

NAPOLEONIC 20

TABLE OF CONTENTS

[0.0] USING THESE RULES 1
 [1.0] INTRODUCTION 1
 [2.0] GAME EQUIPMENT 1
 [3.0] SETTING UP THE GAME 1
 [4.0] SEQUENCE OF PLAY..... 1
 [5.0] RANDOM EVENTS 2
 [6.0] MOVEMENT 2
 [7.0] ZONES OF CONTROL..... 2
 [8.0] THE REACTION PHASE 3
 [9.0] COMBAT 3
 [10.0] RALLYING 6
 [11.0] REINFORCEMENTS 6
 [12.0] ARMY MORALE 6
 [13.0] PASSING (“LULLS”)..... 7
 [14.0] NIGHT TURNS 7
 [15.0] HOW TO WIN 7
 [16.0] OPTIONAL RULES..... 7

[0.0] USING THESE RULES

New gaming terms, when they are initially defined, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to examples of a Rule or Case are in blue text and this font.

Text in shaded boxes, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

NAPOLEONIC 20 is a wargame system for recreating operational level campaigns during the Napoleonic Wars using

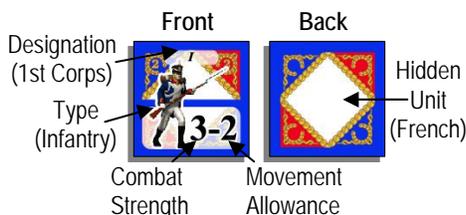
approximately 20 pieces per game. This **Standard Rules** booklet applies to all games in the series, each of which also has its own **Exclusive Rules** sheet.

Game Scale: Each unit represents a division to a corps of troops (approximately 8,000 - 20,000 men and their equipment). Each space on the map is approximately one-half to one mile across.

[2.0] GAME EQUIPMENT

The Game Maps: The 11” x 17” game boards features maps portraying the area where various Napoleonic campaigns took place. A hexagonal grid is superimposed over it in order to regularize the movement and positioning of the pieces.

The Playing Pieces: The cardboard game pieces represent the actual military units that took part in the original campaign. These playing pieces are referred to as ‘**units**.’ The information on the units is read as shown below:



Combat Strength is the relative strength of a unit to engage in combat.

Movement Allowance is the maximum number of open terrain hexes through which a unit may be moved in a single Movement Phase.

Game Charts, Tables, and Tracks: These are found both on the game board and on a separate Player Aid sheet.

- The **Combat Results Table** is used to resolve battles.
- The **Morale Track** indicates the current number of **Morale Points** an army has available.
- The **Terrain Effect Chart** is used to provide information about the effects of terrain on movement and combat.
- The **Game Turn Record Track** indicates the current Game Turn.

[3.0] SETTING UP THE GAME

Players determine what side they will play. The **French player** controls all of the French units, the **Anti-French player** controls the other (i.e., opposing) units.

Shuffle the cards to form a Draw Pile.

Follow the game’s Exclusive Rules sheet for the remainder of the setup instructions.

[4.0] SEQUENCE OF PLAY

General Rule

The game is played in successive **Game Turns**, composed of alternating **Player Turns**. During each Game Turn, the players maneuver their units and resolve **battles** in a strict sequence according to the following outline and within the limits provided by these rules. At the conclusion of the last Game Turn, the **Victory Conditions** are consulted and the winner is determined.

THE GAME TURN

A Game Turn is divided into two Player Turns, a **First Player Turn** and a **Second Player Turn**. (Who is the First Player is indicated in each game’s Exclusive Rules sheet.) Each Player Turn is divided into a series of segments called ‘**Phases**.’ The term ‘**Phasing Player**’ describes the player who is currently conducting a Phase.

The First Player Turn

- 1. First Player Random Events Phase:**
The First Player draws the top card and enacts it. The French player uses the top event on the card (shaded in blue), while the Anti-French player uses the event on the bottom half of the card (5.0).
- 2. First Player Movement Phase:** The First Player may move all, some or none of his units as he desires within the limits of the rules for Movement (6.0), Zones of Control (7.0), and Terrain Effects. He may also bring reinforcements onto the map, if available (11.0).
- 3. Second Player Reaction Phase:** The Second Player may have some, none or all of his cavalry units conduct Reaction Maneuvers (8.0).
- 4. First Player Combat Phase:** In any order he desires, the First Player uses his units to attack enemy units (9.0).
If he did not Force March during his Movement Phase, and was not involved in any Battles during the enemy’s Reaction or his own Combat Phases, he might receive a Morale Point from rest during a “**Lull**” (13.0).
First Player Night Operations: If it is a Night Game Turn, the First Player may **Rally** eliminated units (10.0), adjust his side’s **Morale** based upon captured **Line of Communication** (‘**LOC**’) and **Objective** hexes; recover one **Morale Point** (14.0), then reconceal all of his units and add his Dummy units to the map when using the Fog of War Optional Rule (16.1).

The Second Player Turn

- Repeat Phases 1 through 5, reversing the roles of the First and Second Players. If it is a Night Turn, reshuffle the Random Event cards to form a new Draw Pile.

[5.0] RANDOM EVENTS

General Rule

“**Random events**” simulate imponderables of war that affected these campaigns. At the beginning of each Player Turn, the Phasing Player reveals the top Random Event card and immediately applies the appropriate result. ‘Two-tone’ events affect whichever player drew that card; ‘mono-chrome’ text affects its specific side.

Procedure

The deck is reshuffled at the end of each Night Game Turn. Unless otherwise specified, an individual event may take place more than once per game (i.e., each time the event is drawn from the deck).

[6.0] MOVEMENT

General Rule

During his Movement Phase, the Phasing Player may move as many or as few of his units as he desires. Units may be moved in any direction or combination of directions.

Procedure

Units are moved one at a time, tracing a path of contiguous hexes. As each unit enters a hex, the unit pays one or more **Movement Points** from its **Movement Allowance** to do so.

Restrictions and Prohibitions

[6.1] Strict Sequence: Movement never takes place out of sequence. A player’s units may be voluntarily moved *only* during his own Movement Phase (exception: see The Reaction Phase, 8.0).

[6.2] Speed Limit: A unit cannot exceed its Movement Allowance during a friendly Movement Phase, with the exception that **a unit may always move 1 hex** per friendly Movement Phase (as long as it is not into prohibited terrain or across a prohibited hexside), even if it does not have sufficient Movement Points to pay the entire cost. A unit may expend all, some or none of its Movement Points at that time, but unused Movement Points may not be accumulated from turn to turn, nor transferred to another unit.

[6.3] Enemies: A friendly unit may never enter a hex containing an enemy unit.

[6.4] No ‘Take Backs:’ All movement is final once a player’s hand is withdrawn from the unit he is moving. Players may not ‘change their minds’ and retrace their unit’s movement.

This rule should be *strictly* enforced. During these campaigns, it was common for units to be sent in the wrong direction at key points with nearly disastrous results.

Terrain Effects

Normally, units pay one (1) Movement Point to enter each hex, regardless of its terrain type. However, the following special Cases apply:

[6.5] Rugged Terrain: Units that enter a Forest, Rough or Swamp hex must immediately stop. They may voluntarily move from there at their next opportunity, but if they enter another such hex, they must again stop, forfeiting the rest of their move.

Units may not move further, even if their Movement Allowance has been increased by Forced March (see Rule 12.3).

[6.6] Roads: A unit using road movement (moving directly from road hex to another, connected road hex) does **not** have to stop in Rugged Terrain (as per 6.5, above). A unit which conducts its *entire* move along connected road hexes increases its Movement Allowance by one (+1).

For example, a cavalry unit moving entirely along connected road hexes that turn would have its Movement Allowance increased to 4.

