

BBB Napoleonic House Rules 18/09 - 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 		<table border="1"> <thead> <tr> <th>Good order</th> <th>2D6</th> <th>Disrupted</th> </tr> </thead> <tbody> <tr> <td>Full move</td> <td>9</td> <td>Full Move</td> </tr> <tr> <td>Full move</td> <td>7,8</td> <td>Half move</td> </tr> <tr> <td>Half move</td> <td>5,6</td> <td>Rally in place - no move</td> </tr> <tr> <td>No move</td> <td>2,3,4</td> <td>Disrupted - no move</td> </tr> <tr> <td>Retire half move (ignore terrain penalties)</td> <td>0,1</td> <td>Lose 1 base. Retire full move (ignore terrain penalties)</td> </tr> <tr> <td>Disrupted. Retire full move</td> <td>-1</td> <td>Broken. Remove from play</td> </tr> </tbody> </table>		Good order	2D6	Disrupted	Full move	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																																			
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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: half move. (Not square or deploying skirmishers or limber/unlimber) Maximum move for units starting/ending move in Square: 6" after deductions. Artillery 2 of following only: <ul style="list-style-type: none"> Full move/pivot Limber or unlimber Offensive fire (full amount) 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 <table border="1"> <tbody> <tr><td>+1</td><td>In command radius</td></tr> <tr><td>+1</td><td>In Column of March/Limbered</td></tr> <tr><td>-1</td><td>Passive (Good order only)</td></tr> <tr><td>-1</td><td>Fragile (Disrupted only)</td></tr> <tr><td>-1</td><td>In difficult terrain (Wood)</td></tr> <tr><td>-2</td><td>Spent</td></tr> </tbody> </table> <p>Move allowance Infantry/artillery 12" or 6" in square Cavalry/generals 18"</p> <p>Movement penalties</p> <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>		+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		Infantry	Cavalry/artillery	Outside front arc	3"	3"	Crossing difficult terrain	3"	6"	Ea. linear obstacle	3"	6"																																
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Fire factors				Column shifts	
Weapon	3"	12"	18"	Deployed skirmish bases	1 right
Infantry	1½ /1*			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	2½	1½	Target in woods, village, light cover	1 left*
Howitzer	2	2½	1½	Target in town, medium cover	2 left*
* Disrupted				Target in fortifications, strong cover	3 left*
Disrupted artillery: 0 for Offensive fire or over 3"				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 = firer Disrupted

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.

Losing 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>2</td> </tr> <tr> <th colspan="2">Opponent is</th> </tr> <tr> <td>Disrupted</td> <td>1</td> </tr> <tr> <td>Outflanked</td> <td>2</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	2	Opponent is		Disrupted	1	Outflanked	2	Fragile	1	Spent	2
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