

### Variation for c&c napoleonics

Purpose: fighting a battle with balanced armies, with the possibility of small adjustments according to each player's preference

#### 1) Aggression scale

- both players roll one dice. The symbol is checked in the table below. The outcome determines the aggression scale and the army composition (*see army tables point 7*).
- the player with the higher score (5 is the highest) becomes the attacker.
- In case of an equal score both players have the same aggression scale and army composition. To determine the attacker both players roll an extra dice. This is repeated till one player has a higher score, and is named the attacker.

Symbol	Aggression scale
artillery	1
flag	2
infantry	3
cavalry	4
sabres	5

#### 2) Map

- to determine the map the defender rolls a dice. He places tiles according to the table below.
- the place of the tiles is totally to the opinion of the defender. He has to defend this map.
- if both players have an equal aggression scale, the tiles have to be placed on the middle 3 rows of the board. (*a river in the map fields is still placed across the short side of the board*).

Symbol	Map	Tiles and placing
artillery	river	1 river (non-fordable) over the entire length of the board, at least 3 hexes from each player's (long) side with 2 bridges and 1 ford ( <i>1 per section</i> )
flag	town	1 town of 4 linked tiles 2 forests of 1 tile
infantry	forest	2 forests of 4 linked tiles 4 forests of 1 tile
cavalry	hills	2 hills of 3 linked tiles 2 rugged terrains of 2 linked tiles ( <i>no movement or placing</i> )
sabres	fields	1 fordable river over the middle section ( <i>splits the map in two</i> ) 2 towns of 1 tile 1 windmill and 1 sand quarry 6 tiles at the defender's wish, placed loose ( <i>forrest /hill/ rugged terrain</i> )

#### 3) Setup side

- when the terrain is finished the attacker (*see 1*) rolls a dice.
- if the symbol is infantry he may choose his side of the map.
- in case of any other symbol the defender takes his favourite side.

#### 4) Setting up the armies

- the units are placed on the 1<sup>st</sup> or 2<sup>nd</sup> row of the board.
- light troops may be setup on the 3<sup>rd</sup> row.
- leaders must be placed alone.
- if necessary counters or extra tiles may be placed free at will anywhere on the map.
- the defender sets up his army first, then the attacker follows.
- finally the defender may exchange the place of some of his units (*1 change per 4 setup units*). The chosen units are not changed; only the original setup hexes are exchanged between the 2 units.

#### 5) Sequence of battle

- if both army's are set up the attacker starts the battle by playing his First card.
- the battle is played as normal by each player successively playing a card.
- when the **Élan-card** is played the deck and discard-pile are reshuffled. The **Élan-card** is kept out of the new deck.
- When the deck is finished the game ends.

#### 6) Victory

- the first player scoring 6 points wins.
- points are scored by destructing an enemy unit (*troops or leader*).
- if no player scores 6 points before the end of the game (*carddeck runs out*), the total score is determined by adding the points for controlled victory-counters to the number of destroyed enemy units. The player with the higher score wins.
- in case of a tie the defender wins.

## 7) Army compositions

Agressionscale	1	2	3	4	5
commandcards	3	3	4	4	5
tiles	2	1	1		
counters	2	1			
-	-	-	-	-	-
leader	1	1	2	2	3
line inf	3	4	3	3	3
light inf	2	1		2	
grenadier	1	1			
guard inf			1	1	
light cav		1	1	1	2
heavy cav			1		2
foot art	2	1	1		
horse art			1	1	1
-	-	-	-	-	-
points to buy	4	4	4	4	4

- each army consist of a given number of cards, units, leaders, tiles and counters
- the tiles (forest/hill/town) and counters are set up at the same time as the units
- a counter is gives one point if the hex containing the counter is controlled by a unit at the end of the game
- each army has 4 points to buy extras or upgrade the units
- the costs of extra units are shown in the purchaseprice-table
- its possible to upgrade a unit by paying the difference in the purchaseprice. The unit is exchanged (*example: 1 line infantry of 2punt is exchanged to a light infantry at the cost of 1 extra point*)
- the maximum units a player can set up is 12. Leaders don't count in this number.

## Purchaseprices per Nation

	France	Britain	Portugal	
card	1	1	1	extra card till a maximum of 8
tile	2	2	2	forest/hill/town
counter	2	2	2	one point if controlled by a unit at the end of the game
leader	2	2	2	a extra leader maybe setup with a unit
line inf	2	2	2	
light inf	3	3	2	
rifle		2		
grenadier	3	3		
guard	4	4		young/old or grenadier-guard unit
militia	1		1	
light cav	2	2	2	
cuirassier	3			
heavy cav	2	2	2	
guard cav	4	4		
foot art	2	2		
horse art	2	2	2	

- the British and Portuguese troops can be combined in 1 army.
- the units follow the same rules as in the base-game.

**Optional:**

- this table shows the purchaseprices used for a universal army, so both players can play with equal units.
- unique units are kept out of this game (*young guard/ rifles/ cuirassiers*)
- British and Portuguese blocks are combined

Purchaseprices							
card	1	extra card till a maximum of 8					
tile	2	forest/hill/town					
counter	2	one point if controlled by a unit at the end of the game					
leader	2	a extra leader maybe setup with a unit					
Unit	Costs	Blocks	Move *1)	Fire	Fire after move *2)	Mêlée	Morale
militia	1	4	1	1 per block	½ blocks	1 per block	sabres never hit/ flag = 3 hex retreat
line inf	2	4	1	1 per block	½ blocks	1 per block	
light inf	3	4	1 or 2 nf	1 per block +1	½ blocks +1	1 per block	
grenadier	3	4	1	1 per block	½ blocks	1 per block +1	ignore 1 flag
guard	4	4	1	1 per block +1	½ blocks +1	1 per block +2	ignore 2 flags
							Blocks of old or grenadier guard
light cav	2	3	3			1 per block	
heavy cav	2	3	2			1 per block +1	
guard cav	4	4	2			1 per block +1	ignore 2 flags
foot art	2	3-2	1 or fire	mêlée-3-2-1-1		4 (sabres hit)	
foot art		1	1 or fire	mêlée-2-1-1		3 (sabres hit)	
horse art	2	3-2	1 or 2 nf	mêlée-2-1-1	mêlée-2-1	3 (sabres hit)	
horse art		1	1 or 2 nf	mêlée-1-1	mêlée-1-1	2 (sabres hit)	

- 1) nf = no fire
- 2) fire after move is half of the blocks rounded up