

# BBB Napoleonic House Rules - Quick Reference

## Sequence of Play

French Player

- Unit Movement
- Generals
- Defensive Fire
- Offensive Fire
- Assault

Allied Player

- Repeat sequence

## Out of Ammo

**Artillery** only fires Defensive + within 3", half factors. Remove LoA status at end of next fire phase.

**Infantry** fires with half factors. Removes LoA if ends movement out of range of enemy infantry.

## Silenced artillery

Does not fire. If deployed must limber & move 6" away from enemy. After movement silenced marker is removed.

## Movement

| Good order                                  | 2D6   | Disrupted  |
|---|-------|--|
| Full move/Recover 1                         | 11+   | Full move  |
| Full move/Trnd+ Recover 1                   | 10    | Full move  |
| Full move/Vet Recover 1                     | 9     | Full Move  |
| Full move                                   | 7,8   | Half move  |
| Half move                                   | 5,6   | Rally in place - no move                                 |
| No move                                     | 2,3,4 | Disrupted - no move                                      |
| Retire half move (ignore terrain penalties) | 0,1   | Lose 1 base. Retire full move (ignore terrain penalties) |
| Disrupted. Retire full move                 | -1    | Broken. Remove from play                                 |

### Dice modifiers

|    |                               |
|----|-------------------------------|
| +1 | In command radius             |
| +1 | In Column of March/Unlimbered |
| -1 | In difficult terrain (Wood)   |
| -2 | Spent                         |

### Full move allowance

|                    |     |
|--------------------|-----|
| Infantry/artillery | 12" |
| Cavalry/generals   | 18" |

### Movement penalties

|                            | Infantry | Cavalry/artillery |
|----------------------------|----------|-------------------|
| Outside front arc          | 3"       | 3"                |
| Crossing difficult terrain | 3"       | 6"                |
| Ea. linear obstacle        | 3"       | 6"                |

### Other rules

- Straight line only unless following road, except cavalry or horse artillery allowed one change of direction.
- No move in enemy ZOC except directly to/from unless enemy is already charged by friends.
- Formation changes, limber/unlimber : half move
- Minimum move 3"
- Isolated artillery may only retire silenced
- Horse artillery get bonus half move for movement or limbering/unlimbering.
- Square reduces move to max 6", unaffected by half move. Change to/from square does not cost, but change to square must be at start of move.

### Fire factors

| Weapon          | 3" | 12" | 18" |
|-----------------|----|-----|-----|
| Infantry        | 1  |     |     |
| Field artillery | 9  | 3   | 2   |
| Horse artillery | 9  | 3   |     |

Multipliers: reduce by ½ if firer is:  
Disrupted, low on ammo, reduced (artillery),  
Pivoted/unlimbered this turn.

### Column shifts

|  |         |
|--|---------|
| Target is crossing bridge              | 1 right |
| Target in march col or hit in flank    | 1 right |
| Fire has Devastating Volleys (D)       | 1 right |
| Target in woods, village, light cover  | 1 left  |
| Target in town, medium cover           | 2 left  |
| Target in fortifications, strong cover | 3 left  |
| Firer has Ragged volleys (R)           | 1 left  |
| Firer in square                        | 1 left  |

### Fire table Fire factors up to:

| 2D6 | 0.25 | 0.5 | 1 | 2 | 4 | 6 | 2D6 | 9 | 12 | 16 | 20 | 25+ |
|-----|------|-----|---|---|---|---|-----|---|----|----|----|-----|
| 12  | R    | T   | V | 1 | 1 | 1 | 12  | 2 | 2  | 2  | 3  | 3   |
| 11  |      | R   | T | V | 1 | 1 | 11  | 1 | 2  | 2  | 2  | 3   |
| 10  |      |     | R | T | V | 1 | 10  | 1 | 1  | 2  | 2  | 2   |
| 9   |      |     |   | R | T | V | 9   | 1 | 1  | 1  | 2  | 2   |
| 8   |      |     |   |   | R | T | 8   | V | 1  | 1  | 1  | 2   |
| 7   |      |     |   |   |   | R | 7   | T | V  | 1  | 1  | 1   |
| 6   |      |     |   |   |   |   | 6   | R | T  | V  | 1  | 1   |
| 5   |      |     |   |   |   |   | 5   |   | R  | T  | V  | 1   |
| 4   |      |     |   |   |   |   | 4   |   |    | R  | T  | V   |
| 3   |      |     |   |   |   |   | 3   |   |    |    | R  | T   |
| 2   |      |     |   |   |   |   | 2   |   |    |    |    | R   |

R,T,V = Disrupted and halted if Raw, Trained, Veteran or worse. Figures show base loss + disruption  
Artillery: silenced not disrupted; Reduced rather than remove first base.  
If score is 11, 12 - low on ammo

### Assault modifiers

| Cav attack inf           | Factor                            | All other |
|--------------------------|-----------------------------------|-----------|
| <b>Assault modifiers</b> |                                   |           |
| +2                       | Defender outflanked               | +2        |
| -                        | Up gentle/steep slope             | -1/-2     |
| -                        | Across stream                     | -1        |
| -                        | Against light/medium/strong cover | -1/-2/-3  |
| <b>Advantages</b>        |                                   |           |
| -                        | Numerical advantage 3:2/2:1/3:1   | 1/2/3     |
| 1                        | Aggressive                        | 1         |
| -                        | In depth                          | 1         |
| 2                        | In square                         | -         |
| <b>Penalties</b>         |                                   |           |
| 2                        | Disrupted infantry                | 1         |
| 1                        | Disrupted cavalry                 | 1         |
| -                        | Low on ammo                       | 1         |
| 1                        | Fragile                           | 1         |
| 2                        | Spent                             | 2         |

Outpost special rule. Do not count numerical advantage and In depth modifiers

### Assault results

| Cav attack inf   | Diff. | All other  |
|--|-------|--|
| D removed<br>A must exploit. No disr   | +7    | D lose 2. Disr. Retire 1 move.<br>A must exploit. No disr. |
| D lose 1 per A base.<br>Disr. Retire 12"<br>A lose 1 base. Disr. Pass & exploit or retire 6" | +4-6  | D lose 1. Retire 9". Disr.<br>A exploit or occupy. Disr.   |
| D lose 1. Disr. Hold.<br>A lose 1 base. Disr. Pass & exploit or retire 6"                    | +1-3  | D disr. Retires 3"<br>A occupies. Disr.                    |
| D Disr Hold  | 0     | Both disr. New assault                                     |
| A Disr. Retire 6"  | -1-3  | A retires 3"<br>D disr.                                    |
| A lose 1. Disr. Retires 6"   | -4-6  | A lose 1. Retires 6". Disr.<br>D disr.                     |
| D N/E  | -7    | A lose 2. Retires 1 move.<br>Disr.<br>D N/E                |

Artillery silenced instead of retires. If lose 1 base eliminated.

### 2 base units

Min size is 2 bases. If unit with 2 bases loses a further base it is eliminated if already Spent. If not does not remove base but becomes Spent. If recovers 1 base removes this spent status first.