NWC Club Rules

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Section 1.0 Club Philosophy and Goals

The Napoleonic Wargame Club was founded in 1998 by people dedicated to the study of Napoleonic history, and wargaming reflecting that period. A great deal of thought and effort were put into the structure of this club to ensure that it would become one of the premier online, organizations of its type. It is through the continued efforts of its dedicated administrators, and the active participation of its membership, that our club continues to thrive and grow.

The club currently supports several game designs including Talonsoft, Matrix, HPS, JTS and Histwar. With several more Napoleonic titles currently under design, the future for our gaming hobby looks very bright indeed. For a complete list of the game titles that we currently support, please visit our webpage entitled "About Us".

Our goal is to provide our members with a place where they can experience the military and historical flavor of the Napoleonic Period. Our club provides more than just a points ladder system, but a better way to participate in Napoleonic roleplaying and scholarly discussions of Napoleonic history. Promotions are based on the accumulation of points received via played games, but assignments to the command positions of the club's armies are based a commitment to facilitating a positive experience for other players. The leadership positions within the various armies reflect a General Staff type system. Our club also includes an Administration Staff which includes Club Members who actually do the work maintaining the Club. Active participation by all members is encouraged, as this helps to reduce paperwork and distributes administrative duties, making them less burdensome.

Above all, the goal of our club is to promote the friendly interaction of Napoleonic wargamers in order to enhance the enjoyment of their games, and to increase their knowledge of Napoleonic history.

Section 2.0 Membership

Membership in the NWC is totally free.

There are 2 types of membership:

- Regular Members

- Associate Members

2.1 Regular Members

The club membership is divided into armies that represent the major powers of the Napoleonic Wars. Club members may only hold one active commission in one of the club's armies at any given time, but are allowed to transfer between the various armies. Regardless of the army affiliation chosen, there are no restrictions on which side a member may play in a given battle. A member may play any side in any battle in which they are engaged. Whereas most members generally tend to play the same side as the army in which they are commissioned, this is not a requirement.

Role playing is encouraged to portray the natural rivalry and positions of the French and the Coalition. Friendly banter is encouraged, but rude and antagonistic behavior, or cheating, will not be tolerated.

Our members have a wide variety of interests in the Napoleonic period, and our Active membership reflects this. Active membership can be achieved in a variety of ways:

1. *Maintains Regular Contact with His Superior, and/or Subordinate, Officers.*

2. *Posting in Our Club's Forums.*

3. *Playing Registered Club Games.*

4. *Designing or playtesting a period game*

5*. Hold a leadership position in one of the club armies or volunteer as an administrator*

An 'Active' member will be allowed to post in the Club's Forums, register games in the Club's Department of Records (DoR) System, and will always retain the command of a unit in a specific army. Any member failing to meet the requirements of an 'Active' member, will be considered to be an 'Inactive' member. 'Inactive' members may have their Forum and DoR Accounts deactivated, and will be removed from the command of a specific unit and placed in the appropriate army's reserves.

Each member is required to submit a fully completed Recruitment Form to his Army Commander, before receiving a commission in the NWC. Any member that has been classified as 'Inactive' will need to contact his Army Commander in order to return to active status.

2.2 Associate Members

Associate Members have been created to allow those who are unsure about joining an Army or just want to try the club to see how it works. We encourage participation in the Forums and games.

Associate members have reduced membership within the NWC. Associate members have access to the Clubs forums except for Army forums. Associate members are registered in the DOR (Department of Records} and may start games against any other member in the club. Associate members do not have Ranks or gain any points when completing battles. Regular members will receive full points when playing against an Associate member. Games at the DOR must be registered as a 'Match' type game.

Associate members may join an Army at any time duly completing a join form for that Army and indication his Associate member status.

Section 3.0 Organization

3.0 – General

The club is administered by a group of volunteers. If you wish to participate in the administration of the club, please contact your army commander or forum administrators. Participation strengthens our club and we are always seeking the input of fresh minds and talents.

The Armies are the organizations into which all members are assigned a command. The armies are divided into two main sides, the French and the Coalition. These main sides may each be sub-divided into armies based on the discretion of their respective Commander in Chief.

