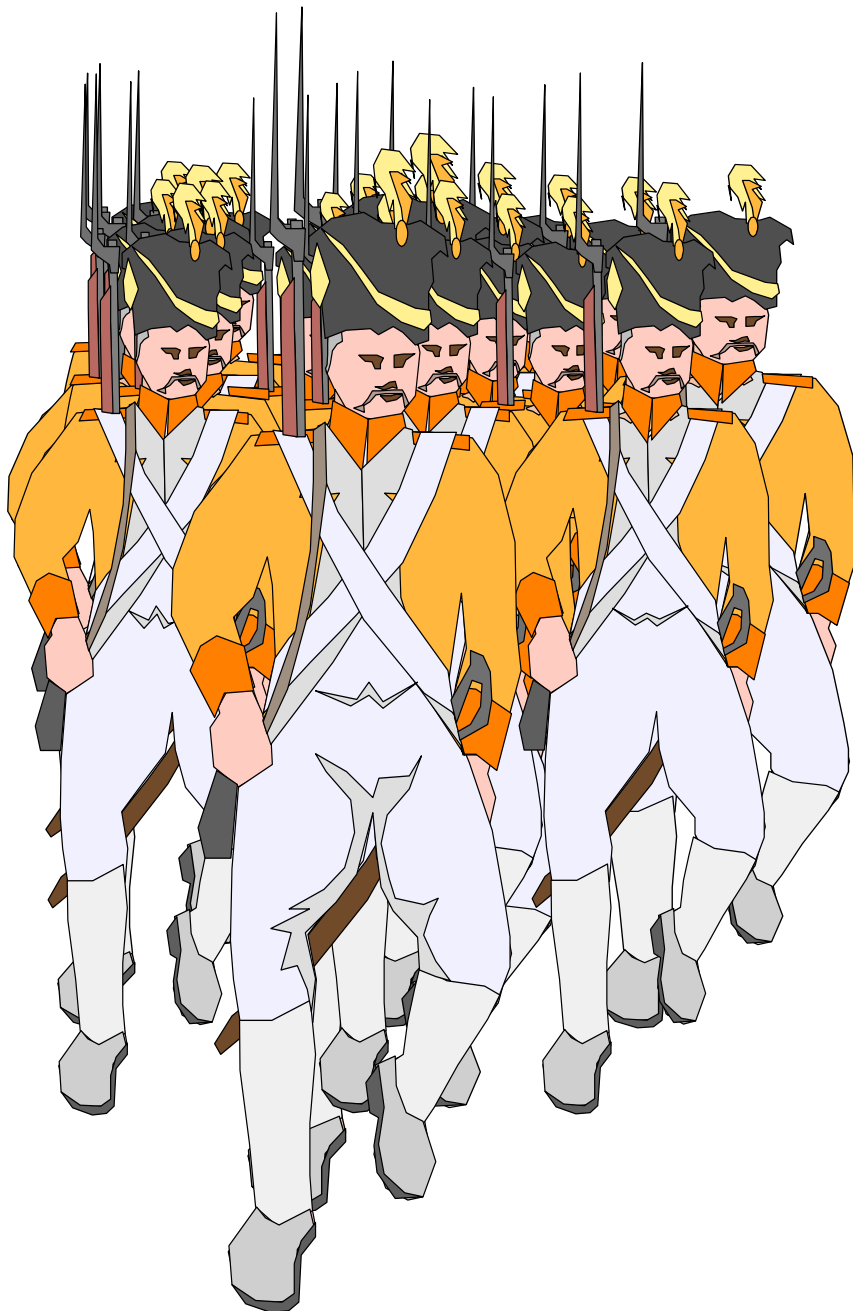


Mini-Nap

RULES FOR CORPS SCALE WARGAMES IN THE NAPOLEONIC ERA USING THE 6mm SCALE

©Copyright. Trevor Raymond. **Version 8: August, 2009**
(Exodus 20:15 - "Thou shall not steal.")



Mini-Nap

RULES FOR CORPS SCALE WARGAMES IN THE NAPOLEONIC ERA USING THE 6mm SCALE

©Copyright. Trevor Raymond. Version 8: August, 2009
(Exodus 20:15 - "Thou shall not steal.")

Mini-Nap is a set of wargame rules specifically designed for playing a reasonably quick corps sized Napoleonic wargame using the 6mm scale (though other scales could be used).

They grew out of my desire for a set of rules that would allow two players to play a traditional style, historically based Corps sized game (of around 35 to 50 units on each side) but one that would allow such a reasonably large game as this to be played and finished within about three or four hours.

The game system uses standard six sided dice reading 1 to 6; 1D6 means one six sided dice reading 1 to 6; 2D6 means two six sided dice added to read 2 to 12; 3D6 means three six sided dice added to read 3 to 18; etc.

Organisation

Firstly, I encourage players to re-fight historical battles and scenarios using these rules. That means you will need to do a little research. Where the details of the forces involved are unclear, the **Mini-Nap: Historic Corps Guidelines** may assist you by giving some details on how the various nationalities involved in this period generally arranged their Corps along with the infantry, cavalry and artillery of the Divisions therein. They also include guidelines on how to rate units.

When one side in an action (historical or points) has two or more Corps then that side becomes an *Army* (See the **Mini-Nap: Multi-Corps Guidelines**). For those who like the more traditional points based game, the **Mini-Nap: Points Game Guidelines** have now been developed.

Brigades are important within the game system. Individual units manoeuvre, etc, during the course of the game by the Brigade just as they tended to do historically. Historically, Brigades varied considerably, but as a guide:

- An **Infantry Brigade** was usually around six infantry battalions (units) but they did vary from as little as two to as many as ten battalions (depending on the circumstances, nationality, etc). An Infantry Brigade very rarely had more than one artillery battery attached
- A **Cavalry Brigade** was usually one or two (very occasionally three or even rarely four) regiments (units) of cavalry (depending on the circumstances, nationality, etc). A Cavalry Brigade very rarely had more than one horse artillery battery attached
- A **Mixed Brigade** was essentially an infantry brigade but it was usually smaller than a normal infantry brigade. They occasionally included some line infantry but normally consisted of only light infantry and light cavalry with perhaps one artillery battery (or rarely two) attached
- Infantry Divisions usually had some reserve artillery. This **Division Artillery** usually consisted of just an artillery battery or two and was usually deployed within the Division as a single type of "Brigade" consisting of just artillery

Corps usually had some **Corps Reserve Artillery** which was generally deployed (or attached) throughout the Divisions of the Corps in one of three ways:

1. Corps reserve light foot batteries, corps reserve medium foot batteries and corps reserve horse artillery batteries were often deployed directly as Infantry Brigade artillery
2. Corps reserve horse artillery batteries were primarily deployed as Cavalry Brigade artillery
3. Otherwise, Corps Reserve artillery batteries were generally deployed throughout the Corps as an Infantry Division Artillery "Brigade" (to a Division that had no Division artillery) or were attached to an existing Infantry Division Artillery "Brigade" to bolster it. A Division very rarely had more than one Division Artillery "Brigade"

Any other **Corps Reserve Units** attached at Corps level (and there was usually never more than about a Brigade or two) were usually attached as a Brigade to one of the Divisions within the Corps before the start of a battle thus:

- Infantry Brigades were attached with other Infantry Brigades
- Cavalry Brigades were attached with other Cavalry Brigades
- Mixed Brigades were attached with Infantry Brigades or with other Mixed Brigades
- Any artillery involved remained with the brigade to which it was attached or otherwise was attached as per Corps reserve artillery units (see above)

OK: What are the unit types?

All units must be classified as one of the following:

Line Infantry: This represents the bulk of the infantry units

Light Infantry: Light infantry units may act as normal line infantry units but they are also trained to manoeuvre and fight in an open skirmish order

Heavy Cavalry: This represents units such as Cuirassiers, Carabiniers, etc

Medium Cavalry: This normally represents units such as Dragoons but may also include some Cuirassiers, Carabiniers, etc, from some nationalities

Light Cavalry: This represents units such as Chevauleger, Chasseurs, Hussars, Uhlans, Lancers, Cossacks, Arab Cavalry, etc, etc. Light cavalry units may act as normal cavalry units but non-lancer light cavalry units are also trained to manoeuvre and fight in an open skirmish order

Foot Artillery: This represents the bulk of the artillery batteries. Foot artillery batteries were never deployed within cavalry brigades

Horse Artillery: These artillery batteries were specially equipped, manned and trained to accompany cavalry units and so they may be deployed with cavalry brigades. Horse artillery was also deployed within Infantry Brigades, Mixed Brigades and with Division Artillery batteries

OK: How do we rate the Units?

All units must be given a unit *rating*. Rating units is always a tricky one. The Ratings for units in these rules are *Guard*, *Elite*, *Veteran*, *Trained* and *Untrained*. Players must rate the units as historically as possible. As a guide:

Guard: Guard units would only consist of the very cream of the units such as French Old Guard, British Guard, etc

Elite: Elite units would consist of those units that have been well trained, are well led and have had considerable battle experience. It often includes many of the other so-called "guard" units

Veteran: Veteran units would consist of those units that have been well trained and have had some battle experience

Trained: Trained units would consist of those units that have had basic training but generally lack battle experience such as Conscripts or Landwehr

Untrained: Untrained units would consist of hard to control, poorly led and usually untrained or barely trained units such as Militia, most Cossacks, most Arab cavalry, etc

Ok. How do we base units?

First and most importantly – for those who already have 6 mm armies, **your units do not need to be re-based**. You may use your existing basing system. The basing system that I use is this:

- Infantry Stands 25 mm wide by 20 mm deep
- Cavalry Stands 25 mm wide by 40 mm deep
- Artillery Stands 30 mm wide by 30 mm deep
- Brigade Command Stands 25 mm diameter, 1 mounted command figure
- Division Command Stands 25 mm diameter, 2 mounted command figures
- Corps Command Stand 25 mm diameter, 3 mounted command figures

All infantry *units* and all cavalry *units* consist of two stands regardless of type or strength. Artillery is slightly different. For artillery the single artillery stand represents the entire battery (unit) regardless of type, strength or formation. (How commanders function in these rules is covered at the end of the rules).

