

Turn Order

Strategic Phase	
S1	Both sides issue orders & roll for arrival
S2	Morale tests, results and compulsory movement
S3	Engaged MF's conduct skirmish combat
S4	Both sides attach and detach leaders.
S5	Determine initiative, winner chooses active side
Tactical Phase	
T1	Active charges and movement
T2	Firing Phase, both sides, simultaneous
T3	Move chargers into contact, resolve melee
T4	Change disorder markers D1 removed, D2 to D1

MARCH ATTACK

THE NAPOLEONIC WARS

Valeur et Discipline Table (2D6)

Untrained (U)	4
Militia (M)	5
Conscript (C)	6
Regular (R)	7
Veteran (V)	8
Elite (E)	9
Guard (G)	10
Attached leader Inspirational bonus Charismatic / Normal / Uninspiring	+2 / +1 / 0
Unit is infantry in column	+2
Each full 2 CV lost	-1
Unit is Disordered (D1 or D2) OR formation change vs charge from flank / rear	-2
Formation change vs charge from :- up to 5" / up to 12" / more than 12"	-2 / 0 / +2

Movement Table

Tactical

Strategic

Notes

Infantry in Square / Line / Column	2" / 5" / 8"	8" / 10" / 16"	(1) Infantry or cavalry in column and limbered artillery only.
Infantry Retire in Square / Line / Column	2" / 3" / 5"	8"	
Light Cavalry in Line / Column	14" / 16"	24"	(2) Foot artillery gain the foot bonus, horse artillery gain the mounted bonus.
Medium or Heavy Cavalry in Line / Column	12" / 14"	20"	
Cavalry retire Line or Column.	-	16"	Tactical movement allows formation changes, facing changes, passage of lines, charges, limbering and unlimbering. Strategic does not allow any of these.
Generals	40"	40"	
Light or Medium foot artillery / prolong	8" / 2"	16" / 2"	
Heavy foot artillery	6"	12"	
Light or Medium horse artillery / prolong	12" / 2"	24" / 2"	Tactical movement only within 9", strategic or tactical outside 9".
Road Bonus Foot / Mounted (1) (2)	-	+4" / +8"	

Skirmish Combat Table (2D6)

Roll	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
2	-	-	-	1	1	1	2	2	2	3
3	-	-	-	1	1	1	2	2	2	3
4	-	-	1	1	1	2	2	2	3	3
5	-	-	1	1	1	2	2	2	3	3
6	-	1	1	1	2	2	2	3	3	3
7	-	1	1	1	2	2	2	3	3	3
8	1	1	1	2	2	2	3	3	3	4
9	1	1	1	2	2	2	3	3	3	4
10	1	1	2	2	2	3	3	3	4	4
11	1	1	2	2	2	3	3	3	4	4
12	1	2	2	2	3	3	3	4	4	4

Number of Skirmish hits required to affect target

Modifiers to number of hits required

Formed infantry & limbered artillery	1	Target is in light cover	+1
Deployed Artillery	2	Target is in heavy cover	+2

Any unit that loses a CV to skirmish fire must take a VeD test. If it fails it also suffers disorder (D2)

Artillery Fire Table (D6)

Light / Medium / Heavy Artillery	-2 / 0 / +2
Close / Effective / Long Range	+2 / 0 / -2
Target is in Square / Column	+2 / +1
Target is Deployed Art / Limbered Art	-3 / +1
Target is in Light / Heavy Cover	-2 / -4
Firer is Disordered (D1 or D2)	-2

Firing Ranges

	Close	Effective	Long
Musket	-	3"	-
Rifle	-	5"	-
Light Artillery	5"	9"	18"
Medium Artillery	5"	12"	24"
Heavy Artillery	5"	15"	30"

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Small Arms Fire Table (D6)

Half effect if target is in light cover
Half effect twice if target is in heavy cover
Half effect if target is deployed artillery
Half effect twice if infantry firing at charging cavalry
Half effect if firer is disordered
Column Firing = CV, Line Firing = Double CV, Square firing = Half CV, Firing from BUA = CV

Leader Casualty Table (2D6)

2	No Effect
3	Knocked from feet - back next turn
4	Light wound - out D3 turns
5-6	Moderate wound - out D6 turns
7	Wounded - out of battle
8-9	Badly Wounded - may die 1-2 on D6
10	Severe wound - may die 1-4 on D6
11	Mortal wound - will die when painter arrives
12	Killed Outright
A roll of doubles in a losing melee = leader captured	

Melee Table (D6)

Attached leader inspirational bonus Uninspiring / Normal / Charismatic	0 / +1 / +2
Attacking any disordered unit OR hitting cavalry at the halt	+3
Attacking flank/rear OR attacking artillery that cannot bring its guns to bear	+3
Cavalry charging (not applicable versus square) - Light / Medium / Heavy	0 / +1 / +2
Advantage in unit numbers 2:1 / 3:1 / 4:1 or more	+1 / +2 / +3
Lance armed cavalry vs infantry (not applicable vs square)	+1
Infantry vs infantry in square	+3
Infantry in square vs cavalry	+5
Infantry garrisoning buildings light / heavy	+1 / +3 (Fortified +1 extra)
Infantry or deployed artillery defending linear obstacle	+1 vs infantry / +3 vs cavalry
Cavalry that contact a square and unanchored lines that are hit by cavalry are immediately disordered (D2)	

