

# **NB Orders Optional Rules 1.3**

## **Orders Summary**

### **At the Beginning of the Game:**

- 1) Determine which formations will be in reserve
  - a. On Board Reserves: Set up within 12" of Base Edge
  - b. Off Board Reserves: Determine where and when they will enter
- 2) Issue orders to all other formations

### **Changing Orders:**

- 1) The Overall General issues orders during communications phase
  - a. French: 3 Orders per turn
  - b. British: 2 Orders per turn
  - c. All Others: 1 Order per turn
- 2) Messenger model carries order to Corps or Divisional Commander during the movement phase
- 3) Recipient reads and tests for activation of the orders in the communications phase following the turn he receives order.

### **Command Range:**

- 1) Overall General has no command range. Listed range is used to determine the speed of the messenger
- 2) Corps Commanders may test on orders if received by Wing Commander and within range of Wing Commander
- 3) Divisional Commanders may test on orders if received by Corps Commander and within Range of Corps Commander
- 4) All combat units must endeavor to stay within range of Divisional Commander

## Orders Detail

At the beginning of the game, each Corps or Direct General receives orders. If we have copies of the map, feel free to draw arrows, otherwise we will just write them down. These orders are automatically activated with no need to roll for activation.

Each Corps/Division will begin the game with one of three orders:

- 1) *Attack/Maneuver*
- 2) *Defend*
- 3) *Reserve*

**Special Rule: Engaged Formations:** A Division is considered to be *engaged* when one of its combat units comes within Engagement Range (either through their own movement or the enemy's movement) of an un-routed enemy unit. Engagement Range for all units is 17". Engaged units may only "respond" (initiate combat, move towards, ect.) to formations they are Engaged with.

**Note:** It is possible to have 1<sup>st</sup> Division from III Corps "Engaged" while the other 2 divisions from the Corps are not. In this situation, the other 2 divisions continue on their orders.

**Attack/Maneuver:** Use this order for all movement and attacks. All units must be in column/march column for this order. The formation must move at least ½ speed of slowest unit. Units within a formation on attack orders cannot form line until they are within Engagement Range of the enemy (See above). If a formation on Attack/Maneuver orders comes within Engagement range of the enemy, it may ignore the ½ speed minimum until there are no un-routed units within engagement range. Once this happens, the formation must resume its original orders.

**Defend:** Defend a specific position or terrain piece. Formations can start off in Defend mode or once they have completed an attack or move order the formation automatically converts to defend. When on defend, you can redeploy into defensive position within range of division general. Once a division becomes engaged, units can attack out of Division General range but must come back as soon as possible (See below for more details).

**Reserves:**

There are two types of Reserves: On Board and Off Board. Any formation with a general may be held in reserve (Corps, Division, ect.).

**On Board Reserves:**

These represent forces that start the game on the table (either by choice for fictional scenarios or by scenario design if using one of NB's scenarios). If playing a scenario from one of the NB books, players may choose to place forces that are supposed to start the game on table in Reserve (this means their deployment will move them from the scenario setup area). Reserve forces must be deployed at the beginning of the game within 12" of a friendly base edge. Reserve formations will activate its orders on the same turn they receive them from messenger (no delay). If enemy combat units come within Engagement Range of Reserves, the reserve may defend itself as if on Defend orders. It is still considered on reserve and as soon as the threat is over, reverts back to Reserve status. Once a formation has been given orders it leaves "reserve" status and may not be placed back into reserve.

**Off board Reserves:**

These represent forces that are to enter the table after the game has started (either by choice or scenario design).

**Summary for Off Board Reserves:**

- Beginning of game, determine where they come on (Grid location)
- Roll to see when they come on (This roll is secret)
- Two turns before scheduled to enter, place general on table edge.
- Issue order for formation to follow once it enters the game
- Roll to determine when the formation enters game (opponent sees roll).

Each reserve formation will be given an entry location and estimated entry time. The entry location will be a grid square (ex. A5, B9). The entry time is then determined by rolling a d6 and adding 4 to the roll. The result is the earliest turn that formation may enter the game (Turns 5-10).

During the Arrival Step two turns before the formation is scheduled to enter the game, the player will place the Commanding General on the table in the middle of the grid square the formation is to enter. The formation will then be given an order to follow when it enters the game. This happens immediately and does not require an order being sent from the Overall Commander.

The player will then roll on the following chart to determine when the formation will come on.

**Die Roll**

- 1-2: 2 Turns later than planned
- 3-4: 1 Turn later than planned
- 5-8: Just as planned
- 9-10: 1 turn earlier than planned

**Modifiers:** General Quality- "E"+2, "G"+1, "P"-2

Units can enter within 6" of the commanding general (placed earlier on the base edge) in any formation. Units cannot end their movement within 8" of an un-routed enemy combat unit. If this is not possible where marker is, consider the marker to be moved to the nearest base edge area that units may enter and end movement further than 8" from enemy. This does not cost any movement or delay the units from entering. Units from a formation must enter on same marker. Units cannot initiate combat contact on the turn they enter the game.