All the stands of a unit (and all the figures on the stand bases) must face the same direction for their formation unless noted otherwise. Stands should have similar frontages. Where basing systems do differ players *must* agree before the game as to what represents a stand within their basing system.

How do we determine the strength of a unit?

Historically, the size of infantry and cavalry units fielded varied considerably with an average of about 500 to 600 troops. In **Mini-Nap**, an infantry unit or a cavalry unit gets one *strength point* for every 100 troops (or part thereof) that it has, rounded up or down thus: If the part thereof is between 00 and 49 then you round down; if the part thereof is between 50 and 99 then you round up. Regardless of a unit's historical strength, the minimum strength that any infantry unit or cavalry unit can start a game with is 2 strength points.

For example: If an actual historic unit had between 350 and 449 troops then that unit would be given 4 strength points. If the unit had between 450 and 549 troops then that unit would be given 5 strength points. Etc. If the unit had less than 250 troops then that unit would start the game with 2 strength points.

Historically, most artillery batteries fielded consisted of 6 to 8 guns. Horse artillery batteries usually consisted of 6 guns. An artillery unit (battery) gets one *strength point* for every *two* guns that it has (round down). The maximum strength an artillery unit can ever have is 6 strength points. Regardless of a battery's historical strength, the minimum strength that any artillery unit can start a game with is 2 strength points.

For example: Say an actual historic battery had 6 guns and one howitzer, 7 guns in total. Thus, 7 divided by 2 (round down) gives the artillery unit 3 strength points. The unit starts the game consisting of one artillery stand with 3 strength points. If the unit had less than four guns then that artillery unit would still start the game with 2 strength points.

What about the large Russian batteries?

As noted, most nationalities fielded artillery batteries of six to eight guns. However, Russia regularly fielded artillery batteries that were up to twelve guns strong.

However, the consensus of opinion seems to be that any advantage that Russian batteries had in numbers and quality of their guns was lost due to poor training, dreadful powder and fuses, and by a general lack of gun crews and ammunition within the batteries. Therefore, the larger Russian batteries can have a unit strength of up to 6 (which helps during hand-to-hand combat) but they get no particular advantage when firing.

In contrast, British artillery and the better French artillery units had the best of everything; officers and men, training and equipment. Therefore, all British artillery (not King's German Legion) and some French artillery units receive a slight advantage when firing.

Similarly, Guard rated infantry usually had the best of everything; officers and men, training and equipment. Therefore, any Guard rated infantry units also receive a slight advantage when firing.

What formations can be used?

Firstly, a unit's formation is classified as being either **formed** or **unformed**. A formation is considered formed unless noted otherwise. All the stands of a formation must face the same direction unless noted otherwise, and the stands must be in base-to-base contact with each other unless noted otherwise. No "echeloning" in formations is allowed. Thus stands within units and within lines and columns must be kept as straight as possible (as shown below with the stands facing in the direction indicated by the arrows). The only types of unit formations allowed are these:

Lines: A line formation is two stands wide and one stand deep. All infantry and all cavalry units (except for Russian Cossack cavalry or Ottoman Arab cavalry) may form lines thus:



Columns: A column formation is one stand wide and two stands deep. All infantry and all cavalry units (except for Russian Cossack cavalry or Ottoman Arab cavalry) may form columns thus:



Squares: Squares were deployed by infantry units as a method to defend against cavalry attacks. The two types of squares in these rules are an *emergency square* (See: Reactions) and a (solid) *square* (See: Changing Formation). Either type of square is shown by forming up the two stands of the infantry unit back to back thus:



Skirmish Lines: Units deployed into skirmish line formation to harass nearby enemy units without directly engaging them. Only light infantry units and non-lancer light cavalry units can form up into skirmish lines. Units in skirmish line formation are always considered as *unformed*. Skirmish lines are shown as a line, but with the two stands of the line spaced **about 4 to 5 mm** apart thus:



A skirmish line still fires as per a line. Russian Cossack cavalry and Ottoman Arab cavalry must remain in skirmish line formation *at all times*.

Artillery Batteries: The single stand of an artillery battery represents the whole battery regardless of its strength or formation. Artillery units are always considered as *unformed*.



What weapons are used?

All units fight hand-to-hand combat (unless noted otherwise). For firing, the types of weapons used are:

Small Arms: Most units were normally armed with various types of small arms such as muskets, rifles, carbines, etc. These rules make no distinction between these different types of small arms for various reasons.

Though cavalry units were often equipped with carbines, they rarely used them for volley fire but rather used them for self-defence as part of hand-to-hand combat. The effect has been factored in. Thus, only infantry units can issue small arms fire.

Artillery: Artillery units could be and were often deployed with a mix of guns. These rules make no distinction between guns, howitzers, licornes, etc, for various reasons. An artillery battery is simply classified as *Light, Medium or Heavy*.

Light artillery batteries are those with the majority of their guns being less than 6 pound. Medium artillery batteries are those with the majority of their guns being from 6 to 9 pound. Heavy artillery batteries are those with the majority of their guns being over 9 pound. Horse artillery batteries were sometimes light, often medium, but never heavy. Heavy artillery batteries were never deployed with Cavalry Brigades or with Mixed Brigades.

Players do not need to specify the type of ammunition being fired. It is assumed that the battery commander fires the most appropriate ammunition type required at the time and this has been factored in.

What about rockets?

Since rockets were rarely used in combat, and only then in small numbers, they have been totally ignored in these rules.

How do we keep track of losses on a unit?

Individual stands are not removed during the course of the game but units do lose strength points. Players must keep track of their unit and battery strength point losses by placing small markers next to the unit to indicate its current strength point losses.

When a unit loses a strength point it does not necessarily mean that the troops were killed. It is better thought of as a loss of effectiveness for that unit through deaths, wounds, fatigue, ammunition problems, command control problems, etc, etc.

Any *unit* that is reduced to **one strength point or less** is immediately removed from play at the very moment that it occurs. However, some units are exempted from this rule – such units must be reduced to *zero* strength points before being removed from play. The three exemptions are:

1. Any **unformed unit** must be reduced to *zero* strength points before being removed from play
2. Any unit in a **square** formation must be reduced to *zero* strength points before being removed from play
3. Any **Guard** rated unit must be reduced to *zero* strength points before being removed from play

A note on “halving” dice throws:

Whatever the circumstances or phase during the course of the game, whenever a number of dice in a throw needs to be *halved*, then the halving of the dice is always cumulative (rounding fractions down at the end).

For example: Suppose a throw of 7 dice is to be halved and then halved again for some reason, then the number of dice thrown would be 7 halved = 3½, halved again = 1¾ (round down) equals 1. Only one dice would be thrown.

OK. Now onto the rules:

The Sequence of Play

At the very start of each full game **Turn** (with a capital), one player from each side throws 2D6 to determine which side goes first that particular Turn; the highest throw wins; re-throw on a tie. The player that wins has the **initiative**.

The player with the initiative then chooses one of his Brigades. Remember, the division artillery of a division is also defined as a "Brigade".

The player with the initiative firstly **manoeuvres** (that is, changes facing, changes formation, moves, charges, etc) with each of the units of the selected Brigade *one* unit at a time. The units of the selected brigade may only be used in this way **once per full game Turn**. The player without the initiative just doesn't sit there; enemy units may be able to **react**.

Once all manoeuvring with the units of the selected Brigade is completed (and any and all enemy reactions have been completed) then the player with the initiative resolves any **firing** (shooting) with the units of the selected Brigade *one* unit at a time. The units of the selected brigade may only fire in this way **once per full game Turn**. Again, the player without the initiative just doesn't sit there; enemy units may be able to **return fire**.

Once all of this firing is resolved then both sides resolve all **hand-to-hand** combats, and then after all of the hand-to-hand combats are resolved, players may conduct any resulting **break-throughs**. Thus, in summary the phases are:

- The Determine Initiative Phase
- The Manoeuvre Phase (and Reactions)
- The Firing Phase
- The Hand-to-hand Combat Phase
- The Break-through Phase (if required)

Once the Brigade with the initiative has finished all of its manoeuvring, firing, hand-to-hand combat (and all break-throughs are completed) then that Brigade's initiative is complete and the initiative is determined once again. One player from each side throws some dice to decide which side gets the next initiative; the player currently with the initiative throws **3D6**; the player without the initiative throws **2D6**; the highest throw wins; re-throw on a tie. The player with the highest dice throw wins and thus gains (or retains) the initiative.

The player now with the initiative then chooses one of his Brigades that he has *not* yet chosen this Turn and manoeuvres, fires, resolves hand-to-hand combat and any break-throughs with the units of the selected Brigade, one unit at a time in the same way as noted above.

Thus, the players continue to dice and select Brigades in a semi-random alternating manner until both sides have used all of their Brigades. The full game Turn is then over and the players again determine who goes first for the next full game Turn by a 2D6 dice throw.

The Manoeuvre Phase

The units of a Brigade may only *manoeuvre* (that is, turn to face another direction, change formation, move, charge, etc) during the manoeuvre phase of their Brigade's **initiative**. A player cannot manoeuvre enemy units. Whilst manoeuvring, remember that enemy units may be able to **react** to some of their actions (See: Reactions). A full Division may also be able to manoeuvre as a Division in certain circumstances (See: Manoeuvring a Division).

How does a unit change formation?

A unit may only make *one* formation change during its manoeuvre phase. A unit that is simply moving may make that formation change either before it moves or after it moves (but not both). A unit that is charging can only make a formation change before it conducts its charge. Changing formation is not considered movement for reaction purposes.

A unit with the initiative may only change formation if it is not in contact with any enemy units. However, units reacting may be able to change formation whilst in contact with enemy units, for example, to form an emergency square (See: Reactions).

