

Light variant for the “Campaigns of Napoleon” system

Guillaume Daudin, gdaudin@mac.com, version 0.1.10., with help from Daniel Claude, Chris Harding, John Neblo and Markus Stumptner

Playtesters : Daniel Claude, Edgar Gallego, Chris Harding, John Neblo, Guy Pickett and Markus Stumptner.

Introduction

This light variant keeps only the vedette and battle rules from my “full” variant.

It is made as a modification to the Consolidated Campaign Rules by Dick Vohlers (<http://www.napoleongames.com/soa.html>). It should be easily adaptable to all other versions of the rules. All the existing rules apply, except when specified.

1 Combat group definition

Combat group are defined before force marches, and might be modified by force marches. They do not depend on command capacities.

A combat group has to include every stack in any hexes that are adjacent to the same enemy hex. It *may* include any non-vedette stack in hexes that are adjacent to a friendly unit adjacent to the enemy. Depending on this choice, the same map situation may give rise to one or more combats.

A combat group is defined as a stack. It could include a part of a force. In that case the remaining part of the force can force march on its own.

Vedettes alone in an hex can be part of a combat group. But, considering that they disperse they cannot “link together” two combat groups.

All the combat groups adjacent to the same enemy combat group are part of the same combat group.

“Adjacency” is blocked by non-passable terrain (e.g. primary rivers without a bridge or pontoon)

The intention is that most battles (Waterloo, Wagram, Austerlitz... but not the first and second day of Leipzig) have only one combat group for each side.

Example: in the following situation, each side has only one combat group. Depending on the Coalition and French choice, this may include the troops in Braine l’Alleud and the hex “behind” La Belle Alliance.



The decision to attack across a bridged primary river is made in phase III before combat groups are determined. The attacker decides first and then the defender (which becomes the attacker if he decides to fight). If both decline to attack, no ZOC is projected over the bridged primary river for the rest of the turn.

1.1 Combat groups size classes

Combat groups are grouped into three size classes:

- **Division:** The force includes a single Maj. Gen. leader *or* the total subordination value of the combat units in the force is 1.5 or less.
- **Corps:** The force is not a division and includes at most two, non-Maj. Gen leaders commanding units.
- **Army:** The force is neither a Division nor a Corps, i.e. the force includes three or more non-Maj. Gen leaders commanding units

Vedettes are never taken into account to determine combat groups.

The senior leader in a “combat group” is the leader with the largest command span. In case of equality, owner decides.

The identity of combat groups and senior leaders may change during the combat phase as new forces move to outflank or reinforce.

Examples:

Maj. Gen. Cole commanding two units is a Division.

Reille commanding two units infantry units (total subordination value: 2) is a corps.

Ney commanding one unit + Reille commanding five units is a Corps

Wellington commanding one unit + Maj. Gen. Cole commanding two units + Hill commanding three units is a corps.

Ney + D’Erlon commanding five units + Reille commanding five units is an army

Wellington + Hill commanding two units + Maj. Gen. Cole commanding two units + Bluecher commanding two units is an army

NB : *A division can have more SPs than a corps. Still, it will always retreat in front of a corps. There are two rationals for that. First, by entrusting a leader with a division rather than with a corps, you tell him that he is not to try to fight and stop sizeable enemy forces. To some extent, organizing a division is the same as giving the order “probe”, while organizing a corps is the same as giving a more aggressive order. Second, the rules assume that corps have a number of assets (larger staff, more officers, corps artillery, maybe some non-shown cavalry...) that are not available to divisions.*

2 Vedettes

“Dispersed” vedettes are treated the same way as vedettes eliminated in combat in the standard rules ([368] in the consolidated rules).

If an all-vedette stack moves adjacent to an enemy stack, the all-vedette stack is revealed immediately.

When a force moves adjacent to an all-vedette stack, or starts a movement there, the all-vedette stack is immediately revealed (if needed) and *dispersed*. If the moving force is not across a primary river, it has to give the name of the force leader, its size class and SP size to the nearest 10, 1 if it is 5 SP or smaller. If the moving force is itself an all-vedette force, it is also dispersed. As a result vedettes do not prevent movement (but they block Forced marches).

When a 1-SP cavalry acting like a vedette is dispersed, it is stacked with the nearest friendly force. If this is further away than 9 Mps, it is destroyed.

Neither vedettes nor their ZOCs have any effect on retreats.

3 Scouting

After movement, but before force marches, compare the amount of light cavalry (defined as have a MP of 7 or more) in adjacent combat groups. Vedettes count as 0.5 SP

If a combat group has some light cavalry, it reports the name of the leader of the adjacent force.

