

Mini-Nap 2 Appendix C: Engineering Guidelines

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The following guidelines may be used to determine how engineers can be used during the course of a game.

First, how many engineers do you get?

The number of engineers that each nationality historically used equates to (approximately):

French	1 Engineer unit per Infantry Division
Austrian	2 Engineer units per Infantry Corps
Others	1 Engineer unit per Infantry Corps

How do we represent engineers?

A unit (stand) of engineers is based on a 20mm x 20mm square base. An engineer unit only has one strength point.

How do engineers move?

Engineer units operate as very small and very independent single stand units.

- Engineer units are ***always in command***
- Engineer units are treated as, and move as, infantry in ***skirmish line formation***

A friendly engineer unit is moved and placed at any time during the player's Movement Phase. The engineer unit then remains in that position for the full Game Turn.

Can engineers fire?

No: Engineer units cannot fire.

Can engineers fight hand-to-hand combat?

No: Engineer units cannot fight hand-to-hand combat. An engineer unit is immediately removed from play if it is charged and contacted by any enemy unit. The enemy unit contacting the engineer unit then obtains a break-through once the engineer unit has been removed from play.

The Engineering Tasks

Most engineering tasks were done well before a battle took place. However, there were certain tasks that engineers could and did undertake during the course of battles. The details of those engineering tasks are:

1) Construct Local Earthworks

Major earthworks (and other field fortifications) were normally prepared well before a battle. However, some basic local earthworks may be constructed by engineers during the course of the game.

An engineer unit can construct a *straight* section of earthworks 2 cm long per full Game Turn (or 3 cm long per full Game Turn if constructed within 3 cm of a wood or forest). The section of earthworks is placed during the Determine Victory phase.

The section of earthworks must be placed in such a way that part of the section constructed is in contact with the engineer unit (stand) but not in contact with any other units or prohibiting terrain.

Once constructed, a section of local earthworks is treated as a stone wall (see the [Mini-Nap 2: Terrain Guidelines](#)).

2) Fortify a Structure

Only engineers can fortify structures during the course of the game. Further, only *landmarks* can be fortified. Landmarks are small individual terrain features, such as individual farm buildings, mills, chateaus, and the like (See the *Mini-Nap 2: Terrain Guidelines*). Bridges cannot be fortified.

First, the structure to be fortified and the engineer unit must remain in contact with each other for at least **one full Game Turn** (that is, the engineer unit moves into contact with the structure during one Game Turn then remains in contact with it through the entire next Game Turn).

First, to fortify the structure, there must be no enemy units on or in the structure to be fortified at the start of the Determine Victory phase.

If so, then the fortification can take place during the Determine Victory phase of that Game Turn (or any time there after providing that an engineer unit is in contact with it at the time).

Once fortified, the outer perimeter of the structure is treated as a stone wall (see: *Mini-Nap 2: Terrain Guidelines*).

Note: A structure previously demolished cannot be fortified during the course of the game.

3) Demolish a Structure

Only engineers can demolish structures during the course of the game. Further, only *landmarks* can be demolished. Landmarks are small individual terrain features, such as individual farm buildings, bridges, mills, chateaus and the like (see the *Mini-Nap 2: Terrain Guidelines*). Earthworks, general terrain features and linear terrain features cannot be demolished. A structure that has been previously fortified can be demolished.

First, the structure to be demolished and the engineer unit must remain in contact with each other for at least **one full Game Turn** (that is, the engineer unit moves into contact with the structure during one Game Turn, and then remains in contact with the structure through the entire next Game Turn).

Then, to demolish the structure, there must be no friendly units on or in the structure to be demolished at the start of the Determine Victory phase. If so, then the demolition can then take place during the Determine Victory phase of that same Game Turn (or any time there after providing that an engineer unit is in contact with it at the time).

Once demolished, all structures (except bridges) are considered to be *passable rough ground*. A demolished bridge is simply removed from play and is not longer passable or repairable during the course of the game.

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