

NAPOLEONIC 20

STANDARD RULES SUMMARY / OUTLINE

- 6.2) Units may always move 1 hex (but not ZOC-to-ZOC), even if not enough move points to do so.
- 6.6) A unit that conducts its *entire* move along a Road gets +1 Movement Point.
- 6.8) ZOC's are 'sticky', i.e., a unit can only leave a ZOC via Disengagement (8.3) advancing or retreating after combat, or at Night (14.0).
- 6.9) Units may move through, but not stack with, other friendly units.
- 7.0) Friendly units never negate a ZOC. Units may advance after combat through enemy ZOC (7.5), however.
- 7.0) ZOC's extend into all terrain except Fortified, Redoubt, between adjacent Towns, and across Major Rivers (not even at Bridges/Fords at a Major River). *Exception*: a combat involving an attacking unit that is also next to another enemy unit across a Bridge/Ford, must then include that unit in the combat too (i.e., no free pass when engaging multiple enemy units). Units separated by an unbridged / unforded Major River are *not* adjacent.
- 8.0) Non-Phasing player may have his Cavalry react: Countercharge, Disengage, Penetration (see 16.2).
- 8.1) Countercharge: Cavalry makes a 'Selective Attack' against one (or more) enemy unit. Countercharging Cavalry have their Combat Strength doubled (2x), except against enemy cavalry (1x). Even if victorious against a Countercharging Cavalry, the defender *cannot* advance. Combat Phase then occurs normally after a Countercharge.
- 8.3) Disengagement: retreat 1 hex before combat unless enemy Cavalry is attacking, then can't Disengage. Active (attacking) enemy Infantry *cannot* advance.
- 9.0) Combat between adjacent units exerting ZOC on you is mandatory (*exceptions*: 7.0); phasing player declares all attacks first. All required adjacent enemy units (usually in active player's ZOC too) must be attacked.
- 9.0) Attacker (first), then defender, may Commit Reserve (+1 Strength) to the combat by spending 1 MP.
- 9.0) Only use the *best* Terrain in hex for defense (terrain benefits are *not* cumulative).
- 9.2.4) Artillery has 2x strength on the attack (normal defense), but artillery may *never* advance.
- 9.5) Players may voluntarily lower the combat differential if they wish.
- 9.6.8) Elite units (those with Red values) get a -2DRM (or -3 DRM is in a Fortified or Redoubt hex) to their Rout rolls. If the modified Rout result is less than 1, then a 'Withdrawal' instead (but see 9.8.1), with no Rout effects.
- 9.8.1) Units in a Fortified or Redoubt hex may always Retreat 1 hex *less* (thus they can ignore a 'Withdrawal').
- 9.8.3) If a unit is forced to Retreat through a ZOC, or across a Minor River, or across a Major River at Bridge/Ford, it's a "Hazardous Retreat": roll 1D6; '1 thru 3', unit Breaks. '4, 5, or 6' and it's OK.
- 9.8.6) Retreats must go towards vacant hex and towards a friendly LOC (player choice), whenever possible. If no other route available, a retreating unit may move through a friendly unit. If Retreats off the map, unit Breaks.
- 9.8.7) Retreating unit may zigzag to avoid self-destruction (e.g., to avoid crossing an unbridged Major River).
- 9.9.2) Non-Artillery units may advance (Cavalry may continue along the loser's path up to MA) on a Rout result.
- 9.9.3) If Cavalry is in the battle, at least one of them *must* advance first. Second unit may follow into vacated hex.
- 9.9.4) Advancing units always ignore enemy ZOC. Cavalry cannot advance more than their move allowance.
- 10.0) Newly Rallied (formerly Broken) units appear on an empty LOC hex (but see 16.4 for more).
- 11.2) Multiple Reinforcements enter same hex in march order i.e., they pay +1 move point than did predecessor.
- 12.2) It costs 1 MP to 'commit' a Guard unit (or other special Elite troops identified in exclusive rules), i.e., move from a non-adjacent hex to be adjacent to the enemy. *Exception*: no cost if *either* side has just 1 Morale.
- 12.2.2) Lose -1 Morale Point if attacking Guard incapable of advance (it could not, or was lost/EX in the combat). *Note*: the Guard does not have to advance itself, it just has to be *able* to advance to avoid the 1 MP penalty.