If a combat group has at least half as many light cavalry as the adjacent enemy combat group, it reports its size class and SP size to the nearest 10, 1 if it is 5SP or smaller.

All Vedettes adjacent to an enemy combat group (even if stacked with other friendly units) disperses.

No scouting is allowed across bridged Primary rivers.

4 Cavalry differential

As a modification to [199], the only effect of terrain on cavalry differential is that it is automatically 0 if no contact hexes (either side) are clear terrain.

If one side has no cavalry, the modifier equals the number of Strength Points of cavalry on the other side (to a maximum modifier of plus or minus "3").

5 Repulse

Vedettes and forces less than 7 SP cannot repulse.

Use normal rules to determine if a repulse is a success or not. If a repulse is successful, immediately resolve the combat at a skirmish.

If the repulse is unsuccessful, during the next combat phase, the combat group the moving force is now part has an additions -2 die roll modifier.

6 Forced march phase

During this phase, a force cannot move into the ZOC of an enemy force that is not currently part of a combat group in the ZOC of a friendly force.

Remark: yes, vedettes block forced marches.

6.1 Normal force march

If the force does not want to join a friendly combat group, use the usual rules.

A force can only exit a combat group by moving away or if the stack "linking" it to the enemy moves away.

6.2 Marching to the guns

A force may join a single existing friendly combat group, either by moving adjacent to it or by moving into the ZOC of its opposing enemy force through a "marching to the guns" procedure.

A force cannot march to the guns if it is already part of a combat group.

Marching to the guns causes re-definition of enemy combat groups according to 3.1, with the following exceptions:

- Forces that declined to join a combat group in phase III cannot change their mind now. Of course, they can still join if they march to the guns or if an enemy force moves adjacent to them.

- Forces that did not march to the guns can only join a combat group if an enemy force moved adjacent to them. They cannot be "linked" by friendly movement

- Different battles cannot be "linked" by marching to the guns. If a force moves in a position where it could take part to two different combats, it must decide which combat it joins.

This happens immediately and may allow follow-up "marching to the guns" forces to move into new hexes.

Example: Imagine a combat group A adjacent to combat group B. Marching to the guns may cause force C, friendly to B, to become part of the combat group B if C moves into an hex adjacent to either A or B. On the other hand, C cannot "join" two friendly combat group by moving adjacent to both of them: marching to the guns is defined as "joining a single existing friendly combat group". It could join one or the other group, though.

Marching to the guns should also be used if a force is already adjacent to a friendly combat group, but declined to join in phase III and now wants to join without moving. Consider the distance to be moved to be 0 in that case. This force could of course also move e.g. to try to outflank or join another combat.

Success depends on a die roll. For the move to happen, the die must be below or equal to the initiative of the senior leader in ZOC + the initiative of the marching leader.

- Natural 1 is always a success, natural 6 is always a failure

Modifiers:

- Add the distance to be moved in MPs (round up)
- The usual resistance modifier (including all modifiers, but see rule 4)

The "active" leader initiative is the mean between the moving leader and the initial combat group senior leader (round up) and the "passive" leader initiative is the initiative of the enemy combat group senior leader (even if he is not the one being moved adjacent to).

Cav only applies for outflanking. Only cavalry SPs in the moving force and in the enemy hexes it moves adjacent to count. Cav can never give a negative (advantageous to the outflanking force) modifier.

- If the moving leader could not form a force with the engaged combat group even if it were adjacent: +2

No force can move more MP than its movement capacity. Roll for attrition as for a forced march.

If the moving force enters a hex in ZOC that was empty at the beginning of the combat phase, it is said to be *outflanking*. If not, it is simply *reinforcing*.

7 Combat

7.1 Hex terrain

A force benefits from hex terrain if at least 50% of its “contact” hexes are in that terrain (or a mix of similar-effect terrain).

7.2 Retreat and advance after combat

Except if the combat is a Battle, the larger class size force does not retreat and the smaller class size combat group always retreat 3 hexes after a combat, following the usual rules [Sec. 371 of the CoN Consolidated Rules].

If both sides are division, the combat group that retreats in priority is:

- The combat group outnumbered 3:1 (if any)
- The attacker if the defender benefited from terrain
- The combat group outnumbered 3:2 (if any)
- The attacker

All retreats may stop upon reaching a fortified town, or a force which size is larger than the size class is larger than the size class of the retreating force

If one side retreated (whatever the combat type), the other side can always advance into the hex, or use the usual pursuit rule to advance further (without inflicting additional losses). One force may pursue for each hex vacated. *Exception: draw after a battle.*

Forces retreating off-map are eliminated.

