

BBB Napoleonic House Rules - Quick Reference

Sequence of Play		Movement															
First Player <ul style="list-style-type: none"> Unit Movement Generals Defensive Fire Offensive Fire Assault Second Player <ul style="list-style-type: none"> Repeat sequence 		Good order 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 0,1 Lose 1 base. Retire full move (ignore terrain penalties) (ignore terrain penalties) Disrupted. Retire full move -1 Broken. Remove from play															
Movement rules <ul style="list-style-type: none"> 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. (Not square or deploying skirmishers) Maximum move for units starting move in Square: 6" after deductions. Horse artillery bonus: half move: <ul style="list-style-type: none"> Move half move Limber or unlimber Fire extra half (but not more than full) Minimum move 3" after terrain penalties Isolated artillery may only retire Skirmisher minimum distances: <ul style="list-style-type: none"> 2" from formed enemy infantry 3" from enemy cavalry 1" other skirmish bases/friendly units Skirmishers must be in front fire zone within 3" of parent 		Dice modifiers <ul style="list-style-type: none"> +1 In command radius +1 In Column of March/Limbered -1 Passive (Good order only) -1 Fragile (Disrupted only) -1 In difficult terrain (Wood) -2 Spent Move allowance Infantry/artillery 12" Cavalry/generals 18" Movement penalties <table border="1"> <thead> <tr> <th></th> <th>Infantry</th> <th>Cavalry/artillery</th> </tr> </thead> <tbody> <tr> <td>Outside front arc</td> <td>3"</td> <td>3"</td> </tr> <tr> <td>Crossing difficult terrain</td> <td>3"</td> <td>6"</td> </tr> <tr> <td>Ea. linear obstacle</td> <td>3"</td> <td>6"</td> </tr> </tbody> </table>		Infantry	Cavalry/artillery	Outside front arc	3"	3"	Crossing difficult terrain	3"	6"	Ea. linear obstacle	3"	6"			
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		Assault restrictions <ul style="list-style-type: none"> No assault in square Cavalry cannot attack infantry in difficult terrain or across steep slope within 6" Cannot attack skirmishers without attacking main body 															
Terrain effects																	
Terrain	Effect on Movement	Effect on Firing	Effect in the Assault														
Gentle slope	None	Blocks LOS. Troops on hill can fire over lower friends if 3" gap in front/behind.	+1 defender* v. enemy from lower slope within 6"														
Steep Slope	Linear Obstacle to climb	Blocks LOS. Blocks LOS if unit closer to contour than higher unit. As gentle for o/head.	+1 defender* v. enemy from lower slope within 6"														
Stream	Linear Obstacle	None	+1 defender* v. enemy attacking across within 6"														
River	Impassable	None	Impassable														
Marsh	Difficult terrain	None	+1 defender*.														
Woods	Difficult Terrain	Blocks LOS beyond 3" within. Cover 1 left*	+1 defender*														
Village	None	No effect LOS. Cover 1 left*	+1 defender*														
Town	Difficult terrain	Block LOS within. Cover 2 left*. No flank.	+2 defender*. No flank														
Fort	None	Block LOS 3" within. Cover 3 left. No flank	+3 defender*. No flank														
Road	Col. March, limbered double move	None	None														
Bridge	Linear obstacle unless CoM/ limbered	1 right at targets crossing	+2 defender														
Entrenchments	None	1 or 2 left*	+1/+2 defender														
<ul style="list-style-type: none"> Not cavalry defending 																	

Fire factors				Column shifts	
Weapon	3"	12"	18"	Deployed skirmish bases	1 right
Infantry	1½			Target is crossing bridge	1 right
Horse artillery	3	1½	1	Target in square, march col or hit in flank	1 right
Field artillery	4	2	1	Fire has Devastating Volleys (D)	1 right
Reserve artillery	4	2 ½	1½	Target in woods, village, light cover	1 left*
Howitzer	2	2 ½	1½	Target in town, medium cover	2 left*
Multipliers: reduce by ½ if firer is: Disrupted, low on ammo, Pivoted/unlimbered this turn.				Target in fortifications, strong cover	3 left*
				Target is deployed skirmishers	1 left
				Firer is in Square	1 left
				Firer has Ragged volleys (R)	1 left
				*If fired on by Howitzer over 3". one left neutralised	

