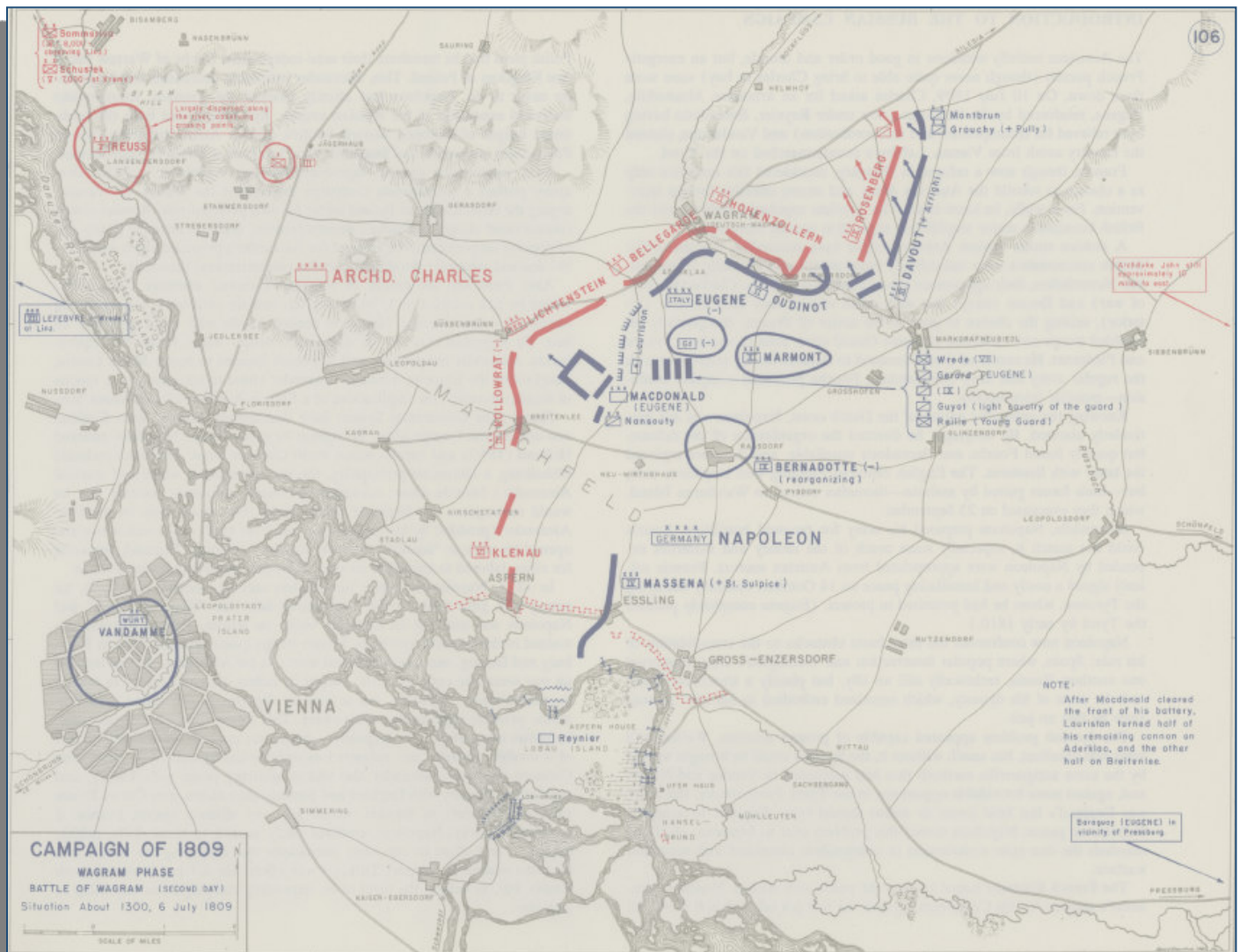


Command & Colors Napoleonic Campaign

Version 1.1

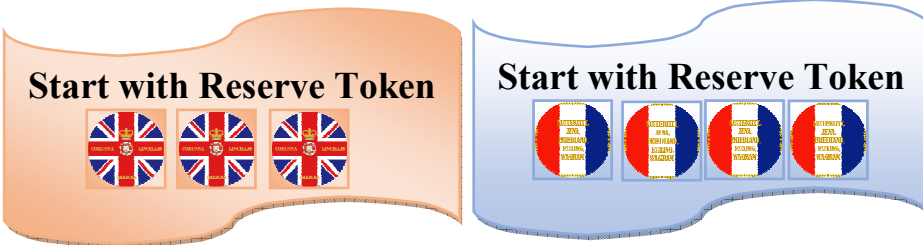


Unofficial Rules by Bayernkini

Suggestions and error reports to
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1. Starting a Campaign:

Take the numbers of reserve tokens assigned to your Camp, as indicated in the Campaign Sheet.