General Responsibilities of Club Army Leaders:

The following are general guidelines to inform the work of volunteer "commanders" and to allow potential volunteers to get a feel for what is required of each position. The most important responsibility of each commander is to make sure that club members receive the support and assistance they need navigating the clubs records systems and forums, provide support to help members become better players of the games and find opponents, and help resolve any issues or conflicts that arise.

3.1.5 - French Commander in Chief

The French Commander in Chief:

- Serves as a representative for all of the players in the French Army.

3.1.6 - Coalition Commander in Chief

- The Coalition Commander in as a representative for all of the players on the Coalition side of the club.

3.2 – The Armies

3.2.1 - General Army Duties

The duties of the Armies are specific, and include the timely award of promotions, honors, and medals. Each army has a command structure using ranks and titles that are representative of the period. Each level of leadership in the army's command structure has associated duties and responsibilities.

3.2.2 – Commander in Chief (CinC)

Each side of the club (French or Coalition) may have multiple armies. To provide for a smoother command structure, each side of the club has one overall Commander in Chief who is responsible for all of the administrative duties associated with the command of all armies on his side of the club.

The Commander in Chief:

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  - Serves as the overall leader of all of the armies on his side of the club.
  - Has administrative access to the DoR Records of all officers on his side of the club.

3.2.3 - Army Commander (AC)

Each Army in the club has one Army Commander who is responsible to his respective Commander in Chief for all of the administrative duties associated with the command of his Army.

Each Army Commander:

- Serves as the Leader of his army.
- Maintains accurate records of officers in his command. This would include such things as OBD Points, Medals, Ranks and Email Addresses.
- Awards medals earned by the officers in his army.
- Awards titles earned by the officers in his army.
- Is responsible for working with his Army's Webmasters.
- Oversees musters, or any other action necessary, to ensure that all officers of his army are 'Active.'
- Has administrative access to the DoR Records of all officers in his army.

3.2.4 - Army Chief of Staff (ACoS)

Each Army in the club has one Army Chief of Staff who is responsible to his respective Army Commander for his portion of the administrative duties associated with his Army.

Each Army Chief of Staff:

- Serves as the Second in Command of his army.
- Assists his Army Commander in the maintenance of accurate records of officers in his army. This would include such things as OBD Points, Medals, Ranks and Email Addresses.
- Assists his Army Commander in the award of medals earned by the officers in his army.
- Assists his Army Commander in the award of titles earned by the officers in

his army.
- Has administrative access to the DoR Records of all officers in his army.
- Is appointed by his Army Commander.

3.2.5 - Corps Commander (CC)

Each Corps within an Army has one Corps Commander who is responsible for all of the administrative duties associated with the command of his Corps.

Each Corps Commander:

- Serves as the leader of one Corps within his army.
- Reports to his Army Commander as needed.
- Maintains accurate records of officers in his command. This would include such things as OBD Points, Medals, Ranks and Email Addresses.
- Assists his Army Commander in the performance of quarterly musters, or any other action necessary.
- Is appointed by his Army Commander.

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Section 4.0 Officer Battle Dossier (OBD) and Ranks

4.1 Promotions Within the Armies

As players play games, they earn points for their efforts. These points allow the officer to move up in rank within their respective armies according to the table below.

Minimum Points Required	Dutch	Anglo-Allied	Austrian	French	Prussian	Russian	Swedish
Special					Generalfeldmarschall[2]	Generalissimos[3]	
2000	Generaal	Field Marshal	Feldmarschall	Maréchal[1]	General der Infanterie or Kavallerie	General-Feldmarshal	General Fältmarskalk
1500		Lt. General	Feldzeugmeister or General der Kavallerie		Generalleutnant	General	
1400	Lt. Generaal			Général en Chef			Fältmarskalk
1000	Generaal-Majoor	Major General	Feldmarchal Lieutenant	Général de Division	Generalmajor	General-Leytenant	Generallöjtnant
700		Brigadier General	Generalmajor	Général de Brigade		General-Mayor	
600	Kolonel						Brigadgeneral
500		Colonel	Oberst	Colonel	Oberst	Polkovnik	
400	Luitenant-Kolonel	Lieutenant Colonel	Oberst Lieutenant	Major	Oberstleutnant	Podpolkovnik	Överste
300	Majoor	Major	Major	Chef de Battalion or Chef d'Escadron	Major	Mayor	Överstelöjtnant
200	Kapitein	Captain	Hauptmann or Rittmeister	Capitaine	Kapitän	Kapitan	Major
100	1e Luitenant	Lieutenant	Oberlieutenant	Lieutenant	Premierleutnant	Shtabs-Kapitan	Kapten
50	2e Luitenant	2nd Lieutenant	Unterlieutenant			Poruchik	Löjtnant
0	Vaandrig	Ensign	Fähnrich	Sous-Lieutenant	Sekondleutnant	Podporuchik	Fänrik
Training	Cadet	Cadet	Kadett	Cadet	Kadet	Praporschik	Kadet

