

Mini-Nap Appendix C: Engineering Guidelines

For Version 8: August 2009

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

Firstly, how many engineers do you get?

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

| | | |
|----------|----------|--------------|
| French | 1 Stand | per Division |
| Austrian | 2 Stands | per Corps |
| Others | 1 Stand | per Corps |

How do we represent engineers?

A stand of engineers is based on a 2 cm x 2 cm square base. An engineer unit has only strength point. Normally units reduced to one strength point are removed from play; however, engineer units are exempted from this rule.

How do we move engineers?

Engineer units operate as very small independent single stand units and engineers are always in command. Engineer units are treated as and move as per unformed infantry. Engineers are moved and placed in position when the Corps command stand is moved and placed. The engineer unit then remains in that position for the remainder of the Game Turn.

Can engineers fire?

No; engineer units cannot fire nor can they return fire.

Can engineers react?

No; engineer units cannot perform any reactions.

Can engineers fight Hand-to-hand Combat?

No; engineer units are eliminated and immediately removed from play if contacted by any enemy unit.

The Engineering Tasks

Most engineering tasks were done well before a battle took place. However, there were certain tasks engineers could and did undertake during the course of battles. The details of the three 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 may construct a *straight* section of earthworks 2 cm long per Turn, or 3 cm long per Turn if constructed within 3 cm of a wood or forest. The section of earthworks must be placed in such a way that part of the section constructed is in contact with the engineer unit but not in contact with any other unit or prohibiting terrain.

Once constructed, treat a section of local earthworks as a stone wall (See: [Mini-Nap: Terrain Guidelines](#)).

2) Demolish a Structure

Engineers can demolish structures during the course of the game. Engineers may only demolish *Landmarks*. Landmarks are small individual terrain features, such as individual farm buildings, bridges, chateaus, mills and the like (See: [Mini-Nap: Terrain Guidelines](#)). Earthworks cannot be demolished.

Firstly, there must be no units (friendly or not) on or in the structure to be demolished.

Next, the structure to be demolished and the engineer unit must remain in contact with each other for at least *one full* Game Turn. (The unit contacts the structure during one Turn, waits through the next entire game Turn, and then may demolish the structure on any game Turn thereafter providing an engineer unit is in contact with it at the time).

Once demolished, all structures except bridges are considered *rough ground*. Demolished bridges are removed from play and are not repairable during the course of a game.

3) Fortify a Structure

Engineers can fortify certain structures during the course of the game. Engineers may only fortify *Landmarks*. Landmarks are small individual terrain features, such as individual farm buildings, bridges, chateaus, mills and the like (See: [Mini-Nap: Terrain Guidelines](#)).

Firstly, there must be no enemy units on or in the structure to be fortified.

Next, the structure to be fortified and the engineer unit must remain in contact with each other for at least *one full* Game Turn. (The unit contacts the structure during one Turn, waits through the next entire game Turn, and then that structure is considered fortified for any game Turn thereafter).

A structure previously demolished cannot then be fortified during the course of the game though a fortified structure can be demolished.

Once fortified, the outer perimeter of that landmark is treated as earthworks.

Finally

These are recommended guidelines. If you find any problems, then sort them out as usual with a dice throw.

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