To change formation, one stand of the unit must remain in place whilst the other stand forms the new formation around it. A unit changing formation must not contact any other unit (unless noted otherwise) and must not contact

any prohibiting terrain during the change of formation. An infantry unit changing formation from a square into another formation may form up into its new formation facing any direction.

A formation change does not use any of the unit's movement allowance and changing formation can never be used to bring a unit into contact with the enemy for hand-to-hand combat.

How does a unit move?

A unit moves or charges by moving directly (straight) ahead with no deviation allowed at all (use some common sense here please). Moving or charging is considered movement for reaction purposes.

So how does a unit turn to face another direction?

In these rules, units do not wheel to face another direction. A unit **turns** (changes facing) by **pivoting** the whole unit about its *geometric centre* to face whatever direction the player wishes (that is, a unit may pivot upto 180 degrees). Any unit pivoting must not contact any other unit nor contact any prohibiting terrain during a pivot. The actual pivot does not use any of the unit's movement allowance, and pivoting is *not* considered movement for reaction purposes.

Any unit except a square may **about face**. Units reacting may be able to about face whilst in contact with enemy units, for example, if falling back (See: Reactions). To about face a unit, simply pick up each stand in the unit, rotate it 180 degrees, and place it back exactly where it was. An about face does not use any of the unit's movement allowance, and about facing is not considered movement for reaction purposes.

If any unit about faces or pivots by more than 90 degrees, then that unit *cannot* initiate a charge during the same initiative. This 90 degree charge restriction also applies to reactions.

Can a unit move sideways?

Only **infantry units in line** formation or **infantry units in skirmish line** formation can **side-step**, that is, move directly sideways. The infantry unit may move upto 6 cm directly sideways instead of moving directly forward. The unit remains facing the same direction that it was facing before the side-step. Side-stepping cannot be used to bring a unit into contact with the enemy for hand-to-hand combat and side-stepping is considered movement for reaction purposes.

Can a unit move backwards?

Only **infantry units in line** formation or **infantry units in skirmish line** formation can **step-back**, that is, move directly backwards. The infantry unit may be moved upto 6 cm directly backwards instead of moving directly forward. The unit remains facing the same direction that it was facing before the step-back. Stepping-back cannot be used to bring a unit into contact with the enemy for hand-to-hand combat and stepping-back is considered movement for reaction purposes.

Can a unit move obliquely?

Only **infantry units in line** formation or **infantry units in skirmish line** formation can **move obliquely**, that is, move forward (forward only, not backwards) whilst slipping sideways. The infantry unit may move upto 3 cm directly forward and then upto 3 cm directly sideways (or visa versa). The unit remains facing the same direction that it was facing before the oblique movement. Oblique movement cannot be used to bring a unit into contact with the enemy for hand-to-hand combat and oblique movement is considered movement for reaction purposes.

Can squares move?

Yes, a square can move but a square cannot charge. A square may move position slightly by **inching**. Only infantry units in (solid) square formation can inch; emergency squares cannot inch.

To inch, a square may move in *any* direction by upto **2 cm** if there are enemy cavalry units within 12 cm of the square, or by upto **4 cm** if there are no enemy cavalry units within 12 cm of the square. Inching is considered movement for reaction purposes. Squares that have inched can still fire.

How does artillery move?

Firstly, an artillery unit cannot charge but an artillery unit can be moved a short distance by hand (that is, it **prolongs**) or it may be limbered up and moved by using its limber teams (that is, it **redeploys**).

An artillery units about faces, turns (pivots) and prolongs (moves) directly forward like any other unit. However, if an artillery unit about faces or pivots (changes facing) by more than 90 degrees then that artillery unit cannot fire during the upcoming firing phase of the current initiative. Prolonging is considered movement for reaction purposes, and artillery units that have prolonged can still fire.

An artillery unit can also opt to prolong (move) directly **backwards**. The artillery unit is moved by upto 1 cm directly backwards instead of moving 1 cm directly forwards and the artillery unit still remains facing the direction it was facing before the prolong. Prolonging backwards is considered movement for reaction purposes, and artillery units that have prolonged backwards can still fire.

An artillery unit redeploying simply limbers up in *any* direction, does its movement (redeploys) directly ahead in that direction and then unlimbers in *any* direction. The actual limber team figures are not required. Artillery units are always considered unlimbered at the end of their movement phase. Redeploying artillery units *cannot* fire during the upcoming firing phase of the current initiative. Redeploying is considered movement for reaction purposes.

OK: How far do I move a unit?

As mentioned, there are two types of movement – normal movement and charge movement. A unit cannot exceed its movement allowance (unless noted otherwise). The move and charge movement allowances are:

INFANTRY UNITS	Move	Charge
Infantry in Line	6 cm	6 cm
Infantry in Column	6 cm	9 cm
Infantry in Square	2 or 4 cm	Can't
Light Infantry in Skirmish Line	18 cm	6 cm

CAVALRY UNITS	Move	Charge
Heavy Cavalry	15 cm	30 cm
Medium Cavalry	20 cm	30 cm
Light Cavalry	25 cm	25 cm
Light Cavalry in Skirmish Line	30 cm	25 cm

ARTILLERY UNITS	Move	Charge
Unlimbered Artillery Prolong	1 cm	Can't
Foot Artillery Redeploy	15 cm	Can't
Horse Artillery Redeploy	20 cm	Can't

How does a unit charge?

A friendly unit cannot move into contact with an enemy unit for the purpose of hand-to-hand combat unless that friendly unit *charges* that enemy unit. A player can only charge enemy units. There are only two types of charges allowed in these rules and they are:

1. A **Charge** (For units with the initiative)
2. An **Opportunity Charge** (For units without the initiative – See: Reactions)

A player can only use one of these two types of charges to bring a friendly unit into base-to-base contact with an enemy unit for the purpose of hand-to-hand combat. All of the basic rules applying to normal charges also apply to opportunity charges.

When a charging unit contacts (comes into base-to-base contact with) an enemy unit, then both of the units involved immediately cease movement and then wait to resolve the hand-to-hand combat in the Hand-to-hand Combat Phase (unless noted otherwise – See: Reactions). Further:

- Infantry units (either formed or unformed) cannot charge cavalry units
- A unit cannot charge through any other unit (friendly or not)
- A unit cannot charge if it will contact any other unit other than the unit being charged
- A unit cannot charge if it will pass through any terrain prohibited to the unit charging

Remember, if a unit about faces or pivots by more than 90 degrees during its initiative then that unit cannot charge. This same 90 degree restriction applies to any unit attempting to opportunity charge.

Can unformed units charge?

Yes they can, but with some restrictions. The restrictions are:

- Unformed infantry can charge unformed infantry
- Unformed infantry can charge formed infantry but only if they can outflank the enemy infantry unit
- Unformed infantry cannot charge cavalry
- Unformed infantry can charge artillery but only if they can outflank the enemy artillery unit
- Unformed cavalry can charge unformed infantry
- Unformed cavalry can charge formed infantry but only if they can outflank the enemy infantry unit
- Unformed cavalry can charge unformed cavalry
- Unformed cavalry can charge formed cavalry but only if they can outflank the enemy cavalry unit
- Unformed cavalry can charge artillery but only if they can outflank the enemy artillery unit

Remember, unformed infantry units and unformed cavalry units could always form up into a line or column formation and then charge as per the rules for formed units (unless noted otherwise).

What if a potential target for a charge is just outside of the normal charge move distance?

A unit may attempt to charge an enemy unit that is just outside its normal charge move distance by attempting to **extend its charge**. Units reacting cannot extend their charges nor can units breaking-through extend their charges.

First, before doing any movement, the unit attempting to extend its charge *must* first turn (pivot) and face the intended target unit. The unit wishing to extend its charge then throws 1D6. If the dice throw is greater than or equal to the testing unit's Quality Rating, then the unit *successfully* extends its charge.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

A unit successfully extending its charge **must then move** (not charge) a minimum distance directly forward thus:

Unit Type	Minimum Distance
Any Infantry	1D6 cm
Light Cavalry	1D6 cm

Unit Type	Minimum Distance
Medium Cavalry	2D6 cm
Heavy Cavalry	3D6 cm

The unit successfully extending its charge **must then attempt to charge** from this new position.

For example: A veteran medium cavalry unit wishes to attempt to charge an enemy unit just outside of its normal charge movement distance. The unit turns to face and throws 1D6 to attempt to extend the charge requiring a 3 or more (for veteran) which it does. The unit then throws 2D6 (for medium cavalry) the result being a 1 and a 2 for a miserable total of 3. The unit *must* move this 3 cm directly forward. The unit *must* then attempt to charge from this new position.

If a unit attempting to extend its charge is still unable to reach the intended charge target from this new position, or if the unit failed the dice throw to extend its charge in the first place, then that unit simply remains in place and becomes *disordered*. A disordered unit has a **blue marker** placed on it to indicate its disordered situation. Any unit with a blue marker on it cannot initiate any type of charge movement (including opportunity charges) until the marker is removed. A player removes all blue markers from all of his units whenever that player next wins the initiative. Both players remove any remaining blue markers at the end of the full game Turn.

For example: The veteran medium cavalry unit in the previous example moves the required 3 cm directly forward and then finds that it is still more than 30 cm from its intended target. Because it is still unable to reach the intended target, it simply remains at the 3 cm mark and becomes disordered.

Can units interpenetrate each other?

Artillery units and any units in skirmish line formation are always considered to be *unformed*. An unformed unit may *move* freely through and *evade* freely through any *friendly* units but cannot *charge* through any other unit (friendly or not).

Otherwise, a unit *cannot* move through, charge through, opportunity charge through or interpenetrate any other unit (friendly or not) in any circumstances.

Manoeuvring a Division

Players normally manoeuvre units by the Brigade as per the rules above. However, in certain circumstances a player may be able to manoeuvre an entire Division by electing to do a *Division Manoeuvre*.

What are the pre-requisites for a Division Manoeuvre?

