

REVISED (September, 2004)
ONE DAY NAPOLEONICS CAMPAIGN RULES

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ONE DAY NAPOLEONICS CAMPAIGN

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Note: This latest revision clears up inconsistencies between the text and the chart and counters concerning morale effects on Fire and Melee.

INTRODUCTION AND DEFINITIONS:

One Day Napoleonic Campaign is a set of rules designed to plan entire Napoleonic campaigns in single long day of play, or over a few nights, or to fight a large battle such as Borodino, Austerlitz, Waterloo, or, especially, Leipzig, in a couple of gaming sessions.

The emphasis of the rules is Grand Tactical in nature, with units representing entire divisions of infantry, brigades of cavalry, and battalions of artillery. The minimum command for a player is Corps that may have as little as 3-4 units to as many as 10-12 units, and may include all three troop types. Beginning players should limit themselves to a single Corps with 6-10 units until the rules are familiar. Veteran players can handle 2-3 Corps with ease. The more experienced the players, the more quickly the game can be played. With turns representing about one-half hour of time, even a multi-corps battle can often be played in real time, with turns taking about one-half. Thus, an entire battle can be played to a conclusion in a single day of gaming, while a larger campaign can be played in a few gaming sessions.

In these rules, there are a number of new concepts introduced. I don't claim that many of them are original. The initial bases of the rules are the "Snappy Nappy" rules developed by Russ Lockwood of MagWeb fame. The combat and movement system is adapted from the rules, "Vive L'Empereur" published by Chaosium back in the 1980s. I was a playtester of those rules.

Before reading the rules, review the following definitions, as they have very specific meanings in the rules:

Combat Move: One of the three allowable orders that can be given to a unit. Abbreviated as **CM**. It is one-half of the distance of a **Full Move**, but is more flexible.

Fire: One of the three allowable orders that can be given to a unit. Abbreviated as **F**. It is the only order that permits a unit to fire small arms or artillery.

Full Move: One of the three allowable orders that can be given to a unit. Abbreviated as **FM**. It is the fastest form of movement, but the least flexible.

Morale Level: The current morale state of a unit (as separate from the unit **Quality**). The **Morale Levels** are **BOLD, FIRM, NERVOUS, FLUSTERED, PANICKED, and ROUT**. Each **Morale Level** may have an effect on a unit's ability to **Fire**, to fight in **Melee**, and when they take a **Morale Test**.

Melee Number: The value that a unit starts with in a **Melee**, based on the unit **Quality** at the time of the **Melee**. Numbers range from a low of "0" for a **Militia** unit, to a high of "5" for an **Old Guard** unit.

Morale Test: A test that must be taken under certain conditions by a unit. A 10-sided die (1d10) is rolled plus or minus various modifiers, with the goal being to equal or exceed the unit's **Pass Number**.

Pass Number: A number that is a numerical representation of the **Quality** of a unit. When a **unit takes a Morale Test**, this is the number that the player needs to equal or exceed in order to pass the **Morale Test**. The **Pass Number** can range from a low of "4+" for a Guard unit, to a high of "8+" for a Militia Unit. The lower the **Pass Number**, the better.

Quality: A common description of a unit's training, experience, spirit, etc. A unit's **Quality** is reflected in its **Pass Number**, which is used when a unit has to take a **Morale Test**. Unit **Quality** (with corresponding abbreviations) includes **Old Guard (OG), Guard (GD), Elite (EL), Veteran (VT), Conscript (CN), and Militia (MI)**. As a unit takes damage from **Fire, Melee, and Morale Tests**, its **Quality** will decrease over the course of a battle or campaign.

"To Hit" Number: The number that a unit rolls when it wants to **Fire** small arms or artillery, using a ten-sided die (d10). A successful die roll causes a "hit" on the target.

Trade Off: The dialog between opponents whenever simultaneous orders given to their units could cause a conflict. This is explained in more detail below.

SECTION 1.00 - SCALES AND AVAILABLE UNIT TYPES:

SECTION 1.01 – UNIT BASING.

Two systems are offered, but Empire basing or Napoleon’s Battles basing can also be used, so long as every player is using the same basing system.

Basing System #1

Unit Type	#bases	#figures	#of men	Base width	Base Depth
Infantry	3 bases	3-4 figures	3000-4000 infantry	1 inch	1 inch
Cavalry	3 bases	2 figures	800-1000 cavalry	1 inch	1 inch
Artillery	1 base	1 cannon + 2 crew	24-30 cannon	1 inch	1 1/2 inches
Corps HQ	1 base	1 mounted general	n/a	3/4 inch	1” inch
Army HQ	1 base	1 general, 1 aide, 1 infantryman	n/a	1 1/2 inches	1 1/2” inches

Basing System #2

Unit Type	#bases	#figures	#of men	Base width	Base Depth
Infantry	3 bases	3-4 figures	3000-4000 infantry	1 inch	3/4 inch
Cavalry	3 bases	2 figures	800-1000 cavalry	1 inch	1 1/4 inches
Artillery	1 base	1 cannon + 2 crew	24-30 cannon	1 inch	1 1/2 inches
Corps HQ	1 base	1 mounted general	n/a	3/4 inch	1” inch
Army HQ	1 base	1 general, 1 aide, 1 infantryman	n/a	1 1/4 inches	1 1/4” inches

One Turn = about 30 minutes One inch = about 200 yards

10-sided dice (d10) are used for Fire, Morale Tests, and tests for officer casualties. “0” counts as “10”

8-sided dice (d8) are used for Melee

SECTION 1.02 - AVAILABLE UNIT TYPES.

The following unit types are available in the game: Infantry, Cavalry (Heavy and Light), Field Artillery (Light, Medium and Heavy), and Horse Artillery (Light and Medium)

Light artillery = 3 pound or 4 pound cannon

Medium artillery = 6 pound, 8 pound, or 9 pound cannon

Heavy artillery = 12 pound or heavier cannon

“Heavy” Cavalry = Cuirassiers, Carabiniers, British LifeGuard, Dragoon Guards, and Dragoons, Garde du Corps of any nation, French Grenadiers a Cheval and Empress Dragoons, French Dragoons (which may also be classified as Light Cavalry)

"Light" Cavalry = Chasseurs, Lancers, Light Dragoons, Jager zu Pferd, Hussars, Cossacks, Landwehr, Uhlans, all militia cavalry, Dragoons of all nations (except Great Britain, and occasionally France and Russian)

SECTION 1.03 - ORGANIZATION OF UNITS.

Infantry and cavalry units are organized with three (3) stands of troops, one of which is an identified “command stand.”

Artillery battalions, Corps Headquarters, and Army Headquarters are a single stand.

Each unit has a number of characteristics, including **Quality**, **Pass Number**, **“To Hit” Number(s)**, and **Melee Number**.

