

Command Change Table [4.2]

French		Allied†
Die Roll	Effect	Die Roll
0*	Add 1 Corps LIM or 3 Division LIM's	
1	Add 1 Corps LIM or 2 Division LIM's	0
2*	Add 1 Corps LIM or 2 Division LIM's	1*
3	Add 1 Division LIM	2
4	Add 1 Division LIM	3
5	No Change	4
6	No Change	5
7	No Change	6
8	No Change	7
9	No Change	8
	No Change	9+

NOTES:

† = Add one when Buxhowden is rolling for the change.

* = In Scenario A18.4, treat this like the next higher number (*i.e.* a French 0 becomes a 1; an allied 1 becomes a 2).

Command Range Chart [A4.2]

Overall Commander Ranges:

Napoleon	12 hexes
Tsar Alexander	10 hexes
Buxhowden	8 hexes

French		Allied
8 hexes	Corps Commander Ranges	6 hexes
5 hexes	Division Commander Ranges	4 hexes

Independent Activation Table [A4.3.2]

French		Allied
Die Roll	# of Leaders that may activate	Die Roll
	0	0-4
	1	5-9
0-2	2	
3-5	3	
6-8	4	
9	5	



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Command Breakdown Table [4.7]

Die Roll	Leader Personality:		
	Aggressive	Normal	Cautious
0	Stop	Retreat	Enemy
1	Limited	Stop	Retreat
2	Limited	Stop	Retreat
3	Limited	Limited	Stop
4	Full	Limited	Stop
5	Full	Limited	Limited
6	Full	Limited	Limited
7	Charge	Full	Limited
8	Charge	Full	Limited
9	Reactivate	Full	Full

KEY:

Enemy = Stop, and the opposing player may attempt to activate or reactivate his own division closest to the division failing to activate.

Retreat = Division immediately moves half MA (rounded up) away from enemy.

Stop = Commander is Finished for the turn.

Limited = Division may undertake a limited activation.

Full = Division may undertake a full activation.

Charge = All units of the division must charge (if cavalry) or advance and melee enemy, if possible.

Reactivate = Conduct a full activation with the rolling commander, then attempt to activate the closest friendly division, even if that division has already activated this turn.

Closest Division = The division commander nearest to the original division commander's original location at the beginning of the activation attempt (player choice when equidistant).

Sequence of Play [3.0]

A. Pool Placement Phase

1. Command Change Segment [4.2]
2. Initiative Determination Segment [4.4]
3. Initiative Choice Segment
4. Pool Placement Segment

B. LIM Activation Phase

1. Initiative Activation Segment [4.5]
2. LIM Selection Segment

C. Non-LIM Phase

1. Initiative Non-LIM Activation Segment
2. Non-Initiative Non-LIM Activation Segment
3. LIM Removal Segment

D. Rally Phase

1. Rally Segment [12.0]
2. Rout Loss Segment
3. Cavalry Reform Segment
4. Fatigue Segment [13.0]

Activation Procedure:

- a) Choose Full or Limited Activation.
- b) If Full, make Activation roll.
 - 1) If fail, roll for Command Breakdown.
 - 2) If succeed, activate a division at Full.
- c) Move units in activated division [5.0-7.0].
- d) Conduct Offensive Fire by activated division [8.1].
- e) Conduct melee combat by activated division [8.2-8.5].
- f) If Corps Activation, repeat steps a) to e) for next division.

Terrain Effects Chart [5.0]

