C&C: Napoleon

Rules Adapted from Command and Colors: Ancients © GMT and Richard Borg.
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I. Introduction

The Napoleonic era is extremely interesting for wargaming. Commanders of the period were challenged with the task of utilizing Infantry, Cavalry, and Artillery together. The strengths and weaknesses of each arm of the 'triad' were more balanced during this period than at any other time before or since. When used well together in a combined arms approach, the effects could be devastating, but when the co-ordination was not perfect, an army could be defeated in detail by a better led enemy.

These rules attempt to start with a great rules-set (Command & Colors: Ancients), and adapt them to the Napoleonic era. The key aspect of this conversion rests in balancing the proper impact of each of the three combat arms so that their role in the game reflects their role historically, while avoiding the pitfalls of making the rules too complex or too 'game-y'.

II. Setup

The battlefield (terrain and units) is set up according to the instructions in the scenario briefing or the A-historical method (see below). Players are then each dealt Command Cards according to the scenario. The starting player takes his turn (see Turn Order below), followed by the opposing player. Turns continue in this way until one player wins.

III. Winning

The first player to gain victory points equal to the victory condition for their side as laid out in the scenario briefing wins the game (usually eliminating half of the enemy units). Victory Points are gained by eliminating enemy units and/ or occupying objective hexes. Units are eliminated when the last strength point is removed from a stand (unit).

IV. Turn Order

Each player takes a turn that consists of the following:

1.   The acting player plays a Command Card from his or her hand
2.   The acting player selects units to activate per the instructions on the card and then moves any, all, or none of them.
3.   The acting player resolves all Fire or Close Combat in the order that he or she chooses.
4.   The acting player discards the old card and takes a new card into their hand from the unused pile.

V.   Command Cards

At the beginning of the battle/ scenario, each player gets a number of Command Cards equal to their Command Rating. The Command Rating is specified by the scenario briefing. When played, Command Cards dictate which units the player may activate (move and/ or fight with).

·   Losing a General means that the owning player's Command Rating is reduced by one, and therefore their total Command Cards are reduced by one (they do not redraw a Command Card on the next opportunity). Losing a Commander means that the owning player's Command Rating is reduced by 2.

VI.   Dice

 The dice used in these rules are those from Command & Colors: Ancients (Blue, Green, Red, Sword, Flag, Helmet).

VII.   Unit Color Code

Regular units are blue, Elite/ Heavy units are red, Light units are green, and Militia units are yellow.

VIII. Movement

·   Players activate, move, and fight with the number and type of units as described on the card that they play.

·   On the turn that a unit arrives as reinforcement, it is automatically activated. This is in addition to the units activated with the command card

that turn.

·   Horse Artillery may move and fire in the same turn (-1 die)

·   Commanders (Generals) may either move with the unit that they are attached to, or may be moved independently as if they were any other unit. When moving, they may move into and through friendly units.

·   Units may move and retreat through friendly skirmishers, artillery, and leaders, but NOT through infantry or cavalry

·   Infantry types may move 2

·   Cavalry types may move 3

·   Artillery types may move 2

·   Generals and Commanders may move 4

MARCH COLUMN/ ROAD MOVEMENT

Infantry, Cavalry, and Artillery that are activated, may add one (+1) to their movement if they meet the following conditions:

•   They may not move within 3 hexes of the enemy

•   They may not move through woods

•   They may not attack

This simulates faster movement in column formation along roads, trails, or open terrain.

IX.   Defensive Fire/ Emergency Squaring

·   When an infantry or artillery unit is attacked via 'Close Combat' (Melee), it gets ONE free response action. This action may be either a Fire Attack, Evade (if allowed), OR in the case of infantry, it may attempt to Form Square (Emergency Square). Only one free action is permitted per turn. So a unit that fires at one attacking unit cannot fire or square in response to a second attack that turn.

·   When an Emergency Square is attempted, the attacking player gets an attack roll to try to 'break the square' before it is formed. He rolls dice = 2 x the number of his units adjacent to the unit that is attempting to form square. Hits are scored for each red square (swords and helmets do not count as hits). However, if the unit being attacked is forced to retreat due to flags being rolled that cannot be ignored, the charging Cavalry unit gets an

additional attack before the retreat occurs, with the results being taken in addition to any damage and/ or retreats that resulted from the Emergency Square roll. The second roll uses the normal number of dice for cavalry attacking un-squared infantry (swords count as hits, and helmets as well if the attacking unit is within the command range of a general or commander).