Zone of Control Effects

[6.7] Stop: Units that enter an enemy Zone of Control (see 7.0, below) must immediately cease their movement. Friendly units’ Zones of Control do not affect the movement of friendly units.

[6.8] Stuck: Units may only voluntarily leave an enemy Zone of Control through **Disengagement** (see 8.3). The only other way to leave an enemy Zone of Control is by Advancing or Retreating after Combat (see 9.8 and 9.9).

Effects of Other Friendly Units

[6.9] No Stacking: A friendly unit may move through hexes occupied by other friendly units (at no extra Movement Point cost). They may not *end* the Movement Phase stacked in the same hex with another friendly unit.

[7.0] ZONES OF CONTROL

A unit’s ‘**Zone of Control**’ (abbreviated ‘**ZOC**’) is constituted by the six hexes immediately surrounding it as shown in this illustration:



General Rule

Hexes upon which a unit exerts a Zone of Control are called ‘**Controlled Hexes.**’

Units that begin their Movement Phase in an Enemy ZOC cannot move. Units must cease their movement upon entering enemy Zones of Control.

- All units exert a ZOC at all times, regardless of the current Phase or Player Turn (except during Night Turns, 14.0).
- The presence of ZOCs is never affected by other units, enemy or friendly.
- ZOCs extend into all types of terrain **except** Fortified, Redoubt, and between *adjacent* Town / Fortified / Redoubt hexes (i.e., in a “built-up” area). They also extend across all types of hexsides **except** Major Rivers (even at bridges and fords). **Important: units separated by Major River hexes (except at bridges and fords) are not considered ‘adjacent.’**

The ZOC of the French unit in La Haye Saint does **not** extend into Mont St. Jean (where the British unit is), nor into Hougomont. It **does** extend out from its town into other adjacent hexes, such as where the Prussian unit is.



[7.1] Multiple Zones of Control: Both friendly and enemy units may exert their ZOCs upon the same hex. There is no additional effect if multiple units cast their ZOCs over the same hex. Thus, if a given unit is in an enemy controlled hex, the enemy unit is also in its controlled hex. The two units are equally and mutually affected and ‘locked’ into each other’s ZOCs.

[7.2] Movement Cost: Units do not pay any additional Movement Points to enter an enemy Zone of Control.

Effects on Combat

[7.3] Combat Obligation: The phasing player *must* attack all enemy units which exert ZOCs on friendly units during his Combat Phases. All friendly units which are in enemy Zones of Control *must* attack some enemy unit (see 9.1).

[7.4] Retreat Effect: Units **may** retreat into a hex containing an enemy ZOC, but they run the risk of Breaking for each such hex entered (see 9.83).

[7.5] Advance After Combat Effect: Units that Advance after Combat may freely enter enemy Zones of Control; enemy Zones of Control never affect advance after combat (see 9.9).

Night Game Turns

[7.6] **No ZOCs:** Zones of Control do not exist during Night Game Turns (14.0).



[8.0] THE REACTION PHASE

General Rule

The friendly Reaction Phase takes place during the *enemy* Player's Turn. During his Reaction Phase, a player may have his cavalry units Countercharge, Disengage – OR – Penetrate (see Optional Rule 16.2).

Countercharge

[8.1] **Seizing the Attack Initiative:** Cavalry units may make a special '**Countercharge Attack**' during the Reaction Phase (only; **not** during a player's normal Combat Phase). The reacting player is the "Attacker" in such battles.

Modifications

[8.2] **Unhinging the Enemy:** A Countercharge Attack follows the normal rules of combat in most ways (see 9.0), but because they are used to throw off the enemy's timing and coordination before battle, they receive the following benefits:

[8.2.1] **Selective Attacks:** Unlike during regular combat (9.1 and 9.2), units conducting a Countercharge do **not** have to attack *every* unit whose Zone of Control they are in. Instead, they may attack some, none or all such adjacent enemy units, and thus make '**Selective Attacks.**' Multiple cavalry units **can** combine to conduct a Selective Attack against a single enemy unit if they are all adjacent to it.

[8.2.2] **Strength Bonus:** The Combat Strength of units conducting a Countercharge is **doubled**.

Exception: Countercharging cavalry units are **not** doubled in strength in a battle against enemy cavalry units.

[8.2.3] **Holding Fast:** If victorious, defending units **cannot** Advance after Combat (9.9) following a Reaction Attack. *They are too busy protecting their lives by taking cover or forming squares.*

Disengagement

[8.3] **Cavalry 'Retreat Before Combat:'** A cavalry unit that starts its Reaction Phase adjacent to an enemy unit may move away via '**Disengagement.**'

[8.3.1] **Timing:** Disengagement occurs *only* in the friendly Reaction Phase.

[8.3.2] **Enemy Cavalry Prohibition:** The disengaging cavalry unit **cannot**

begin its Disengagement Movement in the ZOC of an enemy *cavalry* unit.

[8.3.3] **Distance:** A cavalry unit disengages by moving **one hex** to an adjacent, vacant non-enemy controlled hex (but see optional exception: 16.2) and then ceasing its movement.

If no other route is available, it may move *through* friendly occupied hexes not in any Enemy Zones of Control to reach a vacant hex. If it does so, it goes one additional hex at a time until it is no longer stacked with a friendly unit.

[8.3.4] **Non-Retreat:** Disengagement is **not** considered 'Retreat after Combat' (9.8). Thus, the enemy may **not** Advance after Combat (9.9) when a cavalry unit uses Disengagement.

Cavalry Penetration



[8.3] **Cavalry Penetration:** See Optional Rule 16.2 for this additional Cavalry Reaction Phase option.

[9.0] COMBAT

General Rule

The Phasing Player is termed the '**attacker**' and the Non-Phasing Player is the called the '**defender**' in a '**battle**' (i.e., the resolution of a single attack) regardless of the overall strategic situation.

The Phasing Player declares all his battles before conducting any of them. Then, each individual battle is resolved, one at a time, in any order the Phasing Player's chooses, by rolling a die and consulting the Combat Results Table to determine its outcome.

Procedure

Each Battle, follow these Steps in order:

- A. The Phasing Player designates which of his units will be attacking which adjacent enemy unit(s).
- B. Total the combat strength of all the attacking units in that battle. The attacker may spend a Morale Point to '**commit his reserve**' troops to battle and increase his total by one (+1).
- C. Total the defense strength of all the defending units that are the target of the attack. **Add in the single best terrain effect for defender's location.** The defender may spend a Morale Point to commit *his* reserve troops to the battle and increase his total by one (+1).
- D. Subtract the total defending strength from the total attacking strength. The result is the '**Combat Differential,**'

expressed as either a positive or negative number (or 0).

- E. Consult the CRT and use the appropriate '**Differential Column.**'
- F. Roll one die. Cross index the die roll with the Differential Column to determine the result of that battle.
- G. Apply this Combat Result immediately, including Retreats / Advances after Combat.

[9.1] **Mandatory Combat:** All phasing units in an enemy Zone of Control (ZOC) **must** attack. All non-phasing units in an attacking unit's Zone of Control **must be** attacked.

[9.1.1] **Attacker's Prerogative:** The Phasing Player determines which attacking units will attack which defending units, in any combination he desires, as long as **all** friendly units in an enemy ZOC participate in an attack, and **all** enemy units in friendly ZOCs are, themselves, attacked.

[9.1.2] **One Battle per Unit per Combat Phase:** No unit may attack more than once per Friendly Combat Phase, and no enemy unit may *be* attacked more than once per Friendly Combat Phase.

[9.2] **Declaring All Battles First:** The Phasing Player must declare which friendly units will be attacking which adjacent defending units at the beginning of each Combat Phase (to ensure that all adjacent units are attacked according to the Subcases below) before conducting any individual battles.

[9.2.1] **Multiple Unit and Multi-Hex Battles:** If a phasing unit is in the ZOC of more than one enemy unit, it must attack *all* of those enemy units that are not assigned to battle with some other attacking unit.