Medals and Awards

Medals and other special awards may be conferred individually by the two Armies according to their own internal rules. Medals are most often conferred for winning a historic scenario that your side participated in (for example, if a player in the Austrian Army Achieves a Major Victory at Wagram, the player is awarded a Wagram medal. Awards and medals are also often rewarded for service to the club.

4.2 - Special Notes on Ranks

1. The French rank of Marechal is an appointed rank by order of the French CinC. This rank may not be awarded before an officer has earned a minimum of 2,000 OBD Points.

2. The rank of Generalfeld Marschall may only be held by the current Commander of the Prussian Contingent.

3. The Russian title of Generalissimos may only be awarded as a special honor after an officer has earned a minimum of 2,000 OBD Points. There can only be one standing Generalissimos in the Russian Contingent at any time.

4.3- Voluntary Transfers to Another Army in the NWC

An officer may voluntarily transfer to another army within the NWC. There are two ways in which this can be accomplished. The officer may elect to carry his current record from the army that he is leaving, over to the army which he is joining. This type of transfer is conducted in accordance with the following rules:

1. The Officer must notify their current CinC of their desire to transfer to another army in the club.

2. The current CinC will notify the recipient CinC that a transfer has been requested and work out any necessary details to effect the transfer.

3. Only one transfer is recommended in a 12 month period.

4. The Officer may carry across all of his OBD Points, and retains his entire VP Score.

5. The Officer will not carry across any of his medal entitlement, except in cases where such medals are common to both the army he is leaving, and the army to which he is transferring. In these instances, the common medals are retained.

6. The Officer will not carry across any titles, except in cases where such titles are common to both the army he is leaving, and the army to which he is transferring. In these instances, the common titles are retained.

7. The Officer will not be required to undergo a training game.

8. The Officer will be assigned a unit to Command in his new army.

At his discretion, an officer may choose to simply suspend his record in his present army, and begin anew in the army to which he transfers at the lowest rank, and with no battle record or awards, in accordance with the following rules:

1. The Officer must notify their current CinC of their desire to transfer to another army in the club.

2. The current CinC will notify the recipient CinC that a transfer has been requested and work out any necessary details to effect the transfer.

3. Only one voluntary transfer is allowed in a 12 month period.

4. The Officer may not carry across any of his OBD points or Victory Point score.

5. The Officer will not carry across any of his medal entitlement.

6. The Officer will not carry across any titles.

7. The Officer will not be required to undergo a training game.

8. The Officer will be assigned a unit to Command in his new army.

Should an officer choosing to transfer to another army by use of the second method ever decide to return to an army in which he has a previously existing record, he may reactivate his previous record.

Section 5.0 Gaming

5.1 - Game Types

There are several game types within the NWC- Regular Member choices

Two Player Fight	A game involving two single players, where one player is a French officer and the other player is a Coalition officer. The combatants may play either side in the game. All games with an Associate Members involved will be in this category.
Multiplayer Fight	A game involving two teams of players, one team having at least one French officer versus one team having at least one Coalition officer. The teams of combatants may play either side in the game.

Single Maneuver	A game in which both combatants serve on the same side, either two French officers or two Coalition officers.
Multiplayer Maneuver	A game in which two teams of players serve on the same side, either two teams of exclusively French officers or two teams of exclusively Coalition officers.

Game Types - Associate Members.