X.   Combat

Units that are Activated may fire (Infantry or Artillery), or engage in Close Combat (Infantry and Cavalry) as long as the target unit is 'in range' (see Reference Chart below). When firing or engaging in close combat, the attacker rolls the appropriate number of dice (see Reference Chart below). The following rules apply:

·   Infantry types may engage in fire combat or close combat

·   Cavalry types may only engage in close combat

·   Artillery types may only engage in fire combat

·   Artillery units that move may not fire (exception: Horse Artillery).

·   Infantry units may move and fire in the same turn with no penalty

·   FIRE COMBAT: An infantry unit may fire at an enemy unit if it is adjacent to the enemy unit (range of '1'). The number of dice rolled varies by unit type (Elite infantry roll 5 dice, regular infantry roll 4 dice, and militia infantry roll 3 dice). Artillery units may fire at enemy units that are within their 'range' (Heavy Artillery has a range of 7, Regular Artillery has a range of 6, and Horse Artillery has a range of 5). The number of dice that are rolled for artillery starts out equal to their range when firing into an adjacent hex, and is reduced by '1' for each hex further away. (For example, a heavy artillery unit would roll 7 dice if it fired at an enemy unit in an adjacent hex, 5 dice if targeting an enemy unit 3 hexes away and 2 dice if targeting an enemy unit six hexes away).

·   In Fire Combat, 'Hits' are scored when a red square is rolled. Swords and helmets are never hits.

·   CLOSE COMBAT (Melee) In close combat, 'Hits' are scored for each red square or sword that is rolled. 'Hits' will also be scored for each

Helmets that is rolled when the attacking unit has a General attached (in the same hex), or an Army Commander attached or in an adjacent hex. Light Infantry skirmishers do NOT score hits when swords are rolled.

· COUNTER-ATTACK: After the acting player completes a Close Combat, and if the defending unit is not eliminated or forced to retreat, it may 'Counter-Attack'. This counter-attack is a normal close combat attack. Only Infantry and Cavalry may counter-attack.

· RETREAT: When flags are rolled, they may require the defending unit to retreat their full movement toward their rear for each flag rolled. One flag may be ignored for each of the following that is true: A General or Commander is attached (in the same hex) or adjacent; the unit is in a village or fortified building; the unit has 2 or more friendly units adjacent (it is 'supported'). For every hex that a unit cannot retreat because it is blocked by another unit, terrain, or the edge of the battlefield, it loses one strength point.

· MOMENTUM ADVANCE: When an Infantry or Cavalry unit that was attacking, wins a Close Combat by destroying the opposing unit, forcing it to retreat, or the targeted unit evades, the victorious unit may occupy the vacated hex. This is called a 'Momentum Advance'. Cavalry units that Momentum Advance may immediately make another close combat attack on an adjacent enemy unit. There is no limit to the number of momentum advance/ attacks that a cavalry unit may make as long as it keeps winning and advancing.

· EVADING: Some units may 'Evade' when attacked via close combat by certain other (slower) unit types. When one of his units is attacked, a player may choose to have that unit Evade if it fits one of the criteria below. The evading unit moves 2 spaces toward the rear. If it cannot, then it cannot evade.

      i. Light Infantry skirmishers must evade all other Infantry types (Light, Line, Elite, Militia – exception: skirmishers may choose to not evade if they are in woods, a village, or a fortified building). Skirmishers may not evade other skirmishers

      ii. Light Cavalry may evade all types of

Infantry, as well as Heavy Cavalry

iii.   All types of Cavalry may evade all types of Infantry

XI.   Square

·   Infantry units in Square may not be attacked by Cavalry.

·   Infantry units in Square may not move or initiate close combat

·   Units in Square fire with -2 dice

·   Units firing at Infantry in Square gain +2 dice

·   Cavalry attacking (close combat) Infantry units that are NOT in Square gain +3 dice

·   Any activated Infantry unit may square or unsqaure once per turn, with no movement or combat penalty. This is done after the unit moves (though the unit does not have to move). However, an Infantry unit may not square or unsquare if they are adjacent to an enemy Cavalry unit (except Emergency Squaring – see above).

XII.   Special Rules for Unit Types

CAVALRY:

·   Cavalry units have 4 strength points

·   Cavalry units may not move or attack into Woods.

·   Cavalry units may move through Villages, but may not stop in, or attack into a Village.

·   Cavalry units may move into an unoccupied Fortified Building space, but do not gain the defensive benefit.

·   Cavalry may not attack Infantry units in Square

·   Cavalry attack Infantry units that are NOT in Square with +3 dice

·   Lance armed Cavalry score a hit and re-roll that die for each sword result (Note: This does not apply to Landwehr Cavalry).

