

COMMANDS AND COLORS

NAPOLEONICS PLUS



CAMPAIGN RULES

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LEADERS

Leader Casualty Fate

After the battle has been resolved, for each Leader casualty, roll on the appropriate table below to determine the Leader's fate.

Casualty in Melee Combat vs Infantry or Cavalry

- 1 Slain
- 2 Mortal Wound
- 3-6 Roll Again...
 - 1-2 Captured
 - 3 Crippled
 - 4 Serious Wound
 - 5 Moderate Wound
 - 6 Light Wound

Casualty in Other Circumstances

- 1 Slain
- 2 Mortal Wound
- 3-6 Roll Again...
 - 1 Crippled
 - 2 Serious Wound
 - 3-4 Moderate Wound
 - 5-6 Light Wound

Explanations of results

Captured – Captured by the enemy.

Crippled - Seriously wounded and carried from the field on a blanket. He later recovers but is crippled permanently and retires to live the rest of his life in peace on his villa.

Light Wound – Lightly wounded and helped from the battlefield by his staff. He recovers to fight again and returns to duty after a few days.

Moderate Wound – Moderately wounded and injured when his horse was shot and fell on him. He was helped from the battlefield by his staff. He recovers to fight again and returns to duty after a few weeks. He misses the next battle in the campaign.

Mortal Wound – Seriously wounded and carried from the field on a blanket. He later died under the surgeon's knife.

Serious Wound – Seriously wounded and carried from the field on a blanket by his staff and soldiers from a nearby unit. After a few days he recovers enough to command from an open carriage but will not be fully recovered until he can take a long rest at the end of the campaign.

Slain – Killed in action. Decapitated by a cannon ball, takes a musket ball through the heart or a sabre stroke that couldn't be parried.

Leader Replacement

Leaders that are Captured, Crippled, Mortally Wounded or Slain are immediately replaced by a New Leader. A subordinate is promoted.

Leaders that are Moderately Wounded are immediately replaced by a Temporary Leader. A subordinate fills the gap while the Leader recovers.

Leadership Quality

A Leader commanding from an open carriage instead of horseback, has his movement reduced to 1, as does any unit to which he is attached. His movement may not be increased by playing a card.

A replacement Leader must be designated as Infantry, Cavalry or Artillery and may only be attached to that type of unit.

Carriage-bound, New and Temporary Leaders have their command range reduced to 2 instead of 3. When ordering units in contiguous hexes, they are limited to 2 instead of 3.

CAPTURING A THOPHY

When a unit is eliminated in melee (including battle back) its opponent should attempt to capture a trophy. This could be an Eagle, Colour, Standard or Guidon. Not all units have flags; this must be decided in the campaign. For example some light infantry and light cavalry units did not carry flags in the field.

Infantry may capture the flag of other infantry and cavalry that of either infantry or cavalry. To be eligible, an ordered unit must take ground.

Roll 2 dice:

Flag+Flag The trophy has been captured.

Flag+Sword An infantry trophy has been captured by a cavalry unit.

GLORY

Glory Counters are awarded at the end of each battle. The losing side gets one Glory Counter if it gets at least half the required number of Victory Banners. The winning side gains Glory Counters equal to one plus half the difference in Victory Banners (rounded down). One additional Glory Counter is awarded for each leader or trophy captured.

Glory Counters can be used in subsequent battles in the campaign in a number of different ways.

Heroic Unit

Immediately after a battle has been completed, the winning side may use one Glory Counter gained during the battle to class a surviving infantry or cavalry unit as “Heroic”. The unit must have performed exceptionally well during the battle. That unit may then appear in following battles. It will remain heroic until such time as it loses a block.

A heroic Infantry unit will battle as Grenadier.

A heroic Cavalry unit will battle as Cuirassier (but without the advantage vs lancers or infantry fire). If light, a unit’s normal movement capabilities will be retained even when Heroic.

Artillery units may not be heroic.

Rally

In order to Rally, a Glory Counter can be played at the start of your turn immediately prior to playing a Command Card. This returns a single block of any type to any single under-strength unit anywhere on the battlefield. A unit may not gain more blocks than it originally had. Rallied units are not automatically ordered.

Leadership

In order to gain a Leadership bonus, a Glory Counter can be played at the start of your turn immediately prior to playing a Command Card. This will allow one ordered unit to roll 1 additional die if it battles. Cavalry that get their battle dice reduced by bad terrain may not use this bonus.

Stragglers

At the start of a battle, up to half of your available glory points may be used to make the opposing army straggle. For each glory point spent, roll one die.

Die Roll	Effect
Infantry	Your opponent must remove one block from any infantry unit of his choice.
Cavalry	Your opponent must remove one block from any cavalry unit of his choice.
Artillery	Your opponent must remove one block from any artillery unit of his choice.
Flag	Your opponent must retreat one unit of his choice back one hex.
Sabres	No effect

Anti-Guerrilla patrol

Peninsular War Campaign in Spain only:

When the Spanish player uses a Scout Command Card to obtain a Guerrilla Counter, use one Glory Counter to negate this ability. Both the Guerrilla Counter and the Glory Counter are discarded.

Ordenanza

Peninsular War Campaign in Portugal only:

At the start of a battle, the allied player may use one Glory Counter to gain a Portuguese Militia Infantry. This must be placed either:

- adjacent to another Portuguese unit and closer to the base edge than that unit.
- on the allied player's base edge.