Vedettes and their ZOCs have no effect of retreats.

A force can retreat through an enemy stack that it could repulse as if it were retreating through an enemy ZOC.

7.3 Heavy Cavalry

Heavy Cavalry can be used to get positive modifiers. Its definition will vary from game to game: use common sense. Here are two rules of thumb.

Cavalry with 6 MP or less is probably heavy, or which cannot create vedettes

7.4 Combat types

If at least one of the two combat groups is division-sized, the combat is “Skirmish”

If both forces are corps-sized or army-sized, the combat is “Battle”

If one force is army-sized and the other is corps-sized, the combat is: “Withdraw”

7.4.1 Skirmish

Results are French/Coalition losses (in SP).

Dr	French losses	Coalition losses
0	0	2
1	1	2
2	0	1
3	0	1
4	1	0
5	1	0
6	2	1
7	2	0

French/Coalition is demoralized: +1/-1

French/Coalition is an all-cavalry force or has a 3/1 cavalry advantage: -1/+1. This is not cumulative and can only apply to one side. The 3/1 takes precedence. *Example: A 1-SP cav coalition division skirmishes with a French corps with 3 cav SP. The die modifier is -1. A 3-SP cav coalition division skirmishes with a 1-SP French cav division. The die modifier is +1*

French/Coalition is affecting terrain, wood, or across a secondary bridge / river: -1/+1

French/Coalition is across a bridged primary river bridge or in a fortified town: -3/+3

Positive terrain modifiers are not cumulative. Negative terrain modifiers are not cumulative. Only the defender benefits from the bridge / river terrain modifiers.

Retreating through or into a ZOC hex or across bridged primary rivers causes 1 SP additional loss per occurrence.

Losses (not including those linked to retreat) can never be higher than 50% (round up) of the enemy force.

7.4.2 Withdraw

Same as **Battle**, except:

- No artillery bombardment step
- Losses computed as a percentage of twice the corps-sized force
- Because of 7.2, the corps-sized force retreats 3 hexes at the end of the battle

7.4.3 Battle

Step 1 - Artillery bombardment.

Artillery bombardment losses are determined using the following table. Both forces have a roll.

Nbr of art. Points	1	2-3	4-5	6-7	8-9	10-11	12-13	14+
Losses	0	1	2	3	4	5	6	7

Roll one die: 2 or less: shift one column left, 5 or more shift one column right.

Use the cavalry differential modifier as a modifier to both die-roll, either positive for the side with the advantage or negative for the side without the advantage.

Other modifiers as per specific rules.

Step 2 – Stake decisions

Simultaneously decide to stake guard or heavy cavalry.

Step 3 – Battle resolution.

All modifiers apply to both sides. The force with the largest modifier (or the most SPs in case of equality – if that is still equal, make it the French) is called “advantaged”. The other one is called “disadvantaged”.

Subtract the disadvantaged force’s modifier from the advantaged force’s modifier. Divide it by two, rounding fractions with a second die roll (1,2,3: lower / 4,5,6: higher): this will be the advantaged force’s modifier.

To determine the results of the battle, both players roll a d6. The advantaged force’s die roll + modifier determines the row, the natural disadvantaged force’s die roll determines the column.

Combat results: The first line gives the winner and the “R” result in the upper right corner gives the number of hexes retreated by the loser. The second line gives the respective losses of the large force and

the small force (as a percentage of the unmodified sum of both forces, including artillery — but see “Delay”

and “Withdraw”). Fractional losses are rounded to the nearest. 0.5 are rounded up.

	1	2	3	4	5	6
1	Advantaged R1 0/0	Disadvantaged R1 5/2.5	Disadvantaged R1 2.5/0	Disadvantaged R2 5/0	Disadvantaged R2 10/5	Disadvantaged R3 10/2.5
2	Advantaged R1 2.5/5	Advantaged R1 2.5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R2 7.5/5	Disadvantaged R2 7.5/2.5	Disadvantaged R3 10/2.5
3	Advantaged R1 0/2.5	Advantaged R1 2.5/5	Disadvantaged R1 2.5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R1 15/15
4	Advantaged R2 0/5	Advantaged R2 2.5/7.5	Advantaged R1 2.5/5	Disadvantaged R1 2.5/2.5	Disadvantaged R1 5/2.5	Disadvantaged R1 5/5
5	Advantaged R2 5/10	Advantaged R2 2.5/7.5	Advantaged R1 2.5/5	Advantaged R1 5/5	Disadvantaged R1 2.5/2.5	Disadvantaged R1 2.5/5
6	Advantaged R3 2.5/10	Advantaged R3 2.5/10	Advantaged R2 15/20	Advantaged R1 2.5/5	Advantaged R1 5/2.5	Draw R1 5/5
7	Advantaged R4 0/15	Advantaged R4 5/17.5	Advantaged R3 10/20	Advantaged R2 5/7.5	Advantaged R1 2.5/5	Draw R1 12.5/12.5
8	Advantaged R5 2.5/20	Advantaged R4 2.5/15	Advantaged R3 0/10	Advantaged R2 10/15	Advantaged R1 10/15	Advantaged R1 2.5/2.5
9	Advantaged R5 5/30	Advantaged R5 2.5/20	Advantaged R4 2.5/15	Advantaged R3 0/10	Advantaged R2 10/15	Advantaged R1 5/5

