

FIRE COMBAT TABLE

Fire Points	Number of Hits				
	0	1	2	3	4
1-5	1-8	9-10	--	--	--
6-10	1-5	6-9	10	>10	--
11-15	1-4	5-8	9-10	>10	--
16-20	1-4	5-6	7-9	10	>10
21-25	1-3	4-5	6-9	10	>10
26-30	1-2	3-5	6-7	8-9	10
31-35	1	2-4	5-6	7-9	10
36-40	<1	1-3	4-6	7-8	9-10
41-45	<0	1-2	3-5	6-7	8-10
46-50	<0	0	1-4	5-7	8-10

Musketry range = 4", Rifle range = 8"

Version 1.0

DIE ROLL MODIFIERS

Target is:	Firer is:
Cover	OldGd +1
Light -1/0	Supr\Excel +1
Medium -2/-1	Fair\Poor -1
Heavy -3/-2	Skirmishers -2
Town -1	Russian -1
Unlim Art -2	Turkish -1
Skirmishers -3	Shaken -1
Fr/Brit Skirm -4	Moving -1
Organic	Disordered -1
Skirmishers -1	Art Screened -1
Firefight +2	Art in DOB +2
Colmn/Square +1/+2	Art 2 nd Shot +1
	Point Blank +2

INFANTRY FIREPOINTS

British 3	British enfilade 4
Other Infantry 2	Other enfilade 3
Infantry skirmishers 2	
Cavalry skirmishers 1	

ARTILLERY FIREPOINTS

Gun Size	Cannister	Effective	Long
>12 pdr	5	3	2
12 pdr	5	2	1
8-9 pdr	4	2	1
6 pdr	4	1	0
<6 pdr	3	1	0

Cannister range is 8"
Effective range is 20"
Long range is 35"
Flank fire +1 FP per gun

CHARGE/REACTION TEST TABLE Roll 1D10, ># is successful.

Troop Rating	Die Roll	CHARGE DIE ROLL MODIFIERS
Old Guard	2	Cavalry +4 vs Flank +5 vs Routed +5
Superior	3	Infantry vs square +2
Excellent	4	Cavalry vs Square -3
Good	5	Shaken -2
Fair	6	vs Cover -1
Poor	7	vs Artillery -1 Each Hit -1

REACTION DIE ROLL MODIFIERS

*Affects units changing facing or formation
*French Infantry +1
*Reacting to Cavalry -3
*Reacting to Infantry +2
*Infantry Column +1
*Charged at <6" -2
*Charged at >12" +3
Leader Attached +2\+1\+0
Shaken -2
National Bonus +1
Attempting PBF +1

MORALE TABLE

Morale	Die Roll	Roll 1D10, ># is successful
Old Guard	-1	
Superior	0	
Excellent	1	
Good	2	
Fair	3	
Poor	4	

MORALE DIE ROLL MODIFIERS

Morale	Die Roll	Roll 1D10, ># is successful
Routed	-4	
Shaken	-1	
Flanked	-4	
In Cover		
Light	+1	
Medium	+2	
Heavy	+2	

CAUSE OF A MORALE TEST

Casualty due to fire
Routed unit within 6"
Commander disabled
Impetuous Unit attempting to halt

MELEE VALUES

Troop Rating	Base Melee Value
Old Guard	20
Superior	17
Excellent	15
Good	13
Fair	10
Poor	8

MELEE MODIFIERS

Mess	Cover	Cavalry vs Cavalry
1.5 to 1 +2	Light +2	Charging +5
2 to 1 +3	Medium +4	Heavier +3
3 to 1 +5	Heavy +6	Overlap +#
4 to 1 +6	Sappers vs cover +2	Disordered -2
vs Flank +12	Uphill +1	
vs Routed +12		
	Infantry vs Infantry	Cavalry vs Infantry
	Charging +2	Charging +5
	vs Square +6	Lancers +3
	Disordered -2	vs Square -9
		vs Disordered Square -5
		vs Anchored Line -2
		Disordered -4

Artillery -4
Shaken -2
Cuirassier +2
Leader Attached +2\+1\+0
Breakthrough: No Charge Bonus

MELEE TABLE

Die Roll Difference	Combat Result
> 5	Loser suffers 3 casualties & routs. Winner takes ground, is disordered, & may breakthrough.
3 to 5	Loser suffers 2 casualties is shaken, & is disordered. Infantry falls back 4", cavalry falls back 12". Winner takes ground & is disordered
0 to 2	Both sides become disordered & suffer 1 casualty. Roll again without any Charging or Uphill modifiers.

Infantry or artillery defeated by 3 or more by cavalry routs. Infantry or artillery losing to cavalry suffers a # of casualties equal to the number of attacking cavalry figures.