The following charts illustrates the relevant information for the troops types available in the game

INFANTRY AND CAVALRY

Quality	Pass Number	Melee Number	To Hit Number (infantry only)
Old Guard (OG)	3+	5	6+
Guard (GD)	3+	4	6+
Elite (EL)	4+	3	6+
Veteran (VT)	5+	2	6+
Conscript (CN)	6+	1	7+
Militia (MI)	7+	0	7+

ARTILLERY

Quality	Pass Number	Melee Number	Field Artillery "To Hit" Numbers	Horse Artillery "To Hit" Numbers
Old Guard (OG)	3+	5	4+	4+
Guard (GD)	3+	4	Britain 5+	Britain 5+
Elite (EL)	4+	3	France, Poland Italy, & Prussia 6+	France, Poland Italy, & Prussia 5+
Veteran (VT)	5+	2	Russia 7+	Russia 6+
Conscript (CN)	6+	1	All Others 8+	All Others 8+
Militia (MI)	7+	0		

UNIT ROSTER: Each unit has a roster prepared for it in advance. This roster will contain the following information: Name of unit, type of unit, Identification of Unit (i.e. how it is identified on the game table), **Quality**, **Pass Number**, **Melee Number**, **"To Hit" Number**, and number of Hit Boxes. For example, here is the "Veteran" 7th Infantry Division

7th Infantry Division ID:			VT O O O O	CN O O O O	MI O O O O
			Pass # 5+	Pass # 6+	Pass # 7+
			Melee # 2	Melee # 1	Melee # 0
			To Hit: 6+	To Hit: 7+	To Hit: 7+

Note that the 7th Infantry Division has five large boxes to the right of the division name, two of which are grayed out, and three of which have abbreviations for VT (Veteran), CN (Conscript) and MI (Militia). Note also that each of those boxes has Four (4) smaller boxes inside each. These smaller boxes are "Hit Boxes." A full strength unit will generally have Four (4) Hit Boxes at each **Quality**.

These boxes are marked off whenever the 7th Infantry Division takes hits from enemy **Fire**, as a result of **Melee**, or as a result of failed **Morale Tests**. A unit will always use the **Pass Number**, **Melee Number**, and **"To Hit" Number** that applies to its current **Quality**. If a unit has all of its Hit Boxes checked off, it will automatically **Rout** and be removed from the table.

For example, if the 7th Infantry Division had taken five (5) hits, its roster would look like this:

7th Infantry Division ID:			VT ● ● ● O	CN ● O O O	MI O O O O
			Pass # 5+	Pass # 6+	Pass on 7+
			Melee # 2	Melee # 1	Melee 0
			To Hit: 6+	To Hit: 7+	Fire: 7+

Note that if the 7th Infantry Division were to **Fire**, it would now only hit on a "7+" instead of the "6+" it previously enjoyed. It would fight in **Melee** with a **Melee Number** of "1" instead of "2," and it would take a **Morale Test** with a **Pass Number** of "6+" instead of "5+"

UNDERSTRENGTH UNITS: An understrength unit can be represented in the game by giving it one less Hit Box in each **Quality** for every 25% understrength it is. For example, a full strength infantry division is 4000 men. If you wanted to represent a 3000 man Veteran infantry division, it's roster would look like this with three (3) Hit Boxes at each level of **Quality**:

7th Infantry Division			VT 0 0 0 Pass # 5+ Melee # 2 To Hit: 6+	CN 0 0 0 Pass # 6+ Melee # 1 To Hit: 7+	MI 0 0 0 Pass # 7+ Melee # 0 To Hit: 7+
ID:					

SPECIAL – THE OLD GUARD: Most rules sets give special treatment to the French Old Guard, and this one is no exception. In this game, French units designated as Old Guard **Quality** have the same **Pass Number** as Guard (i.e. “3+”), but have a **Melee Number** of “5” until they have taken the first two Hits, then they go to a **Melee Number** of “4.” They have Six (6) hit boxes at the Guard level rather than the usual Four (4). An Old Guard unit would look like this:

1st Old Guard Division	GD 000000 Pass # 3+ Melee # 5/4 To Hit: 6+	EL 0 0 0 0 Pass # 4+ Melee # 3 To Hit: 6+	VT 0 0 0 0 Pass # 5+ Melee # 2 To Hit: 6+	CN 0 0 0 0 Pass # 6+ Melee # 1 To Hit: 7+	MI 0 0 0 0 Pass # 7+ Melee # 0 To Hit: 7+
ID:					

Units that qualify for “**Old Guard**” **Quality** would include the Old Guard infantry, the Middle Guard Grenadiers, the Grenadiers a Cheval Heavy Cavalry, the Chasseurs a Cheval Light Cavalry, and Old Guard artillery.

SECTION 2.00 - SEQUENCE OF PLAY

SECTION 2.01 - PHASE ONE – RALLY PHASE

- (a.) Any unit that begins a Turn with a **Morale Level Marker** on it must take an immediate **Morale Test** (See Section 3.0 below) **Exception: Units with a BOLD Morale Level Marker do not take a Morale Test at all;**
- (b.) A unit that passes its **Morale Test** in the **Rally Phase** goes up one **Morale Level** (for example, from “**PANICKED**” to “**FLUSTERED**”) and may be issued an order in the **Order Phase**. Note that any adverse effects of the new level are not imposed on the unit (i.e. no “hits” are suffered)
- (c.) A unit that fails its **Morale Test** in the **Rally Phase** goes down one **Morale Level**, and immediately suffers the negative results of the new **Morale Level**. The unit counts as having moved for the turn, and may not be issued an order at all. It cannot be considered as “squared infantry” if attacked in **Melee** during the subsequent turn. The unit must continue to make **Morale Tests** until it finally passes or suffers a **Rout**. If the unit finally passes, it stops at the current **Morale Level** until required to test again in the next **Rally Phase**.

SECTION 2.02 - PHASE TWO - ORDER PHASE

There are three possible orders that may be given to a unit. These are called **Order Chits**, and should be represented by small counters that can be placed face down next to the command stand of a unit after the **Rally Phase**. It is suggested that each player be provided with a complete set of **Order Chits** sufficient for all of the units under his command. **Order Chits** that may be given to a unit are as follows:

FIRE (a chit labeled “Fire” or “F”): This order is used when a unit wishes to fire at the enemy, or anticipates being charged by the enemy and wants to be able to fire on the attack. Detail about the mechanics of **Fire** can be found in Section 2.033 below.

FULL MOVE: (a chit labeled “Full Move” or “FM”): This order is generally used for long distance movement, approach marches, or for charging an enemy unit that could not avoid the charge. Details about the mechanics of **Full Move** movement can be found in Section 2.03 (c) & (d) below.

COMBAT MOVE (a chit labeled “Combat Move” or “CM”): This order is generally used by a unit that wishes to maneuver against an enemy that is in close proximity, or by a unit that wishes to enter or leave a **Road Column**. Details about the mechanics of **Combat Move** movement can be found in Section 2.03(e) below.

