

Napoleon's War II

1.0 Introduction

The game, Napoleon's War, allows gamers to recreate battles during the wars of Napoleon from 1796 to 1815. Combat units made up of plastic soldiers represent the infantry, cavalry, and artillery of the various armies from the period. They are maneuvered and have combat on game boards depicting terrain that captures the key elements of various battles.

This booklet serves as the main series rules and should be applied to all battles **unless** a specific battle rule states otherwise, in which case the specific battle rule overrides the main series rules for that situation.

2.0 Game Boards

The terrain depicted on each map affects movement, combat, morale, and line of sight.

2.1 For combat, the terrain location of the defending unit can result in a combat modifier by reducing the number of die rolled by attacking units. Terrain effects are not cumulative, the terrain that aids the defender the best is applied.

2.2 For movement, terrain effects apply to units as they enter each hex. Each hex has a set movement affect. Each unit has a set movement allowance.

2.3 Terrain may add or subtract a modifier to the defending unit when it checks morale following shock combat.

2.4 Terrain types are:

Terrain	Combat	Movement	Line of Sight	Morale
Clear	No Effect	No Effect	No Effect	No Effect
Road	No Effect. May not use road bonus if initiating combat.	Negates other terrain movement. Doubles units movement.	No Effect	No Effect
Woods	-1 Die for attacking units. Cavalry may not shock attack.	Units must stop upon entering.	Blocks	+1 to Defender's Morale.
River	May not shock attack across, but may fire.	May only be crossed at bridges.	No Effect	No Effect
Stream	-1 Die for units shock attacking across. Cavalry may not shock attack.	Units must stop upon crossing.	No Effect	+1 to Defender's Morale.
Bridge	-1 Die for units shock attacking across.	Negates effect of River/Stream for movement	No Effect	+1 to Defender's Morale.
Fortified Building	-1 Die for attacking units. Cavalry may not shock attack.	No Effect	Blocks	+2 to Defender's Morale.
Town	-1 Die for attacking units. Cavalry may not shock attack.	No Effect	Blocks	+1 to Defender's Morale.
Ridge*	-1 Die for attacking units, unless adjacent on same ridge.	No Effect	Blocks	+1 to Defender's Morale.
Open Water	Units may not enter.	Units may not enter.	No Effect	Units may not enter
Swamp	Units may not enter.	Units may not enter.	Blocks	Units may not enter
Redoubt	-1 Die for attacking units. Cavalry may not shock attack.	No Effect	No Effect	+1 to Defender's Morale.
Pond	Units may not enter.	Units may not enter.	No Effect	Units may not enter

* Ridges only block line of sight if there is an intervening ridge of a different ridge as shown by a ridge line between the firing and target unit. Line of sight is not blocked between units occupying the same ridge.

3.0 Game Units

The plastic figures in the game are placed in a hex to form the combat units in the game. Special unit counters / markers such as “Heavy Cavalry” and “Elite” etc. may be placed in the hex with the figures to represent various units with differing capabilities. Counters included also represent the various leaders available to each side at the battles as well as optional units. **Some of the counters included in the counter mix may not be used with this set but may be used in future expansion sets. Note, some counters have different uses on front and back (ex. Skirmisher and Light).** The three primary forms of combat units are infantry, cavalry, and artillery.

The countries that make up the game have the following colored plastic figures:

- French: Blue
- Russian: Green
- Austrian: White

3.1 Each combat unit has a morale point (MP) value that is based on the number of figures for the unit in the hex. MP is used for rally with leaders, and retreat purposes after shock combat if the unit receives a hit. The unit may have its MP modified by terrain, leaders, and the specialty type of unit. The MP also represents a unit's strength which is the number of hits it can receive in combat.

For example: A 3 figure infantry unit could take 3 combat hits before it was removed from the game.

3.2 Each unit has a set movement allowance. The movement allowance remains constant throughout the game for each specific unit type but is affected by terrain.

3.3 Each type of unit has a base amount of figures in the hex. This varies by nationality and unit type. The unit types are:



Infantry – represented by plastic infantry figures. French are 3 blue figures. Russian are 3 green figures. Austrians are 2-3 white figures as designated in the scenario rules. Movement allowance is 2 hexes per turn with each hex moved costing 1 AP. Infantry may conduct fire combat for 1 AP and shock combat for 2 AP.



Cavalry – represented by plastic cavalry figures. All nations cavalry are 2 figures. Movement allowance is up to 3 hexes per turn for a total cost of 1 AP regardless of the number of hexes moved. Cavalry may conduct fire combat for 1 AP and shock combat for 2 AP.