Firstly, to manoeuvre a Division a player *must* meet the following two pre-requisites:

1. The player must actually have the initiative (See: Sequence of Play), and,
2. The player must not have selected *any* of the Brigades (including any divisional artillery) from the Division that the player wishes to do a Division Manoeuvre with this Turn (See: Sequence of Play)

Units that may have reacted earlier in the Turn have no effect. The pre-requisite is that *none* of the Brigades of that Division have been selected (had their initiative) as yet this Turn. If so, then the player may elect to do a *Division Manoeuvre* with *all* of the Brigades of that Division at the same time.

How is a Division manoeuvred?

A player opting to manoeuvre by the Division moves thus:

1. If there are *any* enemy units within **12 cm** of any of *any* of the units in a Division then that Division cannot do a Division Manoeuvre at all. It must manoeuvre by the Brigade as usual.
2. If there are no enemy units within **36 cm** of *any* of the units of a Division, then *all* of the units of that Division can move upto 36 cm (regardless of type) but *no* unit can come any closer to *any* enemy unit than 24 cm.
3. Otherwise, *all* of the units of a Division can move upto **24 cm** (regardless of type) but *no* unit of that Division can come any closer to *any* enemy unit than 12 cm.

How do I move a unit during a Division Manoeuvre?

A unit manoeuvring by the Division moves as per the normal movement rules but simply moves a little further than normal with some restrictions thus:

- A unit doing a division manoeuvre may turn (pivot), change formation, etc, as normal and may then move directly forward as per the normal movement rules. The unit simply has a 24 cm or 36 cm movement allowance as noted above.
- Further, once a unit moves it *may not* change its facing or formation at the end of its movement. It may only change facing before movement directly straight ahead.
- All the usual terrain effects still apply to units doing division movement. For example, a unit doing a division manoeuvre cannot pass through any prohibiting terrain, etc.

There are two points to note: Units from a Division doing a Division Manoeuvre cannot initiate a charge during their movement phase, and, units from a Division doing a Division Manoeuvre cannot fire during the upcoming Firing Phase.

Once all of the units doing a Division Manoeuvre have completed their movement, then *all* of the Brigades (including any Division artillery) in that Division are deemed to have had their initiative for that game Turn (whether they have actually moved or not). They cannot be chosen again until the next full game Turn.

Can a unit turn to face another direction before doing a Division Manoeuvre?

Yes. However, as noted above, a unit doing a division manoeuvre must do any changes of formation and any changes of facing *before* moving directly straight ahead. It cannot do any changes of formation and any changes of facing *after* moving directly straight ahead.

Can a unit sidestep, move obliquely or step-back during a Division Manoeuvre?

No. A unit may only turn (pivot) and then move straight ahead. At the end of the unit's movement directly forward, that unit remains facing the way it is facing. It cannot do any changes of formation and any change of facings *after* moving directly straight ahead.

How does a square move during a Division Manoeuvre?

When a Division wishes to do a Division Manoeuvre and that Division contains squares, then any such squares wishing to move *must* first change formation out of square and into another formation. They then manoeuvre with all the other units of the Division in their new formation. Otherwise, squares must remain stationary where they are.

How does artillery move during a Division Manoeuvre?

An artillery unit moves by redeploying. Redeploying artillery units simply limber up in *any* direction, do their movement directly ahead (upto the 24 cm or 36 cm as noted above), and then unlimber in *any* direction as per the normal rules for redeploying. Redeploying artillery units *cannot* fire during the upcoming firing phase of the current initiative.

Can units that have done a Division Manoeuvre still react?

Yes. Units that have done a Division Manoeuvre can still react as normal in later initiatives.

Reactions

Can units on the side without the initiative do anything?

Yes. Units on the side *without* the initiative may be able to **react** (or respond) to some of the initiative player's actions as detailed below. Units on the side *with* the initiative cannot react. A unit does not have to react unless noted

otherwise. A unit that does not react or opts not to react is considered to be *standing and fighting* for the purposes of hand-to-hand combat.

A unit may only react **once per full initiative** which also includes the Break-Through Phase, so be careful. Any unit that reacts during his opponent's initiative has a **blue marker** placed on it to indicate that it has reacted (whether the actual reaction was successful or not). Any unit with a blue marker on it cannot *react* again until the blue marker is removed. A player removes all blue markers from all of his units when that player next wins the initiative. Both players remove any remaining blue markers at the end of the full game Turn.

The reactions allowed are:

- **An infantry unit in skirmish line formation being charged may opt to “Fall-Back”**

A light infantry unit in skirmish line formation that is charged by the enemy may opt to *fall-back*. Firstly, the enemy unit charging the infantry unit in skirmish line is moved into contact with that skirmish line. The infantry unit in skirmish line must then opt to either:

1. Stand and fight, or,
2. Fall-back

If the infantry unit in skirmish line opts to stand and fight then both it and the unit in contact with it do no more this phase and await hand-to-hand combat. If the skirmish line opts to fall-back then the fall-back is done in two steps thus:

1. Firstly, the infantry unit falling-back about faces if necessary
2. The infantry then moves (not charges) **12 cm to 18 cm** directly forward in the direction it is facing. The unit falling back maintains its facing, that is, it remains facing away from the enemy unit. The charging unit obtains *break-through* (See: Break-through)

If the infantry unit falling-back contacts any enemy unit or any prohibiting terrain then that unit is eliminated and is immediately removed from play.

- **A cavalry unit in skirmish line formation being charged may opt to “Fall-Back”**

A light cavalry unit in skirmish line formation that is charged by the enemy may opt to *fall-back*. Firstly, the enemy unit charging the cavalry unit in skirmish line is moved into contact with that skirmish line. The cavalry unit in skirmish line must then opt to either:

1. Stand and fight, or,
2. Fall-back

If the cavalry unit in skirmish line opts to stand and fight then both it and the unit in contact with it do no more this phase and await hand-to-hand combat. If the cavalry unit opts to fall-back then the fall-back is done in two steps thus:

1. Firstly, the cavalry unit falling-back about faces if necessary
2. The cavalry unit then moves (not charges) **18 cm to 30 cm** directly forward in the direction it is facing. The unit falling back maintains its facing, that is, it remains facing away from the enemy unit. The charging unit obtains *break-through* (See: Break-through)

If the cavalry unit falling-back contacts any enemy unit or any prohibiting terrain then that unit is eliminated and is immediately removed from play.

- **A Horse Artillery unit may attempt to “Limber Up and Flee” from enemy infantry**

A horse artillery unit that is not in contact with any enemy units that is subsequently contacted by an enemy *infantry* unit may opt to *limber up and flee* from that enemy infantry unit. Foot artillery units cannot opt to limber up and flee.

Firstly, the infantry unit that is charging the horse artillery unit is moved into contact with the artillery unit. The horse artillery unit *must* then opt to either:

1. Stand and fight, or,
2. Attempt to limber up and flee

If the horse artillery unit opts to stand and fight then both it and the unit in contact with it do no more this phase and await hand-to-hand combat.

If the horse artillery unit opts to limber up and flee then the horse artillery unit throws 1D6. If the dice throw is greater than or equal to the testing unit's Quality Rating then the horse artillery unit is successful and *must* limber up and flee from the enemy.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

If the horse artillery unit fails in its attempt to limber up and flee then that artillery unit is immediately eliminated and removed from play (it is overrun). The charging unit obtains *Break-through* (See: Break-through).

If the artillery unit successfully limbers up and flees then the limber up and flee is done in two steps thus:

1. Firstly, the artillery unit limbering up and fleeing about faces if necessary
2. The artillery unit then moves **12 cm to 20 cm** directly forward in the direction it is facing. The artillery unit fleeing maintains its facing, that is, it remains facing away from the enemy unit. The charging unit obtains *Break-through* (See: Break-through)

If the horse artillery unit limbering up and fleeing contacts any enemy unit or any prohibiting terrain then that artillery unit is immediately eliminated and removed from play.

- **An artillery unit crew may opt to “Flee to a nearby friendly Square”**

The crews of an artillery unit that is contacted by an enemy unit may opt to *flee to a nearby friendly square*. The square must be a (solid) square (not an emergency square) and the square must already be in *base-to-base contact* with the artillery unit whose crews wish to flee into it.

Firstly, the unit charging the artillery unit is moved into contact with the artillery unit. The artillery unit *must* then opt to either:

1. Stand and fight, or,
2. Flee to a nearby friendly square

If the artillery unit opts to stand and fight then both it and the unit in contact with it do no more this phase and await hand-to-hand combat.

If the artillery opts to flee to an eligible friendly square, then an **orange marker** is placed onto the artillery unit to indicate that it is *abandoned artillery*; an orange marker is also placed onto the square. An artillery unit that has been abandoned cannot fire, limber, prolong, etc. It simply remains in place and does nothing. An abandoned artillery unit is treated as if it is not there. It has no effect on movement, charging, shooting, etc, etc. The charging unit obtains *break-through* (See: Break-through).

While ever the square remains in base-to-base contact with the abandoned artillery unit then that artillery unit can be *re-manned*. To re-man an artillery unit the player simply removes the orange markers from the artillery unit and square at the *end* of *any* friendly initiative providing that there are **no enemy units within 12 cm** of either the square or the abandoned artillery unit at the time. Otherwise, the artillery unit remains abandoned.

If the square moves out of contact with the abandoned artillery unit, or if the square is removed from the game for any reason (for example, it is eliminated), then the abandoned artillery unit is considered *permanently abandoned* and so is lost and immediately removed from play.

- **A formed infantry unit may attempt to “Form an Emergency Square”**

A *formed* infantry unit may attempt to form an *emergency square* if charged by an enemy unit. However, a formed infantry unit can only attempt to form an emergency square if a cavalry unit charging it started its charge **from over 12 cm away**. If so, then that infantry unit is eligible to attempt to form an emergency square.