·   Light Cavalry may evade Close Combat attacks from Infantry units and Heavy Cavalry).

·   Cavalry may Momentum Advance into the hex of a defeated enemy

unit and attack an adjacent enemy unit. There is no limit to the number of Momentum Advance/ Attacks as long as the Cavalry unit continues to win and advance.

ARTILLERY

·   Artillery units have 3 strength points.

·   Artillery units may not enter Woods.

·   Artillery units may move through Villages, but may not stop in a Village.

·   Artillery units may move into an unoccupied Fortified Building space, but do not gain the defensive benefit.

·   The last gunner (artillery strength point) may not be eliminated by fire combat. If a hit is scored on an Artillery unit from fire combat that would eliminate the last gunner, the Artillery unit retreats 2 spaces for each hit. (Note: If the retreat forces the Artillery unit off the edge of the board, or if the retreat cannot be completed due to blocking units or terrain, the unit is eliminated).

INFANTRY

·   Infantry units have 5 strength points (or 6 if there are attached skirmishers)

·   Infantry units fire at a range of '1' (into adjacent hexes).

LIGHT INFANTRY/ SKIRMISHERS

·   Strength points in a Light Infantry unit may act independently by moving off of the main stand. These are called 'Skirmishers'.

·   The parent unit (the main stand of light infantry) acts as Regular Infantry, and is the only unit that awards a VP for being eliminated (no VP's for eliminating Skirmishers).

·   All skirmishers in a single hex act as a unit for purposes of movement and combat. When firing, roll dice equal to the 2X the number of skirmishers in the hex.

·   Skirmishers operating away from the main stand may not square.

·   A skirmisher may attach itself to any Regular or Elite Infantry unit as a Skirmisher Screen (1 skirmisher/ unit) by moving into the same hex. This creates an over-strength unit (see below). **Units with a skirmisher screen**

add one die to their fire attacks against enemy units that do not have a skirmisher screen.

· When an over-strength unit takes a casualty, the attached skirmisher is removed first.

· Skirmishers may only initiate close combat against other skirmishers.

· Light Infantry Skirmishers *must* evade close combat with enemy Infantry units except when in woods, villages, or fortified buildings (and then they may evade if they choose).

· Enemy Cavalry charging skirmishers eliminate them automatically (note: this can only occur in open terrain, hills, streams; not villages, woods, or fortified buildings)

· Light Infantry skirmishers that are 'Rifle armed' (determined by the scenario briefing) may fire attack at a range of 2.

· Fire attacks on Light Infantry Skirmishers use -1 dice (Therefore firing at a skirmisher in a Forest or Village is at -2 dice, and firing at a skirmisher in a fortified building is at -3 dice).

MILITIA/ LANDWEHR INFANTRY

· When Militia/ Landwehr Infantry are attempting to form an emergency square during the Defensive Fire/ Squaring, the enemy cavalry will attack with +2 dice.

MILITIA/ LANDWEHR CAVALRY and COSSACKS

· These 'irregular' and/ or poorly trained cavalry units act exactly like light cavalry except they roll fewer dice and when 'Swords' are rolled, they do not count as hits.

LIGHT CAVALRY

· Light Cavalry may evade heavy cavalry as well as Infantry

COMMANDERS/ GENERALS

· Commanders in C&C Napoleon allow attached or adjacent units to ignore a flag result and allow attached and adjacent units to hit on a helmet result in close combat.

· Generals act exactly like Commanders except that they do not add a helmet bonus to adjacent friendly units, but rather only the unit to which they are attached.

·   When a unit that a General or Commander is attached to is eliminated, the attacking player rolls one die. The General/ Commander is eliminated if a Helmet is rolled. If not, the General/ Commander retreats 2 hexes.

·   When a General is eliminated the owning player loses 1 command point, and when a Commander is eliminated the owning player loses 2 command points. The player's hand of cards is reduced as follows: When they play their cards, they do not replenish until they are below their new command rating. Players do not gain a VP for eliminating an opposing General or Commander.

OVERSTRENGTH UNITS

·   Some units start a scenario with extra strength points. These are represented by extra sub-units placed with the main stand. These sub-units are taken off as the first casualties and are not replaced if the unit 'Rallies'.

·   Over-strength units may also be created during the game when a player attaches Skirmisher to Regular or Elite Infantry units. Only one skirmisher may be attached at a time and is removed as the first casualty to that unit. Units with an attached skirmisher gain +1 die when firing at units that do not have an attached skirmisher.