Artillery – represented by plastic cannons. All nations artillery are 2 figures. Movement allowance is 1 hex per turn for 1 AP. Artillery may conduct fire combat for 1 AP but not initiate shock combat.



Elite Infantry – represented by an “Elite” counter with either a +1 or +2 modifier listed on the counter and placed with the infantry figures. The counter value (+1 or +2) is added to the morale and strength (number of hits the unit can take) of the unit. Movement allowance is 2 hexes per turn with each hex moved costing 1 AP. Elite Infantry may conduct fire combat for 1 AP and shock combat for 2 AP.



Heavy Cavalry – represented by a “Heavy” counter with either a +1 or +2 modifier listed on the counter and placed with the cavalry figures. The counter value (+1 or +2) is added to the morale and strength (number of hits the unit can take) of the unit. Movement allowance is up to 3 hexes per turn for a total cost of 1 AP regardless of the number of hexes moved. Heavy Cavalry may conduct fire combat for 1 AP and shock combat for 2 AP.



Leaders – represented by a counter in a hex. For the expenditure of 1 AP their normal movement rate is 1 to 3 hexes per turn. Leaders may move with the unit they are in a hex with for no additional AP. Leaders have the unique ability to rally damaged infantry or cavalry units. The number on the leader counter is its command modifier and used to assist in rally/morale purposes.

4.0 Setup

Each battle within the game has its own board on which the playing pieces are placed to begin the game. Each battle also has its own battle specific rules with setup information. Players determine who will command each side in the game and each player should set up his units on the game board.

4.1 Icons are used on the battle cards for setup and are color-coded for nationality and unit type. Players should set up all units at full strength unless the battle specific rules state otherwise.

Definition	Battle Card Icon
Infantry	
Cavalry	
Artillery	
Elite Infantry	
Heavy Cavalry	
Horse Artillery	

4.2 The battle rules state how many Command Action Points (CAP, see 6.0) each player receives each turn, and how many turns the battle should last. The battle rules also state which player moves first in the turn. The player who moves first, sets up second.

4.3 UNIT HEX LIMITS – No more than 1 infantry or 1 cavalry unit per hex. Infantry and cavalry units may not be in the same hex. No more than 1 artillery unit per hex, however, you may have 1 artillery in a hex with either 1 cavalry or 1 infantry unit. Leader units may be placed in any hex with other units without exceeding hex limits but leaders may not be in the same hex with other leaders.

For example: The Napoleon leader unit could be in a hex with 1 infantry unit and 1 artillery unit. There could not be another infantry (regular, or guard) in the hex, nor could there be a cavalry type (regular, guard, or heavy) unit in the hex. There also could not be another artillery unit or leader in the hex.

5.0 Game Turn Sequence

1. Player A rolls a die and determines how many random action points available to add to his command action points for his total action points available for the turn.
2. Player A performs actions. In any order he may move, fire, perform shock combat, and rally.
3. Check the victory conditions to see if either player has won the game.
4. Player B rolls a die and determines how many random action points available to add to his command action points for his total action points available for the turn.
5. Player B performs actions. In any order he may move, fire, perform shock combat, and rally.
6. Check the victory conditions to see if either player has won the game.
7. Move the turn marker ahead 1 turn on the turn record chart and go to step 1.

5.1 The active player determines the order of actions during his turn. Players may move, fire, shock combat, or rally in any order they choose within the limitations of their action points and unit capabilities

For example: In one turn, The French has 7 action points (AP) available. He now performs actions, and chooses to move an Elite Infantry one hex for 1 AP, conducts shock combat with a cavalry unit for 2 AP, fires artillery for 1 AP, fires another artillery for 1 AP, and moves an infantry two hexes for his last 2 AP. He has spent all 7 AP.

6.0 Action Point (AP) Determination Phase

6.1 Each player in a battle is given a set number of command action points (CAP) based on the specific battle rules. He will combine CAP with additional AP's generated in a random way so that each turn he will have a variable number of AP's. CAP may not be accumulated from turn to turn. Any unused CAP at the end of a turn is lost.

6.1.1 During steps 1 and 4 of the game turn sequence each player will roll a die to determine the random action points and add that number of AP to his battle specific command action points. The total is the number of action points he is allowed to spend that turn.

Random Action Die Roll Chart

1 or 2 = 1 AP

3 or 4 = 2 AP

5 or 6 = 3 AP

6.1.2 Each AP allows each side to move, fire, perform shock combat, and rally units.

6.1.3 Each unit picked to perform actions must complete its action before another unit starts to perform an action.

6.1.4 Once a unit has been activated and completed its allowed action, it can not be activated again until the next turn.

