

Campaigns of Napoleon 1X Consolidated Rules Expanded Sequence of Play

A. Weather Determination Phase

The effect of weather upon Movement, Combat and Attrition will vary from game to game in this series. It is the first thing determined in each Game-Turn and it is always determined by a die rolled by the First Player (*see ¶70*).

B. The First Player-Turn

The First Player will be designated in the Scenario Information in the Exclusive Rules. Each Player-Turn is comprised of four Phases. The Enemy Player's activities during the Friendly Player-Turn are restricted to Forced March (III.a), artillery fire (III.b.5), and counterattacking during a Pitched Battle (III.b.12).

I. Command Phase

a. Administrative Segment

1. Receive Administrative Points and adjust the AP markers on the Accumulated AP Track (*see ¶96*).
2. Designate a friendly Supply Source. If it is now changed from last turn, deduct one AP (*see ¶103*).
3. Disband the Friendly Center of Operations (if desired). Deduct one AP for this (*see ¶105*).
4. Add new Replacement Strength Points to the Replacement Pool (*see ¶108*).

b. Organization Segment

1. Transfer Strength Points from the Replacement Pool to units in the field that are eligible to receive Replacement Points (*see ¶114*).
2. Activate or deactivate Major Generals and March Regiments (*see ¶115 and ¶119*).
3. Transfer combat units between Leaders which occupy the same hex on the map (*see ¶129*).
4. Transfer Strength Points from one Combat Unit to another if both Combat Units occupy the same hex and are of the same Nationality and unit type (infantry points to infantry units, etc.) (*see ¶133*). Any unit whose strength is reduced to zero in this process is permanently removed from the game.

II. Movement Phase (*see ¶147*)

a. Reinforcements

All reinforcements available to the Player this turn are placed on their indicated entry hex.

1. Activate the Reinforcement Force by "free" Movement Command: They are considered to have an automatic Movement Command for this turn only, that will not deplete the Movement Commands available to the Phasing Player in segment "b" below (*see ¶154*).
2. Move the Force. The reinforcements are now moved, one at a time (*see ¶204*).
3. Check for attrition (*see ¶262*).

b. Movement Commands

The First Player may move any of his eligible Forces by indicating that they have received a Movement Command. No Force that entered as a Reinforcement this turn may be moved again in this Segment (*see ¶166*). There are a limited number of Movement Commands available to the Phasing Player.

1. Activate the Force by expending one Movement Command.
2. Move the Force.
3. Check for attrition.

c. Initiative Movement

Any Force that did not enter as a Reinforcement this turn, or execute movement through a Movement Command, may now attempt to move by means of the Force Leader's Initiative. Each Force may only attempt to move by means of Initiative once in this phase.

1. Roll one die (modified by Weather and/or adjacent Enemy Forces). If the result is less than or equal to the Leader's Initiative, activate the Force. (*The Force may expend 1 MP on certain results greater than the Leader's Initiative - see ¶192, "Activation by Initiative."*)
2. If activated, move the Force.
3. Check for attrition.

d. Stationary Attrition

Forces that did not move in either a, b, or c above now check for attrition.

e. Consolidation Segment

The Phasing Player now consolidates any hexes that have two or more Leaders on the map, so that only one Leader counter occupies each hex (*see ¶294*). Subordinate Leaders in the same hex as their Force Leader are moved to the Force Leader's track on the Organization Display. If the Forces in the hex cannot be consolidated in this manner then part of the resulting Insubordinate Stack should already have been Displaced (*see "The Force," ¶137*). Any Unemployed Leader's subordination rating can be disregarded (*see ¶41*). Any Center of Operations on its moving side that did not move this Player Turn and that has a valid LOC may be flipped to its active side.

f. Bridge Segment

The Phasing Player may repair and damage bridges, and deploy and undeploy pontoons (*see ¶251*). The intention to build or damage bridges must be announced during movement. Construction is considered to be finished by the time of the bridge segment. (Since the MPs expended merely represent the time the troops have to spend waiting for the bridge to be completed, and not distance covered, they do not count toward attrition).

III. Combat Phase

a. Forced March Segment

The *Second Player* may now attempt to move any or all of his Forces through the Initiative March procedure described in IIc. above (*see ¶297*). Only Forces that actually move in this Segment suffer Attrition which is determined the moment the Force ends its movement.

b. Battle Resolution

The First Player is now obligated to attack all Forces of the Second Player that are adjacent to his Forces (exception: terrain such as Primary River hexsides—*see ¶234 and ¶235*).

Step 1: Designate the Attacking Force (*see ¶302*).

The Phasing Player reveals the Leaders of the Force making the attack. An attacking Force in a Citadel hex may choose to become besieged in order to avoid the combat. In any round

other than the first, the Phasing Player may commit units from the Reserve (see ¶322).

Step 2: Designate the Defending hex(es) (see ¶313). The non-phasing Player reveals the Leaders of the Force in the defending hex(es). A defending Force in a Citadel hex may choose to become besieged in order to avoid the combat. In any round other than the first, the non-phasing Player may commit units from the Reserve (see ¶322).

Step 3: Select the Battle Type.