	Movement Costs										Combat Effects			
	Infantry			Cavalry			Artillery		Skirmisher	Leader	Fire	Melee	Cav.Charge	Defensive?
	Line	Column	Disorder	Line	Column	Disorder	Foot	Horse						
Clear	2	1	1	2	1	1	2	1	1	1	NE	NE	Yes	No
WOODS	2 ^D	2 ^D	2	3 ^D	3 ^D	2	P	P	1	1	1R	NE	No	No
Swamp	2 ^D	2 ^D	2	4 ^D	3 ^D	3	P	P	2	2	NE	NE	No	No
Primary Road [®]	OT	1/2	1	OT	1/2	1	1/2	1/2	1/2	1/2	NE	NE	Yes	No
Secondary Road [®]	OT	1	1	OT	1/2	1	1	1/2	1/2	1/2	NE	NE	Yes	No
Stream Hexside	+1 ^d	+1	+1	+3 ^d	+2	+2	+3	+2	+1	+1	NE	-1	Yes	No
Deep Stream Hexside	No units may cross a Deep Stream hexside except at a Bridge										NE	NA	No	No
Bridge Hexside	Only units utilizing Road Movement may benefit from bridges (no additional cost)										NE	-2	No	No
Pond	No units may enter an all-Pond hex													
Minor Slope Up	†	†	†	‡	‡	‡	+1	‡	0	0	1R	NE	Yes	No
Down	†	†	†	‡	‡	‡	+1	‡	0	0	1R	+1	Yes	No
Steep Slope Up	+1 ^d	+1	+1	+2 ^d	+2	+2	+1	+2	+1	+1	1R	-1	Yes	No
Down	+1 ^d	+1	+1	+1 ^d	+1	+1	+1	+1	0	0	1R	+1	Yes	No
Sharp Slope Up	+2 ^D	+2 ^d	+2	+3 ^D	+3 ^d	+3	P	P	+2	+1	2R	NA	No	No
Down	+1 ^D	+1 ^d	+1	+2 ^D	+2 ^d	+2	P	P	+1	+1	1R	NA	No	No
VILLAGE	2 ^D	2	2	3 ^D	2	2	2	2	2	1	2R	-2	No	Yes
CASTLE	P	2	2	P	P	P	P	P	2	2	2R	-3	No	Yes
WALL Hexside	+1 ^d	+1	+1	P	P	P	P	P	+1	+1	1R	-1	No	Yes
Change Formation ^s	2	1	1	2	1	1	3	2	1	0				
Change Facing	2	1	1	1	1	1	2	1	0	0				
About Face	m	2	3	3	3	3	NA	NA						
Slide Movement	2x	NA	na	2x	NA	na	NA	NA						
Reverse Movement	M	2x	2x	M	2x	2x	NA	NA						

NOTES:

Terrain in **BOLD ALL CAPS** blocks Line of Sight on same level. See LOS rules for other possible LOS blockage [8.1.6].

† = The first Minor Slope hexside entered during movement costs 0 MPs; each Minor Slope after the first costs +1 MPs to cross.

‡ = The first Minor Slope hexside entered during movement costs 0 MPs; each Minor Slope after the first costs +2 MPs to cross.

® = Units must utilize Road Movement (cannot be in Line formation) to use these terrain costs.

^D = Unit is immediately disordered when entering/crossing this terrain.

^d = Unit must perform disorder check when entering/crossing this terrain.

M = All of a unit's movement allowance.

m = Half (rounded up) of a unit's movement allowance.

NA= Not Allowed.

na = Not Applicable (*i.e.* has no flank hex).

NE= No Effect. That terrain has no effect on combat.

OT= Pay cost of other terrain in hex (Lines cannot use Road Movement).

P = Prohibited. That type of unit may not enter that terrain.

R = Fire column shift to the right.

^s = Infantry already in square pays 2 MPs to change formation.

2x = Double normal terrain cost.



Stacking Chart [7.1]

(Per Hex SP Stacking Limits for Multiple Units)

	Terrain Type:		
	Clear	Woods/Swamp	Village/Castle
Infantry			
Line	8	NA	NA
Column	10	NA	8
Disorder	10	8	8
Square	10	NA	NA
Skirmish	12	10	10
Cavalry			
Line	6	NA	NA
Column	9	NA	8
Disorder	9	8	8

Artillery

If alone in a hex, the stacking limit for artillery is **two batteries**, regardless of the total number of guns. If stacked in a hex with infantry or cavalry, the artillery stacking limit is **one battery**, regardless of the number of strength points in the hex. These rules apply regardless of the terrain in the hex.

Strategic Movement

May stack 8 SPs of infantry or 7 SPs of cavalry, in column.

NOTES:

More than one unit may stack in a hex, but only if they are of the same type (or artillery), formation and division. Such stacking (not counting batteries) presents artillery with a "massed target." Exceeding the SP stacking limit (allowed during movement) causes both units to be disordered. Leaders stack for free. Multi-hex counters may not stack.