Firstly, the enemy unit that is charging the formed infantry unit is moved into contact with that infantry unit. The formed infantry unit must then opt to either:

1. Stand and fight, or,
2. Attempt to form an emergency square

Further, and at the same time, any formed infantry units that are *nearby* (that is, a unit is within 6 cm of) the friendly unit contacted by an enemy unit may also attempt to form emergency squares.

If the infantry unit opts to stand and fight, then both it and the unit in contact with it do no more this phase and await hand-to-hand combat. If an infantry unit opts to form an emergency square, then that infantry unit throws 1D6 and modifies the throw thus:

If testing for British Infantry (not KGL) in column formation	+1 to the dice throw
If testing for Austrian Infantry in column formation	+1 to the dice throw

If the modified dice throw is greater than or equal to the testing unit's Quality Rating then that unit *successfully forms* an emergency square. Emergency squares become (solid) squares on the next initiative (friendly or not).

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

An infantry unit that throws less than its Quality Rating fails to form an emergency square. An infantry unit that fails to form an emergency square immediately receives **two hit markers** if contacted by a **cavalry** unit. The infantry unit remains in its current formation and facing. Both units do no more this phase and await hand-to-hand combat.

A unit successfully forming an emergency square *must* immediately change its formation into a square formation. If by changing formation the enemy unit loses contact with the emergency square then the enemy unit is simply moved back into contact with the emergency square (use some common sense here please).

A cavalry unit that is in contact with an emergency square *must* then opt to either:

1. Stand and fight, or,
2. Attempt to change its charge from a charge into a feint charge

If the cavalry unit opts to stand and fight then both it and the emergency square in contact with it do no more this phase and await hand-to-hand combat.

How does a cavalry unit attempt to feint charge?

A charging *cavalry* unit may only attempt to convert its *charge* into a *feint charge* if the enemy infantry unit that it has just contacted successfully formed an *emergency square* (see above) and the cavalry unit started its charge from over 12 cm away.

If so, then to attempt to turn the charge into a feint charge the cavalry unit throws 1D6. If the dice throw is greater than or equal to the unit's Quality Rating, then the cavalry unit successfully turns the charge into a feint charge.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

If the cavalry unit started its charge from under 12 cm away or if the cavalry unit failed to turn its charge into a feint charge then that cavalry unit simply remains in contact with the emergency square and both units await hand-to-hand combat.

Otherwise, a feint charge is done in two steps thus:

1. Firstly, the cavalry unit feint charging is moved directly backwards along the path that it came (no turns, no formation changes, etc) **6 cm to 12 cm** from the emergency square. The unit feint charging maintains its facing, that is, it remains facing the emergency square.
2. The cavalry unit may then opt to **pivot** about its centre by **up to 90 degrees** (if it can pivot without contacting or re-contacting any other unit or prohibiting terrain). The cavalry unit then does no more this phase.

If a cavalry unit feint charging or pivoting contacts any other unit or any prohibiting terrain then that cavalry unit is immediately eliminated and removed from play.

- **A formed unit may attempt to “Opportunity Charge” an enemy unit moving or charging nearby**

A *formed* unit may attempt to charge (or intercept) an enemy unit that is moving or charging nearby. Such a charge is called an *opportunity charge*. Infantry cannot opportunity charge cavalry.

A formed unit may only attempt to conduct an opportunity charge at an enemy unit that is performing any type of movement (that is, the enemy unit is moving, charging, side-stepping, stepping-back, etc) **within 6 cm** of an infantry

unit opting to do so or **within 12 cm** of the cavalry unit opting to do so (if able). A unit cannot opportunity charge a unit that is just changing facing or just changing formation.

A unit may be opportunity charged more than once during its movement. However, remember that if a unit needs to about face or needs to turn by more than 90 degrees to do an opportunity charge then that unit may *not* attempt the opportunity charge in the first place.

To conduct an opportunity charge the player simply declares that the unit is attempting to opportunity charge the moving enemy unit *at any point* during that enemy unit's actual movement on table (but only whilst ever the target unit is within the 6 cm distance for infantry or the 12 cm distance for cavalry). Once the attempt to opportunity charge is declared then the enemy unit immediately *suspends* its movement and notes how much of its movement allowance it has still remaining.

Next, the unit attempting to opportunity charge must immediately pivot about its centre (by upto 90 degrees and without contacting any other unit or prohibiting terrain) to face the enemy unit. The unit attempting to conduct an opportunity charge then throws 1D6. If the dice throw is greater than or equal to the testing unit's Quality rating, then that infantry unit *must* conduct the opportunity charge.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

A unit that successfully opportunity charges must move directly forward (no formation changes, etc) into base-to-base contact with the enemy unit that it is opportunity charging. Both units cease movement at that point and await hand-to-hand combat.

A unit that throws less than its Quality Rating fails to opportunity charge and simply does no more this initiative. The enemy unit that was being opportunity charged is free to *resume* its movement (or charge).

Any *artillery* unit that is contacted by an enemy unit's opportunity charge is immediately eliminated and removed from play. The opportunity charging unit that contacted that artillery unit obtains *Break-through* (See: Break-through).

- **A unit may "Counter-Charge" an enemy unit that is charging it**

A unit may *counter-charge* an enemy unit that is charging it. Artillery units cannot counter-charge and infantry units cannot counter-charge cavalry units.

A counter-charge is simply an opportunity charge except that a counter-charge is automatic and so no test is required (see above).

The Firing Phase

Once the player with the initiative declares that he has completed all of the manoeuvring with the units of the chosen Brigade (and all of the resulting reactions are completed) then the movement phase of the initiative is over and the Firing Phase begins. Firing (shooting) is not compulsory. A player does not have to fire one of his units if that player does not wish to do so.

Only the units in the Brigade with the initiative may fire and they fire one unit at a time. A unit may only fire **once** during the Firing Phase of its initiative. There are no restrictions on how many times a unit can be fired at.

However:

- A unit cannot fire if it is in contact with an enemy unit – it must fight hand-to-hand combat instead
- A unit cannot fire at or through any *friendly* unit (including itself)
- A unit cannot split its fire – the whole unit must fire at the same target

Can you fire overhead?

Small arms cannot be fired overhead. However, artillery units may be able fire overhead (that is, over other units and terrain features) and they do so using the separate **Mini-Nap: Artillery Overhead Firing Guidelines**.

How do you determine what is an eligible target?

Before firing, the unit wishing to fire nominates its target unit and then nominates a single point (the *aiming point*) on that target unit.

Then, to determine if that target unit is an *eligible target* for the unit wishing to fire, the player needs to check the following two requirements:

1. **Zone Of Fire:** A zone of fire is determined by a generating a triangular area using straight lines extending from the front two corners of the *unit* firing (not stand) to the nominated *aiming point* on the target unit. A unit may only fire at that target unit if this triangular zone of fire is *not* interpenetrated by any *formed* units (friendly or not, including itself) nor any *friendly unformed* units. The zone of fire can have *enemy unformed* units in it (see below)

Then:

2. **Range:** The range is measured from the closest point on the firing unit to the nominated *aiming point* on the target unit. Obviously, a unit may only fire at that target unit if that target unit is within range of the type of weapons the friendly unit is firing

The effective firing range for **all small arms fire is upto 4 cm**. The effective firing ranges for *all* artillery units are:

Close Range	Medium Range	Long Range
Upto 20 cm	20 cm to 40 cm	40 cm to 80 cm

In summary, a target unit is said to be an *eligible target* if:

1. The triangular zone of fire is totally clear of *any* formed units or *any* friendly unformed units, and,
2. The target unit is within range of the type of weapons firing

If so, then the target is an *eligible target* and may be fired upon.

How does a square fire?

Squares have a frontage and zone of fire from each of the four faces. However, a square does not fire four times. A square still only fires once like any other unit.

What effects do enemy unformed units have on firing?

When firing small arms *at* (or when firing artillery *at* or *through*) unformed units, the number of dice to be used for the shot is determined as usual. The firing unit then fires using *half* this number of dice (round down) for firing *at* or *through* an unformed unit. Remember, all artillery units and any units in skirmish line formation are always considered unformed.

In addition, for artillery fire:

- At **long** range: Any *enemy* unformed units in (or partially in) the zone of fire between the artillery firing and an eligible target may be completely ignored. They may be treated as if they are not there for firing purposes (think of it as plunging fire)

For example: If a battery fires at another battery at long range the number of dice is modified for the artillery target being unformed. However, if the same battery elected to fire at a column just behind the enemy artillery, then the number of dice is not modified because the firing battery ignores any enemy unformed units (in this case the artillery) in (or partially in) the zone of fire between it and the target at long range.

- At **medium** range: An artillery unit may elect to *fire directly at* an enemy unformed unit or elect to *fire through* any *enemy* unformed units in (or partially in) the zone of fire at a *formed* target behind them.

For example: If the battery elected to fire at the column behind the artillery and it was at medium range then the number of dice is modified for firing at or through an unformed unit (in this case the artillery) in (or partially in) the zone of fire.

- At **close** range: All small arms fire and any artillery unit firing at *close* range may not elect to *fire through* an enemy unformed unit in (or partially in) the zone of fire.

For example: A unit (infantry or artillery) could not elect to fire at a column behind an unformed infantry unit at close range. The unit can only fire directly at the enemy unformed unit in (or partially in) the zone of fire. The number of dice is modified for firing at an unformed unit (the unformed infantry).

What effect does the terrain have on firing?

The effects that terrain has on firing are covered in the separate [Mini-Nap: Terrain Effects Guidelines](#).

Can units combine their fire?

No. As noted above units always fire one unit at a time.

How does a unit or artillery battery actually fire?