When the formation enters the game, it will automatically activate its original orders. If the Overall General wants to change the orders before the formation enters, he will have to send a messenger to the Commanding General model located at the base edge. Use the normal process for order changes.

## Changing/Issuing Orders:

If the Army Commander needs to change orders for a formation, he must write an order in the Communications Step. During the maneuver phase, a messenger model carries the message to recipient commander. A general can only change orders to Attack/Maneuver or Defend (Reserve is a “status” and once changed, cannot be re-attained).

Messengers move a number of inches equal to the Overall Army Commander’s Command range. Messenger models are the first models moved in the Movement Phase.

**Activation:** Messages are read during the communications step on the turn after they were received. When the message is read, roll on the following chart to determine any delays. The Nationality and General Quality are cumulative.

<u>Roll</u>	<u>Delay</u>
1	4 Turns
2-5	3 Turns
6-7	2 Turns
8-9	1 Turn
10+	Immediate

### Modifiers:

<u>Nationality</u>		<u>Receiving</u>	<u>General Quality</u>
French	+3	Excellent	+2
Russia (92-08)	-3	Good	+1
Russia (09-14)	-2	Average	+0
Prussians (92-06)	-3	Poor	-2
Prussians (13-15)	+1		
Austrians (92-06)	-2		
Austrians (07-15)	-1		

As the Communications step is before the Command Step and Maneuver Phase, orders will be acted upon anywhere between the turn they are read up to 3 turns later depending on the delay.

If the Overall Army Commander attaches to a General, that formation’s orders are immediately activated during the next command phase. Ex. The army commander writes orders in Communications Step of Turn 2, then attaches himself to the formation with the orders. On turn 3, the formation commander automatically activates the new orders.

*Example: A French “average” general receives orders from an “average” army commander and reads them in the communications step of turn 6. The player rolls a “3” and adds 3 (for being French) to make a total of 6. This results in a 2 turn delay (starting with this turn). Therefore, the French General can start acting on the new orders during the Maneuver Phase of turn 8 (Read the order on turn 6 +2 turn delay).*

## **How order changes work:**

Orders are issued from the Overall Army Commander and sent to the appropriate Formation Commander.

Orders are either meant for the entire corps or a specific division. If the Army Commander needs III Corps to attack x but wants 4<sup>th</sup> Division within III Corps to do something else, separate orders must be written to the Division and Corps respectively.

The Overall Army general can give one order per turn.

Nationality bonus per turn:

French: +2, Russians and Austrians: +0. British +1, Prussians+0

### **Orders to a Wing Commander:**

If an order is for an entire Wing, multiple Corps within a wing or even a single corps within a wing, then the order can be received by the Wing Commander and as long as the Corps Commanders are in command range of Wing Commander then the corps may test on it the very next communications phase. The player is not forced to send the messenger to the Wing Commander and may decide at any time during the movement phase if the messenger should travel towards the Wing Commander instead of the Corps. If the order is for multiple Corps (or the entire wing), it must be for a single objective ((III and XI Corps will attack x).

### **Orders to a Corps**

If the order is for the entire corps (III Corps to attack the city), then use the Corps commander general stats to determine any delay.

### **Orders to Division Generals under a Corps Commander:**

Orders for a specific Division can be sent to either the Corps or Divisional Commander. Either way, the Divisional General will test using his stats.

Division General “In Command”: If the orders are for a specific division and the division general is within command range of the Corps Commander then the messenger may deliver the order the Corps Commander (assuming he is closer). The division general is alerted and can test at once to determine any delay (see above chart).

Division General “Out of Command”: If a Division General finds itself outside of its Corps commander’s range or if it is an Independent Division, the messenger will have to travel to the Divisional General.

## **Command Range:**

### **Overall Army Commander:**

The overall commander's command range is now only used to determine how far his messengers move.

### **Divisional Generals outside Corps Commander command range:**

Divisional generals are no longer forced to stay within their Corps Commander's command range. However, any orders for the Corps will not be activated by a division that is not within the command range of the Corps Commander. A separate order would have to be issued to the division.

### **Combat Units outside Divisional General command range:**

At the end of their movement phase, all combat units must be within the command range of their Divisional general. The two exceptions are:

- 1) If the unit has initiated combat
- 2) If the unit is routed
- 3) Detachments

The attempt must be made even if it means a disordered unit stays disordered. (Currently, we will have no penalties if this cannot happen so use your best judgment to try and make this happen).

### **Attaching Generals:**

General Models can still attach to combat units for combat and leadership bonuses. There will be consequences for doing so as noted below:

- If Army Commander is attached to a unit: No orders can be issued while attached
- If Corps or Division Commander is attached to a unit: Any orders received while attached cannot be read until after the Commander detaches from the combat unit.

Generals who attach to combat units still retain their command range. (Example: General Cook attaches to one of his infantry brigades to rally them. He still retains his 4" command range and as long as all of his other units are within that range, then all is fine).

## **General Information:**

### **React:**

Cavalry can only go on React when either Engaged or on Defend orders.

### **General Casualties:**

When a General is killed/captured during the game he is replaced as normal and until then, the division or corps cannot receive new orders and must continue on their last orders received.