If you have a lone unit that is adjacent to two enemy units, it must fight them both!

[9.2.2] **Combining Units in a Battle:** Attacking units in two or more hexes may combine their Combat Strengths and conduct a single battle together provided all of the attacking units are adjacent to all of the defending units. Battles may involve any number of attacking or defending units.

[9.2.3] **Adjacency:** For an attack to be resolved as a single battle, **all** of the attacking units must be adjacent to **all** of the defending units.

Diversionsary Attacks: When organizing a series of battles, a player may allocate his attacking units in such a way that some attacks are sacrificially made at poor differentials (a wargaming technique called ‘soaking off’) so that other adjacent attacks may be made at more advantageous differentials.

Artillery Bonus 

Artillery units represent large, unwieldy parks of cannons that were concentrated into Grand Batteries to blast a hole in the enemy’s line. The Combat Strength of an Artillery unit is always doubled when attacking, but it uses its normal (printed) strength when being attacked. Artillery units never Advance after Combat.

[9.3] Combat Strength Unity: A given unit’s Combat Strength is always unitary; it may not be divided among different battles during a single Phase, either for attack or defense.

Terrain Effects on Combat

Defending units benefit from the terrain in the hex they occupy and / or that hex’s perimeter hexsides it is attacked through.

[9.4] The Terrain Effects Chart: The effect of terrain on combat is reflected by adding the Combat Strength of the hex or hexside, as indicated on the Terrain Effects Chart, to the defender’s strength total.

[9.4.1] Non-Cumulative Benefits: The terrain benefits for combat are not cumulative. A defending unit receives only the single most advantageous terrain benefit (for the defender) in a hex or through a hexside.

[9.4.2] Multiple Benefits: When two or more defending units are involved in a single battle, and they receive different terrain benefits (i.e., different effects on the Combat Differential), then the entire attack is modified by the single most favorable benefit to the defender.

In this illustration, the single French infantry unit must attack the Prussian cavalry unit, and may attack the Prussian infantry unit (9.1, the Prussian infantry unit’s ZOC does not extend across the bridged river hexside, so the Phasing French unit is not obligated to attack it). The French situation is desperate, so the French Player declares that he will attack both units, initiating a single Battle against them.



The Prussian cavalry unit is in Open terrain, so the Prussian infantry unit’s benefits will apply for the defender (9.4.2).

The Prussian infantry is in Jena, a Town hex located across the Saale River at a Bridge hexside. Each of these terrain advantages for the defender (Town and Bridge) is worth 1 additional Combat Value, but their benefits are non-cumulative (9.4.1), so only the single best (i.e., 1) is added.

Prior to commitment of Reserves by either side, this Battle stands at 4 vs. 4 (2 + 1 + 1) and will be resolved on the ‘0’ Differential column of the Combat Results Table (CRT).

[9.4.3] Attacker Consideration: Terrain in hexes occupied by the attacker has no effect on combat. Note that Fortified, Redoubt, and adjacent Town/Fortified/Redoubt hexes do not have Enemy ZOCs extending into them, nor do ZOCs extend across Major River hexsides (even at Bridges or Fords). Thus, units in these hexes or across these hexsides need not attack out of or across them. However, if they do, Rule 9.1 fully applies.

[9.5] Voluntary Differential Reduction: The Phasing Player may reduce the Combat Differential of any given battle during Step ‘E’ in the Battle Procedure, resolving it at a lower differential.

Explanation of Combat Results

Once determined, combat results are applied immediately, including any Retreat and /or Advance after Combat, before resolving the next battle that Phase.

[9.6] Combat Results: The different battle outcomes and listed are explained below:

[9.6.1] AB: Attacker Breaks. Break all attacking units in this battle. The defender conducts any Advance after Combat (9.9).

[9.6.2] AR: Attacker Routed. The defender rolls one die for each Routed unit. The attacker retreats each attacking unit in this battle the indicated number of hexes. The defender conducts any Advance after Combat (9.9). See *Optional Rule 16.5*.

[9.6.3] AW: Attacker Withdraws. All attacking units in this battle are retreated one hex (9.8) by the attacker. The defender conducts any Advance after Combat (9.9).

[9.6.4] DB: Defender Breaks. Break all defending units in this battle. The attacker conducts any Advance after Combat (9.9).

[9.6.5] DR: Defender Routed. The attacker rolls one die for each Routed unit. The defender retreats each

defending unit in this battle the indicated number of hexes. The attacker conducts any Advance after Combat (9.9). See *Optional Rule 16.5*.

[9.6.6] DW: Defender Withdraws. All defending units in this battle are retreated one hex (9.8) by the defender. The attacker conducts any Advance after Combat (9.9).

[9.6.7] EX: Exchange. First, break all defending units, and then the attacker must break from among his units in that battle an amount of Combat Strength Points at least equal to the defender’s Combat Strength total. Use only the printed Combat Strength values on the units, unmodified by terrain, Events, etc. Note that if the defending side’s morale was not reduced to ‘0’ (i.e., the attacker won the game, as per 15.0), the attacker may be forced to break units whose strength is greater than the defender’s if there is no other alternative – i.e., you can’t ‘make change.’ The attacker may also choose to break a stronger unit than necessary if he so desires – this might occur if a weaker unit is deemed more valuable to the attacker for some reason.

If there are any surviving attacking units, the attacker conducts any Advance after Combat (9.9).

[9.6.8] N: Engaged. There is no effect. Neither side breaks any units, retreats or advances as a result of this battle.

Broken Units

A unit that is ‘Broken’ through combat is removed from the map, but set aside because it can be ‘Rallied’ (see 10.0).

Routed Units

Important: When an Elite Force (i.e., one with a red Combat Strength, as shown here) Routs, subtract two (-2) from the Rout die roll. If the modified result is less than one (<1), the outcome is changed to ‘Withdraws’ (i.e., a 1-hex retreat and no Rout effects).



Retreating After Combat

When a combat result requires a player’s unit(s) to retreat (either by Withdrawal or Rout), the owning player must immediately move each such unit the indicated number of hexes away from the hex it occupied during the battle (i.e., its ‘battle hex’). This is called ‘Retreat after Combat.’

[9.7] No Movement Point Cost: Retreat is not considered normal movement; retreating units pay one Movement Point

per hex entered regardless of terrain (including rough, forest, etc. where they need not stop during a retreat).

[9.8] Retreat Restrictions: If a unit is unable to retreat within the following restrictions, it is **broken** instead:

[9.8.1] Terrain Effects: Units may not retreat off the map or into prohibited hexes or across Major Rivers (except across bridge or ford hexsides).



Units in a Fortified or Redoubt hex may always retreat one fewer hex, at the owning player's option.

Thus, units can ignore any **Withdraw** results that they suffer and **Rout** one hex fewer; on a Rout die roll of '1,' such a unit is still technically Routed and suffers Rout effects, but it may opt to 'hold its ground.'

For **Elite Forces**, subtract *three* (-3) from their Rout die rolls when they defend in a Fortified or Redoubt hex.

[9.8.2] Retreat Hex Priority: Whenever and wherever possible, a retreating unit **must** retreat into and through **vacant** hexes not containing an enemy ZOC.

[9.8.3] Hazardous Retreat Path #1 – Enemy ZOCs: If that is not possible, a unit *may* retreat into an enemy ZOC. If it does so, however, it must roll one die for each enemy ZOC hex entered. On a roll of , , or , the unit breaks; on a roll of , , or , it retreats normally. Friendly units do **not** negate enemy Zones of Control for purposes of retreat.

[9.8.4] Hazardous Retreat Path #2 – Crossing Rivers: When retreating across a Minor River, or a Major River via a bridge or ford, that unit must roll one die. On a roll of , , or , the unit breaks; on a roll of , , or , it retreats normally. If retreating through multiple hazards at a single hex, the player must make a separate die roll for *each* of them!