A unit fires with a certain number of dice regardless of its quality rating or remaining strength. To fire a unit, firstly determine the basic number of dice that the unit throws thus:

For Infantry units firing **Small Arms**, the basic number of dice is:

If in Line	2 Dice
If in Skirmish Line	2 Dice
If in Column	1 Dice
If in Square	1 Dice

For **Artillery** units firing, the basic number of dice is:

	If firing at Close Range	If firing at Medium Range	If firing at Long Range
Light Guns	2 Dice	1 Dice	0 Dice
Medium Guns	3 Dice	2 Dice	1 Dice
Heavy Guns	4 Dice	3 Dice	2 Dice

This basic number of dice is modified for either small arms fire or artillery fire thus:

If firing Guard rated infantry	+1 Dice
If firing any British (not KGL) artillery	+1 Dice
If firing French Guard rated or French Elite rated artillery	+1 Dice
If firing at any type of square or at a column	+1 Dice

Remember, you may have to then halve the determined number of dice (round down) when firing at an unformed unit or through an unformed unit at a target behind. The player then throws the determined number of dice, and **sums** the dice. The number of hits is determined thus:

Dice Sum	0-5	6-11	12-17	18-23	24-29	30-35	36-41	42-47	48+
Hits	0	1	2	3	4	5	6	7	Etc.

One hit equals the loss of one strength point on the target unit and losses are removed as they occur.

For example: An infantry unit in line fires its muskets at an enemy infantry unit in column. Three dice are thrown, two dice for firing in line plus one dice for the target being in column. The dice are thrown and added, and the sum being (say) 13 which results in two hits. The column loses two strength points immediately.

Another example: A heavy battery fires at another battery at long range. One dice is thrown (that is, 2 dice which are then halved (round down) for the target being unformed) requiring a 6 for a hit.

Another example: A British medium battery fires at another battery at long range. One dice is normally thrown, but being a British battery, the firer adds one dice, thus two dice in total. However, the target is unformed; thus one dice is thrown (that is, the 2 dice which are then halved (round down) for the target being unformed) requiring a 6 for a hit.

Another example: A light battery fires at an infantry column at long range. One dice is thrown (that is, 0 dice plus one dice for the target being in column) requiring a 6 for a hit.

Can units return fire?

Yes. Any unit fired upon may *return fire* at the unit that just fired at it (if able). Units on the side with the initiative do not return fire at units returning fire.

A unit can only return fire only **once per full initiative** so be careful. The unit firing back must first remove any casualties (strength point losses) that it took and then the unit may fire back once only at the unit that just fired at it (if able). Return fire is resolved in exactly the same manner and with the same restrictions as normal fire (see above).

Remember, in some cases if a unit is reduced to one strength point or less then that unit may be immediately removed from the game. This may prevent such a unit from returning fire.

Any non-initiative unit that returns fire during the opponent's firing phase has a **yellow marker** placed on it to indicate that it has issued return fire. Any unit with a yellow marker on it cannot fire or return fire until the marker is removed. A player removes all yellow markers from all of his units when that player next wins the initiative. Both players remove any remaining yellow markers at the end of the full game Turn.

Artillery Supporting Return Fire

Some non-initiative *artillery* units may be able to return fire in support of nearby friends being fired at. Any non-initiative artillery units that have *not* yet fired this initiative (that is it has not yet issued any return fire this initiative) may return fire at the unit that has just fired providing that the **artillery unit is within 6 cm** of the target unit just fired at. This *artillery return fire* is then made in exactly the same way and with the same restrictions as normal artillery fire (see above).

Suppression Fire

Artillery units could be forced to temporarily cease fire due to the effects of nearby enemy small arms fire. Such fire is called *suppression fire*. Only *unformed infantry* units may issue suppression fire and suppression fire can only be fired at artillery units.

Firstly, before an unformed infantry unit can issue suppression fire, an artillery unit from the brigade *with the initiative* must first *declare* that it wishes to fire at some eligible target (including the unformed infantry unit in question).

Then, if a *non-initiative* unformed infantry unit that has *not* yet fired this initiative (that is it has not yet issued any return fire or suppression fire yet this phase) is in a position where it has that artillery unit wishing to fire as an *eligible target*, then that unformed infantry unit may declare that it is issuing suppression fire against nearby enemy artillery units *before* the artillery actually fires.

The unit issuing suppression fire doesn't actually fire. Instead, once the infantry unit declares that it is issuing suppression fire the player issuing suppression fire places a **yellow marker** on the unformed infantry unit issuing the suppression fire. The player then places a yellow marker on the eligible artillery target unit (or units) that the player wishes to suppress. An unformed infantry unit issuing suppression fire may only suppress **one** artillery unit (battery) per full initiative if the infantry unit's current strength is **4 strength points or less**, or **two** artillery units if the infantry unit's current strength is **5 strength points or more**.

Any unit with a yellow marker on it cannot fire, return fire or issue suppression fire until the marker is removed. A player removes all yellow markers from all of his units when that player next wins the initiative. Both players remove any remaining yellow markers at the end of the full game Turn.

The Hand-to-hand Combat Phase

Once the player with the initiative declares that he has completed all of the firing with the units of the chosen Brigade (and all return fire is complete) then the Firing Phase of the initiative is over and the Hand-to-hand Combat Phase begins. Once all hand-to-hand combat and any resulting break-throughs from hand-to-hand combat are resolved, then the overall initiative is complete and players then check to see who has the next initiative (See: Sequence of Play).

Unlike firing, any friendly units that are into base-to-base contact with any enemy units at the start of the hand-to-hand combat phase **must fight** hand-to-hand combat.

Can units in close proximity to a hand-to-hand combat join in?

Any **formed** unit (in line or column formation) from either side that is in *close proximity* (that is, the unit is **within 6 cm** of) an enemy unit that is *already in contact* with a friendly unit for the purposes of hand-to-hand combat may be able to *join in* to that hand-to-hand combat providing three conditions are met. Units outside the 6 cm distance may not join in. The three conditions are:

1. That the unit by pivoting upto 90 degrees and by then moving directly forward (no formation changes, etc) by upto 6 cm will contact an *enemy* unit that is *already in contact* with a friendly unit, and,
2. Whilst moving that unit will not contact any other units (friendly or not), and,
3. Whilst moving that unit will not contact or pass through any prohibiting terrain

If so, then any such formed unit in close proximity is eligible to join in at the required stage (see below). Joining in is *not* charging. Thus, units may be able to move into contact with enemy unit types that they may not be able to normally charge. For example, infantry cannot charge cavalry but infantry can join in against cavalry (etc). If there is any dispute as to how a unit in close proximity can join in then sort it out with a dice throw. The winner decides.

Note: A unit with a break-through marker on it moves during the Break-through Phase which is immediately after the hand-to-hand combat phase. Therefore, any unit on break-through **cannot** join in.

Can squares join in a hand-to-hand combat using the close proximity rule?

Only infantry units that are in (solid) squares that are not in contact with *any* enemy units may attempt to break out of square and join in a hand-to-hand combat using the close proximity rules. Breaking out of square is *not* a reaction and any solid square may attempt to do so at the required stage (see below). Further, a unit may only attempt to break out of square once per initiative.

Firstly, a unit attempting to break out of square throws 1D6. If the dice throw is greater than or equal to the testing unit's Quality Rating then the unit **must** break out of square and join in.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

A unit breaking out of square *must* immediately form into a **column** formation (facing the enemy unit) and then join in by moving up to 6 cm directly forward into contact with the enemy unit at the required stage (see below). A unit failing to break out of square simply remains in square and remains in place. It takes no part in hand-to-hand combat.

OK: How do units engage in hand-to-hand combat?

Once hand-to-hand combat is declared the stages are:

1. First, any **friendly formed infantry** units that are in close proximity **must** join in
2. Next, any **friendly formed cavalry** units that are in close proximity **may** join in
3. Next, any **friendly solid squares** that are in close proximity **may attempt** to join in
4. Next, any **enemy formed infantry** units that are in close proximity **may** then join in
5. Next, any **enemy formed cavalry** units that are in close proximity **may** then join in
6. Next, any **enemy solid squares** that are in close proximity **may attempt** to join in
7. Then, all hand-to-hand combats are then resolved
8. Then, any resulting break-throughs are then resolved

Individual hand-to-hand combats are then resolved over a series of *rounds*. The first and most important round of a hand-to-hand combat is the **impact round**. All units that are in base-to-base contact with an enemy unit at the start of the impact round *must* fight hand-to-hand combat. Units not in contact with the enemy at this point do nothing this phase. Not all units get to fight during the impact round.

Once the impact round is completed then the next and all subsequent rounds are **melee rounds**. Units on both sides keep fighting melee rounds one immediately after the other until either they or all of the enemy units that they are in contact with are *eliminated*. When this happens, the remaining units (whether they have the initiative or not) are said to have *won* that hand-to-hand combat and depending upon what happened some units may obtain **break-through** (See: Break-through).

What happens where more than one enemy unit is in contact with a friendly unit?

Where a friendly unit is in contact with several enemy units then the strength points of that single unit may be *split* between any or all of the enemy units that are in contact with it at the player's discretion.

For example: Suppose a player ends up having a single unit in contact with three separate enemy units. That player may split that single unit's remaining strength points between any or all of the three enemy units. The player may use all of the unit's strength points to attack only one of those enemy units or the player may split the unit's strength points up to attack only two or all three of the enemy units.

Players need to be careful though. If a player decides to split the remaining strength points of a unit then any excess hits done on an enemy unit are *not* taken off another enemy unit in contact, so be careful.

For example: Suppose a player decides to split a unit's six remaining strength points between two enemy units, four at one enemy unit which has two strength points remaining and the remaining two strength points at the other unit. Say the player does four hits on the enemy unit with only two strength points remaining. The enemy unit is eliminated but the extra two hits are lost. They are not taken off the other enemy unit in contact.

Can a unit be outflanked?

A friendly unit is said to be *outflanked* by an enemy unit in contact with it if that friendly unit is unable to "fire" (shoot) at that enemy unit. The friendly unit doesn't actually fire or even needs to be able to fire but due to that unit's facing and formation be simply unable to put hypothetical "fire" onto the target if it could. Thus, squares can never be outflanked.

OK: What happens during the impact round?

Firstly, during each round of hand-to-hand combat a player may be required to *throw a set* (or perhaps several sets) of dice for that unit. What the player throws is determined by the unit's type and by the remaining strength points of that unit.

