has a deployment zone 18" in from the baseline and 18" from either flank line. A maximum of 50% of an army's units

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may be deployed within 1/3 of the deployment distance from the baseline. This does not affect an army's ability to deploy up to 25% of the army's divisions off-table along the baseline. The former is assessed by unit, the latter by division.

4.7 Destroyed Units

If any unit is destroyed during the tactical battle (infantry 5 stand losses, cavalry 4 stand losses, artillery 3 stand losses), it is marked as destroyed in the order of battle and is no longer available in the campaign. Destroyed units may be replaced by *raw* class units in the order of battle by using the Successful Recruitment card.

4.8 Imperial Guard Units

When any French Old Guard infantry unit or any Russian Imperial guard infantry unit suffers a stand loss in a tactical battle, two Army Morale Point losses are assessed to the army.

French Old Guard infantry, artillery and cavalry units and Russian Imperial guard infantry and artillery units may not be replaced with the Successful Recruitment card.

4.9 Ending the Tactical Battle

The tactical battle continues until one side fails its Army Morale Check and retreats from the battle. Alternatively, when an army reaches 0 AMPs during a tactical battle and an Army Morale card is turned, the controlling player may attempt to voluntarily retreat his army by declaring “sauve qui peut” (save yourselves!). If this option is taken, the battle is, at minimum, a decisive loss. If the Army Morale roll is failed by four (4) or more, the game is over and the army immediately routs/retreats off-table (as per the normal *Field of Battle* rule). If the roll is successful, the player may opt to end the game and rout/retreat off-table regardless. If the roll is failed by one (1), two (2) or three (3), the normal *Field of Battle* rules apply and part of the army will begin to retreat (i.e. the player’s wishes are not communicated successfully to the entire army).

An army may not voluntarily retreat off-table during the first two turns of the game. Starting on the third turn, when an Army Morale Check card is turned, a player may voluntarily make the roll and abide by the results as normal. If a player voluntarily rolls on the Army Morale Check card (i.e. his army is not yet at 0 AMPs), all participating divisions will be assessed an extra "downgrade 1 unit" modifier, in addition to any other modifiers from the loss/victory. This will apply even if the player fails the roll by less than 4 and only part of the army starts to retreat. In other words, exercising this option automatically adds the extra modifier, regardless of the ultimate outcome of the battle.

4.10 Pursuit

At the end of the battle, count the number of non-routed, non-destroyed cavalry units remaining in each army. If the defeated army has more, there is no pursuit. If the

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victorious army has a 1.5:1 advantage, all divisions in the defeated army receive an extra "downgrade 1 unit" modifier. If a 2:1 advantage or more, all divisions in the defeated army receive an extra "downgrade 2 units" modifier.

4.11 Post-Battle Effects

Post-Battle Effects		
Battle Points = $(O_{oamp} - Y_{oamp}) + (Y_{famp} - O_{famp})$		
O_{oamp} = Opponent's Original Army Morale Points Y_{oamp} = Your Original Army Morale Points Y_{famp} = Your Final Army Morale Points O_{famp} = Opponent's Final Army Morale Points		
Campaign Points = VPs gained in the tactical battle		
Crushing Victory	Decisive Victory	Marginal Victory
Battle Points > 3 x Y_{oamp}	Battle Points = or > 2 x Y_{oamp}	Battle Points < Y_{oamp}

Margin of Victory or Loss	Effects to Victor	Effects to Loser
Crushing	1) All divisions may advance one movement leg in any direction (but all must advance together). 2) All divisions receive a <i>upgrade 3 units</i> modifier. 3) The Campaign Point total of the town/city is added to the National Will Point Total (minor town 4; major town 8; walled city 12).	1) All divisions retreat two movement legs in a direction specified by the victor. All must move together.** 2) All divisions receive a <i>downgrade 3 units</i> modifier. 3) Subtract NWP* based on Margin of Defeat. 4) If the town/city lost was the loser's Base of Operations, subtract 1d20 from NWP* total.
Decisive	1) All divisions may advance one town/city in any direction (but all must advance together). 2) All divisions receive a <i>upgrade 2 units</i> modifier. 3) The Campaign Point total of the town/city is added to the National Will Point Total (minor town 3; major town 6; walled city 10).	1) All divisions will retreat one movement leg in a direction specified by the victor. All must move together.** 2) All divisions receive a <i>downgrade 2 units</i> modifier. 3) Subtract NWP* based on Margin of Defeat. 4) If the town/city lost was the loser's Base of Operations, subtract 1d20 from NWP* total.
Marginal	1) All divisions receive a <i>upgrade 1 unit</i> modifier. 2) The Campaign Point total of the town/city is added to the National Will Point Total (minor town 2; major town 4; walled city 8).	1) All divisions will retreat one movement leg in a direction specified by the loser. All must move together.** 2) All divisions receive a <i>downgrade 1 unit</i> modifier. 3) Subtract NWP* based on Margin of Defeat. 4) If the town/city lost was the loser's Base of Operations, subtract 1d20 from NWP* total.
* NWP = National Will Point Total		
** If a division is unable to retreat to an empty or friendly-controlled town/city, it surrenders and is removed permanently from play.		