6.2 ACTIONS ALLOWED

6.2.1 All infantry, cavalry, and artillery units conduct fire combat or move for 1 AP per unit moving or firing. Once an infantry, cavalry, artillery, or leader unit perform a move, fire, shock, or rally action, they may not do any other action during their turn.

Reinforcements entering the game for the first time do so by the expenditure of AP to move them onto the board at the location stated on the scenario card. Reinforcements entering the game may use their full movement allowance on the turn they enter and follow all movement rules (including stopping due to terrain and they may use the road bonus). If a reinforcements entry hex is occupied then it may enter (at the owning players choice) the closest adjacent unoccupied hex to the specified entry hexes.

6.2.2 Infantry may declare shock combat against a unit it begins the turn adjacent to. The cost for shock combat is 2 AP.

6.2.3 Cavalry units that **do not** start adjacent to an enemy unit may charge for 2 AP. This is shock combat for the cavalry unit. (Cavalry must be able to move at least one hex before becoming adjacent to the unit they are shocking.)

6.2.4 Leaders that start the turn in the same hex as a friendly unit do not have to spend an AP to move if the unit in the hex activates to move (spending an AP for the moving unit) and the leader stays with the unit during the entire turn. Leaders moving alone do have to spend 1 AP to move.

6.2.5 Use the Action Point Track on the game chart to keep track of AP expended during a turn. As units perform actions, move the marker down the appropriate number of spaces. When the marker reaches 0, the current player's turn is over.

7.0 Movement

7.1 All units have a base movement allowance according to unit type. Movement is conducted one hex at a time and is from hex to adjacent hex. No unit may ever move more hexes than its normal movement allowance unless using road bonus. The road bonus starts once a unit moves onto a road hex. Units using the road bonus may not perform combat in the turn the bonus is used.

The road bonus cost units $\frac{1}{2}$ a movement point to enter a hex connected by road to the hex being moved from regardless of the other terrain in the hex. Units do not have to start or end their movement on a road, only the movement from a road to road hex

cost ½ movement point. Roads negate the movement effects of terrain for units using and remaining on the road.

7.2 No unit may be activated to move more than once in a turn.

7.3 Players may not violate the unit per hex rules with any movement; this would include moving through units or swapping positions with units. This rule applies during retreat also.

7.3.1 Units may freely move through leader unit counters and leaders (friendly or enemy) do not block movement for any unit. An enemy unit moving through a leader of the opposing player that is alone in a hex, eliminates the enemy leader. The unit does not have to stop moving in this case.



*Movement Example: An Infantry unit can move 2 hexes for 2 AP. However, if the **first** hex entered is a forest hex, it must stop and move no further. If the **second** hex entered was a forest hex it would be allowed to move into it.*



7.4 SQUARE

7.4.1 Infantry units are the only units that may form square. Place a Square Marker in the hex with units that successfully form square. Infantry units may not move while in square. Combat modifiers apply to units in square, both when attacked and when attacking opposing units.

Forming square may be done at one of two times by a player:

The first is during his turn by spending 1 AP, the unit forms square automatically.

The second is during combat, in reaction to an enemy cavalry charge. When an opposing cavalry unit declares a charge on the unit in question, the player can “take” the attack in normal order or attempt to form square. It cost 0 AP to form square this way.

The player attempting to form square rolls one die. On a 1 - 4, the unit is successful. On a roll of 5 or 6, the unit is unsuccessful and may not form square. When this happens, the charging enemy cavalry gets to add one additional die to it’s shock combat die roll.

Units in square do not roll for retreat from shock combat.

7.4.2 It costs 1 AP to un-form square (to reform back to normal formations). The unit may not perform any other action in the turn that it un-forms square.

7.4.3 When artillery is stacked in a hex with an infantry unit that is forming square, the artillery is **automatically** in square with the infantry. Artillery that is in square may not fire while the infantry remains in square.

Artillery does not have to roll for retreat from shock combat when inside a square, unless the infantry unit is eliminated, in which case the artillery unit has to roll to check for retreat.

7.4.4 If the infantry that is in square in the hex with artillery is eliminated, and hits that have not been applied remain, the excess hits are applied to the artillery unit.

7.5 Units may not form square in fortified buildings, town or woods.

7.6 Units in square may not initiate shock combat. They may conduct fire combat but only roll 1 die. Infantry and artillery conducting fire combat against units in square roll one additional die.