To throw a *set* of dice for a unit, the player nominates the number of *strength points* being directed from the friendly unit at a particular enemy unit. Obviously, a strength point may only be allocated once per round. The player then throws 1D6 for each strength point allocated. This throw determines the number of *hits* gained on that target. A dice scores a hit if it is:

Unit Type	Required on the dice
Guard	1 or more
Elite	2 or more
Veteran	3 or more
Trained	4 or more
Untrained	5 or more

One hit equals the loss of one strength point on the nominated target unit. Units fight the whole round with any strength point loses on a unit being recorded in some way and then deducted from that unit's strength at the *end* of each round as required. Remember, a unit could possibly be removed from the game at the end of a hand-to-hand combat round if its strength is reduced to one or less.

For example: A Veteran unit with 5 strength points remaining attacks one of the enemy units in contact with it with 3 of those 5 strength points (with the other 2 at another unit in contact with it). The veteran unit will throw 3 dice, one for each strength point allocated. For each 3, 4, 5 or 6 thrown on a dice that veteran unit will inflict one hit on that enemy unit.

OK: Back to the question: What happens during the impact round?

During the impact round a unit may get to throw a set of dice but only if certain situations apply to it. A unit gets to throw one set of dice for *each* of these four situations that apply to the unit throwing:

1. If your unit outflanks the enemy unit
2. If you are an Infantry unit in a solid Square (not an emergency square) vs a Cavalry unit
3. If you are a charging (or an opportunity charging) *formed* Cavalry unit vs any unit not in any type of Square
4. If you are Lancers vs an Infantry unit in any type of Square

If none of these four situations apply to your unit then your unit does not get to throw. All loses are noted in some way and are removed at the end of the impact round.

For example: If a formed cavalry unit outflanked a non-cavalry unit not in square then on impact it would get two sets of dice throws against that non-cavalry unit in the impact round, one for the outflank and one for charging formed cavalry vs any unit not in any type of square. The non-cavalry unit does not throw. It's quick and it's brutal.

Another example: If a formed cavalry unit charged another formed cavalry unit which in turn counter-charged then both units would get to throw one set of dice on impact for charging formed cavalry vs any unit not in any type of square. If the formed cavalry unit opted not to counter-charge then it would not get a throw.

What happens if a unit ends up with no opponent at the end of the impact round?

This situation is possible. For example, a unit being charged may have fallen back, may have limbered up and fled, may have been totally eliminated and removed in impact round, etc.

If so, and a unit finds itself with no enemy unit in contact with it at the end of the *impact* round then that unit obtains **break-through** (see below).

What happens in the melee rounds?

After the initial impact round, the next and all subsequent rounds are *melee* rounds. The very first thing done during each melee round is that each unit gets to throw one set of dice each. All loses are noted in some way and are removed at the *end* of a melee round.

After this throw a unit may get to throw again but only if certain situations apply to it. A unit gets to throw one set of dice for *each* of these four situations that apply to the unit throwing:

1. If you are an Infantry unit in any type of Square vs a Cavalry unit
2. If you are a Cavalry unit vs a non-Cavalry unit not in Square
3. If you are a Formed unit vs an Unformed unit
4. If you are formed Infantry vs an Infantry unit in any type of Square

If none of these four situations apply to your unit then your unit does not get to throw. All loses are noted in some way and are removed at the end of the melee round (which is now).

If both sides survive a melee round then another melee round is fought immediately. Units keep fighting melee rounds until one side or the other is eliminated.

For example: Suppose a formed cavalry unit unfortunately found itself in hand-to-hand combat with a (solid) square then on impact the square would get one throw against the cavalry unit then another throw against the cavalry unit at the start of the melee round and get another throw against the cavalry at the end of the melee round. The cavalry would only get one throw against the square at the start of a melee round.

The Break-through Phase

The Break-through Phase is a special phase conducted immediately following the completion of the Hand-to-hand Combat Phase. Any unit that obtains a *break-through* has a **white marker** placed on it to indicate that it can conduct break-through. Units in square and artillery units cannot breakthrough. Only those units obtaining a *break-through* can be used during the Break-through phase. This phase is skipped if no units obtained break-through.

The player with the initiative conducts break-throughs first. Once this player has no more break-throughs to resolve, then and only then does the player without the initiative conduct break-throughs. When the player without the initiative has no more break-throughs to resolve then the Break-through Phase is complete. The player with the initiative loses any break-throughs he may have obtained as a result of the non-initiative player's actions.

A unit that has obtained a break-through *must* opt to do one of four things. They are:

1. *Rally Back*, or,
2. *Stop and Rally* (where it is), or,
3. *Rally Forward*, or,
4. *Conduct a Break-through Charge*

All the normal rules of movement apply to rally movement and to break-through charges.

How does a unit Rally Back?

If the player opts to *Rally Back* a unit, then that player does so by moving the unit directly backwards (no turns, no formation changes, etc) along the path that it came by **3 cm to 6 cm** for an infantry unit (or by **6 cm to 12 cm** for a cavalry unit). The unit is not turned around but remains facing the original direction. A unit rallying back cannot contact any other units or prohibiting terrain. The unit then does no more this phase.

How does a unit Stop and Rally?

If the player opts to *Stop and Rally* a unit, then that unit simply remains in its current position. The unit may only opt to **pivot** about its centre by **up to 90 degrees** (no formation changes, etc). A unit pivoting cannot contact any other units or prohibiting terrain. The unit then does no more this phase.

How does a unit Rally Forward?

If the player opts to *Rally Forward* a unit, then that player does so by moving the unit *directly* forward (no turns, no formation changes, etc) by **up to 6 cm** for an infantry unit (or by **up to 12 cm** for a cavalry unit) from its current position. A unit rallying forward cannot contact any other units or prohibiting terrain. The unit then does no more this phase.

Rallying forward is not a charge. If a unit breaking-through wishes to move into hand-to-hand combat with an enemy unit during this phase, then that unit must conduct a break-through charge instead (see below).

How does a unit break-through charge?

Firstly, a unit breaking-through must actually have an enemy unit within that unit's normal charge distance. If there is *no* enemy unit within the unit's normal charge distance, then that unit cannot elect to break-through at all but must instead opt to either rally back, stop and rally where it is, or rally forward (see above).

A player conducts a *break-through charge* in exactly the same manner as a normal charge. The rules governing charges also govern break-through charges *except* that a unit conducting a break-through charge cannot attempt to extend its charge (See: Charging).

Before conducting a break-through charge, the player must first place **one hit marker** on the unit breaking-through (fatigue, etc). The player then conducts the break-through charge and subsequent hand-to-hand combat.

As before, if a unit breaking-through finds itself with no enemy unit in contact with it at the end of the impact round then that unit *can* conduct yet another *break-through* charge. Thus it may be possible for a unit to do a string of break-through charges during the same break-through phase providing that the unit breaking-through is left with no opponent in contact with it at the end of the impact round of each subsequent hand-to-hand combat (and with the a unit accumulating one hit marker for each separate break-through charge that it conducts).

For example, suppose a unit can and does elect to take break-through and charges an enemy unit. Firstly, a hit marker is placed on the unit for taking breaking-through. Now, if that unit being charged falls back out of contact, or if that unit limbers up and flees out of contact, etc, etc, then that unit breaking-through may conduct yet another break-through charge from the point where the charged unit was originally standing.

Can a unit react against a unit breaking-through or rallying?

Yes. Break-through charges, rallying forward movement and rallying back movement are considered movement for reaction purposes. Stopping and rallying and pivoting are not considered movement for reaction purposes. Therefore, the non-initiative player's units can still react to the enemy's break-through charges or rally movement as normal (and if able) remembering that a unit may only react *once per full initiative* which includes the break-through phase. Any resulting hand-to-hand combat is resolved immediately and in the usual manner (See: Hand-to-hand Combat).

Finally, remember that reactions are only ever performed by the player *without* the initiative. Therefore, the player with the initiative *cannot* react to any non-initiative player's break-through charges or rallying movement.

Retreating a Unit

Can units be voluntarily removed from the game?

Yes. A player can *retreat* (remove) friendly units from the game but only at a particular time. Firstly, a player may only retreat a friendly unit voluntarily from the game *if that player has the initiative*. Further, a unit *cannot* be retreated off the board if:

1. If it has already charged during the *current* initiative, or,
2. If it has already fired during the *current* initiative, or,
3. If it is not in command at the moment the player wishes to retreat it (See: Command)

Thus, only units that are *in command* or that are *in command but cautious* can be retreated (See: Command below).

The player with the initiative may retreat any number of eligible friendly units from the game *at any time* during the player's initiative (whether the retreating unit's Brigade currently has the initiative or not). The player simply announces that a particular eligible friendly unit is retreating, picks it up and removes it from the game.

If a Brigade command stand is currently attached to a unit (see: Command below) and the unit is voluntarily retreated from the game then the Brigade command stand may remain behind if the player wishes.

Command

In **Mini-Nap**, each Corps receives one and one only *Corps* command stand. Similarly, each Division in that Corps receives one and one only *Division* command stand. These command stands represent the basic whereabouts of the Corps and Division commanders at that time.

Brigade commanders are used in the game but they only play a small part. Each Infantry Brigade, each Cavalry Brigade and each Mixed Brigade receives one *Brigade* command stand for that Brigade. Division artillery "Brigades" do not receive Brigade command stands.

All command stands (whether Army, Corps, Division or Brigade) are considered to be mounted as per unformed light cavalry. Therefore, a command stand may not move into, through or across any terrain feature prohibited to unformed light cavalry. All command stands have the same movement allowance of **36 cm** and all of the normal rules of movement apply to command stands except that command stands may make as many turns (pivots) as desired and at any time during their movement forward. (Remember: Just like any other unit, command stands may never exceed their movement allowance of 36 cm.)