- a) Reveal approximate SPs in the attacking and defending Forces rounded off to the nearest ten (10). For instance, if a Force has 14 SPs, inform the opposing Player that there are ten SPs against him (four or fewer SPs would still be revealed as ten). Vedettes may retreat before combat.
- b) If using the optional Reserve rules (see ¶315), both players place the requisite number of units in Reserve. This is done only in the first round, and that is the only time that units may enter the Reserve during a battle.
- c) Both Players select a battle type based on the terrain their Force occupies, and, optionally, the number of units in Reserve (see ¶327).
 - A Force may always select Pursuit unless it is a besieged Force attacking out of a Citadel (see ¶328).
 - There are restrictions on the ability to pick Pitched (see ¶329 *et seq.*), Refuse (see ¶331 *et seq.*), and the optional Rearguard (see ¶335) Battle Types.

Step 4: Determine the Cavalry Differential (see ¶340).

Compare the actual amount of cavalry in both the attacking and defending Forces. If either Force has a two-to-one or greater advantage then subtract one (1) from their Bombardment die roll.

Step 5: Perform Artillery Bombardment (see ¶347). Both Players determine the amount of Artillery SPs in their Forces. The attacker resolves his fire first, then the defender fires. Note that the Artillery Fire Table is based solely upon the number of Artillery SPs firing, and is not based on an odds ratio (note die roll modifiers). Each Player rolls one die; the result is given in Enemy SPs lost. Apply the results immediately. If the bombardment destroys the enemy unit, the winning Force may advance into the hex, but may not pursue.

Step 6: Determine Odds on the CRT (see ¶350). Determine the odds by revealing the exact number of SPs in each Force and applying the effects of Terrain on the SPs. Artillery SPs are *not* taken into account for odds determination unless defending alone. Fractions in combat strength are rounded off to the nearest one-half SP.

Step 7: Resolve the Attack (see ¶362). If there are French Old Guard involved in the attack the French Player first announces if they are “staked” this round. Roll the die. The bold face result on the CRT odds column indicates which side loses. The winning side removes losses in SPs. The losing side reveals its Battle Marker. If the losing side chose Pitched Battle, go to Step 11.

Step 8: Perform Any Retreat (see ¶369). If the Losing side chose Pursuit Battle, then the result specifies only the length of retreat for that side. Execute retreat according to the rules governing Paths and Priority of Retreat.

Step 9: Perform Any Pursuit (see ¶380). If the winning Force wishes to Pursue the losing Force, determine the Resistance Modifier, then consult the Pursuit Table. The Pursuit die roll may be modified by the Resistance modifier, the

Weather, Reserve *and* French Guard Modifiers, *plus* the number of Pitched rounds revealed by the winning Force. The result of the die roll is the number of hexes the winning Force may Pursue. If there is a Pursuit, decrease the strength of the Retreating Force by one SP for each hex of actual Pursuit. Only one Force may Pursue. The losing side always loses *at least* as many SPs as the winning side regardless of Pursuit.

Step 10: Adjust Morale (see ¶395). Shift the morale marker one space in favor of the victor for each occurrence:

- a) The battle is a Critical Battle;
- b) A Major Personality was captured;
- c) The French Imperial Guard has been “staked” and defeated.

Proceed to the next battle.

Step 11: Implement Pitched Losses (see ¶399). If the losing Force revealed Pitched Battle in Step 7 above, then the result obtained in Step 7 shows the SPs lost.

Steps 12-17: Counterattack. In the event the losing side revealed Pitched Battle in Step 7 above, the non-Phasing Player becomes the attacker and executes the following steps. The old Battle type markers remain in effect until the end of one complete round – attack and counterattack.

Step 12: Designate the Attacking Force. Same as Step 1.

Step 13: Designate the Defending hex(es). Same as Step 2. In addition, the counter-attack does not have to involve all adjacent Forces, *but must include the strongest adjacent hex*. When counterattacking a single hex in a multi-hex force, the counterattacker must withhold half as many SPs as are present in the unattacked hex(es) of the enemy Force involved. These SPs are not required to attack, they are just withheld. Withheld SPs from a counterattacking force suffer losses with the counterattacking portion. The units withheld may be units that are in Reserve. If the counterattacking force cannot withhold the necessary number of SPs, then it must counterattack all of the attacking units.

Step 14: Determine Odds on the CRT.

Step 15: Resolve the Attack.

Step 16: Perform Any Retreat.

Step 17: Perform Any Pursuit.

Step 18: Adjust Morale.

In the event that the losing side again reveals Pitched Battle, Steps 1 through 11 are repeated in their entirety for the reattack of the Phasing Player.

c. Joint Consolidation

Both Players now consolidate all Multi-Force hexes according to II.e, above.

IV. Morale Phase (see ¶411)

- a. Check to see if any besieged Citadel surrenders.
- b. Adjust Morale for the Capture of Political Features still in the possession of the capturing player at this point.
- c. Determine if the game ends in a Strategic Victory.

C. Second Player-Turn

Phases I through IV are repeated in the same sequence as above, substituting the Second Player for the First Player and vice-versa. When this has been accomplished the Game-Turn ends. Move the Game-Turn marker to the next space on the track and begin the next Game-Turn.