EFFECTS OF DISORDER

May not charge, counter-charge, change formation, or roll on the Reaction Test Table
Receives adverse modifiers when firing or meleeing

MOVEMENT TABLE

Troop Type	Line	Company		Attack	
		Column	Column	Skirmish	Square
Infantry	4"	8"	6"	12"	2"
Light Cavalry	9"	18"	14"	18"	--
Other Cavalry	8"	16"	12"	18"	--
	<u>Limbered</u>	<u>Prolong</u>			
Foot Artillery	8"	2"	Charge Bonus 3" Infantry		
Artillery, ≥12 pdr	4"	1"	Charge Bonus 8" Cavalry		
Horse Artillery	16"	2"	Commanders move 20"		
			Limber/Unlimber ½ move		

COST TO CHANGE FORMATION

Troop Type	Cost
French Infantry	¼ move
Other Infantry	½ move
All Cavalry	¼ move

Untrained infantry moving >2" in line become disordered
 Oblique/Retrograde move costs x2
 About face costs ¼ move
 Remove Disorder costs ½ move

TERRAIN COSTS

Terrain Type	Movement Effect
Poor Ground	Formed units move at ½ speed
Light Woods	Formed units move at ½ speed
Medium Woods	Formed units move at ½ speed
Heavy Woods	Formed units may not enter
Up a Contour	Costs Infantry 1", Cavalry & Artillery 2"
Down a Contour	Costs Cavalry & Artillery 1"

Terrain Type	Movement Effect
Rivers	May not be entered
Bridges	Must be crossed in company column or skirmish
Streams & Ditches	Cost Infantry 1", Cavalry & Artillery 2" May cause disorder if wide or deep

INITIATIVE DIE ROLL MODIFIERS

Leader Rating	Staff Rating
Excellent +2	Superb +2
Good +1	Professional +1
Average +0	Competent +0
Fair -1	Inefficient -1
Poor -2	Incompetent -2
Situation	
Surprise +2	
Momentum +1	

SEQUENCE OF PLAY

- I. Initiative Phase
- II. Random Event Phase
- III. First Player's Phase
 - A. Order Segment
 - B. Action Segment
 1. Rally Subsegment
 2. Movement Subsegment
 3. Stationary Fire Subsegment
 4. Charge Test Subsegment
 5. Moving Fire Subsegment
 6. Breakthrough Subsegment
- IV. Second Player's Phase
- V. End of Turn Phase

RANDOM EVENT TABLE

Die Roll	Event	Die Roll	Event
1	Uncontrolled Rout	6	Inflamed Piles
2	Wrong Turn	7	Rain/Snow
3	Traffic Jam	8	Hidden Ford
4	Command Confusion	9	Command Bonus
5	Difficult Terrain	10	Rout Halted

INITIATIVE DIE ROLL MODIFIERS

Corps Leader	Staff Rating
Excellent +2	Superb +2
Good +1	Professional +1
Average +0	Competent +0
Fair -1	Inefficient -1
Poor -2	Incompetent -2

COMMAND RANGES

Army/Corps	15"
Division	10"
Cavalry Brigade	5"
Commander elevated	+5"

ORDER ACTIVATION TABLE

Staff Rating	Leader Rating	Modifiers
Superb 6	Excellent +2	Leader Attached -1
Professional 8	Good +1	
Competent 10	Average +0	
Inefficient 12	Fair -1	
Incompetent 14	Poor -2	

ORDERS

Attack- Indicate the object of the attack. At least 2/3 of the units in the command must move toward this marker. Once 1/2 of the command's units are within 8 inches of either the marker or an enemy unit, then at least either ¼ of all units in the command or two units, whichever is more, must charge, engage in fire, or advance a full move toward the enemy each turn.

Engage- Indicate the object of the attack. At least 1/2 of the units in the command must move toward this marker. Once 1/4 of the command's units are within 8 inches of either the marker or an enemy unit, then at least one unit must engage in artillery fire each turn. No more than one unit may initiate a charge each turn.

Maneuver- Indicate the object of the move. 2/3 of the units of the command must move toward the marker. Units may not charge or fire. The command will stop whenever they reach the marker or any unit comes to within 8" of an enemy unit that is not in skirmish formation. When the command stops they will convert to a Defend order.

Defend- Mark the center of operations. The marker must be within 6" of the commander. Whenever any unit in the command that is over 8" away from the marker moves (other than to change facing or formation) then it must move so as to be closer the marker. Skirmishers are exempt & may freely be located over 8" away from the marker. Units may fire but they may not charge.

Withdraw- 2/3 of the units in the command must move toward their own baseline. They may charge any enemy units within charge reach that attempt to block their movement. They will halt & convert to a Defend order when they reach the baseline.

Rally- The commander may not move. Any units in his command may only move so as to be closer to their commander. No unit in the command may fire or charge. The commander must be at least 12" from the nearest enemy unit in order to be issued a Rally order. All units in the command may attempt to rally each turn.