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4.12 National Will Point Losses

The number of National Will Points lost as a result of losing a battle depends on the margin of defeat and additional random losses dependent on the size of the losing force and the Campaign Point value of the town/city.

National Will Point Losses Resulting from Losing a Battle			
<i>Margin of Defeat</i>	<i>National Will Point Loss</i>		
marginal	10 points		
decisive	20 points		
crushing	30 points		
<i>Additional National Will Point Loss</i>			
<i>Losing Force Size</i>	<i>marginal</i>	<i>decisive</i>	<i>crushing</i>
1-2 divisions	1d6	2d6	3d6
3-4 divisions	1d8	2d8	3d8
5-6 divisions	1d10	2d10	3d10
7+ divisions	1d12	2d12	3d12
<i>Additional National Will Point Loss</i>			
<i>Town/City</i>	<i>marginal</i>	<i>decisive</i>	<i>crushing</i>
minor town	1d6	2d6	3d6
major town	1d8	2d8	3d8
walled city	1d10	2d10	3d10

The predominant nationality in the losing force loses points based upon the margin of defeat, the size of the town/city, and the size of the losing force (in this case, only the divisions of the predominant force). Individual contingents lose points based upon the size of the losing force. The predominant nationality is defined as that which has the greater number of divisions present (note: not units) or has the higher ranking officer present. If contingents are of equal size and no commander is present, the predominant contingent defaults to the army CinC nationality.

Example: An Allied army composed of three Russian divisions, a Russian corps commander, two Austrian divisions and one Prussian division suffer a decisive loss in a major town. The Russian contingent is predominant because it has the most divisions present (and it has a corps commander) and thus loses 20 NWP for the margin of defeat, 2d8 NWP for the losing force size, and 2d8 NWP for the town/city size. The Austrians lose 2d6 NWP (losing force size) as do the Prussians.

Example: An Allied army composed of two Russian divisions, two Austrian divisions and one Prussian division suffer a decisive loss in a minor town. The Austrian contingent is predominant because the army CinC is Austrian (the Russian and Austrian contingents are of equal size and there are no commanders present) and thus loses 10 NWP for the margin of defeat, 1d6 NWP for the losing force size, and 1d6 NWP for the town/city size. The Russians lose 1d6 NWP (losing force size) as do the Prussians.

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5.0 End Phase

After all movement and tactical battles, the game-master shuffles the Campaign Deck and adjudicates supply issues.

5.1 Campaign Deck Regeneration

The game-master reshuffles the CinC Campaign Decks in readiness for the next turn.

5.2 Supply

Supply considerations are adjudicated at the end of each turn by the game-master. All divisions are checked for supply status. To be considered *in supply*, a division must trace a continuous path, unobstructed by enemy divisions (i.e. not independent commanders or scout groups) back to the Base of Operations or a temporary supply depot. Commanders and scout groups do not need to trace a line of supply. They are considered small enough to live off the countryside, if necessary.

To determine if a division is *in supply*, the game-master rolls 1d20 v. the movement point cost total of all the movement legs along the supply path. If the 1d20 roll is higher than the supply line movement point cost total, the division is *in supply*; if lower, the division is *out of supply*. One roll is made for multiple divisions in one town/city and the results applied to all.

An *out of supply* division is assessed a *downgrade 1 unit* modifier until a supply line is successfully re-established at the end of a subsequent turn when the modifier is removed (*out of supply* division modifiers will be noted on the Orders of Battle in **red text**). These temporary modifiers are cumulative. A division will be assessed a *downgrade 1 unit* modifier on each consecutive turn it is out of supply. When a supply line is re-established, all supply modifiers are removed.

