

## Turn Order

| Strategic Phase |  |
|-----------------|--|
| <b>S1</b>       | Both sides issue orders & roll for arrival       |
| <b>S2</b>       | Morale tests, results and compulsory movement    |
| <b>S3</b>       | Engaged MF's conduct skirmish combat             |
| <b>S4</b>       | Both sides attach and detach leaders.            |
| <b>S5</b>       | Determine initiative, winner chooses active side |
| Tactical Phase  |  |
| <b>T1</b>       | Active charges and movement                      |
| <b>T2</b>       | Firing Phase, both sides, simultaneous           |
| <b>T3</b>       | Move chargers into contact, resolve melee        |
| <b>T4</b>       | 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<br>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<br>change vs charge from flank / rear | -2          |
| Formation change vs charge from :-<br>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               | Cavalry          | Foot Art       | Horse Art      |
|---------------------------------------|------------------------|------------------|----------------|----------------|
| <b>Infantry or Artillery Defeat -</b> | 2CV Ret 6" (D2)        | 3CV Ret 6" (D2)  | 3CV Broken     | 3CV Broken     |
|                                       | 1CV Ret 12" (D2)       | 2CV Ret 12" (D2) | 4CV Broken (A) | 4CV Broken     |
|                                       | 2CV Ret 6" (Limb, D2)  | 3CV Broken       | 4CV Broken (A) | 4CV Broken     |
|                                       | 2CV Ret 12" (Limb, D2) | 3CV Broken       | 4CV Broken     | 4CV Broken     |
| <b>Cavalry Defeat -</b>               | 3CV Broken             | 5CV Broken       | 7CV Broken (A) | 8CV Broken (A) |
|                                       | 2CV Ret 12" (D2)       | 3CV Ret 12" (D2) | 9CV Broken (A) | 8CV Broken (A) |
|                                       | 5CV Broken             | 7CV Broken (A)   | 8CV Broken (A) | 8CV Broken (A) |
|                                       | 4CV Ret 12" (Limb, D2) | 6CV Broken       | 8CV Broken (A) | 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     |    |
|---|--|----------|----------|----------|----------|----------|----------|-------------------|----|
| <b>Steady</b>   | 0 or less  | 1        | 2        | 3        | 4        | 5        | 6 plus   | Untrained         | -3 |
| <b>Shaken</b>   | 3 or less  | 4        | 5        | 6        | 7        | 8        | 9 plus   | Militia           | -2 |
| <b>Spent</b>  | 6 or less  | 7        | 8        | 9        | 10       | 11       | 12 plus  | Conscript         | -1 |
| <b>Carry On</b>   | MF continues as ordered.   |          |          |          |          |          |          | Regular           | 0  |
| <b>Disorder</b>   | Entire MF is disordered (D2).  |          |          |          |          |          |          | Veteran           | +1 |
| <b>Retire 1 to 4</b>  | 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 |
| <b>Broken</b>   | The entire MF is broken and all units removed. Friendly Army Morale within 18"   |          |          |          |          |          |          | <b>Leadership</b> |    |
|   |  |          |          |          |          |          |          | 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   |