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~~Updated for 2020 | Napoleonic Miniatures Wargaming~~

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~~Napoleonic books for the wargamer~~ [Rules For A Napoleonic Wargame](#)

[Fast Play Napoleonic Wargame Rules 1.1](#) by Jon Linney These rules provide a fast paced game with simple rule mechanisms that allow players to concentrate on their tactics and enjoy the 'look' of their tabletop battle, rather than have their heads buried in rule tables. Elements shoot and fight individually but move and test morale within their unit.

~~Fast Play Napoleonic Wargame Rules—Jon Linney~~

RULES FOR A NAPOLEONIC WARGAME: Originally written by Gerard De Gre and modified by Charles and David Sweet. Published by Dick Bryant in THE COURIER. This document may be downloaded and printed for personal use only. Page 3 **EQUAL DEPLOYMENTS** – If unequal numbers, weaker and stronger sides each lose value equal to ½ the strength of the losing side.

~~RULES FOR A NAPOLEONIC WARGAME—Claranet~~

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Regarded as being high quality battalion-level Napoleonic rules. Napoleonic Principles of War Regimental-level rules for battles between 1792 and 1815, including Egypt, Russia and the European theatre. Grande Armee A grand-tactical Napoleonic wargame that has won praise for an innovative approach to miniatures battles.

~~Napoleonic Miniatures : Rules : Wargaming Rules : Napoleon ...~~
Napoleonic Big Battles rules' system for 2/6mm. Regiment/brigade base units. Variable length bound and interesting COS (change of situation) system. A Change of Situation (COS) may be enemy forces appear, you are fired upon, you receive a message etc. COS happen at every level, so a COS for a brigade is also a COS for every higher level formation. The rules list 13 kinds of COS and provide for each a set of possible responses.

~~Napoleonic Rules for a Large Scale Wargame With Small ...~~
ARTILLERY FIRE. General. Artillery must be formed to fire. Fire at the start of each move. Use 45 degree angle to determine if target within angle. May not fire if ... Size of Gun Short Range Long range. Calculate casualties. Roll 2D6 plus difference in Combat Factors.

~~Napoleonic Wargame Rules~~

A miniatures rule set for recreating Napoleonic battles. Supplemental rules also provide for recreating Seven Years War battles. Units are infantry battalions, cavalry regiments and artillery batteries. Infantry units with flank and rear support receive benefits in melee, which encourages Napoleonic linear tactics. Rules support large-scale battles well and the SYW supplement also works very well.

~~Shako: Rules and Army Lists for Napoleonic Wargaming ...~~
Big Battle Napoleonic Rules 6 Column of march Troops in column of march cannot move to closer than 12" from any known enemy. If

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contacted by an enemy unit they are routed automatically and lose 2 bases, any attached artillery is destroyed. Emergency squares Infantry not in square charged by cavalry must attempt to form square.

~~Big Battle Napoleonic Rules~~

Napoleon Solo: Wargames playtests #1, Neil Thomas One Hour Wargames I have a number of Napoleonic Wargames rules that I have been wanting to try out, and with the Pandemic looking to make Face to Face games impossible until at least the Spring, it seems like there is no time like the present to put some of these games on the table.

~~Blunders on the Danube: Napoleon Solo: Wargames playtests ...~~

When we discuss Napoleonic wargaming with miniatures, players around the world have extremely strong opinions on how they view warfare of the period. The search for the "holy grail" of Napoleonic rules is never-ending. I am no different than any other historical miniatures enthusiast.

~~Search For The Holy Grail—The Best Napoleonic Rules, Part 1~~

Field of Glory Napoleonic is a set of table top wargames rules that allows players to recreate battles from the start of the French Revolutionary Wars in 1792 to the Battle of Waterloo in 1815. The new 2nd Edition rules include all you will need to play the game including diagrams of key points, a combination of 36 different starting scenarios and photographs of the miniatures in action.

~~Field of Glory: Napoleonic 2nd Edition~~

Napoleonic Wargame Rules I have decided to organise my classic Napoleonic collection on the same lines as other Hinton Hunt collectors. This means infantry units of 24 figures and cavalry with 12. What I have yet to decide is the rules I am going to use. I have a number of choices and thought I would share these.

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~~Hkley Old School: Napoleonic Wargame Rules~~

Brienne 1814 AAR Full Brienne 1814 AAR In early January 1814, Napoleon's weakened forces lost the Rhine barrier and over a quarter of one million allied soldiers began their advance to French soil. After a series of defeats under his blundering marshals, Napoleon decided to take personal command of the remaining French divisions defending Paris--barely 60,000 men.

~~AARs—Vom Kriege—Napoleonic wargame rules~~

The only set of rules that came close to matching all of these was Napoleon at War and I actually started putting together a couple of armies for these rules, but support for the game has stagnated a bit and to be honest some of the rules are a bit odd so they got discarded.

~~The Impossible Search—Battalion Level Napoleonic Rules ...~~

Covering the Napoleonic Wars between 1803–1815

~~Category:Napoleonic | Freewargamesrules Wiki | Fandom~~

Élan Deluxe is the latest and final evolution of these tactical-level Napoleonic wargame rules designed for 15-25 mm miniatures.. The rules are now available as a free PDF file here.. Developed in Australia by Phillip A. Jones, these rules are the result of over five year's development and play testing, and are based on three previously released commercial versions. Élan Deluxe is based on ...