Artillery Range Table [8.1.6]

		Grapeshot		Medium			Long			Out of Range								
French:		Hexes: 1 2		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
3 pdr & 4 pdr		Up 2	Up 2	Base	Base	Base	Dn 1	Dn 1	Dn 1									
6 pdr & Horse Foot		Up 2	Up 2	Base	Base	Base	Base	Base	Base	Dn 1	Dn 1	Dn 1						
8 pdr & Horse Foot		Up 2	Up 2	Base	Base	Base	Base	Base	Base	Base	Base	Dn 1	Dn 1	Dn 1	Dn 1	Dn 1		
12 pdr Foot		Up 2	Up 2	Base	Base	Base	Base	Base	Base	Base	Base	Base	Base	Dn 1	Dn 1	Dn 1	Dn 1	
Russian:																		
6 pdr Horse Foot		Up 2	Up 2	Base	Base	Base	Dn 2	Dn 2	Dn 2									
		Up 2	Up 2	Base	Base	Base	Base	Dn 2	Dn 2	Dn 2	Dn 2							
12 pdr Foot		Up 2	Up 2	Base	Base	Base	Base	Base	Base	Base	Base	Dn 2	Dn 2	Dn 2				
Austrian:																		
6 pdr Horse & Foot		Up 2	Up 2	Base	Base	Dn 2	Dn 2	Dn 2	Dn 2									
12 pdr Foot		Up 2	Up 2	Base	Base	Base	Base	Dn 2	Dn 2	Dn 2	Dn 2	Dn 2	Dn 2					

Key:
 Base = Use Fire Value letter printed on counter. Up #/Dn # = Improve/Downgrade Fire Value letter by the number of levels indicated by the number. For example, a French 6-pounder battery with a base value of D firing at a range of 10 would be at Long Range, so the Fire Value would be downgraded to E.

Fire Table [8.1.8]

Fire Defense Value Class		Fire Rating of Firing Unit							
Skirmishers	a					A	B	C-E	F
Artillery	b				A	B	C-D	E	F
French Infantry in Line	c				A-B	C	D-E	F	
French Infantry in Disorder									
French Infantry in Column	d			A	B	C-D	E	F	
Allied Infantry in Line									
Allied Infantry in Column	e		A	B	C	D-E	F		
Allied Infantry in Disorder									
Cavalry in Line									
Cavalry in Disorder									
Cavalry Column	f	A	B	C	D-E	F			
Infantry in Square	g	A	B	C	D-E	F			
	Fire Column:	1	2	3	4	5	6	7	8
	Die Roll: 0	M+1	M	M-1	M-1	NE	NE	NE	NE
	1	M+1	M	M	M-1	M-1	NE	NE	NE
	2	1	M+1	M	M	M-1	M-1	NE	NE
	3	1	M+1	M+1	M	M	M-1	M-1	NE
	4	1	1	M+1	M+1	M	M	M-1	M-1
	5	2	1	1	M+1	M+1	M	M	M-1
	6	2	1	1	1	M+1	M+1	M	M
	7	2	2	1	1	1	M+1	M+1	M
	8	2	2	2	1	1	1	M+1	M
	9	3	2	2	2	1	1	1	M+1

Fire Rating Adjustments:

Firer in Line: Up 1 Letter (e.g. C to B)
 Firer at Breakpoint: Down 1 Letter (e.g. C to D)
 Firer in Square: Down 2 Letters (e.g. C to E)

Fire Procedure [8.1.8]:

1. Choose target and find its Fire Defense Value class.
2. Cross reference with the Fire Rating of the firing unit. Adjust this letter rating according to the adjustments above (and/or Artillery Range).
3. Go down to find Fire Column related to the adjusted Fire Rating.
4. Adjust the Fire Column according to the column modifiers below.
5. Roll 1 die and implement the effects.

Column Modifiers:

Firing at Rear hexside: 2 Columns Left
 Firing at Flank hexside: 1 Column Left
 Massed Target (for Artillery): 1 Column Left
 Terrain (see TEC): ? Column(s) Right

Combat Effects:

M+#: Morale check (+/- die roll modifier)
 #: SP Loss & morale check (modified + [#-1])

Fatigue Effects Table [13.0]

Fatigue Level	Immediate Effects		Duration Effects	
	Morale Level	Other	Morale Checks	Melee DRM
≤3				
4-5			+1	
6			+1	-1
7	Lose 1 Level		+1	-1
8		Disordered	+1	-2
9	Lose 1 Level	Disordered	+1	-2

NOTE: Levels are not cumulative.