·   Units that are in contact with enemy units may not receive skirmishers.

XIII. Terrain
LINE OF SIGHT
Woods, Villages, and Hills block line of sight, but Fortified Buildings and Streams/ Rivers do not.

WOODS
·   Infantry units moving into a woods hex must stop their movement
·   -1 dice for firing into Woods
·   -1 dice for Close Combat attacks into Woods
·   Cavalry and Artillery may not enter Woods

·   Cavalry may not attack units in Woods

VILLAGE

·   -1 dice for firing into Villages

·   -1 dice for Close Combat attacks into Villages

·   Infantry units in a village may ignore 1 flag

·   Cavalry may not stop in a Village or attack units in Villages

·   Artillery units may not stop in a Village

FORTIFIED BUILDINGS

·   Only Skirmishers gain a benefit of occupying a Fortified Building hex

·   Skirmishers in a fortified building may ignore 1 flag

·   -2 dice for firing into Fortified Buildings

·   -2 dice for Close Combat attacks into Fortified Buildings

·   Cavalry may not attack skirmishers in Fortified Buildings

HILL/ RIDGE

·   -1 dice for Close Combat from lower hex into higher hex

·   Artillery units on a hill may fire over units that are closer to them than to the target.

STREAM

·   All movement stops when entering a Stream hex

·   Units attacking (Close Combat or Fire Combat) an enemy unit that occupies a Stream hex get +1 die

RIVER

·   Movement into a River hex is prohibited except at fords or bridges

·   Fords and Bridges act as a stream hex

VIII. Reference Chart

Unit Type	Move	Fire Range	Fire Dice	CC Dice	Evade?	Square
Light Inf. (Skirmishers)	2	1	2 per skirmisher in hex	2*	Inf. (must)	No

Unit						
Infantry	2	1	4	4(X)	No	Yes
Elite Inf.	2	1	5	5(X)	No	Yes
Militia/ Landwehr	2	1	3	3(X)	No	Yes**
Light Cavalry	3	-	-	3(X)	Inf & Hvy Cav	No
Cavalry	3	-	-	4(X)	Inf	No
Heavy Cavalry	3	-	-	5(X)	Inf	No
Landwehr Cav/ Cossacks	3	-	-	3	Inf	No
Horse Artillery	2***	5	5/4/3/2/1	-	No	No
Artillery	2	6	6/5/4/3/2/1	-	No	No
Heavy Artillery	2	7	7/6/5/4/3/2/1	-	No	No
Commander/ General	4					

* Light Infantry Skirmishers (detached units) in close combat roll 2 dice against other skirmishers or when counter-attacking formed units. They may not initiate close combat against formed Infantry or Cavalry units.
** Militia/ Landwehr forming emergency square while under attack by enemy Cavalry are attacked at +2 dice
*** Horse Artillery may move and fire in the same turn (with -1 die)
**** Breaking Emergency Square: The attacker rolls 2 dice for each one of their units adjacent to the unit trying to form emergency square

(X) Indicates that unit hits with swords when in close combat

X.   A-Historical Scenarios

Creating new scenarios that are not based on a historical battle can be a fun way to play the game. When playing an a-historical scenario, the following steps are followed.

Step 1. Scenario Setup:
Each player chooses a nation. The players agree on the size of the battle (Small, Medium, Large), and what the 'situation' is (an even battle, or one where the defender is outnumbered).

Even:
Both players get the same number of Build Points (see 'Build Points' below) and Command Points.
Casualties needed to win = more than 50% of the units in the opposing army.
Both players choose and place the same number of terrain pieces before getting their cards.

Defender Outnumbered:
Best played twice, where each player takes a turn being the defender
Attacker gets 25% more Build Points than the defender
Attacker gets +1 Command Points
Casualties needed to win = more than 50% of the units in the opposing army.
Attacker places normal number of terrain pieces; 2X Terrain pieces set by the defender

Step 2. Unit Purchase:

The players each use their Build Points to purchase their army. Both players get a free Army Commander in addition to the forces that they purchase.

Step 3. Terrain Pieces:

The players each take turns choosing and placing their Terrain Pieces (Woods, Villages, Hills, Fortified Buildings) out of the available pool. While placing the terrain pieces, there is no restriction on where they may be placed.

Step 4. Determine Command Rating:

   Method 1: The players agree on the number (usually 4 – 6) for both players; or:

   Method 2: The players each roll a normal die. The player with the lower roll gets a Command Rating of 5 (4 for a small battle) and the player with the higher roll gets a Command Rating of 6 (5 for a small battle). If there is a tie, both players get a Command Rating of 6.