7.7 Infantry may not shock attack a square.

7.8 Infantry in square may not shock attack adjacent enemy units.

8.0 Combat

8.1 To conduct combat, a player must pick a unit to perform an action and declare combat (either fire or shock combat).

8.2 FIRE COMBAT

8.2.1 To conduct fire combat, a player expends 1 AP, determines the range and hit numbers, then rolls the proper number of dice for the unit attacking, modifying the number of die for terrain or enemy unit formation. Dice rolled is the number of dice the unit rolls when conducting combat. This number does not change based on the unit MP, but it can be affected by terrain and other factors. Range is the number of hexes from the firing unit to the target unit, not counting the hex the firing unit is in but counting hex the target unit occupies. The hit number is the number needed to be rolled on the dice to hit the target unit at that range. Players score a hit for each die that is equal to or greater than their “hit number”. Consult the Combat Hit Number Chart.

For example: An artillery unit firing at 2 hexes at a target in clear terrain hits rolls 3 dice and for each 5 or 6 rolled on the dice, the target unit is hit. At a range of 3 hexes, each 6 rolled would cause a hit.

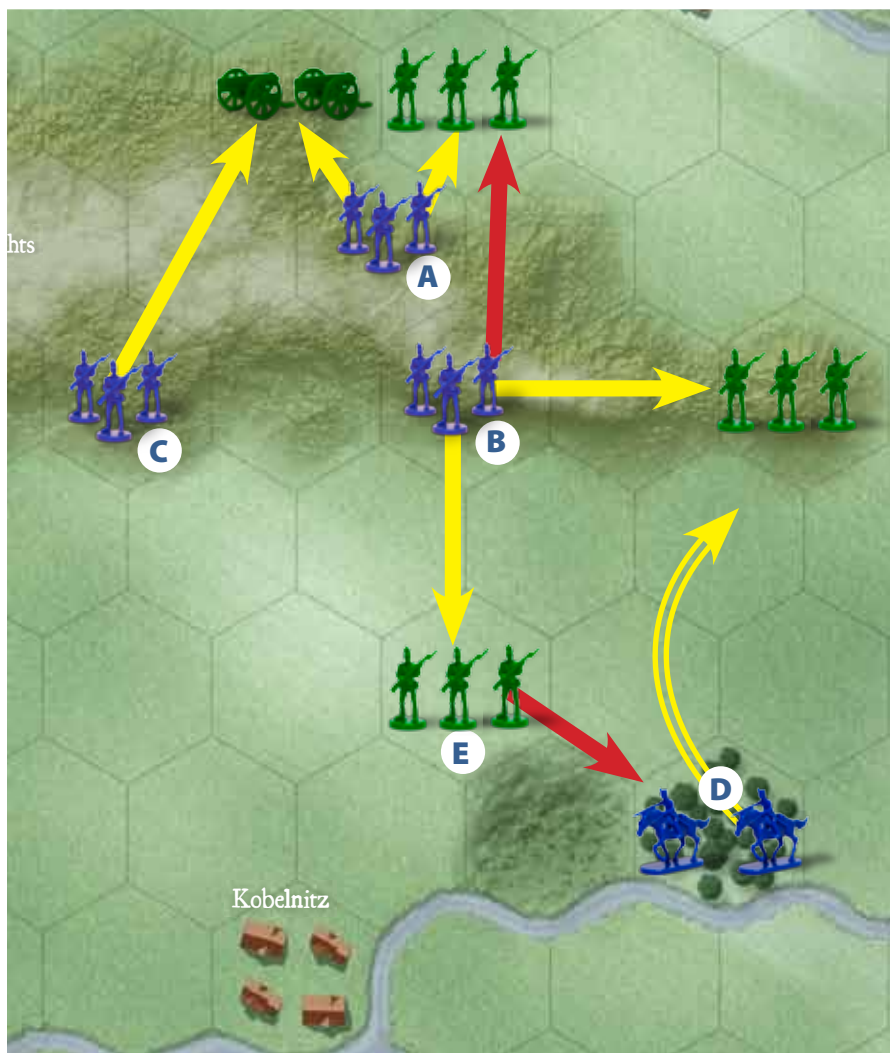
8.2.2 When the target unit is hit, remove a number of figures equal to the number of hits scored. If the number of hits reduces the target below 1 figure, then that unit is eliminated, or if counters are used flip or remove the counter. Eliminated units are permanently out of the game and may not be rallied. **When infantry and cavalry are in a hex with artillery, hits are applied to infantry and cavalry units first until eliminated, then to any artillery remaining in the hex.**

For example: You have an Elite unit that is +2, that is reflected in their Elite +2 Counter in the hex with the 3 figures. On the first two hits you remove the figures, on the third hit flip the counter from it’s +2 to it’s +1 side. On the fourth hit you would remove the last figure leaving the +1 Elite counter in the hex. This allows you to identify the hex with the Elite Infantry for rally purpose. For the last hit remove the counter.

