Big Napoleonic Battles V0.2 - Quick Reference

Sequence of Play

First Player

- Unit Movement
- Move generals
- Reaction Fire
- Initiative Fire
- Close combat

Second Player

- Repeat sequence

Zone of control

- Pivot before moving
- Forward or reverse only
- No exposure of flank
- No redeployment to March

Assault

- Must Assault to enter contact zone
- Advance only: no squares
- Contact through central axis (either unit) or target's flan flank

Alignment

On contact, move up to 1″ sideways so that:

- No base contacts more than one opposing base (excl. diagonals)
- Exclude contact with units other than principal defender
- Maximum number of bases from all sides take part.

Movement

Good order	2D6	Disrupted
Full move	9	Rally + full move
Full move	7,8	Rally + Limited move
Limited move	5,6	Rally + no move/ or retire
No move	2,3,4	No move/retreat
Retire	0,1	Retreat
Retreat	-1	Broken. Remove from play

Dice modifiers

+1	In command radius
+1	Veteran
+1	March deployment/limbered
+1	Stoic (Disrupted only)
-1	Each MM
-1	Double disruption
-1	Raw
-1	Passive (Good order only)
-1	Fragile (Disrupted only)
-1	In close terrain/bad going

Move allowance (full/limited)

Type	Going	Infantry	Cavalry	Foot art.	Horse art.
Advance	Good	12/6	18/9	12/6	18/9
	Bad	9/6	12/6	6/3	9/3
Manoeuvre	Good	6/6	9/6	N/A	N/A
	Bad	6/3	6/3	N/A	N/A
Retreat	N/A	12″	18″	12″	18″

- Advance = pivot then move straight ahead; cavalry may 2nd pivot
- Manoeuvre = move any direction then pivot. Cavalry break movement in 2 directions
- Retire: manoeuvre away from enemy
- Retreat: disrupted move from enemy

Deduct 3″

- Pivot over 45° (Advance)/redployment

Terrain effects

Terrain	Going (inf.)	Going (Cav./art.)	Visibility	Cover	Defence	Cavalry†
Gentle slope	Good	Good	Open	-	+1 upslope	Yes
Steep Slope	Bad	Impassable	Open	-	+1 upslope	Yes
Ridgeline	N/a	N/a	Blocking	-	-	Yes
Stream	Obstacle	Impassable	Open	-	+1	N/A
River	Impassable	Impassable	Open	-	N/A	N/A
Marsh	Bad	Impassable	Open	-	+1	N/A
Dense Woods	Bad	Impassable	Close	Light	+1	N/A
Open woods	Good	Bad	Close	Light	+1	No
Bush, etc.	Good	Bad	Open	Light	+1	No
Open village	Good	Good	Open	Light	+1	Yes
Town	Defile/occupy	Defile	Close	Medium	+1	No
Road	March bonus	March bonus	Open	-	-	-
Defile	Bad except March	Bad except March	-	Exposed	+1	Yes
Entrenchments	N/A	N/A	Open	Medium	+1	No
Redoubt*	N/A	Impassable	Open	Heavy	+2	No

* attributes refer to frontal aspect; may be open in flank and rear

† whether cavalry may assault or defend

Fire table Fire factors up to:

2D6	0.25	0.5	1	2	3	4	2D6	6	8	10	12	15	>15
12*	R	T	V	DD	DD	DD	12*	1	1	1	2	2	2
11*		R	T	V	DD	DD	11*	DD	1	1	1	2	2
10			R	T	V	DD	10	DD	DD	1	1	1	2
9				R	T	V	9	DD	DD	DD	1	1	1
8					R	T	8	V	DD	DD	DD	1	1
7						R	7	T	V	DD	DD	DD	1
6							6	R	T	V	DD	DD	DD
5							5		R	T	V	DD	DD
4							4			R	T	V	DD
3							3				R	T	V
2							2					R	T

R,T,V = Disrupted; halted if Raw, Trained, Veteran or worse. DD = double disruption. Figures show base loss + disruption

* Firer fatigue for 11,12 = firer Disrupted (not if already disrupted)

Fire factors

Infantry

Grade	Good order	Disrupted
Veteran Plus	2.5	1.5
Veteran	2	1.5
Trained	1.5	1
Raw	1	0.5
Raw Minus	0.5	0.5

+ grade E troops; - grade W troops, Square

Artillery

Type	Up to 3″	12″	18″/BT
Horse	3/2	1.5	1
Field	4/2	2	1
Reserve	4/2	2.5	1.5

Good order/disrupted (disrupted 3″ and below only)

Close combat results

Outcome	Defender	Attacker
+7 or more	2B Retreat	D Exploit
+4,5,6	1B Retire	D Advance/Exploit
+3	1B Fall back	DD Advance
+2	DD Fall back	D Advance
+1	D Fall back	D Advance
0	D Repeat	D Repeat
-1	D Stand	D Fall back
-2	D Stand	DD Fall back
-3	D Stand	1B Fall back
-4,5,6	D Stand	1B Retire
-7 or less	Stand	D Retire

Action	Means
Advance	Move forwards by 1″
Exploit	Move forwards 3″ inf./6″ cav.
Fall back	Short Retirement of 3″:
Repeat	Conduct another round of combat
Retire	Conduct a full Retirement move
Retreat	Conduct a full Retreat move
Stand	Defender stays in place; may form square

Infantry defending v cavalry:

• Stand instead of Fall Back or Retire
• If Stand form Square
• Fall back in place of Advance
• Advance/Exploit = Fall back/Repeat

Firing: Column shifts

Target passing defile	1 right
Target in square, march col or hit in flank	1 right
Target in light cover	1 left
Target in medium cover	2 left
Target in fortifications, strong cover	3 left

Close combat modifiers

Advantage	Cav. v inf	Other
Terrain defence advantage	1	1-3
Numerical advantage 3:2/2:1/3:1	-	1/2/3
Superior grade	1	1
Aggressive	1	1
In depth (defiles, towns, etc)	1	1
In square	2	-
Flank attack	2	2
Opponent is		-
Disrupted	2inf/1cav	1
Additional for double D	1	1
Each MM	1	1