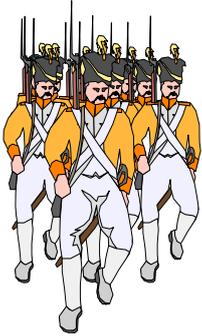


Mini-Nap 2 Appendix E: Multi-Corps Guidelines

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These multi-corps guidelines are specifically designed for use with the *Mini-Nap 2* Napoleonic wargames rules although they could probably be used with other rule sets as well.

In *Mini-Nap 2*, players normally play with a force of upto a corps in size. Nevertheless, the *Mini-Nap 2* systems readily allow for larger multi-corps games to be played, but obviously such games will require more time and space.

Firstly, whenever one side in a game has more than one corps, then that side becomes an *Army*. Corps historically designated as *Reserve Corps* (such as the French Guard Corps, various cavalry corps, etc) can only be used in multi-corps games. Normally only one Reserve Corps is deployed within an army but on very rare occasions there may have been two.

An army is given an *Army Commander*. The Army Commander is based on a 30 mm diameter stand with four mounted figures. An army command stand is treated just like any other command stand (see the main rules).

How do you determine the quality of an Army Commander?

Each Army Commander must be given a command *quality*. The command qualities for Army commanders are *Exceptional*, *Charismatic*, *Inspiring* and *Impersonal*.

- **Exceptional** Only for those special few
- **Charismatic** For those few who were a cut above the rest
- **Inspiring** For capable army commanders
- **Impersonal** For many army commanders

As a guide, the commander quality ratings for various well known army commanders would be:

BRITISH	Wellington	Exceptional
	Prince of Orange	Impersonal
	Moore	Inspiring
FRENCH	Napoleon	Exceptional
	Soult	Charismatic
	Davout	Charismatic
	Ney	Impersonal
AUSTRIAN	Archduke Charles	Inspiring
	Archduke John	Impersonal
PRUSSIAN	Duke of Brunswick	Impersonal
	Blücher	Charismatic
RUSSIAN	Tsar Alexander I	Impersonal
	Bagration	Impersonal
SPANISH	De la Cuesta	Impersonal
SWEDISH	Bernodotte	Inspiring
OTTOMAN	Sultan Suliman	Impersonal
	Mustapha	Impersonal

To determine the command quality rating of any other army commander, throw 1D6 (reading 1 to 6 with no modifiers) and refer to the nationality below:

BRITISH	Inspiring	1 to 4
	Impersonal	5 or 6
FRENCH	Charismatic	1
	Inspiring	2 to 4
	Impersonal	5 or 6
AUSTRIAN	Inspiring	1
	Impersonal	2 to 6
PRUSSIAN	Impersonal	All (Pre-1812)
	Inspiring	1 to 3 (1812 onwards)
	Impersonal	4 to 6 (1812 onwards)
RUSSIAN	Inspiring	1 or 2
	Impersonal	3 to 6
SPAIN	Inspiring	1 or 2
	Impersonal	3 to 6
OTHERS	Impersonal	All

Does an army commander have a command range?

Yes. An army command stand has a *command range* based on the commander's quality just like any other commander (see the main rules – *Command* section). An army commander's command range is:

Commander's Quality	Command Range
Exceptional	Units within 15 cm
Charismatic	Units within 12 cm
Inspiring	Units within 9 cm
Impersonal	Units within 6 cm

Any unit within an army commander's command range is in command regardless of which brigade, division or corps that the unit belongs to.

Aide-de-Camps

An Army commander is also given a number of *aide-de-camps* to use depending on his quality thus:

Army Commander's Quality	Number of Aide-de-Camps
Exceptional	5
Charismatic	4
Inspiring	3
Impersonal	2

How are these aide-de-camps used?

During the *Remove Loses* phase (see the main rules), if a friendly **division commander** is about to be removed due to loses, then the army commander must *immediately* opt to either **send** an aide-de-camp to assist that commander **or to not send an aide-de-camp** to assist that division commander.

If an aide-de-camp is not sent, then that friendly division commander is simply removed at the appropriate time as per the rules. Once removed from the game, that division commander cannot return to the game.

If an aide-de-camp is sent, then the arrival of the aide-de-camp is represented by leaving that friendly division command stand on the table. That commander then commands his division as normal **for the next full Game Turn only**.

For that friendly command stand to remain on the table after that, the army commander must send another aide-de-camp during the Remove Loses phase of the next full Game Turn as noted above.

Once an army commander has sent (used) all of his aid-de-camps to aid his division commanders, then that army commander cannot send any more aid-de-camps.

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