[9.8.5] Friendly Units: If no other route is available, a retreating unit may move *through* friendly occupied hexes. If its retreat would end in a friendly occupied hex, it retreats one additional hex at a time until it is no longer stacked with a friendly unit. *This means additional die rolls if these hexes are in Enemy ZOCs or across bridges!*

[9.8.6] Retreat Direction Priority: While always yielding to Rule 9.8.2, whenever and wherever possible, a retreating unit must retreat in such a way that with each hex it retreats it moves

closer to a friendly **Line of Communications (LOC)** hex (see the Exclusive Rules) than the hex it retreated from.

The player has the choice of which LOC hex he retreats each of his units towards if more than one is available (regardless of proximity to the retreating unit).

[9.8.7] Going the Distance: A retreat path may zig-zag to avoid self-destruction, but it must strive to maintain Rule 9.8.6. The *length* of the retreat path must be the full indicated number of hexes. If the unit reaches the LOC before reaching the full required distance, it breaks in the LOC hex (*retreating "off the map"*).

Advancing After Combat

Victorious attacking or defending units can usually **Advance after Combat**.

[9.9] Advance after Combat Cases: Units must adhere to the following cases when conducting Advance after Combat:

[9.9.1] The 'Retreat Path:' When an enemy unit retreats as a result of combat, it will leave a specific path of vacant hexes behind it called the '**Retreat Path**.' If this path went through a hex containing another unit friendly to the retreating unit (9.84), the Retreat Path ends at the unit retreated through.

If a unit breaks, then the hex it occupied at the instant of breaking is the termination point for its Retreat Path.

[9.9.2] Who is Eligible to Advance? Any or all surviving friendly victorious **non-Artillery** units that participated in the battle can Advance after Combat along the enemy Retreat Path (only). **Units cannot stray from the Retreat Path while advancing.**

[9.9.3] Which Units May and Must Advance: If any victorious Cavalry units were involved in that battle, at least one of them **must** Advance after Combat into the defeated unit's vacated hex. That Cavalry unit *may* then advance further, up to the full number of hexes allowed along the Retreat Path (9.9.5).

After any mandatory Cavalry unit Advance after Combat has been conducted, if the defeated unit's hex is still vacant, one attacking non-Artillery unit involved in that battle **may** (at the owning player's discretion) Advance after Combat into that hex (only).

Artillery units can never Advance after Combat and Infantry units can never advance beyond the hex occupied by the defender at the start of that Battle.

[9.9.4] Enemy ZOCs: Advancing units always ignore enemy Zones of Control.

[9.9.5] Advance Limit: As when Retreating, units do not expend Movement Points nor stop for terrain considerations when Advancing after Combat (9.7). **However, under no circumstances, may a Cavalry unit advance a number of hexes greater than its Movement Allowance.**

[9.9.6] Terrain Effects: Units may not Advance after Combat into prohibited hexes (i.e., hexes that they could not enter through normal movement) or across Major Rivers (except across Bridge or Ford hexsides).

[9.9.7] Immediacy: Any option to Advance after Combat must be exercised immediately before any other battle is resolved.

[9.9.8] Exhaustion: Advancing units may neither attack nor be attacked again during that Combat Phase, even if their advance places them next to enemy units whose battles are yet to be resolved, or who were not involved in a battle.



Example: Three French units (the 4-strength Imperial Guard, 2-strength III Corps, and 1-strength IV Cavalry Corps) attack one Prussian unit (the 3-strength I Cavalry Corps) which is defending in a Forest hex.

The attacker (French) has a total of 7 Strength Points, and the French player **declines** to spend a Morale Point to increase his strength. The defender (Prussian) has a total of 4 Strength Points (3 for the unit plus 1 for the Forest hex it is defending in), and opts to spend **1 Morale Point** to increase his total to 5.

Therefore, the **Combat Differential** is 7 – 5 = +2. The French player rolls a die. Looking at the **Combat Results Table**, the French player's die roll of is cross-indexed with the **+2 Column** to yield a result of **DR** (Defender Routs).

This requires roll to determine the Rout distance. A result of isn't bad, requiring the unit to retreat only two hexes back toward its Line of Communication (LOC) off to the right – and no loss of Morale for Routing more hexes than its Movement Allowance. Unfortunately, the first hex it must retreat through is in an Enemy ZOC (i.e., "hazardous"), so *another* die roll must be made to see if the Retreating Prussian unit Breaks (as per 9.83). This time, the die roll is a , so the Prussian unit

survives and continues its Retreat along its Retreat Path as shown above. Now the French have to deal with **Advance After Combat**. First, the French Cavalry unit *must* advance into the Forest hex. The French player then exercises his option to continue to advance his Cavalry unit along the Retreat Path and takes a second hex (which is where the Retreat Path ends). Next, the French player also exercises his option to advance an Infantry unit into the defender's vacated hex, moving the 2-strength III Corps into the Forest.

[10.0] RALLYING

General Rule

At certain times (e.g., Night), a player may attempt to **'Rally'** his broken units.

Procedure

For each Broken unit attempting to Rally, roll one die (applying any appropriate die roll modifiers; note that the decision to spend a Morale Point, 12.0, must be made *before* rolling the die), consult the Rally Table, and apply the result. *Also see the Unit Reduction Optional Rule, 16.6.*

Placement of Rallied Units

Newly Rallied units are placed on empty friendly Line of Communications hexes. If none are available, or you do not desire to place on there at this time, then the unit simply remains Broken; it is possible to try to Rally it again at a later time. (*Also see Rule 16.4 for additional Rally locations.*)

[11.0] REINFORCEMENTS

General Rule

Players may receive additional units over the course of play. These units are called **'reinforcements.'**

Reinforcements appear in the owning player's Movement Phase on the Game Turn indicated by the setup instruction in that game's Exclusive Rules.

Procedure

A player places his reinforcement units during his friendly Movement Phase next to the colored map edge hexsides indicated in that game's Exclusive Rules.

Important: The notion of reinforcements being poised directly at the map edge is strictly a *concept*. Until they enter the map, reinforcements have no effect on play. Off map units have no Zones of Control, may not attack enemy units, etc.

[11.1] Initial Movement: Reinforcements are presumed to be poised next to the map. When entering its first hex on the map, a reinforcing unit expends its Movement

Points normally according to the Terrain Effects Chart. Units entering along a road pay the road movement cost.

[11.2] March Order: When there is more than one reinforcement unit scheduled to appear at the exact same hex during the same Game Turn, they are lined up off map, one behind the other, with the 'lead' unit poised next to the map entry hex itself. To simulate this 'march order' column of troops, each such unit spends **one more** Movement Point than its predecessor did to enter the map.

[11.3] Timing: Reinforcements may arrive at any time during the friendly Movement Phase of the scheduled Game Turn. Once on the map, reinforcements are treated as normal units for all purposes.

[11.4] Blocked Entry: Reinforcements may not enter a hex that is, at that moment, occupied by an enemy unit. A reinforcing unit *may* enter a hex in an enemy ZOC, but must cease movement normally.

[11.5] Delaying Arrival: A player may voluntarily delay reinforcements from Game Turn to Game Turn, bringing them into play on some later turn (if at all). *This is what a player must do when a reinforcement's entry location is blocked by another unit.* Whether a reinforcement is brought into play on its scheduled turn or later, it **must** appear at its scheduled entry location.

[12.0] ARMY MORALE

General Rule



Each side starts the game with a number of Morale Points as indicated in its game's Exclusive Rules. Morale Points represent a side's level of motivation and command skill during that campaign. Players may expend Morale Points to enhance their movement, combat and rally operations.

Keeping Track of Morale Points

Morale Points are recorded on the Morale Track using the Morale markers.