If two units are in a hex together and hits must be taken, all hits are applied to the unit with the most figures / strength. In case of two units with equal strength it is the owning players choice. In the case of infantry and artillery in square, the infantry absorbs all hits until eliminated, at which point the artillery would begin taking hits.

8.2.3 LINE OF SIGHT. Units must have a clear line of sight to be able to fire at each other. Clear line of sight is defined as a

Combat Examples



French infantry unit A can do the following: Fire or shock combat at a range of 1 on the Russian infantry unit in the clear terrain, or the adjacent Russian artillery unit. If it does so, the die roll would not be modified for the ridge as they are **adjacent** on the same ridge.

French infantry unit B can fire at the Russian infantry unit E in clear terrain at a range of 2 rolling 1 die for the attack. It can also fire at the Russian infantry unit at 2 hex range on the ridge, again rolling 1 die. It can not conduct fire on the Russian infantry unit off the ridge as the intervening ridge hex and French infantry unit blocks line of sight.

French infantry unit C can fire on the Russian artillery unit with 1 die (due to the range) with no modifier and clear line of sight as both units are on the same ridge.

French cavalry unit D can move adjacent to the Russian infantry on the ridge and initiates shock combat for 2 AP, rolling 2 die (normally 3, but -1 due to the ridge). The Russian unit would have the option of attempting to form square.

The Russian infantry unit E can not fire on the French cavalry at a range of 2 as it would only roll 1 die for the range, and the woods are a -1 die modifier.

straight line through the center of the hex from the firing unit to the target unit, free of blocking terrain and enemy or friendly units. If blocking terrain is located in a hex between the two units, then line of sight is blocked. Blocking terrain in the firing units hex, or the target hex, does not block LOS; only terrain in hexes between the two units. Units in **adjacent** hexes may always fire at each other as terrain does not affect line of sight for units this close. If line of sight follows a hex side, then line of sight is blocked if both hexes along the hex side have blocking terrain. If only one hex side has blocking terrain, then the line of sight is clear and the unit may fire.

8.3 SHOCK COMBAT

8.3.1 Infantry and cavalry units may initiate shock combat instead of fire combat at the cost of 2 AP.

Infantry type units may conduct shock combat against infantry and artillery. Infantry may not shock attack cavalry. Infantry units must start the turn **adjacent** to the target unit they wish to shock combat.

Cavalry must have room to gain momentum and can only initiate shock combat against a unit if they start the turn **not adjacent** to any enemy unit. Cavalry may conduct shock combat by charg-

ing. For cavalry shock combat, move the the cavalry unit from 1 to 3 hexes to a hex adjacent to the enemy unit being attacked and conduct the shock combat. Cavalry may not shock attack cavalry. Cavalry may not move through a town, redoubt, woods, or cross a stream and shock attack.

Artillery may not initiate shock combat but may be the target of shock combat.

8.3.2 When rolling dice for the attacker's shock combat, apply terrain modifiers to the number of die rolled.

8.3.3 Infantry hits opposing infantry and artillery units in shock combat die rolls of 5 and 6. Cavalry hits opposing units in shock combat as follows: Infantry not in square and artillery are hit on a die roll of 4 – 6. Cavalry hits Infantry in square on a die roll of 6.

8.3.4 Defending units must make a unit morale roll to determine if it retreats **only if the unit(s) take a hit during shock combat**. The unit morale roll is based on the unit morale (figures in the hex, plus counters, plus leaders and terrain) prior to removing the losses caused by the shock combat. Roll one six sided die per unit that has been hit. If the die is higher than the unit MP, adjusted for counters, leaders and/or terrain, the unit fails its morale roll and retreats one hex (owners choice). Leaders stacked in a hex

Unit Movement and Combat Capabilities

Unit/Range	Fire 1 hex	Fire 2 hexes	Fire 3 hexes	Shock	Against Infantry in Square	Movement Allowance
Inf (3 dice)	6	6 (Roll 1 Die)	-	5-6	No Shock/+1 Die for Fire	2 (1 AP for each hex entered)
Cav (3 dice)	6	-	-	4-6	Only hit on 6	3
Art (3 dice)	5-6	5-6	6	-	No Shock/+1 Die for Fire	1

with a retreating unit must retreat if all units are forced to retreat. A natural roll of 6 always means a retreat, regardless of morale modifiers

For example: A Russian infantry at Austerlitz has 3 infantry figures and is in clear terrain when it is shock attacked by a French cavalry. The cavalry scores 2 hits on the infantry. Prior to removing the losses it would roll a die. If the die roll is 1 - 3 (3 for the unit) then it does not retreat following combat. If the die roll is 4 - 6 it would retreat. Regardless of the die roll, the 2 losses are removed after the unit morale roll check.

