

Commands & Colors : Napoleonic Tournaments

Paris Open of History Games

29 of September of 2019

You have in your hands, the participant's guide of the second Commands & Colors Tournaments: Napoleonic, which will take place on Sunday 29th of September 2019 at the Parisian Open of History Games (OPJH).

This one aims to facilitate your coming to this event.

You will find in this guide the rules of the tournament.

We wish you good luck and are happy for your participation in this competition. The troops are in position, the theater of operations is fixed, and History is in your hands.

It's your turn !

General Organization :

1. The Commands & Colors: Napoleonic tournament is organized by Les Prétoriens Club chaired by François GONCALVES in agreement with the organizers of the OPJH.
2. The opening of the tournament is scheduled for **10 am on September 29th**. The first part will begin at **10:15 sharp on September 29**. Participants must be identified before. They are therefore asked to show up at the opening of the tournament.
3. The Tournament is open to all players familiar with the game Commands & Colors: Napoleonic.
4. Participation will be open to all players who have paid their registration in due form within the allotted time.
5. The registrations are done directly on the site of the OPJH (www.opjh.tk) or by email at m44pretoriens@gmail.com The registrations are valid only if: - they respect the conditions mentioned above, - the amount of registration has been received by the organizers - there are still places available.
6. For logistical and organizational reasons, the number of registrations is limited to the first 40 registered players.
7. The OPJH's Commands & Colors: Napoleonic Tournaments take place in three rounds on one day:
 - 2 scenarios played during the first 2 rounds;
 - All players will play the same scenario at the same time.

A certain September 7, 1812 in Borodino:

- Borodino Village
 - Raevski Redoubt
8. A turn consists of two games with an Allied side player (Russian) and a player on the French side for the 1st game and role reversal for the second.
 9. A sheet of homologation of the results will be available on each table, and will formalize the

results so that the organizers can plan the rest of the Open, constitute the ranking and, ultimately, determine the finalists. It will be countersigned by the players to be taken into account. The organizers use the homologation sheets.

10. A bonus point will be awarded in case of a win over both sides of the same round. In the same way the objectives achieved will make it possible to obtain bonus victory points.

11. To decide the players in the final ranking:

- More victory points
- Largest number of medals won
- Largest number of blocks remaining
- Age of the player (age decreasing)

12. The winner of each tournament will receive a prize as well as the 2nd and 3rd if there are more than 12 participants.

13. **The tournament will end no later than and 5:30 pm.**

14. The tournaments printed maps will be sold at the end of the tournament a price that would be defined later to reimburse the “Club des Prétoriens” for the engaged expenses for it.

General instructions:

- The organizers reserve the right to exclude any candidate with inappropriate or outrageous behavior.
- No food or drink on the game tables. It is forbidden to smoke in the room.
- Extinction of mobile phones during games.
- The organizers are not responsible for the personal affairs of those present, it is appropriate for everyone to pay attention.
- Any damage caused will be refunded by the responsible persons. - Commands & Colors: Napoleonics is first and foremost a game, fair play must be appropriate for all candidates. The good mood will be the key word of the Commands & Colors Tournaments: Napoleonics of the OPJH.
- The duration of each part is limited to 75 or 90 minutes, it belongs to the players not to be too slow to play.
- After 75 or 90 minutes the game is stopped by a referee (the second player having finished his turn).

Course of a game:

Before you start:

- Set up all the parts of the scenario.
- Check the set up with the help of the scenario card.
- Any mistake in setting up can not cancel the game. It is the responsibility of the players to check the layout of the pitch and the parts, and correct any errors.
- Once the verification is done, the players validate the pose by initialing the homologation sheet on the box provided for this purpose.
- Players must read the Briefing, Victory Conditions and Special Rules.
- If necessary, players may use a referee for an explanation of the Special Rules.

During the game:

- Reminder of the game turn:

1. Play a command card by showing it to your opponent.

2. Activation: Announce and show the units that will be activated by following the instructions on the map just presented.

3. Movement: displacement (if any) of newly active units. The units move each one once, one after the other. Comply with the constraints on the movements imposed by the grounds.

4. Combat: Have your units fight one after the other. Select a target, and:

a. Check the firing range, control the line of sight

b. Apply effects and constraints of land

c. Resolve the fight

5. Draw a new card.

- Then move to the other player's turn.

- A moved unit is definitely played unless prior agreement between the players.

- For any dispute, freeze the game and call a referee who will solve it by relying on the rules of the game and FAQ.

- Tactician cards are played at the appropriate time with a maximum of one per unit or general.

Game over :

- At the precise moment a player fulfills his victory conditions, the game stops immediately. - The 2 players count their remaining blocks.

- The results are recorded on the homologation sheet which of the return part. will be signed by both players and handed to the referee at the end.

- The players reposition the return game and resume the game as described above.

- The sheet must be handed over to the organizing team, which records the results and puts them to the test. day ranking of the Tournament Commands & Colors: Napoleonics of the OPJH

Procedure:

- All participants are awarded at the beginning of the Commands & Colors Tournament:

Napoleonics of the OPJH score sheets

- The organizers are the pairs of players for the scenarios to be played, taking care not to replay the same players together (as far as possible)

- Through the homologation sheets, the organizers record the points won, the medals obtained and the remaining blocks for each player.

- The organizers maintain, over the games, a points classification, which can be consulted by the players.

- These different phases will be repeated so that all players can play 3 scenarios back and forth.

- The number of medals obtained and blocks saved will decide the eventual ties. In the unlikely event that there is still equality, seniors will have priority over the youngest.

Applicable rules:

The basic rules, extensions # 2 (Russian Army) and # 5 (Generals, Marshals & Tacticians) must be known by each player.

Requested material:

Whenever possible, each player is asked to bring:

- **Command (90 greenback cards) and Tactician (50 redback cards) card packs in extension # 5 (Generals, Marshals & Tacticians)**
- **The booklet of extension # 2 (Russian Army)**
- **Some dices**
- **Markers of victory, garrison, Paper Strength (# 2 Russian Army) and square corresponding armies.**

- **The blocks of the following French units:**
 - **Line Inf: 36**
 - **Light Inf: 20**
 - **Young Guard: 4**
 - **Old Guard: 8**
 - **Foot Art: 9**
 - **Guard Foot Art: 3**
 - **Horse Art: 3**
 - **Light Cav: 12**
 - **Heavy Cav: 8**
 - **Heavy Cuirassier Cav: 4**
 - **General: 4**

- **The blocks of the following Russian units :**
 - **Line Inf: 24**
 - **Light Inf: 16**
 - **Grenadier: 8**
 - **Guard Light Inf: 8**
 - **Guard Grenadier: 4**
 - **Foot Art: 16**
 - **Guard Foot Art: 3**
 - **Cossacks: 4**
 - **Light Cav: 12**
 - **Heavy Cav: 4**
 - **Heavy Cuirassier Cav: 4**
 - **Guard Heavy Cav: 6**
 - **General: 3**