[12.1] Gaining / Losing Morale Points:

See the **Morale Chart** for specific in-game actions that raise and lower Morale Points. If two or more events occur simultaneously that would change a player's Morale Value, first *add* and then *subtract all* Morale Point changes that must be applied.

[12.1.1] Maximum Morale: A side's Morale Value may never exceed ten (10), with any excess being lost.

[12.1.2] Morale Destroyed: If a side's Morale Value ever reaches zero (0), then that side **immediately loses the game**. If this occurs to both side simultaneously, the game is a draw.

[12.2] Committing the Guard:



Certain units, often referred to as **'Guards'** (i.e., ones with a **red Movement Allowance** as shown here) were typically held back and committed only at critical times.

[12.2.1] Forward: A player must spend a Morale Point to **'commit a Guard unit'** (i.e., to move it from a hex that is *not* previously able to attack an enemy unit into one where it may now do so – **even when it does not, such as at Night**).

Exceptions:

- There is no cost to commit a Guard unit if *either* side has only **1** Morale Point remaining.

This would be the critical moment in a battle when the Guard was expected to join the fray.

- There is no Morale cost for a Guard unit to Advance After Combat (9.9).

At that point, that Guard unit is already assumed to be committed.

[12.2.2] Le Garde Recule: If an **attacking** Guard unit in a battle could not *conceivably* Advance After Combat (9.9.2), either because it was not victorious or did not survive an **EX** outcome, that side loses one (-1) Morale Point. That Guard unit does **not** have to *actually* advance, it simply must be *capable* of doing so.

This Guard unit morale adjustment is in addition to other morale-adjusting factors.

The French Guard unit pays 1 Morale Point (MP) to move adjacent to an enemy unit that is across a bridge hexside, setting up a very important attack. It Routs (DR) that enemy unit: The enemy = -1 MP for Routing.

That unit then Breaks in a prohibited retreat: France = +1 Morale (for breaking the enemy unit). When Routed units Break, there is no additional MP loss.

Spending Morale Points

A player may only ever spend a **single** Morale Point at a time for these purposes:

[12.3] Forced Marching: During your Movement Phase, you may spend a Morale Point to increase the Movement Allowance of **all** your units by one (+1).

[12.4] To Rally: When you attempt to rally units, you may spend a Morale Point for a plus one (+1) die roll modifier to *all* your rally die rolls conducted at that time.

[12.5] Committing Reserve Troops to Battle: During a Battle's Steps B and C, the attacker and defender respectively may each spend a Morale Point to add one (+1) to their side's total battle strength in that particular Battle.

[12.6] Committing the Guard: During your Movement Phase, you must spend a Morale Point to move your Guard unit into a hex *from* where it was not previously able to attack an enemy unit *into* one where it may now do so (12.2.1), **unless** either side has only 1 Morale Point.

[13.0] PASSING ("LULLS")

General Rule

After the first Night Game Turn occurs, during any subsequent Day Turn where both players have units on the map, if a player does NOT Force March his army, nor do any Battle die rolls (9.0) occur during his opponent's Reaction Phase or his own Combat Phase, that player gains one (+1) Morale Point at the end of his Player Turn if **either** one of these applies:

- A) He has fewer than 6 Morale Points, – OR –
- B) His side does not have *more* Morale Points than his opponent's.

[14.0] NIGHT TURNS

General Rule

During Night Game Turns, the following rules apply:



- **No ZOCs:** All units lose their ZOCs.
 This is a way to exit enemy ZOCs. In effect, all units can disengage at night.
- **Speed Limit:** All Movement Allowances are reduced to **one (1) MP**. This *may* be increased as usual by Roads and/or Forced Marching.
- **No Battles:** No combat occurs at night.

Additional Activities

The following '**Night Operations**' are skipped during non-Night Turns. They are only performed during the Night Operations Phase of a player's Night Turn and **must** be conducted in order.

1. **Rally:** You may Rally friendly units.
2. **Morale Loss due to Captured Terrain:** If you have units physically occupying enemy LOC and / or Objective hexes (i.e., one in the opposing side's color),

their morale loss effects are now applied according to the **Morale Chart**.

3. **Morale Recovery from Rest:** Your side increases its Morale Value by one (+1) point from a night's recuperation.
4. **Reconcealment:** If the Fog of War Optional Rule (16.1) is being used, reconceal (i.e., flip face-down) and place your side's Dummy units on the map.
5. **Reshuffle:** At the end of the Second Player's Night Turn, reshuffle the cards to create a fresh Draw Pile.

[15.0] HOW TO WIN

General Rule

Each side has its own victory conditions based upon Morale Values:

- A **French Decisive Victory** is achieved if, at any time, the Anti-French side's Morale is reduced to zero (0) and French Morale is one (1) or more.
- An **Anti-French Decisive Victory** is achieved if, at any time, the French side's Morale is reduced to zero (0) and Anti-French Morale is one (1) or more.
- An **Anti-French Marginal Victory** is obtained if, at the end of the game (i.e., at the conclusion of the last Game Turn) the Anti-French side's Morale Value is at least 1 higher than the French side's Morale Value.
- A **Draw Occurs** with any other result.

[16.0] OPTIONAL RULES

Players can use these Optional Rules in any combination desired.

[16.1] The Fog of War: Hidden Units

Players place their units face-down at all times (including during setup). Units may be inspected freely by their owner but remain hidden (i.e., face-down) to the enemy until revealed. Face-down units function normally in all other respects.

[16.1.1] Revealing Hidden Units:

Face-down (i.e., hidden) units are revealed (flipped face-up) thus:



- At any time the owning player desires.
- When paying a Morale Point to 'Commit the Guard' (12.2), that Guard unit, if hidden, must be revealed.
- At the end of each non-Night Turn's **Movement Phase**, if there is a friendly, face-up, cavalry unit adjacent to a hex containing face-down enemy units, reveal all those enemy units.
- When an enemy cavalry unit attempts to move during its **Reaction Phase** via Disengagement (8.3) or Penetration

(16.2), and you wish to prevent that maneuver with a hidden friendly cavalry unit, that hidden friendly cavalry unit is revealed.

- **After** all battles are declared during a **Combat Phase** (i.e., which friendly units are attacking which other, possibly hidden, enemy units), all units involved in combat are revealed.

No Advance After Combat occurs when only a hidden Dummy unit is revealed in Battle. (*No combat; no advance.*)

[16.1.2] Reconcealing Units: Face-up units remain revealed until the end of each player's Night Turn, at which point all of that player's face up-units are turned face-down to begin the new day.

[16.1.3] Dummy Units: Each side receives one or more '**Dummy**' units in their counter mix.



- Unless specified, no Dummy units are deployed on the map during setup.
- One Dummy unit per turn may be placed on the map, if available, with the arrival of any newly Rallied or Reinforcement unit. It is stacked with that unit and one of them **must** be moved from that hex so that they are not stacked together by the end of their owner's Movement Phase (6.9).
- Dummy units are also placed on the map when units are reconcealed, usually at Night (14.0). When available, they are placed in hexes containing a friendly unit that is **not adjacent to an enemy unit**. After placement, the owner must immediately relocate one of those two stacked units (real or Dummy) to an adjacent hex that is also not adjacent to an enemy unit.
- A Dummy moves as a cavalry unit (with a Movement Allowance of 3), *but moving them only 2 helps to conceal them among infantry units!*
- The instant a Dummy unit is revealed, it is removed from map (at no Morale cost). It can return during the next opportunity for reconcealment.
- When declaring battles (9.2), include hidden Dummy units! Their declared battles **do** fulfill the attacker's mandatory combat requirement (9.1). *That is, a player can use unrevealed Dummy units in diversionary attacks.*
- When revealing units as per 16.1.1, Dummy units **do** cause enemy units to be revealed. *Think of them as scouts.*
- Until revealed, a Dummy functions in all ways as normal unit and does control the hex it occupies (e.g., an enemy Objective or LoC hex).