A unit that does not receive an **Order chit** is automatically considered to have “**Combat Move**” orders for the turn, and may not “**Fire**” at all. If a Corps HQ is given an **Order Chit**, the **Order Chit** will be the order for all units under the

HQ's command that do not have their own **Order Chit**. This will save a lot of time if most of a Corps is doing the same thing in a turn. Of course, a player always has the option of placing individual **Order Chits** on each unit, perhaps to conceal his intentions.

SECTION 2.03 - PHASE THREE – ACTIVITY PHASE

Unlike most miniatures rules, there is no separate phase in the “Sequence of Play” for Movement and Fire. Instead, we have an **Activity Phase**, where units execute their chosen orders **simultaneously** with those of their opponents.

In general, units with **Fire** orders may declare their fire at any point in the **Activity Phase**, causing immediately **Morale Tests** with successful **Fire**, and perhaps stopping further enemy movement as a result.

Units with **Full Move** orders must move their Full Move distance in a straight line, without deviation, with a few narrow exceptions. Units with **Combat Move** orders have the most flexibility of movement, being able to not only freely change formation at will, but being able to maneuver out of the way of enemy units with **Full Move** orders in many cases to attack them on the flank or rear as they pass.

Opposing units with **Combat Move** orders that could contact each other during the turn must enter into a dialogue during which the opposing players decide what their ending formations and facings will be. This is called the “**Trade Off**.” If a unit with **Full Move** orders moves near an enemy unit with **Combat Move** orders, the enemy unit may attack the **Full Move** unit at any point along the unit's movement path, so long as the **Combat Move** unit can reach the attack point before the **Full Move** unit moves past.

Usually a “**Trade Off**” results in one friendly unit facing one enemy unit or two or more friendly units facing two or more enemy units. If both sides want to fight, then move opposing units into contact by prorating their respective movement, and a **Melee** will be fought.

SECTION 2.031 - SEQUENCE FOR ACTIVITY PHASE

- (a.) All units reveal **Order Chits** placed during the **Order Phase** **simultaneously**;
- (b.) Units with **Fire** orders do not move at all, but may issue fire at any enemy unit within range or that comes within range at any time during the Activity Phase at the player's choice. Enemy units fired at by more than one unit in a turn must have all **Fire** allocated to them before the fire is taken. (*This means that you cannot fire at an enemy unit, observe the effect, and then decide to fire another unit at the enemy later in the turn*)
- (c.) **Units with Full Move orders that could not possibly contact any enemy unit during the move then execute their Full Movement straight ahead without deviation, following the exceptions noted below:**
 - (1.) The unit is making a **Road Column Move** on a road, in which case it must follow the road for its entire movement unless it immediately leaves the road at the beginning of its movement and moves off in a straight line;
 - (2.) The unit is following the path of a linear obstacle such as a river line, edge of a forest, edge of a hill, or other clearly-defined line;
 - (3.) The unit reaches a village, town, fortress, impassable river, or a friendly unit in its line of march, in which case it may move less than its “**Full Move**” distance by stopping inside the village, town or fortress or just before contacting the impassable river/friendly unit.
- (d.) **Units with Full Move orders that could contact an enemy unit during their move will mark the maximum move of the unit on the battlefield with some form of marker (such as a pebble or die), showing the maximum reach of their movement for the turn.** Unless the **Full Move** unit starts within Two (2) inches of an enemy unit with **Combat Move** orders that would be brought to **Melee** by the **Full Move** unit, then the enemy unit with **Combat Move** orders may avoid the **Full Move** unit by maneuvering out of the way, and may then attack **Full Move** units on the flank or rear as they pass by (judgment is needed here due to the relatively low movement rates);
- (e.) **Units with Combat Move orders then move or redeploy.** A unit with **Combat Move** orders may move the center point of its formation anywhere within the **Combat Move** distance available for its troop type, and may end up in any legal formation, facing in any direction. An infantry unit with **Combat Move** orders that moves less than one inch in a turn may declare itself to be to be “**Squared**” if attacked

by enemy cavalry or a combination of enemy cavalry and infantry (see Section 2.0311(a) below). This intention must be declared as part of the “Trade Off” referenced above.

SECTION 2.0311 - SPECIAL SEQUENCE FOR COMBINED ARMS ATTACKS:

If a defending infantry unit is attacked in **Melee** simultaneously by both a single enemy cavalry unit and a single enemy infantry unit without any friendly unit able to intervene (such as infantry or cavalry with **Combat Move** or **Full Move** orders that could block the attack), then the sequence depends on the defending infantry unit’s orders for the turn:

- (a). **If the defending infantry unit has Fire orders** The attacker must choose the order of his attacks. The defending unit may only fire at the first attacking unit, and the choice of attacking unit is up to the attacker. **(Note: this means that if cavalry attacks first and is not stopped by Fire, then the defending infantry will probably be in serious trouble in the resulting Melee).** The first attack goes in and, if successful, other attacking units may move up to occupy the vacated space previously occupied by the defeated defending unit;
- (b). **If the defending infantry unit has Full Move orders**, then the attackers may attack as normal, receiving the **Melee** modifiers for “cavalry versus moving infantry” and “additional units” as usual. The defending infantry unit will likely be hurt very badly in **Melee**;
- (c). **If the defending infantry unit has Combat Move orders, then the following sequence is followed:**
 - (1). The defending infantry unit must decide whether it is more concerned about being attacked by infantry or being attacked by cavalry. Defending player then must declare whether or not his defending unit is “**Squared**” or not for the turn (**Note: the unit may move up to One (1) inch in any direction and still be considered to be “Squared”**);
 - (2). All attacking units are moved into contact with the defending unit, and each attacking unit will make a separate attack against the defending with all applicable modifiers determined separately for each attacking unit. The defending unit must roll a separate **Melee** die roll against each attack.
 - (3). **NOTE:** Due to the problems of coordinating large bodies of infantry and cavalry in attacking together, **only one infantry and one cavalry unit may attack a single defending unit in a given turn** (there is no limit on multiple infantry-only or multiple cavalry-only attacks).

Example of Combined Arms Attack: An attacking Veteran cavalry brigade and Veteran infantry division attack a defending Veteran infantry division with **Combat Move** orders. The defender decides the enemy cavalry is the greatest threat, and declares himself to be “**Squared.**” In the resulting **Melee**, the attacking cavalry will get a “-6” to its attack for the defender being “**Squared,**” but an additional “+2” for having an additional unit attacking (i.e. the attacking infantry division), for an overall “-4” to its attack. The attacking infantry division will get a “+2” for the additional unit (i.e. the cavalry brigade), and the defending infantry division will get a “-4” fighting the enemy infantry division because of being “**Squared**” infantry versus infantry.

SECTION 2.032 - MOVEMENT OF UNITS

How far a unit can move in a turn, and what maneuvers it can make are determined by its orders given in the **Order Phase**. Headquarters always move at Light Cavalry Road Move Rate.

