

Napoleon's Last Battles

Game Rulebook - v2.1.0

Operational Movement & March Columns

Version 2.1.0 adds operational postures that distinguish long-distance marching from battlefield deployment while retaining all previous strategic, command, logistics, engineering, intelligence, and combined-arms systems.

1. Operational Postures

Posture	Movement	Combat readiness
Tactical	Normal	Full
Road March	Excellent on roads	Severely reduced
Forced March	High	Reduced; heavy fatigue
Deploying	Minimal	Reduced during transition
Deployed	Normal	Full

Road March is intended for operational movement between battlefields. Forced March is used when timing is critical. Tactical and Deployed postures represent formations ready for normal combat.

2. Deployment

A formation in Road March or Forced March does not instantly become fully combat ready. Choosing Deploy changes it to Deploying and consumes that movement phase. At the next movement phase it becomes Deployed automatically.

Enemy contact while marching is dangerous because Road March and Forced March apply attack and defense penalties.

3. Roads and Bridges

Road March receives its greatest benefit when moving between connected road hexes. Damaged bridges reduce this advantage; destroyed or repairing bridges block movement and supply as before. The Road Network overlay highlights the operational corridor system.

4. Forced March and Fatigue

Forced March increases effective movement but multiplies fatigue gained through movement and adds an additional fatigue burden. Fatigue continues to affect movement, combat, rally, logistics, and AI decisions.

5. Operational Orders by Dispatch

Headquarters may assign an operational posture to an entire formation. Posture orders use the same courier delay model as corps missions. Until the posture dispatch is delivered, the formation continues under its current posture.

The Sent state now remains visible until the next command-processing step, after which the dispatch becomes En Route. Mission-oriented commanders continue their last delivered mission until new orders are received.

6. Reinforcements

Scheduled reinforcements enter in Road March posture. This allows newly arrived corps to exploit roads quickly, but they must deploy before entering major combat at full efficiency.

7. Operational Overlays

Road Network emphasizes road hexes and bridge corridors. Operational Reach shows the selected formation's legal reach under its current command, logistics, fatigue, weather, terrain, and posture conditions.

8. AI

The AI uses Road March for distant objectives, deploys as enemy contact approaches, uses Forced March under time pressure when fatigue permits, and otherwise operates tactically. Formation posture orders are issued through the dispatch system.

9. Saving

Operational posture, deployment state, formation posture orders, and posture dispatches are stored with each saved game. Older saves initialize formations safely in Tactical posture.