- Until revealed, a Dummy functions in all ways as normal unit and does control the hex it occupies (e.g., an enemy Objective or LoC hex).

[16.2] Cavalry Penetration



During your Reaction Phase, friendly cavalry units may move through enemy ZOCs under certain circumstances.

Procedure

Cavalry Penetration occurs only during the friendly Reaction Phase as a cavalry unit's single action. The cavalry unit must begin its Reaction phase adjacent to an enemy unit. It can then move into another hex that is *also* adjacent to an enemy unit (even moving from one hex in an enemy ZOC to another), but then it must cease its movement for that Phase and **cannot** conduct a Countercharge attack.

- The Penetrating cavalry unit **cannot** begin in or enter the ZOC of an enemy *cavalry* unit.

This move is, in effect, the *opposite* of **Disengagement** (8.3).

[16.3] Artillery Support



Individual batteries of artillery were often detached from parks to nearby formations to help shore up threatened parts of the line.

[16.3.1] Defensive Support: If no attack has been declared (9.2) against an Artillery unit, it adds one (+1) to the strength of all friendly **defending** units in its Zone of Control (if it currently has one). This benefit has no Morale Point cost and applies during Enemy Combat *and* Reaction Phases.

[16.3.2] Bombardment: Artillery units can attack across Major Rivers or other prohibited terrain hexside by **Bombardment**. Bombarding Artillery units may attack, either alone or combined with other friendly attacking units, using their **normal** (printed; *not* doubled as per 9.2) Combat Strength.

When Bombarding, Artillery units enjoy a limited immunity to adverse combat results, treating all **AB** or **AR** results as **AW**. If an **EX** result occurs, Bombarding Artillery can **never** be Broken to satisfy Case 9.6.7; if the Artillery unit is attacking alone via Bombardment, treat any **EX** results as **eNgaged** instead.

[16.4] Additional Rally Locations

In addition to vacant LOC hexes, you may also place Rallied units (10.0) in a 'Rally hex' that meet *all* of these conditions:

- It must be an **empty** Town, Fortified, Redoubt or same-side's Objective hex (*i.e.*, a 'natural rallying point').

- It must be 'a safe distance' of at least 4 hexes away from the nearest enemy unit **and** closer to the nearest friendly LOC hex than the nearest enemy unit is to that LOC hex (*i.e.*, 'behind friendly lines').
- It must be able to trace a path of hexes to the closest friendly LOC that is not occupied by an enemy unit; this path may be of any length, but cannot pass through any hex containing *or adjacent* to an enemy unit, or across impassable (e.g., unbridged or unforded) major river hexsides (*i.e.* 'not isolated behind enemy lines').

[16.5] Routed Units



Units that Rout receive additional restrictions.

[16.5.1] Indicated Routed Status: Place a 'Routed' marker on routed units after they complete their Rout Movement.

[16.5.2] Rout Effects: Are as follows:

- Routed units may only move if they **continue to retreat**. That is, any Movement Points they spend must be in accordance with Rule 9.8. *They may elect to simply stay in place.*
- Routed units lose their ZOCs.
- Routed units have their combat strengths reduced by 50% (round fractions up) when both attacking and defending. This does *not* affect a defender's Terrain Strength benefits.
- If all of the units of one side participating in a battle are already marked as Routed, they may not have a Morale Point spent to commit their reserves to battle (12.5).
- Routed units cannot Advance after Combat.
- Routed units Retreat and Rout again normally if compelled to do so.

[16.5.3] Rout Recovery: Every routed unit (even one that just suffered an **AR** result) recovers automatically at the end of that Player's turn if it is **not** in an enemy Zone of Control.

[16.6] Unit Reduction

Broken units can return to play as smaller formation, reduced-strength units called '**Cadres**.'

[16.6.1] Partial Rallying: When you conduct a Rally Check for an Infantry unit, you may treat a 'No Effect' outcome as a '**Partial Rally**' result.

- Eliminate the Infantry unit that you were rolling for (*i.e.*, it is permanently removed from play), and
- Receive ('Rally') one of the generic, 1-strength Cadre units instead.

[16.6.2] Cadre Units: Cadre units function as normal Infantry units except, if they are ever Broken, they themselves cannot be Rallied. When Broken, they are returned to their owner's available pile instead and are available for future reuse.

[16.7] Unit Breakdown and Buildup

General Rule



Before it moves during its owner's Movement Phase, a '**large**' (*i.e.*, having a **Combat Strength of 2 or more**) infantry-type unit (only; other types are not eligible) can be exchanged for (*i.e.*, '**broken down** into') **two** Cadre units, if available, at the cost of 1 Morale Point. Conversely, at the end of their owner's Movement Phase, two Cadre units may be stacked together and then be exchanged for (*i.e.*, '**combined** into') an *eliminated* large infantry unit and 1 Morale Point recovered.

[16.7.1] Breaking Down: A player must have two available Cadre units in order to break down a large infantry unit.

Remove the large infantry-type unit being broken down from the map and place it among your *eliminated* units (*i.e.*, it cannot be Rallied). Replace it in its hex with two Cadre units. These newly placed Cadre units are free to move and engage in combat this turn.

- There is a **minus one (-1) Morale Point** cost to break down a unit thus.
- If an *unrevealed* large infantry unit breaks down, one Dummy unit, if available, can also be added to that stack when it is formed.

[16.7.2] Combining: Any two Cadre units of the same nationality can end their owner's Movement Phase stacked together (an exception to Rule 6.9). When they do so, they are removed from the map and replaced in that hex by their owner's **weakest eliminated** large infantry unit of that same nationality, which is then free to participate in combat that turn.

- There is a **plus one (+1) Morale Point** gain when building up a large infantry unit thus.

GAME CREDITS

Game System Design: Joseph Miranda
Documentation and Game System Development: Alan Emrich
Art & Graphic Design: John Cooper
Playtesting: Mark Beninger, Nick Chartier, Michael D'Alesandro, Scott DiBerardino, Joe Donnelly, Patrick Luque, Lance McMillan, Kim Meints, Stephanie Newland, Randall Shaw

NAPOLEONIC 20 DESIGNER'S NOTES

By Joseph Miranda

My challenge was to design a realistic, playable game of a major campaign with only 20 units or less on the map. I chose the Waterloo Campaign as my starting point and designed the first game in this series for *The Strategist* wargaming newsletter back in 1999. This new **Victory Point Games** edition is a better-tested and refined, graphically enhanced version of what I hoped would become a new 'classic' game system – sort of a modern, miniaturized version of the old **Avalon Hill Waterloo** game from the 1960s.

Why Start with Waterloo?

The Waterloo Campaign worked nicely for my initial design goals because the number of corps adds up to 18, because of the colorful units, and because of the nature of the campaign. The campaign itself was actually a series of battles fought over a three day period, involving four major actions (Ligny, Quatre Bras, Wavre and Waterloo), so I designed this game system to give the players tactical and operational elements. This type of campaign was perfect for what I wanted to accomplish.



Combat Strengths

Combat strengths were based on a variety of factors, including manpower, number of artillery pieces, and training. By keeping the values relatively low, the Differential Combat System works particularly well.

The variety of combat results and their various effects show the nature of an engagement in battle at this time. Results range anywhere from indecisive to Routing (with the die roll nicely simulating the varying degrees that units might flee before recovering) to Breaking (where a unit is *not* 'completely destroyed,' but it is ineffective until formally Rallied).

Cavalry

Given the scale of the game system, there was an issue to portraying cavalry. In **WATERLOO 20** I gave the French their four cavalry corps and the British get one big cavalry unit. Thus, the British cavalry is more effective as a massed shock force,

but less useful for screening and pursuit, as are the more granular French corps are.

