

## NapoleonNeair-fixed NAPPY

First , ask your opponent to select a side and scenario , and set the terrain up accordingly .

Each side has 7 infantry units of 4 figures each , 3 cavalry of 3 , and one foot and one horse artillery . The foot has a crew of 4 men , the horse 3 .

Deployment requires a pack of playing cards . Both players take one black and one red suit , ace thru to king , plus one joker each . Start with the line across the board third from bottom . This will have 13 hexes .This is the red suit . Starting from the left , this is the ace , across the board to the 13<sup>th</sup> space – the red king . One row down ( the second from bottom ) has 12 hexes . This is the black suit . From the left , it goes ace thru to 10 , then Jack , then king . No Queen . She is a black bitch ( more later ) .Shuffle well the 2 suits of playing cards . Randomly draw 7 cards . Place an infantry unit on each corresponding space on the board . Should the joker or black bitch (BB) appear , place the unit on the card , to be deployed later . Then deal yourself another 3 cards from the remaining deck . These are the cavalry positions . Then one card for the foot , and one for the horse artillery . Again placing the unit on the card , should you get the joker or BB . Ignore implications of impassable terrain for the initial set-up , but a card redraw may be required in some scenarios . After you have finished placing via the card determined method , you may then decide yourself where to place the joker and BB . A joker unit can be placed on any un-occupied hex on the red row , a BB on a hex in the black row . Then take all the cards back in hand , and draw two . On each of these will be placed a leader .

Each player begins and plays the game with 5 cards . Both players roll 4 battle dice each .The player with more sabers goes first. Re-roll ties . You are now ready to play . I abide by the scenario regarding fordable rivers . Decide for yourselves before play commences what the winning conditions will be , whether be a certain number of units and/or leaders destroyed , or a time limit , or once thru the deck , or whatever . If agreement cannot be reached , use the conditions per the book ( not recommended ) .