MOVEMENT RATES

UNIT TYPE	Combat Move	Full Move	Road Column Move
Infantry/Field Artillery	3 inches	6 inches	7.5 inches
Light Cavalry/Headquarters	5 inches	10 inches	13 inches
Heavy Cavalry/Horse Artillery	4 inches	8 inches	10 inches

ROAD MOVE: A unit that wishes to make a **Road Column Move** must spend an entire turn using a **Combat Move** to form up in a **Road Column**, making sure that the center point of the resulting **Road Column** formation is within the **Combat Move** radius, and with each stand of the unit separate by the depth of a base, illustrated as follows:

⇐ ⇐ BASE ⇐	EMPTY SPACE	⇐ ⇐ BASE ⇐	EMPTY SPACE	⇐ ⇐ BASE ⇐
-------------------------	------------------------	-------------------------	------------------------	-------------------------

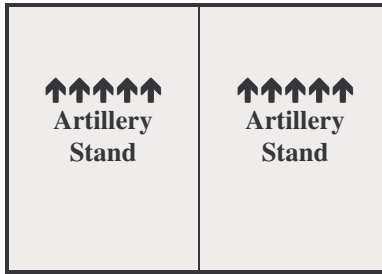
SECTION 2.033 - FIRE

NOTE: Because **Fire** can be made at any point in a turn, it is possible that a unit may take hits and be forced to make one or more **Morale Tests** during a turn. For example, a unit could take a hit from long-range artillery fire before moving, pass its **Morale Test** to attempt a charge, attack an enemy unit, take another hit from small arms fire, and be forced to take another **Morale Test** to close into **Melee**.

After a unit declares its intention to execute a **Fire** order, roll the number of 10-sided dice indicated below, and add and/or subtract applicable modifiers to EACH die roll separately and compare to the **To Hit Number** for the particular troop type firing. If the modified die roll is equal to or greater than the **To Hit Number** you score a hit on the enemy unit. (NOTE: A unit in a **Road Column** may not **Fire** at all)

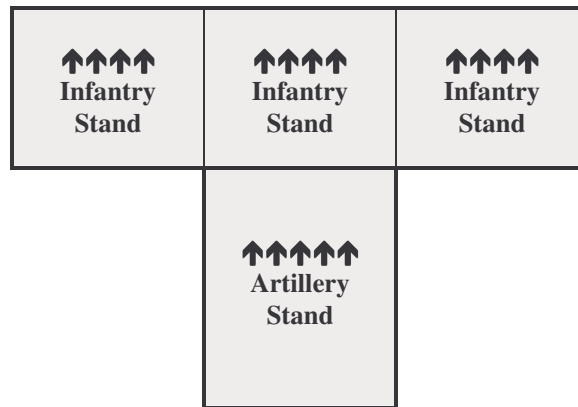
- (a) **SMALL ARMS Fire:** One-Inch maximum range. Roll Two (2) 10-sided dice for each infantry unit firing in line or in square, or One (1) 10-sided die for an infantry column (exception: Road Column). For a line, each die of fire issues from the joints between the individual bases in the unit (i.e. one from each joint). For a column, the fire issues from the center of the front base of the unit only. There is a basic "**HIT NUMBER**" of "6+" for Veteran, Elite and Guard units, and "7+" for Conscript and Militia units (NOTE: **this can be modified by nationality or other special considerations**)
- (b) **INHERENT UNIT ARTILLERY:** Some infantry units and cavalry units as identified by the specific scenario may have an inherent artillery battery. In general, if a Corps level formation has sufficient artillery batteries at the division level to form one or more artillery battalions, the division batteries will be joined together at the Corps level. Inherent artillery can fire one 10-sided die each turn with the following restrictions:
 - (1) Inherent artillery originates from the center front edge of the command stand of the unit, and it fires with it's country's "To Hit" number for artillery;
 - (2) Inherent artillery is always considered "Light" and has a maximum range of 5 inches. All firing modifiers apply.
 - (3) Inherent artillery can only fire if the unit starts the turn in LINE formation with **Fire** orders (**EXCEPTION:** Cavalry with attached horse artillery can be in LINE or COLUMN formation, but must be given a **Fire** order)
 - (4) All targets of inherent artillery fire must be declared before any artillery fire can take place.
 - (5) The target of one or more inherent artillery attacks in a single turn can only suffer a single "hit" from inherent artillery fire, even if multiple "hits" are scored against the target. This is to prevent player's creating a "Grand Battery" using inherent artillery.
- (c) **ARTILLERY BATTALION FIRE:** Artillery battalions are intended to represent large concentrations of 24-30 cannon, usually organized at the Corps level or higher. Such stands are usually Heavy cannon (i.e. 12lb or higher), but can include Medium or even Light cannon if the army in question was organized in that fashion. Such stands roll a variable number of 10-sided dice based on the weight of the cannon firing and the range to the target. These artillery stands have the following characteristics:
 - (1). They may direct their fire against multiple enemy targets in a turn, splitting the maximum number of dice available to them at a given range;
 - (2). **GRAND BATTERY EFFECT OF ARTILLERY STANDS:** Unlike inherent artillery, they may cause multiple hits on a single enemy unit (e.g. grand battery effect). Multiple artillery stands **MAY** combine their fire on a single target unit, and **MAY** cause multiple hits on a single target if they are touching each other facing in the same direction at the time the fire is issued.

DIAGRAM OF GRAND BATTERY



- (3). **INFANTRY LINE DEFENDING ARTILLERY:** If an artillery unit is deployed centered immediately behind an infantry unit in line, the artillery is considered to be intermingled with the infantry unit and may fire from the center point of the infantry unit. The infantry unit may issue small arms fire and inherent artillery fire from the front. If the combined target suffers hits from **Fire**, then each unit will take the hit(s). **Both the infantry and the artillery units must make Morale Tests, applying the results separately**

DIAGRAM OF INFANTRY DEFENDING ARTILLERY



- (d) **Units fire once per turn.** Stands have a 45° arc of fire, measured off the front left/right corners. Units in column fire only the front stand. Units in Road Column may NOT fire at all. Units do NOT fire to the flank or rear - only 45° to the front.
- (e) Resulting **Morale Tests** are done immediately after all fire is resolved against a particular unit. Any “hit” will cause the affected target to take a **Morale Test**.