The Prussians did not get a cavalry unit because their cavalry formations were intrinsically part of their infantry corps. Admittedly, we could have had a special 'combined arms' rule or something in built it into the Prussian units to show this, but to keep the game simple I just factored the cavalry into the Prussian unit strengths.

The idea is that the French get a better balanced force, while the Prussians and British each have their own strengths.

Rout Effects

People have commented that, because Rout effects are removed at the end of a player's turn (i.e., the end of his Combat Phase), that the penalties seem much less severe when an attacking unit routs than it does when a defending unit routs. This is correct and intentional for the following reasons:

First, as a principle of game design, performing administrative stuff at the *end* of a player's turn is usually 'neater,' especially in near-introductory level wargames (like the **NAPOLEONIC 20** system). Interrupting the flow of a player's turn to do housekeeping chores has a bad feel and can make the game's Sequence of Play clunky and hard to master.

Second, let's consider the matter of simulation 'realism,' and for this we'll consider the implications of the Optional Rule concerning rout effects.



Suppose you suffer a **DR** result; your unit routs and essentially loses its next Movement (it can only move back toward your LoC) and Combat Phases (suffering greatly reduced strength, but more likely will have routed far away from being in any position to attack whatsoever), all because it will not recover until the end of its owners' *next* Player Turn. Essentially, it is knocked out of action for a single turn (perhaps two if it routed a full six hexes).

If you suffer an **AR** result, your attacking units are pushed back one die roll's distance. Unless you roll a very low rout number, you should not be able to get back into a position to attack for at least another turn. Thus, that attacking unit is effectively out of action during your next Player Turn.

The key concept with an **AR** result is that *the attack failed*. My design reflects that when a defending is routed it is going to be in worse shape than when an attacking unit routs. This is because when a defender is routed, the attacker is making a deliberate

effort to upset that unit's cohesion and may be pursuing. Conversely, when the attacker routs, he is just being thrown back out of the immediate vicinity of the battle.

This system is designed around large scale formations (i.e., Corps level units). You are not seeing individual regiments rout as they might in a more detailed miniatures game. My task was to consider the overall impact of routing at *higher scale*.

Movement Rates

The movement rates were deliberately kept low to prevent players from conducting unrealistic outflanking maneuvers. The low rates also show the significance of using roads and forced-marches to enhance maneuverability during the types of campaigns that the **NAPOLEONIC 20** system was designed to simulate.

Terrain Effects

Some players have wondered why the defender gets only the single most advantageous benefit when defending, and not *all* the benefits that hex might provide. That is, if a unit is in a town *and* behind a river, shouldn't they receive a cumulative benefit in defense for *both* terrain types?

No. This is a simple 'design for effect' mechanic reflecting to the short range of weapons of this period and ground scale of each hex. Basically, a unit would either defend in one position or another. Thus, a unit might defend at the stream's edge or back in the town, but they could not effectively combine *both*.

Random Events

Random events add an element of uncertainty into the campaigns, help 'tell the story' for each one by including events that are very specific to it, and generally increase the friction of war (as von Clausewitz calls it). As students of history know, variables such as these can be decisive when campaigning at this scale.

Because of these random events, players must think intuitively about what *might* happen, carefully consider how and where to allocate their forces, which routes of march to take, and where they want to fight their decisive battles. It's a delicious puzzle that makes for great gaming.

Terrain Features

Like everything else in this game system, the goal was to keep things simple. The different terrain types are generic enough



to cover a wide variety of campaigning locations for other games in the series.

The Objective Hexes were an addition that playtesting revealed the need for. They're included to keep players geographically focused around key areas important to each campaign's 'story' and give players a place to maneuver to and make their stand (or assault) at.

Morale Points

Extremely critical is the trade-off when allocating Morale Points for movement, rally and especially combat purposes. These decisions are actually easier to make when using only a small number of units, and so this mechanic is particularly suited to the NAPOLEONIC 20 game system.



In essence, Morale Points are a resource that the players can collect (during Night turns, by breaking enemy units, and through the occasional random event), lose inadvertently (through battlefield reverse and, again, through the occasional random event) and wisely spend at critical moments. Committing Guard units (e.g., the French Imperial Guard) can also have a serious impact on army morale, so this is *not* a decision to be made lightly. Above all else, Morale Points are directly tied to the game's Victory Conditions, so players must be judicious about every Morale Point expenditure that they make.

Summary

So there you have it. My goal with the NAPOLEONIC 20 system was to give players the big picture and have them make the big decisions: which way their army will go, cost effectiveness of constant attacks versus morale loss, dealing with the fickle and ever-changing fortunes of war, etc.

Joe Miranda lives in the Los Angeles area. He has been the editor of *Strategy & Tactics* magazine for many years now, and is responsible for innumerable game designs on topics ranging from ancient warfare to galactic conquest, in sizes ranging from huge (a.k.a. multi-map 'monster' games) to diminutive (such as this small-format offering published by Victory Point Games).

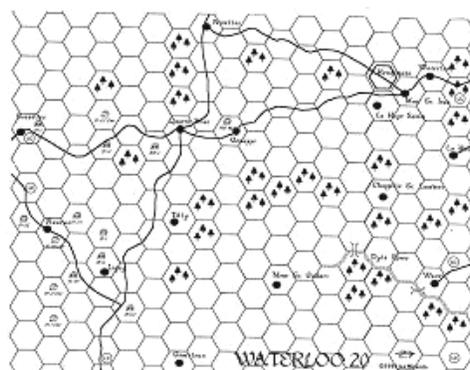
Joe's gaming website can be found at: <http://home.earthlink.net/~jamiranda/gaming.html>

DEVELOPER'S NOTES

By Alan Emrich

Long before **Victory Point Games** was a glint in my eye, Joe Miranda sent me a computer scan of a dim photocopy of a mimeographed newsletter that looked like it was revived from the wastebasket moments before being thrust into an incinerator. If you *tried* to give a game a worse presentation, you would have been hard pressed to top my first encounter with **WATERLOO 20**. I glanced at it, wished it were nicer looking and fully developed, and filed it away on my computer where it faded from memory for years...

Then, along with my students, we started up **VPG** to make small-format games, and suddenly I needed some 'example' games to publish and thus demonstrate to future classes what we could do together. Finding favors with Jim Dunnigan and Christopher R. "Doc Decision" Cummins was a start, but my old amigo Joe Miranda wanted to help. Among the games he graciously submitted for consideration, *none* was this game! Instead, I blew the cobwebs off my dusty memory banks and remembered that I had this old chestnut on my computer somewhere; the search was on!



This is the original black-and-white look of the *Waterloo 20* game map. The original counters are shown further on in this article; they were black-and-white too, so I 'colorized' them for you. -AE

Finding it, then rolling my eyes at all the development work there was to do, I dove in and started putting together our **Victory Point Games** edition of '*Loo 20*.'

Love at First Fight

The first playtest kit I produced – with my quickie map, NATO symbol adorned units, and nice draft rules – taught me that Joe had designed not a mere game, but a true game *system*. Right from the outset, I was developing *two* projects: **WATERLOO 20** the game, and **NAPOLEONIC 20** the game *engine*. I could sense the potential,

but knew it would be even *more* work to completely realize this project as a potentially expanding game *series*.

Joe has a lot of clever ideas packed into this game system. His use of Morale Points was inspired, as was brilliant way that he caught the 'feel' of operations at this level of campaigning. It was terrific how many cool decisions a player faced each turn.

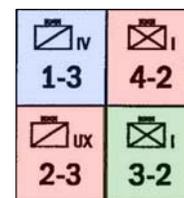
The random events, however, were too narrow and repetitive, being initially designed as a simple D6 Table. I'm a guy who likes a little more *story* with his game, so I put the random events onto cards, made a few more of them, added a variant unit (Frederick's corps) and ran it by Joe. He loved it and suggested further improvements. Like the great teams of the past (Abbot and Costello, Rock and Roll, Hitler and Mussolini), Designer Joe and Developer Alan hit it off right away, playing to each other's strengths as we constantly exchange emails and phone calls to make these games. It was like the old days when I worked on Joes, *Crisis 2000* game for *GameFix* magazine and Joe, myself, and the playtesters were having a great time!