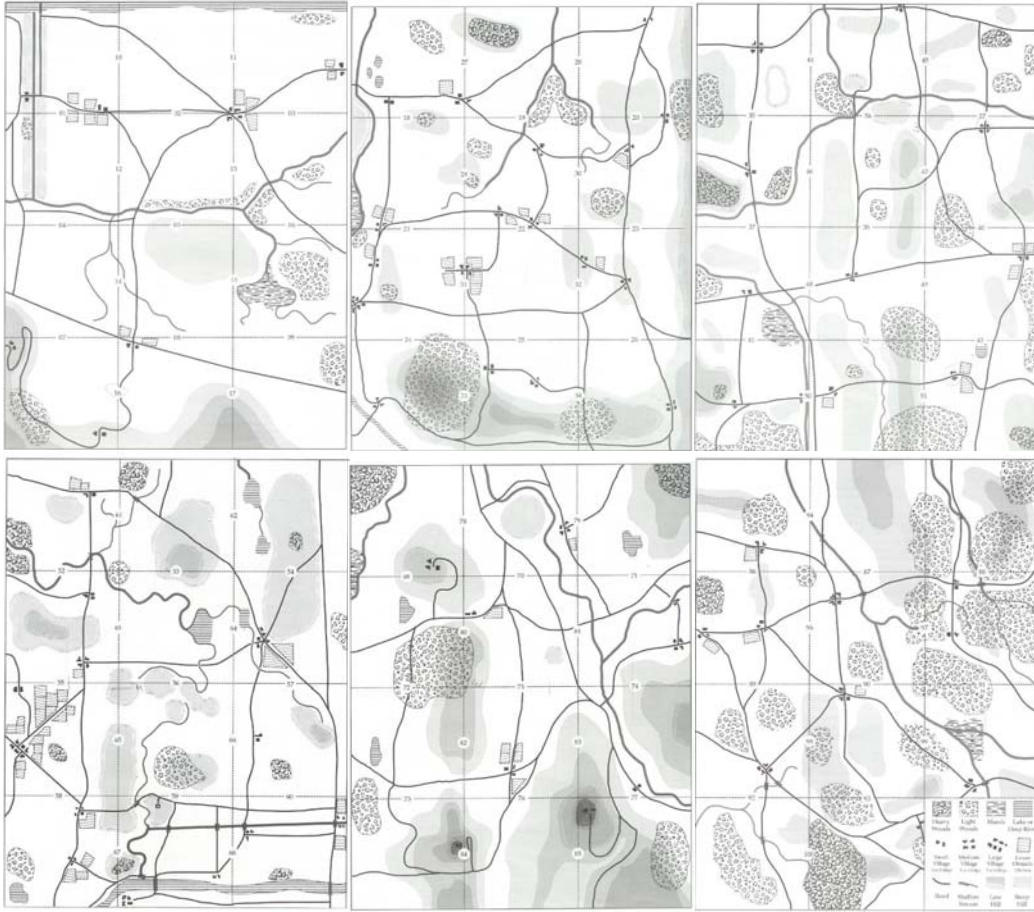
Out of supply divisions may move a maximum of one movement leg, regardless of the movement points rolled.

Garrisons are not affected by supply considerations.

Note: Enemy presence in the Base of Operations prevents any friendly division from tracing supply to it.

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Appendix A: Tactical Battle Maps



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Appendix B: Field of Battle House Rules

Skirmishers

Skirmish capable units may change to skirmish formation on an even movement roll or a maneuver card (as with any other formation change). In order to change back from skirmish formation, roll the unit's defensive die type v. d8. If d8 roll is higher, the unit may not make the desired formation change.

Note: It's interesting to note that this rule is rarely ever taken advantage of.

Cavalry Opportunity Charges

Using a Tactical Advantage card, a cavalry unit may execute an opportunity charge against any movement or formation change within a it's frontal 45 degree zone and within 12". The cavalry unit must not be disordered (or routed...duh...obviously!). If versus cavalry, move both units at the same speed (after the triggering of the opportunity charge) until contact. If versus infantry or artillery, the infantry or artillery unit ceases movement at the moment of opportunity charge triggering and the cavalry unit is moved into contact. When a cavalry unit successfully initiates an opportunity charge against moving enemy cavalry, neither side receives the "up 1" modifier for initiating melee.

