

## **SHAKE N' BAKE CC: NAPOLEONICS FLAVOR RULES**

I'm familiar with the "Don't fix it if it isn't broken" mantra. Let me assure you I'm not trying to fix anything. The CC system works just like it should. However, being a tinkerer I can't help but tinker and so I have tinkered accordingly.

### **Stress:**

Each time a unit takes 1 or more hits it receives a stress marker. When the # of stress markers exceeds the current unit strength, it breaks and must rally (a stressed unit is otherwise unaffected.) Remove stress markers and place a broken marker on the unit.

### **Broken Units:**

A broken unit can do nothing except spend an activation to rally.

### **Rally:**

To rally, roll 2d6. If 7 or less the unit is no longer broken (remove the broken marker. As the unit spent an action to rally it may do nothing until the next turn. Note: only one rally attempt per "turn".

### **Leaders:**

A unit with an attached leader may re-roll 1 miss during melee combat.

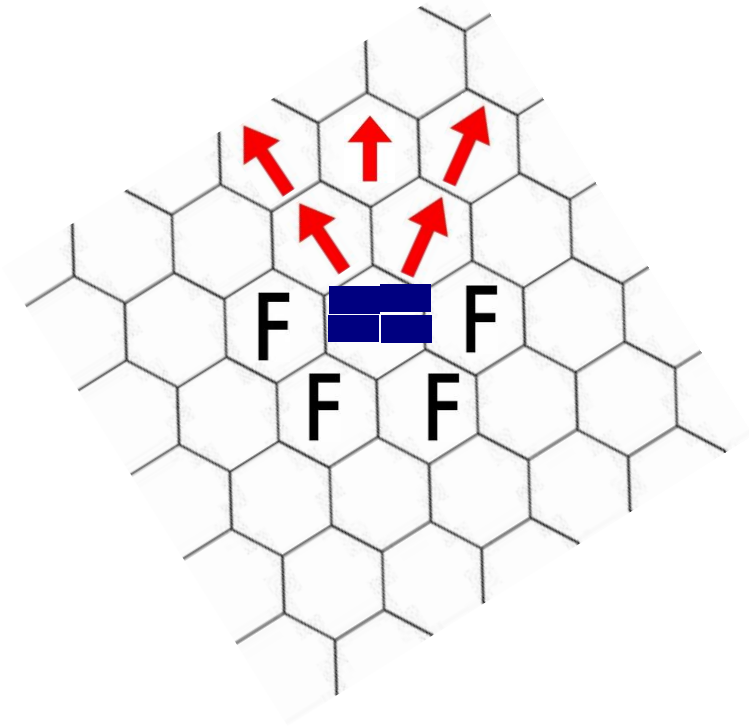
A broken unit with an attached leader may reroll one failed rally attempt.

Units that are greater than 3 hexes away from the nearest friendly leader must roll to activate. To do so roll 2d6, if 7 or less the unit activates and may conduct an action. If failed, the unit can do nothing. Note: only one activation attempt per "turn".

**And for those that feel extra daring...**

### **Facing:**

A unit may only move, charge, fire or conduct melee into its front hexes (red arrows). As such, a unit will always face a hex spine. (See example below of French infantry facing.)



### **Wheeling**

A unit may wheel (turn) up to two hex spines for free during a move (one hex spine before the move and one hex spine after) or use an action to stay in place and wheel up to two hex spines. Note: charging cavalry may not wheel.

### **Flank Attack**

When attacking a unit's flank (F in example above), you may reroll 1 miss.