An Austrian infantry at Aspern-Essling has 2 infantry figures and is in a woods hex when it is shock attacked by a French infantry unit. The French infantry score 1 hit on the Austrian unit. Prior to removing the losses it would roll a die. If the die roll is 1 - 3 (2 for the unit + 1 for the woods) then it does not retreat following combat. If the die roll is 4 - 6 it would retreat. Regardless of the die roll, the 1 loss is removed after the unit morale roll check.

8.3.5 If the defender retreats due to a failed morale roll, or is eliminated due to shock combat, the attacker may choose to advance into the vacated hex.

8.4 SHOCK COMBAT RETREAT RULES

8.4.1 Defending units failing a morale check must retreat towards their side of the board as represented in scenario setup, or towards its main group of friendly units that is not closer to or adjacent to the attacking unit. Units may not retreat adjacent to an enemy unit unless no other route is open to them. If no other retreat path is available then a unit may retreat adjacent to an enemy unit, including the attacking unit.

8.4.2 Units unable to retreat due to impassable terrain, board edge, or enemy units are eliminated.

8.4.3 Displacement. If a friendly unit blocks a unit's retreat, the friendly unit must also retreat one hex to make room for the retreating unit. Only 1 unit may be displaced to make room for a retreating unit. If more than 1 unit would need to be displaced to give a retreating unit an opening, the retreating unit is eliminated.

8.4.4 When infantry or cavalry are stacked with an artillery unit, and a morale check is required due to shock combat, the infantry/cavalry check their morale first. If they pass, then the artillery is considered to have passed also. If the infantry/cavalry fails, then the artillery must make a morale check to see if they also retreat.

8.4.5 If a leader is stacked with a unit that is eliminated, the leader may immediately retreat up to 3 hexes unless blocked by enemy units or impassable terrain, in which case it is eliminated.

9.0 Leaders

9.1 It cost 1 AP to move a leader. A leader, moving alone, can move up to 3 hexes paying normal terrain penalties. Unlike other unit types, leaders may move through other friendly units without regard to hex limits.

9.1.1 Leaders beginning and ending their turn with the same unit, without expending an AP, may move with that unit as long as the unit expends AP for its movement. The leader must move at the units movement rate.

9.2 Leaders add their command modifier on morale rolls for retreat determination to all defending units in a hex with the leader during shock combat. A natural 6 always equals a retreat.

9.3 Any time a leader is in a hex targeted by fire or shock combat, there is a possibility of the leader being eliminated when a 1 is rolled for the combat.

During fire combat, **no matter how many 1's are rolled**, the leader rolls one die to see if he is eliminated. If the result is another 1, the leader is eliminated and removed from the board.

During shock combat, **for each 1 rolled**, the leader rolls one die to see if he is eliminated. If the result is another 1, the leader is eliminated and removed from the board.

9.3.1 If a leader is eliminated in combat, reduce that sides CAP by 1 for the remainder of the game in future AP Phases. This effect is cumulative.

9.3.2 When leaders remain alone in a hex that was just vacated due to elimination of friendly units either by fire or shock combat, the leader may retreat up to 3 hexes.

9.4 Leaders may rally units, other than artillery, that have suffered a reduction due to combat. To rally, a unit must begin and end its turn in the same hex as the leader and both may not perform any other action. It cost 1 AP to rally and recovers 1 hit (figure or flip a counter) and a unit may only recover 1 hit in a turn.

To rally a unit, the unit rolls one die and the die roll must equal or be lower than the units MP plus the leaders command rating for success. If the die roll is higher or a natural 6, the AP is lost and the unit does not rally.

Units may be rallied adding 1 hit (add a figure or flip a counter) back to the unit each time it rallies. No unit may be rallied larger than it starts the game. Eliminated units may not be rallied.

For example: The Russian infantry at Austerlitz is a 3 MP unit. It loses one figure in combat, and then rallies, adding the figure back to the unit. It may not then rally again adding a fourth figure.

