

The Units in NAPPY

Infantry : All units possess the same attributes . Range 2 . Roll one dice per figure . If moved , one less battle dice for the unit . Move two and no combat (unless certain cards allow , but still one dice less when moving) . Terrain restrictions may well reduce the number of dice further .

Cavalry : Roll one dice per figure .All may move up to 3 spaces . No reduction in dice for moving .

Foot Artillery : 4 figures per unit when deployed .Can't move and fire . Move one hex only . Range of fire and dice to roll are determined by the number of figures still in the crew . So 4 figures , first hex 4 dice , second hex 3 dice , etc . If 2 figures , first hex 2 dice , second hex one dice .

Horse artillery : A 3 figure crew . Battle as per Foot . But can move one space and fire , with one less dice) . Or move 2 and not battle .

I do not play Battle-back , adjacent supporting units , cavalry retreat and reform , formation of squares . Some players may wish to however .

I do play all the leader rules , including retreat . I also do play cavalry breakthrough and attack bonus ,and the infantry taking ground . All terrain features apply too .

Additionally , When moving up hill : This costs an infantry unit 2 spaces . It also costs a cavalry and horse-drawn artillery unit 2 spaces . Moving a Foot artillery unit uphill requires two units worth of command . So a command card with 3 units , would allow you to move a foot artillery unit uphill (cost 2) , and then issue one more command only . None of this affects a unit when forced to retreat , and units moving via Cavalry break thru or infantry taking ground are not subject to this rule

Also I play that cavalry figures may regroup . So a unit with 1 figure may combine with another unit of 1 or 2 figures . No unit may exceed 3 minis . No further movement is permitted during the turn 2 (or 3) such units combine . You cannot merge and then move .

I have had to alter some of the text on certain tactic cards , for instance ,drawing a thin black line thru terms such as Young Guard , as all infantry is alike .

These tactic cards : Force March , Bayonet Charge and Leadership . Treat all units moving due to the playing of these cards as if the units had moved one space to determine battle dice to be rolled .