7.4.3.1 Modifiers

- Odds :	1.1-1.5	+1
	1.5-2	+2
	2-2.5	+3
	2.5 or more	+4
Odds are computed incl. artillery after taking into account bombardment losses.		
Demoralized units contribute only 75% of their SPs if they defend, 50% if they attack.		
- Every leader with tactical bonus (**) actually commanding troops		+1
Senior leader w/initiative 4 or more		+1
- Per additional force (in the usual sense, i.e. that cannot be commanded)		-1
- For each outflanking hex: +1 (except if the hex is occupied by a division and the enemy combat group is an army) (because of the sequence of play, this can only apply to the defender)		
- Stake the Guard, Heavy cavalry (or both): +1 each.		
- If more than 50% contact hexes occupied by one's own force are terrains that give an advantage to the defender against infantry: +1 for the defender		
- If more than 50% contact hexsides are secondary river / bridge / crests : +1 for the defender		
- If more than 50% contact hexsides are bridged primary rivers: +3 for the defender		
- Apply SP multipliers for fortified towns normally.		
- Failed repulse: -2		

Staking the Guard/Heavy cav: Each, if staked, must be at least 10% of one's strength. If staked, the first 2.5 percentage points of losses (if any) must be removed from the guard/heavy cavalry. If the battle is lost, add 2.5 percentage points to the losses of the staking side.

If both are staked, the guard must take the first 2.5% (if the loss are at least 2.5%) and the cavalry the next 2.5% (if losses are at least 5%). If the battle is lost, add 5 percentage points to the losses.

7.4.3.2 Losses

Snow/Blizzard increases all losses by 2.5 percentage points.

Losses are computed on pre-artillery bombardment strengths

The non-retreating side takes first three losses on infantry, fourth on cavalry, fifth on artillery.

The retreating side takes the first loss on artillery, the second to fourth on infantry, and the fifth on cavalry.

In case of draw, each side take losses as if it were not retreating. pontoons are not lost in case of draw. Otherwise, follow Zucker's rules to determine losses.

7.4.3.3 Retreat

The loser retreats a number of hexes equal to the number on the right (R#). It can stop in a fortified town.

Leaders in the same hex always retreat together. Subordinate Leaders may not be dropped off in the Path of Retreat. Various adjacent leaders may not retreat in different directions; they must end their retreat adjacent. The path taken by a retreating battle group is that of the Force Leader; Subordinate Leader paths are not important; Pursuit will follow that of the Force Leader.

Stacks retreating in an enemy ZOC lose an extra 2.5% of their own strength + enemy adjacent strength in the hex retreated to.

Stacks retreating across a bridged primary river lose an extra 2.5% of their own strength + enemy adjacent strength in the hex retreated from.

In case of a draw, *each* side retreats 1 hex. No one can advance or pursue. The Disadvantaged side retreats first.

Changes:

26.05.2011 : Light Variant start (based on "Variant 0.7.1")

27.05.2011 : removed allusions to the "heavy" sequence of play

30/05/2011 : remove from 10.1.7 Count the amount of cavalry present, including only the cavalry in your attacking or defending Force that is in clear terrain. For purposes of this rule, villages are considered clear terrain; towns and centers are non-clear. Ignore hexside terrain.

31/05/2011 - If more than 50% contact hexes occupied by one's own force are terrains that give an advantage to the defender against infantry: +1 for the defender

3/08/2011 – Solved the case in which guards / cav are committed and losses are inferior to 2.5 or 5%.

4/9/2012 – Failed repulses give -2

19/9/2013 : clarification accord to Edgard's email

27/10/2013 : idem

22/06/2014 : Changed retreat rules for multi-hex