Morale Check Table [9.1]

Die Roll Modifiers:

Unit in Square	-1	Leader in hex	-1
Unit in Line	+1	Shaken	+1
Unit at Breakpoint	+1	Unsteady or Routed	+2
Fatigue Level	+?	Strategic Movement	+1

Die Roll Result:	Effect:
≤ Morale Rating	Unit Passes Check
1 to 3 above Morale	Lose 1 Morale Level
4 to 6 above Morale	Lose 2 Morale Levels
7+ above Morale	Lose 3 Morale Levels

Melee Combat Steps	Infantry Bayonet	Infantry Assault	Cavalry Charge
Declaration	1	1	1
Attacker's Pre-Melee Check	2	2	
Charge Movement			2
Counter-Charge (Pre-Melee Morale Check)			3
Formation Check (Square Reaction Check) or Stand (Pre-Melee Morale Check)			4a 4b
Return Fire (or Skirmish Move)	3	3	5
Defender's Pre-Melee Morale Check	4	4	
Melee		5	6
Melee Continues		6	7
Advance or Pursuit		7	8
Mark Blown Cavalry			9

Forming Square in Reaction [8.4.2 #4]

Modifiers:

- +1 Cavalry begins charge 2 hexes away
- 2 Leader in hex
- 1 Unit in Column
- +1 Unit in Line
- +4 Unit in Skirmish

Die Roll:	Effect:
≤ Morale Rating	Square Formed
1-2 above Morale	Square NOT Formed Unit Disordered
3+ above Morale	Square NOT Formed Unit Disordered -1 Morale Level

Melee Result Table [8.5]

Modified Die Roll	Loser	SPs Lost	Morale	Other Effects
≤0	Attacker	-2	Routs	Rout Retreat
1	Attacker	-2	-2 Levels	Retreat
2	Attacker	-1	-1 Level	Retreat
3	Attacker	-1	-1 Level	Retreat
4	Both	-1	Check	Melee Continues
5	Both	-1	Check	Melee Continues
6	Defender	-1	-1 Level	Retreat
7	Defender	-1	-1 Level	Retreat
8	Defender	-2	-2 Levels	Retreat
≥9	Defender	-3	Routs	Rout Retreat

Charge Bonus [A8.2]

Cossacks	0
Light	+1
Medium	+1
Lancers	+2
Heavy	+3
Cuirassiers	+4

Melee Die Roll Modifiers:

- +2 In favor of French, when Napoleon in hex
 - ? Fatigue Effects (see Fatigue Effects Chart)
 - ±? Terrain (see Melee column on TEC)
 - +2 Defender in Strategic Movement
 - +2 Attacking a unit's Rear
 - +1 Attacking a unit's Flank
 - +1 Defender is Blown Cavalry
 - 1 Infantry vs. Square
 - 3 Cavalry vs. Square
 - +? Charge Bonus (see chart to left)
(halved vs. Square;
halved if in Column)
 - +1 Murat Bonus for charging Cavalry
 - +1 ea. Overlap by charging Cavalry
 - +? Size Ratio
Attacker:Defender Ratio
 - 2 1:3 or lower
 - 1 1:2
 - +1 2:1
 - +2 3:1
 - +3 4:1 or higher
- NOTE: Cavalry in Column uses 1/3 of its SPs to calculate size ratio

Pre-Shock Morale Check Table [8.2, 8.3, 8.4]

ATTACKER:

Modifiers:

- 3 Attacking from Rear
- 2 Attacking from Flank
- 1 Defenders are Skirmishers
- 1 ea. Supporting Stack
- 1 Leader in Hex
- 1 Elite
- +1 In Line
- +1 Shaken
- +1 Disordered

DEFENDER:

Modifiers:

- +3 Attacked in Rear
- +1 Attacked in Flank
- +3 In Skirmish Order
- 1 ea. Flank Support (but NOT vs. Assault)
- 1 Leader in Hex
- 1 Elite
- 2 In Square
- +1 In Line
- +1 Shaken
- +1 Disordered
- +2 Unsteady
- +2 Strategic Movement
- 1 Defensive Terrain

Die Roll:	Effect:	Die Roll:	Effect:
≤ Morale Rating	May Melee	≤ Morale Rating	Stand
1-3 above Morale	May NOT Melee	1-2 above Morale	Lose 1 SP Disordered Retreat -1 Morale Level
4+ above Morale	May NOT Melee Disordered -1 Morale Level	3-5 above Morale	Lose 2 SPs Disordered Retreat -2 Morale Levels
		6+ above Morale	Lose 2 SPs Rout & Retreat

Pursuit Table [8.4.2 #8]

Modifiers:

- Light cavalry or Lancers: +1
- Cossacks: +3
- Stacked with Murat: +2
- Commander in Hex (besides Murat): -2

Die Roll:	Result:
≤ Morale Rating	No Pursuit
1-2 above Morale	Pursue 1 hex
3-4 above Morale	Pursue 2 hexes
5+ above Morale	Pursue 3 hexes