Melee Results

1 - 3

4 - 6

7 +

	Infantry	1 - 3	4 - 6	7 +
Infantry or Artillery Defeat -	Infantry	2CV Ret 6" (D2)	3CV Ret 6" (D2)	4CV Broken
	Cavalry	1CV Ret 12" (D2)	2CV Ret 12" (D2)	3CV Ret 12" (D2)
	Foot Art	2CV Ret 6" (Limb, D2)	3CV Broken	4CV Broken (A)
	Horse Art	2CV Ret 12" (Limb, D2)	3CV Broken	4CV Broken
Cavalry Defeat -	Infantry	3CV Broken	5CV Broken	7CV Broken
	Cavalry	2CV Ret 12" (D2)	3CV Ret 12" (D2)	4CV Broken
	Foot Art	5CV Broken	7CV Broken (A)	9CV Broken (A)
	Horse Art	4CV Ret 12" (Limb, D2)	6CV Broken	8CV Broken (A)

Victorious cavalry that charged may hold and wheel up to 45 degrees, may rally back up to 3" or exploit up to 6"

Victorious infantry that charged may hold and wheel up to 45 degrees or exploit up to 3"

Order Table (2D6) 7+

Excellent Command Ability	+3
Good Command Ability	+2
Average Command Ability	+1
Poor Command Ability	0
Terrible Command Ability	-1
Poor / Average / Good staff	-1 / 0 / +1
Either Commander attached to a unit	-2
Formation is uncommitted	+2
Retire Order to unengaged / engaged MF	-2 / -4
Distance - Within 2" / Each full 12"	+2 / -1

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Engagement range 9" from Grand Battery, formed infantry or cavalry.
Infantry threat zone 3", not from squares or garrison.
Cavalry opportunity charge distance 5"
Change formation or about face 2" infantry, 4" cavalry.
Passage of lines, 2" if foot, 4" if mounted, plus both units Disorder (D1).

MF & Army Morale Table (2D6)

	Broken	Retire 4	Retire 3	Retire 2	Retire 1	Disorder	Carry On	Troop Quality	
Steady	0 or less	1	2	3	4	5	6 plus	Untrained	-3
Shaken	3 or less	4	5	6	7	8	9 plus	Militia	-2
Spent	6 or less	7	8	9	10	11	12 plus	Conscript	-1
Carry On	MF continues as ordered.							Regular	0
Disorder	Entire MF is disordered (D2).							Veteran	+1
Retire 1 to 4	Entire MF is disordered (D2). All units take # points of CV loss and then Retire 8" for foot and 16" for mounted facing the enemy, All artillery limber, all squares revert to columns. Any friendly units retired through are also disordered (D2).							Elite	+2
								Guard	+3
Broken	The entire MF is broken and all units removed. Friendly Army Morale within 18"							Leadership	
								Charismatic	+2
If the MF causing Army Morale test has 1/2 or less units OR is 2 or more quality levels lower the worst result that can apply is Retire 2. If BOTH apply then the worst result is Disorder.								Normal	+1
								Uninspiring	0

Terrain

	Inf	Cav	Art	Notes
Minor Linear Obstacle	-2"	-4"	-4"	Disorder chance if charged over, D6 roll of 1-2 for foot, 1-4 for mounted
Major Linear Obstacle	-4"	-8"	-8"	May only use tactical movement to cross. Automatic disorder to any unit that charges over.
Fordable River or Stream	1/2 speed	1/2 speed	1/4 speed	Speed may be reduced to 1/4 or 3/4 instead. Possible disorder if charged over, banks may be steep and counted as steep rise or linear obstacle.
Bridge	N/A	N/A	N/A	Only crossed in column or limbered. Defender counts 'defending linear obstacle' and as anchored line in combat.
Rough Ground	1/2 speed	1/2 speed	1/2 speed	Speed may be reduced to 1/4 or 3/4 instead. Possible disorder if charged over.
Light Wood / Orchard	1/2 speed	1/4 speed	1/4 speed	Light Cover. Cavalry are Disordered (D2) and may not recover disorder. Infantry are D2 when moving but may recover disorder. Skirmish infantry are D1 when moving but may recover disorder.
Dense Wood	1/2 speed	1/4 speed	N/A	Light Cover. Cavalry and non skirmish infantry are disordered (D2) & may not recover disorder. Skirm capable inf are D2 when moving but may recover their disorder.
Wooden BUA	1/2 speed	1/4 speed	1/4 speed	Light Cover. Cavalry are Disordered (D2) and may not recover disorder. Infantry are D2 when moving but may recover disorder. Skirmish infantry are D1 when moving but may recover disorder.
Stone BUA	1/2 speed	1/4 speed	1/4 speed	Heavy Cover. Cavalry are Disordered (D2) and may not recover disorder. Infantry are D2 when moving but may recover disorder. Skirmish infantry are D1 when moving but may recover disorder.
Steep Rise	-2" per contour	-4" per contour	-4" per contour	Disorder chance if charged up or down crossing any contour line, D6 roll of 1-2 for foot, 1-4 for mounted