- 12.3) Spending Army Morale Points: -1 MP to Force March (+1 move point to all nation's units); -1 MP to 'commit' a Guard unit; -1 MP to 'commit Reserve Troops' in combat; -1 MP to assist (+1 DRM) all your troops in Rallying; -1 MP if Guard is incapable/cannot advance after attacking in combat.
- 13.0) Lull Turns – *after* the First Night Turn, if a player has fewer than 6 Morale *OR* has less Morale than his opponent, and he does not Force March nor are there any Battle rolls (his own nor opponent's reaction), and both sides have units on the board, then he gets + 1 Morale Point.
- 14.0) Night Turns: No ZOC's (so units can disengage at Night), and all units have only 1 move point (Road bonus and/or Forced Marching still applies, however), and there is *no combat* at Night.
- 14.0) Special Night Actions: may attempt to Rally Broken units, lose Morale due to captured Terrain (two LOC and/or captured Objective hex(es) - see Morale Chart), Recover + 1 Morale Point (automatic), re-conceal units (if playing with Fog of War/Dummy units), and Reshuffle the deck at the end of each Night Turn.
- 15.0) Victory: enemy Morale drops to 0 (immediate victory), or Allies have higher Morale than French at end of play. Otherwise, the game ends in a draw.

Optional Rules:

- 16.1.1) *Fog of War*: hidden units revealed when a MP is used to commit a "Guard" unit, at the end of a non-Night Movement Phase and enemy Cavalry is adjacent, when Cavalry attempts to move in a Reaction Phase via Disengagement (8.3) or Penetration (16.2) (hidden friendly Cavalry can reveal itself to prevent), and after all battles are declared during Combat.
- 16.1.2) Place all units face down again during their side's Night turn phase.
- 16.1.3) Create a Dummy unit (if available) when a unit is newly Rallied or comes on as a Reinforcement; either the Dummy or the real unit must move so they are not stacked.
- 16.1.3) Can also create a Dummy (if available) at Night when units re-conceal as long as not adjacent to an enemy unit. Immediately relocate Dummy or real unit to adjacent hex not next to enemy (can't stack).
- 16.1.3) Dummy has a MA of 3 (but of course may only want to move 2, as would an Infantry).
- 16.1.3) Dummy *may* declare an attack, and thus fulfill mandatory combat requirements (i.e., Dummy can be utilized as a diversionary tactic).
- 16.1.3) A Dummy will cause an adjacent enemy unit to be revealed (i.e., think of them as scouts).
- 16.1.3) Until it is revealed, a Dummy acts as a real unit (i.e., can control an Objective or LOC hex).
- 16.2) *Penetration*: Cavalry can react during enemy phase to move (even through ZOC). If the Cavalry begins its Reaction Phase adjacent to an enemy unit, then move to another adjacent hex (ZOC to ZOC is OK), but cannot Countercharge. Penetration *can't* be done when begin/end in enemy Cavalry ZOC.
- 16.3) *Defensive Artillery Support*: if no attack has been declared against the Artillery unit, then it adds +1 strength to all friendly units in its own ZOC during opponent's Combat, and during enemy Reaction combat also.
- 16.4) *Additional Rally locations*: in addition to vacant LOC hexes, Rallied units (10.0) may be placed in an empty friendly controlled Town, Fortified, Redoubt, or Objective hex. It must be closer to the closest friendly LOC hex than to an enemy LOC hex not occupied by a friendly unit. Must be at least 4 hexes away from an enemy unit, and closer to a friendly unit than an enemy unit.
- 16.5) *Routed units* may only move if they elect to Retreat (or may opt to stay in place) during their move. Have no ZOC's. Combat strength is 50% (round up) when attacking or defending. Routed units cannot Advance. If all of a side's units are Routed in a combat, he cannot spend a MP to 'commit reserves' to the battle.
- 16.5.3) A Routed unit Recovers automatically at the end of its own combat phase if not in an enemy ZOC.
- 16.6) *Unit Reduction* occurs when Rallying; may treat a 'No Effect' as a 'Partial Rally'; eliminate the Infantry unit just rolled for and bring on a 1-strength cadre as a 'rallied' unit instead. *Note*: Elite units get the Rally Bonus.
- 16.6.2) Once in play, Cadre units *cannot* Rally themselves if Broken; simply return them to the pool.
- 16.7) *Unit Breakdown and Buildup* costs 1 MP to breakdown an Infantry unit (then remove it) into 2 Cadres (done before it moves) and a Dummy (if available FoW, and you want it). Conversely, 2 Cadres can buildup into an Infantry (your weakest eliminated) unit, and gain 1 MP, at end of your Movement Phase.