Infantry Emergency Square

Using a Tactical Advantage card, an infantry unit may form square if charged by cavalry (intent on making contact) to its flank or rear, and if the cavalry starts its movement 12" or more from the infantry unit.

Cavalry Opportunity Evasion

Cavalry may attempt to evade any infantry unit (or artillery, though unlikely) moving towards it in the cavalry unit's frontal 180 degree zone and within 12". The cavalry unit must not be disordered and must roll its defensive die v. d8. If the d8 roll is higher, the cavalry unit may not evade. If successful, the cavalry unit may make a retrograde movement at half speed, maintaining its current frontage or may make a full retrograde movement, facing away. Any formed unit or terrain horizon will stop the evasion move.

Note: This came as a response to infantry's ability to move directly to the front of cavalry and loose a volley with no reaction from the cavalry. We have not yet used this rule, so its efficacy has yet to be tested.

Terrain Horizons

Any and all designated terrain horizons require a unit to stop on contact, forfeiting the remainder of its current movement segment. Any remaining movement segments may then be utilized as normal. Exception: Skirmishers are not required to stop on contact

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with Class II terrain horizons (usually, light woods, fences, small hedges etc).

Note: In our games, any change in terrain counts as a terrain horizon, as do friendly units (which count as Class II terrain horizons). So for example, a formed infantry unit is 5" from a light wood. It receives two movement segments on a Move card. On the first segment, the unit moves to contact with the woods and forfeits the remainder of its movement segment (in this case, 3"). On the second segment, the unit moves as normal in the light woods (i.e. up to 8").

Battle Cavalry

Certain cavalry units are designated as Battle Cavalry and receive an "up 1 die type" modifier in any melee combat. Such units are designated by scenario, campaign, time period, and geographical considerations.

Note: This is lifted directly from Empire. I've never been a fan or proponent of the three typical cavalry classifications, heavy, medium, and light. Of far more importance, I believe, is a unit's capability of being used in the main battle line effectively. Just because a unit is designated heavy or medium does not necessarily make it more effective in combat than a light unit. French dragoons in Spain are a good example of this. While they constituted a French commander's sole "heavy" cavalry contingent, constant campaigning negatively affected not only the men but more importantly the horses. Should a KGL light cavalry unit be inferior in combat to a French dragoon unit merely because of an arguably arbitrary weight classification? Also in the Peninsula, we find Spanish "heavy" cavalry units that by all accounts definitely could not be designated as anything approaching battle cavalry.

Army Morale

In addition to the "down 1 die type" modifier for an army reaching 0 AMPs, the CinC's roll is also modified thus:

25% of units in army routed or destroyed = down 1 die type

50% or more of units in army routed or destroyed = down 2 die types

British Infantry

British infantry (1808-1815, excluding War of 1812) deployed in line formation may immediately initiate melee on an even movement roll and contact with the enemy.

Note: This is an official Brent Oman-sanctioned rule amendment.

Artillery in Melee

If an artillery unit loses a melee by any amount (even if only one pip), it is destroyed.

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Artillery Facing Changes

An unlimbered artillery unit may change facing up to 45 degrees only and may never about face 180 degrees.

Note: An artillery unit has a multitude of vehicles and personnel deployed to the rear and making any type of facing change would be incredibly complicated and time-consuming, thus the lesser facing change allowance.

Flank Attacks in Melee

In order to receive the flanking bonus in melee, the flanking unit must begin its contact movement segment with its center-front behind the target unit's front line.

Cavalry in Woods

Formed cavalry may not enter any type of woods. Skirmish cavalry may move in light woods but at half speed.

Squares & Movement

Infantry squares may move 2" per move segment. Movement must be in the direction of one of the square's facings (i.e. oblique movement is not allowed). A square may wheel up to 45 degrees on a Maneuver card only. Only infantry with a defensive die type of 6 or higher may move in square.

Note: There are numerous examples of infantry moving in square in the Napoleonic period. This rules allows the movement without making the squares into roving pillboxes.

Melee

Cavalry v. Infantry in line = infantry down 2 die types

Cavalry v. Infantry in column (2 stand frontage) = infantry down 1 die type

Cavalry v. Infantry in square = infantry up 2 die type; cavalry down 2 die types

Infantry in square v. Infantry not in square = square is "down 2 die types"

When a unit in melee receives "down" modifiers and it is already at d4, any "down" modifiers become "up" modifiers for the opposing unit.