So we scrupulously playtested both the Standard and Exclusive game rules, ironing out the kinks in both the game and system. It became fast apparent that player's lacked 'direction' on the map, and so Objective Hexes were added to help 'steer' things beyond just the LOC hexes around the map edges. That was a huge addition, especially as I had started working on a proof-of-concept game design to demonstrate the versatility of the game *system*: **JENA 20**.



Drawing Blanks

Joe's original vision for the game was to use twenty 1/2" counters.



Unfortunately, the game also needed a Game Turn and Morale markers at the very least, so we upped the size of the counters to 5/8" and made 40 of them. Now we had plenty of room for markers and variant pieces, so we got busy cooking them!

Optional Rules and units began to flow – ideas that would build onto the game's *system* and not just **WATERLOO 20**. It was the development of the Fog of War rules that took the game to a new level. Joe



came up this idea, but developing it into a richly working system was no mean feat. Now, I believe, it is one of the crown jewels of the game. If you haven't played with a live opponent and hidden units yet, you should!



The Cadres were a response to the requirements to garrison locations like LOC and Objective hexes, without dispatching the large-formation units in the game to do so. They also incorporated themselves naturally into the Fog of War and Rally mechanics of the game.

Turn and Turn Again

The game system (to say nothing of the first two games, **WATERLOO 20** and **JENA 20**) went on to success. However, players kept asking questions, rules were being clarified, and many new designers stepped forward to follow in the footsteps of **JENA 20** to design their own entries into the exciting **NAPOLEONIC 20** series. This called for some new terrain types to be added (minor rivers, redoubts, slopes, etc.), a new units type (artillery, plus Exclusive Rules for Cossacks and Militia infantry units), which led us back to our *artiste extraordinaire*, John Cooper.

Let's face it, all the development in the world won't get noticed without some nice graphics (or, as my daughter says, "boys don't notice your brains first"). We were very fortunate that I had seen John's work on his personal redesign of the counters for SPI's old *Napoleon at Waterloo*. The fruits of his private labors are now made public, to much ovation, in these games.

Now it's a matter of going through the backlog of submissions for **NAPOLEONIC 20** system games, and then seeing what new systems might be in store for future series! For that, let me introduce the new Game Series Developer who is taking my place, Lance McMillan:

NAPOLEONIC 20 SYSTEM DEVELOPER'S NOTES

By Lance McMillan

Unit Values

At the very broad-brush scale of the **NAPOLEONIC 20** games, the quality of a corps worth of troopers really doesn't make a whole heck of a lot of difference: with perhaps only one or two exceptions (and those based chiefly on raw numbers and not training/experience), they're all going to end up rated at '1' strength.

However, there are other issues involved because of the game system itself. Take for example the notion of 'elite' troops. Thus far, we've only rated a

very few select formations as 'elite.' During our playtesting of **RUSTERLITZ 20**, the question came up about giving the Austrian heavy cavalry an 'elite' rating.

Now, arguably, they might warrant 'elite' status based on their training, motivation, historical performance, and so forth – but in game terms, giving them (or any cavalry unit) 'elite' status would create major problems.

A Horse is a Horse?

One of the chief in-game effects of 'elite' status is that you subtract two from your rout rolls. If you couple that with the fact that cavalry won't generate a morale loss unless it rolls over its movement rating (a three), then you end up with the bizarre situation of heavy cavalry being pretty much immune to routing and becoming the supreme defensive units in the game.

What I'm getting at is that the entire process of deciding how we rate an individual units in the **NAPOLEONIC 20** series is a very subjective process, dependent not *just* on our historical research, but also heavy influenced by discussions among the design team, and the results of fairly extensive playtesting.

Matters of Scale v. Unit Types

Some have commented about the "feel" of having cavalry units attacking into or defending in town hexes, or artillery units that can attack into cities, but not support an *adjacent* city hexes in defense (Optional Rule 16.3) because it's ZOC does not

extend to and adjacent city hex. At first blush, these game mechanics might raise eyebrows, but really it's all a matter of scale and perspective.

Remember, these games tend to be corps level, with hexes that are 1/2 to a full mile across, and turns that are roughly 4+ hours long. There's plenty of room in there for a squadron or two of cavalry, quite likely with horse battery support, to maneuver and threaten or drive off a foe – also keeping in mind that many cavalry formations had troopers equipped with carbines and trained in skirmishing tactics.

There's a great anecdote I came across in my research for the **SMOLENSK 20**

Expansion Kit, where a single Russian cavalryman in a small wood held up a French regiment for several hours by taking pot shots at them! They eventually had to bring up a battery of guns to blow the copse of trees down to finally take him out so the regiment could resume its advance. Those kinds of stories get lost in the background with an operational level system like this, but they're still



"Between the Event cards and the rather mercurial combat resolution, players never really *know* whether they're doing as well as they think they are, yet they still maintain the feeling that they're in control.

It's almost as if (system designer) Joe Miranda has somehow given the players the "illusion" that they're in control and know what's going on, when in fact they don't. It's very similar to what I suspect their historical counterparts would have felt."

– Lance McMillan

happening "just below the radar" of the units of maneuver in the game. So, yes, cavalry can (and did) attack into/out of towns with considerable determination.



The artillery units in these games are the great "grand batteries" or "artillery parks" of upwards of 100 guns, and the large trains of ammunition wagons that supported them. These formations were notoriously slow, unwieldy, and occupied large sections of the line when deployed.

Our feeling was that while it was certainly feasible to line up the guns in a convenient field or open square and blast away at some building or other that was being used by the enemy as a strongpoint for their defense, it was much more difficult to maneuver several batteries through an unmarked series of narrow streets and effectively deploy them to counter an emergent enemy assault.

Remember, this "they can't support certain adjacent friendly units" issue only applies in situations where the artillery and

adjacent friendly unit are in adjacent town hexes or across a river or there is some other such obstruction between them. If you want defensive artillery support, keep the field artillery outside the town (i.e., in the field).

Design for Effect

We don't just count muskets and arbitrarily say, 'okay, this one's a 3' and leave it at that. We playtest it as a 3, and as a 2 and a 4 as well – and sometimes we even try it out as a 1 or a 5. And we keep trying until we get the in-game effect we're looking for. It's all an evolutionary process – an *iterative* process, if you will, in our quest to get the right game *effect*.



Could some tweed-wearing scholar take exception to the fact that we failed to address the fact that the 32nd *Ligne* had pewter rather than brass buttons on their facings? Sure. Is the way we do things perfect? No, not by a long shot. But does any of that matter in what is supposed to be and was always intended as simply a simple, quick playing, and above all **fun** game system? Nope, not one damned bit – because if you're looking for an historical simulation that covers all those sorts of esoteric details that enable you can gain a greater insight into the deeper operational nuances of the campaigns our games cover, this is the wrong game series for you.

Get Series

The **NAPOLEONIC 20** series games are made first and foremost to be *played*, not studied. Most of them take only about an hour to get through a full game (and that's even with utter 'n00bs' who've never seen a hex-and-counter wargame before in their lives). We've only got eight pages of Standard Rules, and we've struggled with every game in the series thus far to keep the Exclusive Rules down to two pages.

With that in mind, you're just not going to get rules addressing the riding skills of Nappy's horsemen in that kind of a package – at least not in any recognizable detail. Do we try to address that and similar issues? Yes, albeit we do so very indirectly: in how we rate various units in comparison to one another. We try to 'abstract in' those elements via the unit values and core game systems.