ARTILLERY BATTALION FIRE TABLE (# of 10-sided dice rolled)

RANGE TO TARGET	HEAVY	MEDIUM	LIGHT
0 to 2 inches	4d10	3d10	2d10
2.1 to 5 inches	3d10	2d10	1d10
5.1 to 8 inches	2d10	1d10	out of range
8.1 to 11 inches	1d10	Out of range	out of range

DIE ROLL MODIFIERS TO HIT

Firer is NERVOUS (blue marker)	-1 to die roll
Firer is FLUSTERED (yellow marker)	-2 to die roll
Firer is PANICKED (red marker)	No fire allowed
Target is Cavalry	+1 to die roll
Target is Column (including artillery with FM or CM orders)	+1 to roll
Target is Road Column	+2 to roll
Target is Artillery with Fire orders (i.e. unlimbered)	-1 to roll
Target is in Village/Woods	-1 to roll
Target is in Town	-2 to roll
Target is in Fortress	-3 to roll
Firing at rear of target	+2 to roll

SECTION 2.034 - MELEE

Assuming a unit has passed all required **Morale Tests** (see Section 3.0 below) and the defending unit has not vacated the position being charged, **Melee** proceeds as follows:

- Each unit starts with its **Melee Number**, which is a reflection of the unit's quality at the time the **Melee** begins;
- The defending unit then decides whether or not is going to roll one 8-sided die, with the resulting die roll applying to ALL attacks, or whether it will roll separate 8-sided dice against each attacking unit. The attacker then rolls one 8-sided die for each attacking unit. Next, modifiers are added to or subtracted from the **Melee Number** along with the 1d8 die roll rolled for each unit involved in the **Melee** to get the **Modified Melee Number** for each unit for the **Melee**. Finally, each attacker's **Modified Melee Number** is applied to the **Modified Melee Number(s)** of the defender. Modifiers are as follows:

MODIFIERS TO MELEE NUMBER

Unit is BOLD (green marker)	+1
Unit is NERVOUS (blue marker)	-1
Unit is FLUSTERED (yellow marker)	-3
Unit is PANICKED (red market)	-5
Unit is defending uphill from all attacking enemy units	+1
Infantry defending in town (not village)	+1
Infantry defending in fieldworks, redoubt, fortified building (e.g. Hougomont)	+2
Unit is in Road Column	-4
"Squared" infantry vs. cavalry (i.e. infantry with CM orders moving less than one inch)	+6
Cavalry vs. unsupported artillery (no infantry support)	+6
"Non-Squared" infantry vs. cavalry (i.e. infantry with Fire/FM/CM orders moving > one inch)	-4
"Squared" infantry vs. infantry (i.e. infantry with CM orders that moved less than one inch)	-4
Infantry with artillery support (deployed behind the infantry, considered intermixed)	+1
Each additional unit in Melee (maximum of 3, not including artillery)	+2
Each "hit" from Fire taken while charging into Melee	-1

- Next, subtract the lower **Modified Melee Number** (e.g. the "loser" of the **Melee**) from the higher **Modified Melee Number** (e.g. the "winner" of the **Melee**) for each **Melee**. The resulting number is the "**Spread.**" Find the "**Spread**" on the **Melee Table** below and apply the results indicated:

MELEE TABLE

SPREAD	RESULT
0,1,2	Winner and Loser both take one hit and an immediate Morale Test
3,4	Winner takes one hit, Loser takes two hits, and Loser takes an immediate Morale Test
5,6	Winner takes one hit, Loser takes two hits, loses one Morale Level and takes an immediate Morale Test
7,8	Winner takes one hit, Lower takes two hits, loses two Morale Levels and takes an immediate Morale Test
9+	Loser Automatically suffers a Rout and is removed from the table

- After one round of **Melee**, if opposing units remain in contact either they successfully passed any required **Morale Tests**, another round of **Melee** is immediately fought. If necessary, calculate new **Melee** modifiers for each unit involved. Continue to fight rounds of **Melee** until one or both sides suffers a **Morale Level** loss or fails a **Morale Test**. Remember, in combats involving multiple units on a side, the **Modified Melee Number** for each unit involved may need to be recalculated each round of **Melee** as units retreat from the **Melee** due to failed **Morale Tests** or loss of **Morale Levels**.

5. **SPECIAL:** Each unit in a **Melee** where an opposing enemy of **equal or better Quality** ends up in a **Rout** will immediately increase its **Morale Level** to **FIRM**, unless the unit is already **FIRM**, in which case its **Morale Level** is increased to **BOLD**.

SECTION 3.00 – MORALE TESTS AND MORALE LEVELS

Morale Tests are at the heart of the game system. Passed **Morale Tests** may help a unit to rally in the **Rally Phase**, enter into **Melee**, stand against a charge, or make it more effective in **Melee**. Failed **Morale Tests** will cause a unit’s **Morale Levels** to go lower, until the unit eventually suffers a **Rout** and is removed.

SECTION 3.01 - WHEN ARE MORALE TESTS REQUIRED?

Morale Tests are required when any of the following occur:

- (a) A unit takes one or more “hits” from enemy **Fire** and is not charging an enemy unit in the turn (“Hits” taken from enemy **Fire** while charging into **Melee** count as a negative modifier in the resulting **Melee**)
- (b) Loss of a commanding general in the chain of command for the unit (e.g. Corps HQ or Army HQ. All units in the command take an immediate **Morale Test**);
- (c) A friendly unit involuntarily moved through the unit (i.e. as a result of a failed **Morale Test**). For details, see Section 3.03(b) below.
- (d) The unit is attempting to rally in the **Rally Phase** (required if the unit starts the turn **NERVOUS**, **FLUSTERED**, or **PANICKED**.)
- (e) As required by a result in **Melee**.

SECTION 3.02 - TAKING A MORALE TEST

To take a **Morale Test**, roll 1d10 and add or subtract the following modifiers to give you a **Modified Die Roll**.

Morale Test Modifiers

Unit in village or cover such as a forest or wooded area	+1 to die roll
Unit in town or fortification	+2 to die roll
Unit in fortress	+3 to die roll
Unit is at the BOLD Morale Level (has a green marker)	+1 to die roll
Unit is at the PANICKED Morale Level (has a red marker)	-1 to die roll
Unit’s own Corps HQ attached	+1 to die roll
Unit’s own Army HQ attached	+2 to die roll
NAPOLEON ATTACHED	+3 to die roll

Compare the resulting **Modified Die Roll** to the **Pass Number** for the testing unit at its current **Quality**.

- (a.) If the **Modified Die Roll** is greater than or equal to the unit’s **Pass Number**, the unit passes its **Morale Test** and there is no further effect;
- (b.) If the **Modified Die Roll** is less than the unit’s **Pass Number**, the unit fails its **Morale Test**. The unit immediately drops one **Morale Level**, and the effects are immediately applied. The unit then takes another immediate **Morale Test**;
- (c.) **CRITICAL POINT!!!!** A unit will continue to take **Morale Tests** until a **Morale Test** is passed or the unit is completely destroyed by **ROUT** or losing all of its Hit Boxes. (*Note: this means that a unit could be completely destroyed in a single turn from a series of failed **Morale Tests** starting with a single hit from **Fire** or in **Melee**!*)

SECTION 4.03 - MORALE LEVELS AND THEIR EFFECTS

A unit’s **Quality** is different from its current **Morale Level**. **Quality** refers to the basic training, experience, etc. of a unit. As a unit accumulates hits from **Fire**, **Melee** and failed **Morale Tests**, its **Quality** will eventually degrade until the unit falls apart. **Morale Level**, unlike **Quality**, can be a more temporary condition that may or may not have a direct effect on a unit’s **Quality**. **Morale Levels** are divided into Six (6) possible categories, and are indicated by placing a marker of the appropriate color next to the affected unit’s command stand and applying the result indicated (sample markers can be found at the end of the rules that summarize the effects of each **Morale Level**. For less clutter and a more pleasing look to the battlefield, use of the small plastic infantry figures from a *Risk* game mounted on a 1/2” square counter or penny is also very effective. They have the additional advantage of coming in the appropriate colors. For **BOLD** units, I use a green cavalry figure instead of the infantry figure, because it is more noticeable.):