10.0 Victory

10.1 Victory conditions are set in each specific battle rules. Generally victory points are awarded as follows:

- A. 1 victory point for each opposing units eliminated (including leaders, but excluding skirmishers). The definition of an eliminated unit is when a combat unit falls below 1 MP and is removed from the game.


For example: A 3 MP infantry unit (3 plastic figures) has it's last plastic figure removed due to combat losses, would equal 1 victory point. In another example an Elite +2 Infantry unit (counter plus 3 plastic figures) has the counter removed from the game (no figures remaining) due to combat losses, would equal 1 victory point.

- B. There are victory point on the map depicted on the battle card with the victory point value shown inside. The victory point location is worth the value only to the side whose color the VP location is.

For example: In Marengo, San Guiliano Nuovo may be captured by the Austrians for 2 VP.


10.2 Only infantry and artillery may capture victory point locations. Capturing is defined as being the last unit from a side to move through or into that location or by the specific battle card rules. Skirmishers, cavalry (including Horse Artillery), and leaders may not capture victory point locations but may move into or through them.

11.0 Using AP Markers

 As an option, players may use AP markers. For each AP a side receives in a turn (base AP + random AP from the die roll) each player takes that many AP markers of their side and places it in an opaque container. Either player then draws a marker to determine who may spend AP for that draw. A player does not have to spend the AP but may bank 1 AP, until the next time one of their AP markers is drawn at which point it must spend at least 1 of those 2 AP's. In that way a player may keep 1 AP banked for the last move or to spend 2 AP at one time. The player whose AP marker is drawn last from the container must spend all of their AP's (including any banked) prior to giving his opponent the opportunity to spend any of their banked AP's.

12.0 Intermediate Rules

These rules add complexity to the game. The rules may be added individually or as a group at the players discretion.

 12.1 Skirmisher – For the cost of 1 AP an infantry unit may create a skirmisher unit. To create the skirmisher, place a skirmisher counter in any vacant hex adjacent to the infantry unit, but not adjacent to an enemy unit. Skirmishers are represented by skirmisher counters of the country color. No more than 3 skirmisher counters may be created by a country in a game. For example: In Austerlitz the French may form 3 skirmishers

and the Russian could form 3 skirmisher units. The Austrians may also form may 3 skirmishers.

Skirmishers are eliminated by one hit and are removed and may not be replaced. They cost 1 AP to move or fire, they may not initiate shock combat and retreat automatically following shock combat by infantry or cavalry if they survive. They only roll 1 die in fire combat but have full fire range. They do block line of sight for fire combat. They may not form square.



12.2 Light Infantry Units - Place the Light Infantry counter with an infantry unit. That infantry unit for it's action, at the cost of 2 AP, can move 1 hex and conduct fire combat. When using the light infantry function the infantry roll 2 dice. This infantry unit with the Light Infantry counter has a choice each turn of using the light infantry function or using the standard infantry function. Only 1 unit per nationality may have this ability. Ignore the numbers on the counter. Note the use of this counter reduces the number of skirmishers available.



12.3 Cavalry Leader Unit - Players may add the cavalry leader unit to any cavalry unit during setup and the leader functions as a leader unit only for cavalry units. Players may place the leader on his +1 or +2 side depending on the players estimation of the leaders ability.



12.4 Horse Artillery – represented by a counter. They are limited to 1 counter per country and are placed during setup in any hex with a cavalry unit that does not already have an artillery unit. The horse artillery unit does not have to stay with the cavalry unit it starts the game with. It is an independent unit and AP must be spent to activate it as such. If horse artillery is shock attacked it is hit on 4 – 6. They can take 2 hits, first hit flip the counter over to the back side. Second hit eliminates the unit and it may not be rallied or replaced. Movement allowance is 2 hexes per turn. They may move and fire for 2 AP. May move or fire for 1 AP. They roll 2 die in combat, and have a range of 1 or 2 hexes, and hit on 5 and 6 at those ranges.

12.5 Leader modifier for infantry shock combat – For the expenditure of 1 AP per leader point added, a player may add 1 die for each AP point spent, up to the leaders maximum rating, to the combat roll of an infantry unit that they are attached to that is attacking using shock combat. Note that this expenditure is in addition to the standard cost of the infantry unit shock attacking.

For example: Napoleon would add 3 dice to the die roll of an infantry unit shock attacking for the expenditure of an additional 3 AP. Napoleon could also only spend 2 AP and add 2 die.