Friendly units may move through or charge through any friendly Command stand. Similarly, friendly command stands may move through any friendly units. However, a command stand cannot remain interpenetrated with any unit or visa versa. If the interpenetration of a friendly command stand with a friendly unit is unavoidable then the player controlling

that command stand simply moves the command stand by the minimum amount necessary to avoid having that friendly command stand remain interpenetrated with the friendly unit (See: Loss of Command Stands).

Functions: Corps and Division Commanders

A player may only move his Corps and/or Division command stands whenever that player has the initiative. Further, a player may only move a Division command stand before a Brigade under its command is given the initiative. In both cases the command stand may only be moved once per full Game Turn. Thus, a Corps or Division command stand that moves must remain in its new position until the next Turn (unless noted otherwise).

Each Corps or Division command stand has a *command rating* (see: Determining Command Ratings). Each Corps or Division command stand then receives a *command radius* depending on the commander's rating thus:

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

How is this command radius used?

During the normal course of play as soon as a Brigade is given the initiative or a unit 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 may instead choose to check to see how far a unit of that Brigade is from the *Corps* command stand commanding (controlling) that Division. Now:

- If any part of a unit is **within the command radius** above of that unit's Division (or of that unit's Corps) command stand (as measured base-to-base) then that unit is ***in command***. A unit that is *in command* does not suffer any command problems. It moves, reacts, fires, returns fire, etc, normally as per the main rules
- If a unit is outside the command radius above but is **no more than 24 cm** away from that unit's Division (or that unit's Corps) command stand (as measured base-to-base) then that unit is ***in command but cautious***
- If a unit is **more than 24 cm** from both that unit's Division and Corps command stands (as measured base-to-base) then that unit is ***not in command***

What can units do that are in command but cautious?

A unit that is in command but cautious must ***test to initiate a charge*** or ***test to initiate an opportunity charge***. Otherwise, any unit that is in command but cautious is unaffected and still moves, reacts, fires, returns fire, etc, as normal as per the rules.

A unit that is in command but cautious that wishes to charge or opportunity charge first pivots to face the unit to be charged. Then, before that unit that is in command but cautious conducts its charge movement *directly forward* the player must check to see if that unit will actually charge.

The player throws 1D6. If the dice throw is greater than or equal to the testing unit's Quality Rating then that unit may charge or opportunity charge as per the rules.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

A unit that throws less than its Quality Rating fails to charge and simply remains in place for the rest of the phase.

What can units do that are not in command?

A unit that is not in command:

- Cannot initiate a charge
- Cannot initiate an opportunity charge except to counter-charge a unit that is charging it
- Must test to fire if it wishes to fire (see the test below)

Otherwise, a unit that is not in command is unaffected and it still moves, reacts, returns fire, etc, as normal as per the rules.

When a unit that is not in command wishes to fire then the player controlling that unit must first check to see if that unit will fire. The player throws 1D6. If the dice throw is greater than or equal to the testing unit's Quality Rating then that unit may fire as normal as per the rules. A unit that throws less than its Quality Rating simply doesn't fire.

Unit Type	Quality Rating
Guard	1
Elite	2
Veteran	3
Trained	4
Untrained	5

Functions: Brigade Commanders

A Brigade command stand can only be moved during the initiative in which that particular Brigade is chosen and given the initiative. A player may **attach** a brigade commander to a unit within that Brigade and can later **detach** that Brigade commander from that unit (see below). Army, Corps and Division commanders can never be attached to any units.

A player can only opt to **attach** a Brigade command stand to a single unit of that Brigade commander's Brigade at the *beginning* of the initiative in which that Brigade is chosen and given the initiative.

To attach the Brigade command stand the Brigade command stand must be **within 6 cm** of the unit that it wishes to attach to (as measured base-to-base). If so, then the player simply announces that the Brigade commander is attaching to a unit. The player then picks up that Brigade command stand and places it on top of a unit of the Brigade to indicate that it is attached to that unit. (This is not interpenetration. It is merely a convenient way to represent that the brigade commander is attached).

The attached Brigade command stand then moves with that unit (remaining on top of that unit at all times). A unit with its Brigade command stand attached is always considered to be *in command* no matter what.

Similarly, a player can only opt to **detach** a Brigade command stand from a unit at the *beginning* of the initiative in which that Brigade is chosen and given the initiative. To detach a Brigade command stand the player simply announces that the Brigade commander is detaching from that unit. The player then picks up that Brigade command stand and places it in any legitimate position that is base-to-base contact with the unit from which it is detaching. Normal Division and Corps command radius considerations immediately apply to that unit from which the Brigade commander has detached (see above).

A Brigade commander may detach from one unit and then immediately attach to another unit in the same initiative but only at the beginning of the Brigade's initiative and only to a unit of the same Brigade that is within 6 cm of the unit from which the Brigade commander is being detached (as measured base-to-base).

Loss of Command Stands

Command stands cannot fire nor can they be fired at. Command stands cannot charge nor can they be charged at, etc. They have no effect on shooting, movement, etc, etc. However, command stands can still be eliminated and removed from the game in various ways.

Firstly, if a friendly command stand is contacted by any *enemy cavalry unit* that is *charging* (that is, it is charging or opportunity charging some other unit and that particular command stand happens to be in the way) then that command stand is considered eliminated (it is **overrun**) and so is immediately removed from the game.

Otherwise, any friendly command stand that is contacted by a moving (non-charging) enemy unit simply *evades*. Firstly, the enemy unit is moved into contact with the command stand. Then, to evade the command stand it is simply picked up (by the player controlling that command stand) and it is placed in any legitimate position the player desires **within 6 cm to 12 cm** of its current position **but no closer than 6 cm** from any enemy unit. The moving enemy unit then continues its movement. If the command stand cannot be legitimately placed on the table in some way then that command stand is eliminated and so is immediately removed from play.

A command stand may evade as many times as necessary during the initiative. However, any command stand that is forced to evade even once suffers a **temporary loss of command**. A command stand that is forced to evade has **two white markers** placed on it to indicate that it has evaded and is suffering a temporary loss of command. A command stand with white loss of command markers on it has no command radius (effectively it has a zero cm command radius) for the remainder of the current game Turn (See: Command Radius). Both players remove any white evasion markers from their command stands at the end of the full Game Turn.

A Corps command stand can only be removed from the game by being overrun (see above).

A Division command stand can be removed from the game in one of two ways. First, a Division command stand can be removed from the game by being overrun (see above). Second, a Division command stand is removed from the game at the very moment that **the Division's unit loses exceed half (round up)**.

For example: Suppose a Division starts the game with 11 infantry battalions (units) and 2 artillery batteries – 13 units in total. That Division's command stand is removed from play at the very moment that the Division's unit loses exceed 13 divided by 2 (round up) = 7 units.

Brigade command stands can be removed from the game in one of three ways. First, a Brigade command stand can be removed from the game by being overrun (see above). Second, a Brigade command stand is removed from the game at the very moment that **the Brigade's unit loses exceed half (round up)** unless that Brigade commander is currently attached to a unit.

For example: Suppose a Brigade starts the game with 6 infantry battalions (units) and 1 artillery battery – 7 units in total. That Brigade's command stand is removed from play at the very moment that the Brigade's unit loses exceed 7 divided by 2 (round up) = 4 units.

Third, if a Brigade command stand is currently attached to a unit and that unit is eliminated then that attached Brigade command stand is also considered eliminated and so is immediately removed from play.

Determining a Corps Commander's Rating

As noted above, each Corps and Division commander is given a *Command Rating*. Brigade commanders have no command rating. The command ratings used in these rules for Corps and Division commanders are:

- 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

To determine the rating of a Corps commander simply throw 2D6 (added together to read 2 to 12, no modifiers) and refer to the appropriate nationality below:

FRENCH including any French Allied Corps under French command:

Excellent	10 or more
Good	6 to 9
Average	4 or 5
Poor	3 or less

BRITISH including any British Allied Corps under British command:

Excellent	8 or more
Good	7
Average	4 to 6
Poor	3 or less

AUSTRIAN	Average	10 or more
	Poor	7 to 9
	Dreadful	6 or less

PRUSSIAN	Good	5 or more
	Average	4 or less

RUSSIAN	Good	11 or more
	Average	9 or 10
	Poor	2 to 8
	Dreadful	4 or less

DANISH	All Average
SWEDISH	All Average
OTTOMAN	All Dreadful

OTHERS	All Poor
---------------	----------

Determining a Division Commander's Rating

To determine the rating of a Division commander simply throw 2D6 (added together to read 2 to 12) and modify the result thus:

If checking for a Division in a French Corps	+1
If checking for a Division in a British Corps	+1
If checking for a Division in a Russian Corps	-1
If checking for a Division in a Austrian Corps	-2
If checking for a Division in a Ottoman Corps	-3

The modified result determines the rating of the Division Commander thus:

- Good 13
- Average 10 to 12
- Poor 6 to 9
- Dreadful 5 or less

Finally

Well that's it – that's **Mini-Nap**. Please remember it's only a game! Try and have some fun and sort out any problems that you may have with a dice throw.

I recommend that you try to re-fight historical actions using historical orders of battle. Otherwise, players must decide between themselves what the terrain layout will be, where to set up their Corps and what the victory conditions for the game will be. Of course, a player may concede the game to his opponent at any time.

The **Mini-Nap: Terrain Guidelines** cover the effects that terrain has on movement, shooting, hand-to-hand combat, etc.

The **Mini-Nap: Weather Guidelines** cover the effects that the weather may have on the game.

The **Mini-Nap: Engineering Guidelines** covers the use of engineers in a game.

A copy of these rules (for your personal use only), all of the appendices, all of the guidelines mentioned plus various details on army orders of battle, etc, etc, are now all available at www.runtus.org. If you have any questions, comments, suggestions or criticisms I can be contacted via runtus.org

Remember: **“War does not determine who is right... just who is left...”**

Trevor Raymond

©Copyright. Trevor Raymond. **Version 8: August, 2009**
(Exodus 20:15 - “Thou shall not steal.”)