Morale Level	Color	Effect on Unit
BOLD	GREEN	If Attacker, may take an immediate Combat Move and may fight again if another enemy unit is contacted. Receives a “+1” bonus on future Morale Tests until a test is failed, when “Bold” effect is lost. Fires with normal abilities, and fights in Melee with a “+1” modifier
FIRM	NONE	Fires and fights in Melee with normal abilities
NERVOUS	BLUE	Unit retreats One (1) inch, ending up facing enemy. Future Morale Tests are as normal. Fires with a “-1” modifier and fights in Melee with a “-1” modifier
FLUSTERED	YELLOW	Retreats a Combat Move, ending up facing the enemy. Future Morale Tests are as normal. Fires with a “-2” modifier and fights in Melee with a “-3” modifier
PANICKED	RED	Retreats a Full Move, ending up facing away from the enemy. Future Morale Tests are at “-1” May not Fire at all, and fights in Melee with a “-5” modifier
ROUT	REMOVE	Unit runs away and is removed from table

EXAMPLE #1: The French 4th Infantry Division with its own Corps HQ attached takes Two Hits from a Russian artillery battalion at the beginning of the **Activity Phase**. The French division is a “**Veteran**” unit, which gives it a **Pass Number** of “5+” on a 1d10. Because it took Two Hits, it must roll 1d10 with the following modifiers: “-1” for the additional hit, and “+1” for the attached Corps HQ, effectively canceling each other out. The die roll is a “5,” which means the unit passes its **Morale Test**. It must still, however, roll 1d10 on the Leader Loss Table (1d10 for each two hits suffered). A die roll of “5” cause the Corps HQ to move back 12 inches due to the wounding of the Corps Commander.

EXAMPLE #2: Same as above, but the die roll is a “4.” The French 4th Division fails its **Morale Test** and drops to a new **Morale Level** of **NERVOUS**, and retreats 1 inch, facing the enemy. It must then take another **Morale Test**, but first must test for loss of the Corps HQ. 1d10 is rolled for each two hits suffered by the unit, so 1d10 is rolled on the Leader Loss Table. A die roll of “9” causes the Corps Commander to be killed, and the Corps HQ is removed for the next two turns. The 4th Division now takes another **Morale Test**, with a new modifier of “-1” (representing the additional hit), but no longer with the “+1” benefit of the Corps HQ which has been removed. This gives a **Modified Pass Number** of “4+” A die roll of “7” means the 4th Division has passed its **Morale Test**. It does not retreat any more, but any orders it has for the turn are canceled, it is considered to have moved already that turn, and may not **Fire**. It may defend in **Melee** if it is attacked by an enemy unit.

SECTION 3.03 - EFFECTS OF RETREATS FROM LOSS OF MORALE LEVELS

- (a). When a unit retreats due to loss of a **Morale Level**, it must move directly away from the nearest enemy unit and attempt to head towards its Corps’ line of communications (defined as the entry road for the Corps as designated by the player at the beginning of the battle). If enemy units and/or impassable terrain (such as an unfordable river, ocean, or woods surround a retreating unit for cavalry or artillery) with no retreat path that is at least one inch wide, the unit surrenders and is removed from play.
- (b). If a friendly unit starts within one inch behind a unit that is retreating, and there is no gap of at least one inch on either side of the friendly unit, the retreating unit will involuntarily pass through the friendly unit, causing an immediate **Morale Test** if the retreating unit is of an equal or higher Quality. In this one instance, the starting Quality of the retreating unit is used instead of its current **Quality**. (if the Guard retreats, others in the army don’t care if the Guard is only acting like Veterans at the time. They see “the Guard.”) Only one **Morale Test** per unit per turn needs to be taken regardless of the number of units that retreat into or through friendly troops in that phase of the turn.

SECTION 4.00 - OTHER RULES

SECTION 4.01 - UNIT FACING

A unit’s front is defined as everything except the rear of the unit. Rear is the small area that is directly behind the unit, determined by drawing imaginary lines extending parallel with the outer edges of the formation.

SECTION 4.02 - ALLOWABLE ENDING FORMATIONS AFTER MOVEMENT:

INFANTRY AND CAVALRY COLUMN: Command stand in front, with other stands immediately behind, facing the same direction.

INFANTRY AND CAVALRY LINE: Stands side-by-side facing in one direction.

ROAD COLUMN: Stands side-by-side on the road facing in opposite directions. This takes a **Combat Move** to assume the formation, and a **Combat Move** to leave the formation. It also takes a **Full Move** order to move at the **Road Column** rate.

ARTILLERY FORMATION: Artillery consists of a single stand, and in order to move it must either be given a **Combat Move** or a **Full Move** order. The only limitation is that it must spend one turn using a **Combat Move** order before it can be given a **Full Move** order, unless it already had a **Combat Move** or **Full Move** order in the previous turn. To prepare for fire, artillery must use a **Combat Move** order to unlimber and deploy. Once deployed, it must use a **Combat Move** order to change facing.

SECTION 4.03 - TERRAIN EFFECTS

- (a.) **BASIC TERRAIN:** Terrain is either clear or hills (maximum movement rate) or woods/urban areas (one-half movement rate) unless in **Road Column** on a road through the woods/urban area.
- (b.) **WOODS:** Cavalry & artillery may NOT move in woods except on a road and in **Road Column**.
- (c.) **FACING:** Facing is important only if making a **Full Move**.
- (d.) **BRIDGES:** Units may cross bridges in **Road Column** or using a **Combat Move**. Units may charge across bridges in **Road Column** (paying all resulting **Melee** penalties) to attack an enemy unit on the other side. In this case, the “direct line” for a charge between charger and target starts from the end of the bridge. An attacker may only use a single unit in **Road Column** to charge over a bridge.
- (e.) **INTERPENETRATION OF UNITS:** A friendly unit may voluntarily move through another friendly unit without penalty as long as the other unit actually remains stationary for the turn. If both units are moving, then each takes an immediate **Morale Test**. **EXCEPTION:** A unit may NOT voluntarily move through another unit across a bridge or down a road, even if using a Combat Move. Involuntary interpenetration forces a **Morale Test** as described in Section 3.03(b) above.

SPECIAL CASE: Cavalry may not charge into or through woods, even if enemy is on the edge, except to hit an enemy unit on a road through the woods, and then only if the cavalry is in **Road Column**.

SECTION 4.04 – SPECIAL RULES FOR URBAN MELEE

Urban areas are defined as villages, towns, and cities. Each urban area consists of one or more 3 inch by 3 inch blocks. A village is 1 block; towns are 2 adjacent blocks. Cities are 3 or more blocks. All cavalry (unless **Old Guard, Guard, or Elite Quality**) are prohibited from initiating a **Melee** into or inside of an urban area. They may charge out of an urban area using a **Combat Move**, but attack and defend inside at a disadvantage. They may **Fire** normally (if allowed by scenario). They may not deploy in the urban area like an infantry unit can.