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/skirmish base lost; halted if Raw, Trained, Veteran or worse. Figures show base loss (skirmish bases 2 for 1) + disruption
If score is 11, 12 - low on ammo

Assault results: difference			
	Inf v. Inf	Cav. attack Inf.	Cav. v. Cav. or Inf. Attack Cav.
+7	D: 2B, Dr, R FM A: OB, U, Ex	D: Destroyed A: OB; Dr; Ex	D: 2B, Dr, R FM A: OB, U, Ex
+4-6	D: 1B, D, R 9" A: OB, D, May Ex	D: 2B; D; Sq A: 1B; D; Ex or R 6"	D: 1B, D, R 9" A: OB, D, May Ex
+1-3	D: 1B, Dr, R 3" A: 1B, Dr, Ad 1"	D: 1B; Dr; Sq A: 1B; Dr; R 6"	D: OB, Dr, R 3" A: OB, Dr, Ad 1"
0	D: OB, Dr, S A: OB, Dr, R 3"	D: OB; Dr; Sq A: OB; Dr; S New round	D: 1B, Dr, S A: 1B, Dr, S New round
-1-3	D: 1B, Dr, S A: 1B, Dr, R 3"	D: OB; Dr, Sq A: OB, Dr, R 6"	D: 1B, Dr, S A: 1B, Dr, R 3"
-4-6	D: OB, Dr, S A: 1B, Dr, R 6"	D: OB; U; S A: 1B; Dr, R 6"	D: OB, Dr, S A: 1B, Dr, R 6"
-7	D: OB, U, S A: 2B, Dr, R FM		D: OB, U, S A: 2B, Dr, R FM

D= Defender; A = Attacker; B= bases lost; Dr = Disrupted; U= not disrupted; R= Retire/Retreat with distance; Ex= Exploit; S = Stand ground; Sq = Stand ground in Square; Ad- Advance.

Lossing bases	Assault modifiers																												
<ul style="list-style-type: none"> Spent if lose 1 base for Raw, 2 bases for Trained, 3 bases for Veteran Minimum unit size if 2 bases; can include 1 skirmish base but not 2. If Unspent unit would be eliminated by base loss, becomes Spent instead. Reversed if base recovered. 2 skirmish bases are equivalent to one normal base. 	<table border="1"> <thead> <tr> <th colspan="2">Advantage</th> </tr> </thead> <tbody> <tr> <td>Terrain advantage</td> <td>1-6</td> </tr> <tr> <td>Numerical advantage</td> <td>1/2/3</td> </tr> <tr> <td>3:2/2:1/3:1</td> <td></td> </tr> <tr> <td>Aggressive</td> <td>1</td> </tr> <tr> <td>In depth</td> <td>1</td> </tr> <tr> <td>In square v. cavalry</td> <td></td> </tr> <tr> <th colspan="2">Opponent is</th> </tr> <tr> <td>Disrupted (Cav attacking inf.)</td> <td>2</td> </tr> <tr> <td>Disrupted (other)</td> <td>1</td> </tr> <tr> <td>Outflanked</td> <td>2</td> </tr> <tr> <td>Low on ammo</td> <td>1</td> </tr> <tr> <td>Fragile</td> <td>1</td> </tr> <tr> <td>Spent</td> <td>2</td> </tr> </tbody> </table>	Advantage		Terrain advantage	1-6	Numerical advantage	1/2/3	3:2/2:1/3:1		Aggressive	1	In depth	1	In square v. cavalry		Opponent is		Disrupted (Cav attacking inf.)	2	Disrupted (other)	1	Outflanked	2	Low on ammo	1	Fragile	1	Spent	2
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<p>Out of Ammo</p> <p>Artillery only fires Defensive + within 3", half factors. Remove LoA status at end of next fire phase.</p> <p>Infantry fires with half factors. Removes LoA if ends movement out of range of enemy infantry.</p>																													