Associate Members Should an officer choosing to transfer to another army by use of the second method ever decide to return to an army in which he has a previously existing record, he may reactivate his previous record without penalty.

5.3 - Scoring

5.3.1 - Terminology

OBD Points	Officer Battle Dossier points are awarded based on the number of turns completed in Single Fights, Multiplayer Fights, and Maneuvers as modified by the victory level. These points are used by the armies to determine eligibility for promotions.
Victory Points (VP)	Victory points are awarded to players achieving a minor or major victory in Single Fights or Multiplayer Fights. These are recorded separately from OBD points. Victory points are not awarded for Maneuvers. Victory Points are used by armies to determine the qualification for Guard titles or other awards as the various armies see fit. Major Victory = 2 VP Minor Victory = 1 VP
Victory Level	The result of the game denoted as one of either: Major Victory Minor Victory Draw Minor Loss Major Loss
Victory Level Modifier	The number of Bonus, or Penalty, OBD Points earned based on the Victory Level achieved in a game. Major Victory: +3 OBD Points Minor Victory: +1 OBD Points Draw: 0 OBD Points Minor Loss: -1 OBD Points Major Loss: -3 OBD Points

5.2.2 - Single Fights

The formula for calculating the OBD Points awarded for a Single Fight is:

OBD Points = Number of Turns Played + Victory Level Modifier

Example 1

A French officer and a Coalition officer play a scenario that is 50 turns long. The game ends as a Coalition Major Victory after 27 Turns.

The French officer receives: OBD Points = 27 - 3 = 24 points

Because the French officer lost, he receives no Victory Points.

The Coalition officer receives: OBD Points = 27 + 3 = 30 points

Because the Coalition officer won a Major Victory, he receives 2 Victory Points.

Example 2

A French officer and a Coalition officer play a scenario that is 50 turns long. The game ends in a Draw after 27 Turns.

The French officer receives: OBD Points = 27 + 0 = 27 points The

Coalition officer receives: OBD Points = 27 + 0 = 27 points

Because the game ended in a Draw, no Victory Points are awarded.

5.2.3 - Multiplayer Fights

There is a scoring bonus awarded for all multiplayer games. All players participating in multiplayer engagements, be they fights or maneuvers, will receive a 10% OBD bonus to the number of turns actually completed in the game. This bonus is calculated prior to the inclusion of any applicable Victory Level Modifiers. This bonus is always rounded up to the nearest whole number.

The formula for calculating the OBD Points awarded for a Multiplayer Fight is:

OBD Points = Number of Turns Played + MP Bonus + Victory Level Modifier

Example 1

Two French officers and two Coalition officers play a scenario that is 50 turns long. The game ends as a Coalition Major Victory after 27 Turns.

The French officers each receive: OBD Points = 27 + 3 - 3 = 27 points

Because the French officers lost, they receive no Victory Points.

The Coalition officers each receive: OBD Points = 27 + 3 + 3 = 33 points

Because the Coalition officers won a Major Victory, they each receive 2 Victory Points.

Example 2

Two French officers and two Coalition officers play a scenario that is 50 turns long. The game ends in a Draw after 27 Turns.

The French officers each receive: OBD Points = 27 +3 + 0 = 30 points

The Coalition officers each receive: OBD Points = 27 +3 + 0 = 30 points

Because the game ended in a Draw, no Victory Points are awarded.

5.2.4 - Single and Multiplayer Maneuvers

The formulas for calculating the OBD Points awarded for Single and Multiplayer Maneuvers is the same as for Single and Multiplayer Fights as listed above. The only difference between the scoring of Fights and Maneuvers is that neither a Victory Level, nor any Victory Points, is awarded for Maneuvers.

5.2.5 - Campaign Scoring Bonus

This scoring bonus is awarded for all campaigns that were initiated using a HPS/JTS Campaign Scenario on, or after, February 1, 2007. The scoring bonus is not retroactive to any campaigns that were initiated prior to February 1, 2007.

In order to ensure that you receive any bonus to which you are entitled, it is important that you enter a comment in each game of your campaign when you register it in the DoR System. When starting a game, you should make an entry in the comments field like:

"JTS Leipzig – The Dennewitz Campaign – Game 1"

The last game registration for a completed campaign should include a comment like:

"Final Game of JTS Leipzig, Dennewitz Campaign. Previous game ID's are..... "

This will assist the Record Keepers to ensure that you receive the Campaign Bonus Points upon the completion of your campaign.

