

Mini-Nap Appendix E: Multi Corps Guidelines

For Version 8: August 2009

These Multi-Corps Guidelines are specifically designed for use with the **Mini-Nap** 6mm Napoleonic wargames rules although they could probably be used with other rule systems as well. In **Mini-Nap**, the maximum force normally fielded and played with is a single Corps. Nevertheless, the **Mini-Nap** system does not prohibit larger multi-corps games to be played, but obviously such games will require considerably more time and space.

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

An Army must have an *Army Commander*. The Army Commander is based on a 30 mm diameter stand with four mounted command figures thereon.

How to Determine the Rating of an Army Commander

An Army Commander must be given a *rating*; the Army Commander Ratings used in these guidelines are:

- Brilliant Reserved only for those special few.
- Excellent For those who were a cut above the rest.
- Good For those who were above average.
- Average Most commanders are rated as average.
- Poor For those who were below average.
- Dreadful For those who just didn't have a clue for various reasons.

As a guide, the Army Commander Ratings for various well known Army Commanders are:

BRITISH	Wellington	Brilliant	
FRENCH	Napoleon	Brilliant	
AUSTRIAN	Archduke Charles	Average	
PRUSSIAN	Duke of Brunswick	Dreadful	(Upto 1812)
	Blücher	Good	(From 1812 on)
RUSSIAN	Tsar Alexander I	Poor	
SPANISH	De la Cuesta	Dreadful	
SWEDISH	Bernodotte	Average	
OTTOMAN	Sultan Suliman	Dreadful	

To determine the rating of other Army Commanders throw 2D6 (reading 2 to 12, no modifiers) and refer to the nationality below:

BRITISH	Excellent	12
	Good	8 to 11
	Average	2 to 7
FRENCH	Excellent	10 to 12
	Good	9
	Average	6 to 8
	Poor	4 or 5
	Dreadful	2 or 3
AUSTRIAN	Poor	6 to 12
	Dreadful	2 to 5
RUSSIAN	Average	8 to 12
	Poor	5 to 7
	Dreadful	2 to 4
ALL OTHERS	Dreadful	

For game purposes, the Army command stand is treated exactly the same as a Corps command stand (see Command in the main rules). The Army command stand is moved and placed at the very beginning of each new game Turn immediately before players move and place any of their Corps commander stands.

What effect does the Army commander have?

Within the basic game system; not a lot except as noted just above. The Army commander (and his Aide-de-Camps) had a limited ability to directly affect the course of battle once the Corps and Division commanders were given their orders by that Army commander and the battle was well under-way. The Army commander's influence is thus reflected in **Mini-Nap** by giving the Army commander a *Corps Command Factor* depending on the Army Commander's Rating thus:

Army Commander's Rating	Corps Command Factor
Brilliant	6
Excellent	5
Good	4
Average	3
Poor	2
Dreadful	1

For example, an Average Army commander has a Corps Command Factor of 3. This factor is basically the number of Corps that an Army commander may have *active* under his command at any one time (see below).

How do you activate a Corps?

As soon as a player gives any Brigade within a Corps the *initiative*, then that Corps is deemed to be *activated* (See the main rules: Initiative). All of the units within that Corps may then move, fire, etc, as normal as per the rules. As the game progresses, whenever the player gives any Brigade within another Corps the initiative then that Corps also becomes *activated*. All of the units within that newly activated Corps may also then move, fire, etc, as per the rules.

Now, an Army commander may not have any more Corps under his command active at any one time than allowed for by that Army commander's Corps Command Factor. For example, an Average Army commander can have upto three Corps active under his command at any one time.

Thus, whenever a player chooses to activate another Corps, a quick check must be made to see if the number of Corps currently activated under his command does not exceed that Army commander's Corps Command Factor. If the number of Corps activated exceeds the Army commander's Corps Command Factor, then one of those active Corps must be *de-activated* immediately. Once a Corps has been de-activated, then that Corps cannot be re-activated again until the next full game Turn, so be careful.

For example, an Average Army commander activates another Corps bringing the total number of Corps activated under his command to four; an Average Army commander may only have upto three Corps active under his command at any one time, thus one of those four activated Corps must be de-activated immediately.

What can the units do in a Corps that has been de-activated?

Once a Corps has been de-activated, then the only thing that the units can do within that Corps is to react (see the main rules: Reactions). As noted above, once a Corps has been de-activated this Turn, then it cannot be re-activated again until the next full game Turn.

What can the units do in a Corps that has not yet been activated?

Where a Corps has not yet been activated this Turn then the only thing that the units can do within that Corps until that Corps is activated is to react (see the main rules: Reactions).

Do Army commanders have a Command Radius?

Yes; an Army command stand has a *command radius* based on the commander's rating just like corps and division commanders (see the main rules: Command) thus:

Commander's Rating	Command Radius
Brilliant	20 cm
Excellent	18 cm
Good	16 cm
Average	14 cm
Poor	12 cm
Dreadful	10 cm

How is this command radius used?

It is used as per the main rules. Remember, during the normal course of play, as soon as a Brigade is given the initiative or a units needs to react, a simple check is made to see how far the units of that Brigade are from the *Division* command stand commanding (controlling) that Brigade. A player can instead choose to check to see how far

a unit of that Brigade is from either the *Corps* command stand commanding (controlling) that Division or from the Army command stand (see the main rules: Command).

Removal of Army Command Stands

An Army command stand can be removed during the game just like Corps command stands (see the main rules).

Finally

As I always say: remember; **it's a game**. Try and have fun! Sort out any problems that you may have with a dice throw.

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