Step 5. Draw the initial Command Cards equal to Command Rating

Step 6. Placement of Forces:

The player with the fewest Cavalry Pieces places first.

Players take turns placing their forces (2 units at a time) until they are all placed.

C&C Napoleon Point System

Infantry	3
Light Infantry	4
Guard/ Elite Infantry	4
Militia/ Landwehr	2
Cavalry	4
Light Cavalry	3
Heavy Cavalry	5
Landwehr/ Cossack Cav.	2
Artillery	4
Horse Artillery	5
Heavy Artillery	5
General	6

Small Battle	40-50 Build Points 4 Terrain Pieces 4 Command Points	10-13 units
Medium Battle	60-70 Build Points 6 Terrain Pieces 5 Command Points	15-17 units
Large Battle	80-90 Build Points 6 Terrain Pieces 6 Command Points	19-22 units

SAMPLE ARMIES

Small Battle (40 Points)
4 Infantry, 1 Lt. Inf.
1 Cavalry, 1 Hvy Cav
1 Artillery, 1 Hrs. Art.
1 General

Small Battle (50 Points)
5 Infantry, 1Lt. Inf., 1 Elite Inf.
1 Cavalry, 1Lt. Cav, 1 Hvy Cav
1 Artillery, 1 Hrs. Art.
1 General

Medium Battle (60 Points)
5 Infantry, 2 Lt. Inf., 1 Elite Inf.
1 Cavalry, 1 Lt. Cav, 1 Hvy Cav
1 Artillery, 1 Hvy Art.
2 Generals

Large Battle (80 Points)
4 Infantry, 2 Lt. Inf., 2 Elite Inf.
3 Cavalry, 2 Hvy Cav
2 Artillery, 1 Hvy Art., 1 Horse Art.
2 Generals

Large Battle (90 Points)
7 Infantry, 2 Lt. Inf., 2 Elite Inf.
2 Cavalry, 3 Hvy Cav

2 Artillery, 1 Hvy Art., 1 Horse Art.
2 Generals

XI.   Design Notes

As stated in the introduction, the success or failure of adapting an already great rules-set from the ancient era to the Napoleonic era really revolved around creating the proper impact for each of the three combat arms (Infantry, Cavalry, and Artillery) and how they interacted.

SCALE
The scale of the C&C ruleset is somewhat flexible, which is great. You can fight battles that range from small to huge, with only a relatively small change in the number of units on the table. Most wargame rules are so rigid in their scaling that the players are handcuffed by the system and often cannot fight the battles that they would like to fight on a reasonable table. This isn't a problem for C&C. The system was created to focus more on playability than on hyper-accuracy while still having a good feel for the period.

However, the challenge in this lies in trying to create the right 'feel' for the size of the battle with regard to ranges for musket and artillery fire. When thinking about this, I determined that I wanted to be able to fight major battles (armies that usually ranged from 40,000 – 150,000 men), so the units would almost always be brigade to division sized (this means usually 3 – 5,000 men in infantry units, 1,000 – 2,000 men in cavalry units, and 20 – 30 guns in artillery units). So, assuming that the units represented brigades or divisions, that would mean that a unit would take up 300 – 500 yards of space on the battlefield, and therefore that's the size of a hex in the game. I settled on 300 yards.

This, in turn, dictated that effective infantry fire (fire that could do enough

damage to materially affect an opposing unit over time), could not be more than one hex distant. This 'felt' right to me based on what I know about the period. Large infantry units generally got right up to the enemy, within about 100 yards, before beginning to exchange musketry. The gross inaccuracy of the muskets of the day required this.

Assuming 300 yards to the hex meant that the nominal effective range for artillery fire (effective meaning rolling the same dice as infantry fire, or 4 dice) should be about 3 hexes (600 - 900 yards), with closer ranges being more effective and longer ranges still possible, but less effective.

INFANTRY
When considering Infantry's role on the battlefield, I believe that they need to be able to engage in both 'fire' combat as well as 'close combat'. In game terms, fire combat represents a unit standing off and engaging in a musketry duel with the intent of generating attrition on the enemy unit opposite. This attrition can take the form of actual casualties, as well as a loss of moral, and disorder in the ranks. The rules allow the player to engage in fire combat without the immediate risk of the enemy causing casualties in return (until their turn).

Close combat, on the other hand, represents a more decisive attack where there may be some fire combat, but the objective is to come to grips with the enemy unit, cause them great harm, and force them to fall back.

SKIRMISHERS

ARTILLERY

CAVALRY

SQUARING

COMMANDERS

EVADING