



## ARMIES POINT SYSTEM FOR CCNAPOLEONICS

The aim of these rules is to play non historical but balanced Napoleonic battles using CCNapoleonic system.

Each commander can choose his entire army following simple rules. You can use it for a single battle or for a campaign.

Choose an army and agree with your opponent how many points the battle is gonna be. After that, start choosing your army as follows.

Restrictions on each army:

a) Half of your army's points must be spent on INFANTRY. And from this infantry, 50% must be line infantry.

b) The other 50% can be divided between ARTILLERY, CAVALRY and LEADERS as you wish.

c) Guard units

There are some restrictions on how many guard units you can include in your army. Only one guard unit of each type can be chosen for every 250 points.

Eg a 250 points French army, can include 1 Guard INF of each type (1YG and 1OG), 1 Guard CAV (1GHC and 1GLC) and 1 Guard ART (1GFA and 1GHA) if the french commander wants



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## UNITS AND LEADERS VALUE

This is the value of each unit

		FRA	BRIT	RUS	SPA	PORT	AUS	PRUS
INFANTRY	LN	6	6	6	3	5	6	6
	LT	7	8	7	5	6	7	7
	GLT*			10				
	RL		7					
	GR	7	8	7	6		8	7
	GRZ						5	
	GG*		12	10				10
	YG*	10						
	OG*	11						
	MI	4		2	2	2	2	2
	RI							4
CAVALRY	LC	11	10	11	9	10	11	10
	LNCR	12		12			12	11
	GLC*	16		16				
	HC	11	10	11	9	10	11	10
	CU	13		13	11		13	12
	MLNCR			9				7
	CC			13				
	GHC*	16	15	18				
ARTILLERY	FA	10						
	HA	10						
	GHA*	15						
	GFA*	15						
LEADERS		8						

## THE MAP

To create the battle map, we recommend you to use CCN map generator

<http://www.ccnmapgenerator.com/>

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## INITIAL UNITS DEPLOYMENT

The deployment is secret (use a screen for this).

You'll have some restrictions where you can put your units:

- a) The middle hex line of the map can't be occupied by any unit in deployment.
- b) In basic game, units can be deployed in the baseline or in an adjacent hex from baseline.
- c) In Epic and Le Grand scenarios, units can be deployed in baseline and 2 hex away.
- d) If there are some buildings in your half of the map, you can deploy one unit in each building. Buildings in baseline are considered 2 permanent victory banner objective hex. All other buildings will be considered temporary victory banner objective hex (turn start) only for the opposite player.

You'll have to agree number of command cards, tactic cards and victory banners with your opponent. The number will be the same for both players (remember the aim of these rules is to play balanced battles).

Anyway we're working in rules where each player can spend points to customize his hands (command and tactic) as it happens with the army.

Draw starting player.

Once two armies are deployed, battle starts.

And the last and more important rule: have fun ;

If you want to give us feed back, please write to [cuatroconcincos@gmail.com](mailto:cuatroconcincos@gmail.com)

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