

## CAMPAIGN TURN SEQUENCE

1. CAMPAIGN MOVEMENT
2. ROLL FORCE MARCHES
3. SETUP BATTLES
4. RESOLVE BATTLES
5. RECOVER DISRUPTED UNITS
6. CHECK FRENCH ARMY DEFEAT
7. CHECK ALLIED SUPPLY (French turns only)
8. CHECK ALLIED ARMY DEFEAT
9. CHECK VICTORY

## CAMPAIGN MOVEMENT

French Activate 3 Groups  
 British Activate 2 Groups (1 if Wellington lost)  
 Prussians Activate 2 Groups (1 if Blucher lost)

**MAJOR ROAD** 10 units, 5 across guarded river  
**MINOR ROAD** 6 units, 3 across guarded river

1 road section **Force March: + 1 road section**  
 1 or 2 road sections **Lose 1 CV**  
 1 or 2 road sections

Units starting the turn in the same city as their Leader get + 1 on daytime Force March rolls (reveal the Leader before moving). No Force March at night without Leader.

At least 3 units (can include Leader) required to attack. Attacker falls back if less than 3 attacking units after Force March rolls. **No attacks allowed at night.**

## SETUP BATTLES

**Defender** places units 1<sup>st</sup>, min 1 per column, hide labels  
**Attacker** places units 2<sup>nd</sup>, min 1 per column, hide labels  
 Reveal simultaneously. Reserves remain hidden.

## RESOLVE BATTLES

Attacker is 1<sup>st</sup> active side. Active side resolves 1 Battle Turn for each battle in the order he chooses. Other side then becomes active, etc., until all battles are resolved.

## RECOVER DISRUPTED UNITS

Turn disrupted units face up (normal)

## CHECK ALLIED SUPPLY

Losses if French occupied: **Liege: 2 Prussian units**  
**Ghent: 1 British unit** **Brussels: 1 British unit**  
 Allies choose the units to remove

## CHECK ARMY DEFEAT

Army eliminated if: **Prussian: < 13 units**  
**British: < 10 units** **French: < 20 units**

## BATTLE TURN SEQUENCE

1. MORALE CHECK
2. VOLUNTARY RETREAT
3. COMBAT
4. REINFORCE
5. RECOVER UNITS WITH BROKEN MORALE (at end of set of simultaneous battle turns)

## MORALE CHECK

All **engaged 1CV** units roll one die (Leaders only if alone) + 1 to roll if unit's **Leader** in same battle column or area - 1 to Allied unit's roll if engaged with **French Old Guard**

= **unit Broken**

**Broken** units immediately make one disengage move and cannot move, fire, voluntarily retreat, or reinforce during the rest of the current set of simultaneous battle turns

## VOLUNTARY RETREAT

**MAJOR ROAD** 2 units (rivers have no effect)  
**MINOR ROAD** 1 units (rivers have no effect)

1 road section **No Force March in retreat**  
 1 or 2 road sections

**Attacker may retreat to:** friendly occupied cities, except ongoing battles  
 empty cities where units moved or reinforced from to join the battle  
**Defender may retreat to:** cities the attacker cannot retreat to, except battles

**If engaged, retreating units suffer attrition:**  
 -1CV -2CV -1CV (engaged by cavalry) none

Retreating units are **disrupted** (faced down toward their player, and cannot reinforce adjacent battles)



# NAPOLÉON

CTG Variant Reference Sheet 7/21/04

## VICTORY

**A** = Allied Victory **F** = French Victory  
 French occupy Ghent, Brussels, and Liege  
 Both British and Prussian Armies defeated  
 French Army defeated  
 Napoleon eliminated by Army Defeat  
 Napoleon eliminated by Rout or Fire  
 End of last campaign turn  
 Y = condition is true N = condition is false ? = either

F	F	F	A	A	A
Y	N	N	N	?	N
?	Y	Y	N	?	N
N	N	Y	Y	?	N
N	N	Y	Y	N	N
N	N	N	N	Y	N
?	?	?	?	?	Y

## COMBAT

Fire and move units in any order chosen by active player

**INFANTRY** **Move Once or Fire**  
 Fires **F1** when engaged

**ARTILLERY** **Move Once or Fire**  
 Fires **F1** if unengaged  
**F2** if engaged

**CAVALRY** **Move Once or Twice or Fire**  
 Fires **F1** cavalry alone in area  
**F2** with friendly or in same area

**LEADER** **Move Once or Twice**

**Fire (roll 1 die per attacking CV)**

**F1 hits on** **F2 hits on** or

Hits remove 1 CV from largest target unit. Passive side breaks ties. Leaders eliminated only if alone.

**Move (from 1 area to adjacent area = 1 move)**

- **ENGAGE** Cannot engage laterally, or disengage in same battle turn
- **DISENGAGE** Cannot disengage laterally, or engage in same battle turn. Disengage backwards, toward or into Reserve.
- **REDEPLOY** Can redeploy laterally. Redeploy from unengaged to unengaged position.

## REINFORCE

**MAJOR ROAD** 2 units (rivers have no effect)  
**MINOR ROAD** 1 units (rivers have no effect)

Go into Reserve (or city if regrouping)

**Allowed from:**

- adjacent CITY, unless disrupted
- adjacent BATTLE reserve area, unless broken, or unit already reinforced in a "simultaneous" battle turn

## ROUT (after losing a battle)

A side Routs when it has no units in any 1 battle column

Rout (retreat) all units per Voluntary Retreat except:

**MAJOR ROAD** 10 units, 5 across river  
**MINOR ROAD** 6 units, 3 across river  
 Disengaged infantry and artillery also suffer attrition

All units that cannot Rout are eliminated. Leaders are also eliminated if attacked while alone in a city. Finish Routs before Regrouping.

## REGROUP (after winning a battle)

The winning side of any battle may (within normal limits):

- **REINFORCE into** the battle city (but units are disrupted)
- **VOLUNTARILY RETREAT out of** the battle city