When using this rule, any 1's rolled by the attacker cause a leader casualty check for the attacking leader. If a defending leader is in the hex being attacked, then both attacking and defending leaders would make a leader casualty check for any 1's rolled.

12.6 When moving with a unit, the leader, with the expenditure of an extra AP, may move the unit 1 extra hex. All terrain effects apply.

12.7 Cavalry may shock combat cavalry for 2 AP and hit on a roll 5 - 6.

12.7.1 Cavalry Counter charge, cavalry may attempt to counter charge an enemy cavalry unit charging by rolling against its current morale. If successful then the initial charging cavalry only hit on 6.

12.8 Infantry may shock cavalry and the cavalry player has the choice of standing and facing the shock being hit on 5 - 6 or retreating 1 hex prior to the shock combat die roll. If the cavalry choose to retreat the infantry may choose to advance into the vacant hex.

12.9 Grand Battery – **Once per game**, for the cost of 1 AP, a player may fire all available artillery units within range and line of sight of enemy units. The artillery units must be adjacent each other, but may be stacked with other units, per normal rules.

12.10 Artillery range is increased by one hex when firing from a ridge and hit on a 6 at the extra hex.

12.11 French infantry units, when conducting shock combat roll one extra die. The Russian player may select 1 cavalry unit as a Cossack unit (use the blank green counters). The Cossack unit may fire then move. It cost 1 AP to fire, and then 1 AP to move.

13.0 Advanced Rules

The advanced rules add a further layer and may be added individually, but it is recommended that they all be used if any are used.

13.1 Advanced Square rules Infantry Shock- Infantry may shock combat infantry units that are in square and roll 1 extra die when doing so. When using this rule, do not roll for retreat by the infantry unit in square.

13.2 Advanced Square Rules Artillery Firing on Square - Artillery when firing at infantry in square in an immediately adjacent hex would add 2 extra die to their standard 3 when conducting fire combat at that unit.

13.3 Advanced Square Rules - Infantry attempting to form square during a enemy cavalry shock attack must roll equal to or less than their morale to be successful. Leaders present in a hex with an infantry unit attempting to form square add +1 to the units morale for the attempt. *For example: A full strength French infantry would be successful on a 1 to 3. An Austrian infantry at Austerlitz would be successful on a 1 to 2.*

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Major Rule Changes and Clarifications Between “Napoleon’s War I” and “Napoleon’s War II”.

- Infantry roll 1 die instead of 3 at 2 hex range.
- Eliminated advanced skirmisher rules.
- When infantry go into square, artillery in the same hex **automatically** go into square with the infantry unit.
- If artillery is in a hex with infantry or cavalry, hits against the hex must be applied to the infantry or cavalry **first**, regardless of strength until eliminated, before artillery takes a hit.
- Terrain effects are not cumulative, use terrain effects with the most advantage for the defender.
- Ridges only block line of sight if there is an intervening ridge of a different ridge as shown by a ridge line between the firing and target unit. Line of sight is not blocked between units occupying the **same** ridge.
- The player who moves first, sets up second.
- CAP may not be accumulated from turn to turn. Any unused CAP at the end of a turn is lost.
- Reinforcements entering the game for the first time do so by the expenditure of AP to move them onto the board at the location stated on the scenario card. Reinforcements entering the game may use their full movement allowance on the turn they enter and follow all movement rules (including stopping due to terrain and they may use the road bonus). If a reinforcements entry hex is occupied then it may enter (at the owning players choice) the closest adjacent unoccupied hex to the specified entry hexes.
- The road bonus cost units $\frac{1}{2}$ a movement point to enter a hex connected by road to the hex being moved from regardless of the other terrain in the hex. Units do not have to start or end their movement on a road, only the movement from a road to road hex cost $\frac{1}{2}$ movement point. Roads negate the movement effects of terrain for units using and remaining on the road.
- Infantry in square may not shock attack adjacent enemy units.
- Cavalry may not shock attack cavalry. Cavalry may not move through a town, redoubt, woods, or cross a stream and shock attack.
- When leaders remain alone in a hex that was just vacated due to elimination of friendly units either by fire or shock combat, the leader may retreat up to 3 hexes.
- Only infantry and artillery may capture victory point locations. Capturing is defined as being the last unit from a side to move through or into that location or by the specific battle card rules. Skirmishers, cavalry (including Horse Artillery), and leaders may not capture victory point locations but may move into or through them.
- The horse artillery unit does not have to stay with the cavalry unit it starts the game with. It is an independent unit and AP must be spent to activate it as such.
- Optional AP chit draw rules added.