When a unit moves into an urban area to occupy it (as opposed to just passing through on a road), the following procedure is followed:

FOR A VILLAGE: An infantry unit command stand is placed in the center of the village, and is considered to have a “zone of influence” that is 1 inch around the village. Only the side of the village that the command stand is facing can fire inherent artillery, if the unit has inherent artillery. Any enemy unit passing through this “zone of influence” must pass an automatic **Morale Test** before proceeding.

FOR A TOWN: An infantry unit may only occupy one block of the town, with a maximum of Two (2) infantry units occupying a town at one time (i.e. one in either block). The command stand only is placed at the end being occupied, facing out. The zone of influence is 1 inch around that end of the town only. Inherent artillery can only be fired out of the side designated by the player placing a small marker. To redeploy that artillery takes a full turn without firing. Any artillery stand placed in the town is placed in the center of the town facing one of the corners of the town. Its arc of fire will be considered to be straight out from the two adjacent sides that form the corner it is facing.

A unit defending a town must fight all enemy units in **Melee** that can be brought to bear on its end of the town, up to a maximum of two per side of the town. A unit defending a village may be brought to **Melee** by up to four units at once, one from each side of the village. Each attacker adds “+2” to its **Melee Number** as normal.

Artillery brought to **Melee** on a side it is facing that also has an infantry unit with it defends with the infantry unit, suffering any adverse results of the infantry unit. The infantry unit will receive an additional “+1” for having artillery in close support.

INTERPENETRATION: A unit deployed in a block (as defined above) does not block the passage of any other friendly unit trying to pass through the block on or off road. This is because the unit is considered to be deployed in the buildings and not in the streets.

SECTION 4.05 - HEADQUARTERS

Headquarters are either Corps level or Army level. At the level of this game, HQs have no effect on **Melee** or **Fire** of a unit, but will give a “+” modifier (dependent on the scenario, but usually “+1” for a Corps HQ and “+2” for an Army HQ) for any **Morale Test** of a unit to which they are attached. Only one attached HQ may modify the **Morale Test** of a single unit.

SECTION 4.05 – LEADER LOSS

If a unit that has a Headquarters attached takes an automatic **Morale Level** loss in **Melee** and/or one or more hits from **Fire** or in **Melee**, then you must test for the loss the attached headquarters. Roll one 10-sided die for each automatic **Morale Level** loss and one 10-sided die for each two hits (rounded up) suffered by the unit, and apply the result indicated. Lost leaders are replaced during the **Rally Phase** of the following turn with a leader with an automatic “+1” rating regardless of the quality of the leader lost. The new leader is placed with any unit in the command. Leader loss will cause an automatic **Morale Test** for the units under his command

DIE ROLL	RESULT
1,2,3	No Effect. Leader O.K.
4,5	Wounded. Retreat 6 inches. Cannot move next turn.
6,7	Wounded. Retreat 12 inches. Cannot move next turn
8,9,10	Killed (replaced in two turns). All units in command take Morale Test

SECTION 5.00 - OPTIONAL RULES

SECTION 5.01 - HIDDEN UNITS AND MARKERS

At start, all units start with hidden markers that move at the special hidden marker rate of 12 inches per turn until revealed. Hidden markers are 3/4 inch wide and 3 inches long. If placed lengthwise on a road, they represent a Road Column. If off road, they represent a Column. If placed sidewise, they represent the unit in Line formation.

At the end of all movement, each side is allowed to roll once per marker on the REVEAL TABLE to try and discover whether the small marker is a dummy or an actual unit. To roll, an unimpeded Line of Sight is needed from one of the moving player’s markers (dummy or otherwise) or units to the enemy marker AND it cannot be more than 15 inches away (about 3000 yards). Successful rolls cause the enemy to remove the hidden marker and replace it with any unit it represents. If it is a dummy marker, the dummy marker is removed.

REVEAL TABLE (roll 1d6 per attempt)

Die Roll	1	2	3	4	5	6
Result	SH	SH	R	R	R	R

SH = STAY HIDDEN R = REVEALED

MODIFIERS TO REVEAL TABLE DIE ROLL

Target in Woods	-1 to die roll
Target is 6.1 to 10 inches away	-1 to die roll
Target is 10.1 to 15 inches away	-2 to die roll

CAVALRY SPOTTING: Cavalry may roll on the **REVEAL TABLE** at any time during their movement (i.e. they may move into spotting range, make an attempt, and then retreat away, assuming they have **Combat Move** orders)

SECTION 5.02 - GARRISONS

At times, you may need to garrison a village, redoubt, or fortified complex such as Hougomont at Waterloo or the redoubts at Borodino. This can be done by taking a single infantry unit and breaking it into three (3) individual stands. Each stand will not have the ability to **Fire**, but will still cause a **Morale Test** against any enemy unit coming within One (1) inch of the garrison’s location (similar to an urban area.) The stand will be considered to have One (1) Hit Box each level of **Quality**, and when attacked by an enemy infantry division, will receive all benefits in **Melee** for its defensive position.

Only one infantry division may attack such a garrison at a time, but the attacking division (due to numbers) will receive an additional “+4” in **Melee**.

SECTION 5.03 – SUPPLY (Recommended)

If you can trace a road from a unit to a friendly edge or a fortress, you are in supply. Since villages, towns, and fortresses control road intersections, these roads and urban areas must be free of enemy units. If you are out of supply (i.e., your supply line is “cut”), you **Fire** with a “-1” modifier to the die roll, and take **Morale Tests** with a “-1” modifier to the die roll.

SECTION 5.04 - SAPPERS AND BRIDGES (Recommended)

Each corps receives one or more ½ inch square bases of sappers (one figure each) according to the scenario. Each army also has a pontoon bridge model.

SECTION 5.041 - TO DESTROY OR REPAIR A BRIDGE

Place a sapper base on a bridge and roll 1d6 **at the end of the Turn**. A “6+” is needed to destroy or repair the bridge, otherwise, no effect. On the next turn, roll 2d6 added together and a “6+” destroys or repairs the bridge, otherwise, no effect. Continue rolling each turn if necessary, adding 1d6 each turn to the number rolled. If two sappers’ bases are on the same bridge, both roll separately.

SECTION 5.041 - TO PLACE AND PONTOON BRIDGE

Place a sapper base and the pontoon train at the river and roll 1d6 **at the end of the Turn**. A “5+” is needed to place the pontoon bridge, otherwise, no effect. On the next turn, roll 2d6 added together and a “5+” places the bridge, otherwise, no effect. Continue rolling each turn if necessary, adding 1d6 each turn to the number rolled. If two sappers’ bases are on the same bridge, both roll separately.