The Campaign Bonus is based on the final victory level as follows:

Major Victory	7 OBD Points
Minor Victory	7 OBD Points
Draw	5 OBD Points
Major Loss	3 OBD Points
Minor Loss	3 OBD Points

Victory Points are not awarded for the completion of a campaign. These points are awarded for each game of the campaign as it is completed.

5.2.6 - Histwar - Les Grognards Scoring

This game is both a Turn Based & Real Time style game. As such, a separate scoring system for both styles has been created. Players should register their results in accordance with the following guidelines.

The registered Victory Level is based on the Victory Results achieved in the game as follows:

o An Overwhelming or Decisive Victory should be registered as a Major Victory
o A Significant or Marginal Victory should be registered as a Minor Victory
o A Draw should be registered as a Draw
o A Significant or Marginal Defeat counts should be registered as a Minor Defeat
o An Overwhelming or Decisive Defeat should be registered as a Major Defeat

The registered Number of Turns played is based on the style of game played as follows:

o PBEM – The registered number of turns played should be the same as the number of turns shown in the game.
o Realtime (TCP/IP, Internet Play) – The registered number of turns played should be based on the number of minutes played as shown in the game as follows:
o Minutes Played = Equivalent Number of Turns

Minutes Played	Equivalent Number of Turns
0 - 100	10
101 - 300	15
301 - 500	20
501 - 700	25
701 or More	30

5.2.7 – Matrix – Crown of Glory: Emperor's Edition & Original Crown of Glory Scoring

This game is a turn based game with players being placed in a ranking system for victory based on certain conditions called "Glory". The final in game "Glory" ranking determines a player's victory level:

o 1st place should be registered as a Major Victory
o 2nd and 3rd place should be registered as a Minor Victory
o 4th and 5th place should be registered as a Draw
o 6th and 7th place should be registered as a Minor Defeat
o 8th place should be registered as a Major Defeat

The registered Number of Turns played is the same as the turns shown in the game.

5.2.8 – Matrix – Commander: Napoleon at War Scoring

The registered Victory Level is based on a ratio of final Victory Points in the game. The Victory Point Ratio is determined by dividing your final score by the final score of your opponent. The corresponding Victory Level is determined as follows:

o 3.00 or greater should be registered as a Major Victory
o 1.50 to 2.99 should be registered as a Minor Victory
o 0.67 to 1.49 should be registered as a Draw
o 0.34 to 0.66 should be registered as a Minor Defeat
o 0.33 or less should be registered as a Major Defeat

The registered Number of Turns played is the same as the turns shown in the game.

Game Result Definitions.

Abandonment/Forfeit	If the player, or players, of one side disappears for personal reasons, and cannot continue, or for any other reason fails to submit a playable turn to their opponent(s) within 30 days, the player, or players, remaining may request that the game be terminated according to this rule as follows: If the full game is less than 10 turns in length, and one side abandons the game prior to the start of the third turn, the game is annulled and no points are scored. If the full game is 10 turns or greater in length, and one side abandons the game prior to the start of the fifth turn, the game is annulled and no points are scored. Any game that is abandoned by one side after the minimum number of turns has been played as outlined above will be considered forfeit, and the players on the remaining side will be awarded a Major Victory for the number of game turns actually played prior to the abandonment.

Battle Resignation	One side decides that the battle is lost and concedes. The non-conceding officer(s) is awarded a Major Victory.
Mutual Resignation	Both sides agree to end the game and determine a victory level that may, or may not, agree with the computer's calculated victory result.
Completed Game	Game victory conditions apply and the game is scored in accordance with the computer's calculated victory result.

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5.3 - Tournaments

5.3.1 - Initiating a Tournament

Any active member, or group of active members, may organize a tournament. The members who organize the tournament are responsible for all aspects of the tournament, including running it. The tournament directors are asked to consult with their army commanders to ensure that the scoring system is compatible with scoring standards of our club and to make sure that they have all of the support they need.