These tokens form the backbone of your Strategic Reserve Pool, from which Reserve Units might be called up during the course of the campaign.



2. Reserves

The Standard Reserve Roll:

After a scenario is set up, but before receiving your Command cards, roll 2 dice to see what Reserve units, if any, your High Command are willing to allocate you for the upcoming battle.

- For each unit symbol rolled, you may choose to exchange a Reserve Token from your Strategic Reserve Pool for a unit of the type just rolled.
- A flag beside with a unit symbol, allows an upgrade of this unit type.
- For each Cross saber, you may place a 2-sided fieldworks, without the costs of a reserve token.
- Any FLG/XSW or FLG/FLG combination initiate special scenario improvement.



= Line Infantry



= Light Cavalry



= Foot Artillery



= Place a 2-sided fieldworks on a hex, occupied by any of your units. This action is free and cost no token.



= Scenario special, see the scenario/campaign notes of the scenario.



= Scenario special, see the scenario/campaign notes of the scenario.



= Grenadier Infantry



= Heavy Cavalry



= Horse Artillery

Scenario Specific Reserve Roll:

The result of the reserve roll might be different in some campaigns/scenarios.

So the result of a roll may restrict the access to only a few or one specific unit.

The campaign / scenario notes will state it.

NOTE: You must carefully consider whether you want to call up the unit you just rolled or not. On one hand, you might never get another roll like this – and the chance to call up and deploy the matching unit that comes with it; but on the other hand, you will only have a limited number of Reserve Tokens to swap for unit symbols rolled during the course of the entire campaign! If you choose to use one of the Reserve Tokens still in your Pool to call a unit up, you must immediately discard this token and make one of the following actions:



1. Deploy your Reserve unit directly onto the battlefield:

Choose a unit that matches the symbol you rolled and immediately deploy it on a vacant hex of your Baseline (first row of hexes on your side of the battlefield). This hex may contain a passable terrain. If there is no free space in first row, you can't setup the unit direct, you can only choose option 2.

2. Deploy your Reserve unit in your Staging Area:

Place the Reserve Token face up in your Staging Area and put a figure that Matches the symbol you just rolled on it to remember the unit type of this Reserve Token. The Staging Area is the on the edge between the stars of the players side. This Reserve Token represents a unit that is assembling in Reserve and awaiting an order to deploy on the battlefield in a future turn.

This unit may be ordered with a normal command card and start on a free hex of the players baseline. The unit count as moved, and the baseline is the first moved hex (so artillery may not battle, if ordered by this way).

If you order the unit with a section card, it must enter the battlefield through a vacant baseline hex in that specific section.

Note: If such a unit comes not into game, the player may save the reserve token (only token, not the unit) and can use it in later campaign games.



3. Winning a Battle

Once a battle ends, there are a number of simple but important bookkeeping procedures that must be followed before moving on to the next Campaign scenario.

Campaign Sheet

1. Write on the Campaign Sheet the number of victory points you and your opponent just won, including any Special Objective Victory Points.
2. Write on also any Special Objective Victory Points, that you get for comply any special scenario tasks.



Victory Event Rolls

After each next battle in campaign is set-up, but prior to any other activity (like Reserve rolls) do the following.

Each player rolls 2 dice plus 1 die for each battle won up to this point in the campaign (including the battle just won, if appropriate).



= Your opponent must remove one figure from an appropriate unit typ of his choice.



= Your opponent must retreat one unit of his choice back one hex. Units on the edge of the board, if forced back, lose 1 figure instead of retreating.



= Remove one figure from any of your oppoents full-strength units. You may not apply more than a single Cross Saber symbol to any of your oppoents units.



4. Winning the Campaign

Once the final scenario of a campaign has been played, Victory Points are tallied as follows: Add all the Victory Points (including special VP) for both players.

Equal Points: Both players have failed in their mission, and are relieved from command by their respective headquarters.

Up to 3 Victory Point advantage: The advantage is yours to press on. You have achieved a Minor Victory!

Note: 1 Great Campaign Victory Point, if playing a Great Campaign.

Greater than 3 Victory Point advantage: The enemy is in complete disarray. You have achieved a Major Victory!

Note: 2 Great Campaign Victory Point, if playing a Great Campaign.

Twice or more than the opponent's VP: Congratulation, you have achieved a Decisive Victory, obliterating your opponent and forcing him to surrender!

Note: 3 Great Campaign Victory Point, if playing a Great Campaign.



5. The Great Campaign

You can play more smaller Campaigns and add the result (Victory Points) together to a Great Campaign.

After ending a single campaign, each player get a number of Great Campaign Victory Points, dependent on the result of the single Campaign.

See the section "4 Winning the Campaign" above.