~~Élan Deluxe: Free Napoleonic Rules~~

Having played several games now, I have really taken to the Blucher rules. Like so many sets by Sam Mustafa, they are deceptively simple: even small rules elements can have an important effect on play. After years of loyalty to Napoleon's Battles for Corps/Army level games, I have, I think, shifted to

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Blucher.

~~Napoleonic scenarios—Tales from a Wargame Shed~~

GENERAL D'ARMEE - NAPOLEONIC WARGAMES RULES-
SENT FIRST CLASS. £26.50. Click & Collect. £3.50 postage.

ARMIES WEAPONS 15mm 20mm 28mm 25mm BATTLE

NAPOLEONIC FRENCH CHASSEUR uniform . £12.99. 0 bids.

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Click & Collect. NAPOLEONS LEGACY. War Game Rules from
Napoleon to Lee (1800-1865)

~~Napoleonic Table Top & Historical Wargames Books | eBay~~

Battle reports and photos (using Le Baton) Jan. 3rd, 2009

Napoleonic game, French vs. Russians. Jan. 10th, 2009 Napoleonic

game, French vs. Russians again. March 1st, 2009 Napoleonic

game, French vs. Russians and Austrians. Apr. 19th, 2009 French

and Russians at Area 51. June 13th, 2009 The British are in action!

August 31st, 2009 Russian attack on ill-prepared French.

Napoleon's Wars is an exciting and well designed set of wargame rules for the Napoleonic period. They allow you to take the role of Generals and re-fight battles in miniature using any scale figures from 2mm to 28mm. Most importantly, they do not require the use of dice. The mechanisms used to control your armies encourage you to use the tactics of the period. The rules pit you very much against your opponent in the combat process. Everything you need in one book to re-fight your battles and campaigns including army lists, scenarios and campaign rules. A Divisional sized battle can be completed within two hours and a Corps level battle within three hours. The rules are flexible enough to allow players to fight solo, two-player as well as multi-player battles. Enjoy and have fun.

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Following the success of his previous publications "Wargaming: An Introduction and Ancient and Medieval Wargaming," Neil Thomas presents a new volume devoted to the intricacies of Napoleonic wargaming. Thomas sets out his wargame rules, the principles behind them, extensive army lists, how to set up a game and a battle report describing a war game in progress. The appendices provide a full range of support material such as figure sizes. "Napoleonic Wargaming" also includes historical background and the art of Napoleonic warfare to provide essential contextual information for players. This book is an invaluable tool for wargamers and coincides with the bicentenary of the wars themselves.

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.

First published in 1971, with a second edition in 1979, these rules were revolutionary for their time. They were written to allow wargamers to replay even the largest battles from the horse and musket era 1685-1845. This popular set of rules were in use primarily for Seven Years War and the Napoleonic Wars for over 25 years. The approximate ratio was 1 figure representing 40-50 men. This scale made it feasible to recreate historical battles upon the table top at the grand tactical level. Wargamers used them for Marlborough's battles, the Highland rebellions, the battles of Frederick the Great, in addition to the Seven Years War, the War of American Independence, campaigns in India, the French Revolutionary Wars and Napoleonic Wars. They rules included

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three pages of specimen army lists for Marlburian era, the Seven Years War and the early Indian Wars. The rules are published by the History of Wargaming Project as part of its work to make key developments in the hobby available again.

Around the time Donald Featherstone published War Games in 1962, the book that was key in launching modern hobby wargames, others were publishing comprehensive sets of rules. This example by John Candler was published in the United States in 1964 and was one of the better known. The original rules were published in a green ring binder, with 123 pages of detailed rules for a Napoleonic land and sea wargame. They covered all aspects necessary to play a detailed Napoleonic wargame on the tabletop. They were more complex than Featherstone's rules, but lacked the literary charm of the former. They are published by the History of Wargaming Project in order to preserve an example of early wargaming rules from the dawn of modern wargaming. The History of Wargaming Project aims to document key parts of the development of wargaming.

Terry Wise was one of the great early wargamers. This revised edition of this work includes three of his previously unpublished sets of rules, an account of his life and a tribute by Stuart Asquith.

Although the author is a late convert to the joys of Napoleonic wargaming, he soon began to see why so many wargamers love the period. As a result, he set out to write several sets of rules that would use similar game mechanisms to those in his other PORTABLE WARGAME rules, and that would enable him to fight a range of small, medium, and large battles on a relatively small tabletop. This book is the result. Please note that all the rules have been designed to be used with a gridded tabletop made up of

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squares or hexes.

Chosen Men is a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars. The primary focus of the game is on soldiers and NCOs in light 'flank' companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. Although the game allows for the formation of accurately sized companies of light infantry and cavalry if you wish, these formations are broken down into small groups of up to a dozen men. For the most part, officers are not swashbuckling super-heroes, but staunch commanders who rally and direct their men to achieve the battlefield objectives. Although the game uses an alternating action turn sequence, officers can use their influence on multiple units at the same time in an effort to steal the initiative. With all rolls resolved using standard 6-sided dice, this game combines a classic wargaming feel with modern wargame mechanics.

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