SECTION 5.05 - VARIABLE UNIT ABILITIES

Many armies in the Napoleonic Era had better artillery than infantry, or much better cavalry than infantry, etc. To reflect this in the game, consider examples such as Prussian Conscripts with Elite quality inherent artillery, or British Veteran infantry (representing a mixed unit of British and Allied troops) with Elite inherent artillery. Additionally, in a battle, you may roll for a unit the first time it makes a **Morale Test** to determine its **Quality on that day!** On the following chart, the top line represents the starting **Quality** of a unit. Roll 1d10 with any national modifiers, and then read down the left column to determine what the unit’s **Quality** will be during the day’s battle.

VARIABLE MORALE QUALITIES

Die	GUARD	ELITE	VETERAN	CONSCRIPT	MILITIA
0	Guard	Guard	Elite	Veteran	Veteran
1	Guard	Elite	Veteran	Veteran	Conscript
2	Guard	Elite	Veteran	Conscript	Conscript
3	Guard	Elite	Veteran	Conscript	Militia
4	Guard	Elite	Veteran	Conscript	Militia
5	Elite	Elite	Veteran	Conscript	Militia
6	Elite	Elite	Veteran	Conscript	Militia
7+	Elite	Veteran	Conscript	Militia	Militia

SECTION 5.06 - TRIPLE MOVE (Recommended for large campaigns)

Used for traveling long distances cross-country. Unit spends one turn using a **Combat Move** to form up in column, then the following turn the unit is given a **Triple Move Mode** order chit (must be created) which allows it to move at three times the **Full Move rate** in a straight line with no deviation. The unit may end its turn facing in a new direction for the next **Triple Move Mode**.

A **Triple Move Mode** unit may not **Fire** or voluntarily enter **Melee**, but may defend if attacked. If “hit,” the unit tests with a “-2” modifier to its **Morale Test die** roll. At the end of any turn in which the unit wishes to leave **Triple Move Mode**, it must be given a **Combat Move** order to reform in place. On the following turn, the unit acts normally.

SECTION 5.07 - OPTIONAL NATIONAL CHARACTERISTICS:

AUSTRIAN “inherent artillery” is always Light.

AUSTRIAN Grenadiers subtract “1” from the Variable Morale Die Roll.

RUSSIAN infantry divisions may **Fire** “TWO (2) inherent artillery shots from the command stand of the unit (urban area restrictions still apply, though), and, if both shots are made at a single target, may cause multiple hits.

RUSSIAN infantry testing for hits from **Fire** only will subtract “1” from their die roll (steadiness)

RUSSIAN Cossacks (except Lifeguard Cossacks) must pass a **Morale Test** in order to contact (using a **Full Move** or **Combat Move**) any French/Allied unit that is not in a state of **Rout**. Failure of the test means Cossacks do not move at all.

FRENCH OLD GUARD subtract “2” from the Variable Morale Die Roll.

PRUSSIAN LANDWEHR subtract “2” from the Variable Morale Die Roll.

SPANISH troops add “2” to the Variable Morale Die Roll

ONE DAY NAPOLEONICS CAMPAIGN COUNTER SHEETS

↑↑↑↑↑↑↑↑ 22 nd Infantry Division	↑↑↑↑↑↑↑↑ 23 rd Infantry Division	↑↑↑↑↑↑↑↑ 24 th Infantry Division	↑↑↑↑↑↑↑↑ 25 th Infantry Division	↑↑↑↑↑↑↑↑ 1 st Guard Division	↑↑↑↑↑↑↑↑ 2 nd Guard Division	↑↑↑↑↑↑↑↑ 3 rd Guard Division
← ← 1ST ← CORPS ← HQ	← ← 2ND ← <i>CORPS</i> ← HQ	← ← 3RD ← CORPS ← HQ	← ← 4TH ← CORPS ← HQ	← ← 5TH ← CORPS ← HQ	← ← 6TH ← CORPS ← HQ	← ← 7TH ← CORPS ← HQ
← ← 8TH ← CORPS ← HQ	← ← 9TH ← CORPS ← HQ	← ← 10TH ← CORPS ← HQ	← ← 1 ST CAV ← CORPS ← HQ	← ← 2 ND CAV ← CORPS ← HQ	← ← 3 RD CAV ← CORPS ← HQ	← ← 4 TH CAV ← CORPS ← HQ
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ONE DAY NAPOLEONICS CAMPAIGN COUNTER SHEETS

↑↑↑↑↑↑↑↑ 1 st Heavy Cavalry Brigade	↑↑↑↑↑↑↑↑ 2 nd Heavy Cavalry Brigade	↑↑↑↑↑↑↑↑ 3 rd Heavy Cavalry Brigade	↑↑↑↑↑↑↑↑ 4 th Heavy Cavalry Brigade	↑↑↑↑↑↑↑↑ 5 th Heavy Cavalry Brigade	↑↑↑↑↑↑↑↑ 6 th Heavy Cavalry Brigade	↑↑↑↑↑↑↑↑ 7 th Heavy Cavalry Brigade
↑↑↑↑↑↑↑↑ 1 st Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 2 nd Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 3 rd Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 4 th Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 5 th Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 6 th Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 7 th Heavy Field Artillery Battalion
↑↑↑↑↑↑↑↑ 1 st Medium Field Artillery Battalion	↑↑↑↑↑↑↑↑ 2 nd Medium Field Artillery Battalion	↑↑↑↑↑↑↑↑ 3 rd Medium Field Artillery Battalion	↑↑↑↑↑↑↑↑ 4 th Medium Field Artillery Battalion	↑↑↑↑↑↑↑↑ 5 th Medium Field Artillery Battalion	↑↑↑↑↑↑↑↑ 8 th Heavy Field Artillery Battalion	↑↑↑↑↑↑↑↑ 9 th Heavy Field Artillery Battalion
↑↑↑↑↑↑↑↑ 1 st Medium Horse Artillery Battalion	↑↑↑↑↑↑↑↑ 2 nd Medium Horse Artillery Battalion	↑↑↑↑↑↑↑↑ 3 rd Medium Horse Artillery Battalion	↑↑↑↑↑↑↑↑ 4 th Medium Horse Artillery Battalion	↑↑↑↑↑↑↑↑ 5 th Medium Horse Artillery Battalion	↑↑↑↑↑↑↑↑ 6 th Medium Horse Artillery Battalion	↑↑↑↑↑↑↑↑ 7 th Medium Horse Artillery Battalion

↑↑↑↑↑ Army Command	↑↑↑↑↑ Army Command	↑↑↑↑↑ Army Command
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ONE DAY NAPOLEONICS CAMPAIGN COUNTER SHEETS

TEMPLATES FOR INFANTRY UNIT ROSTERS

Old Guard Infantry ID:	GD 000000 Pass # 3+ Melee # 5/4 To Hit: 6+	EL 0000 Pass # 4+ Melee # 3 To Hit: 6+	VT 0000 Pass # 5+ Melee # 2 To Hit: 6+	CN 0000 Pass # 6+ Melee # 1 To Hit: 7+	MI 0000 Pass # 7+ Melee # 0 To Hit: 7+
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Guard Infantry ID:	GD 0000 Pass # 3+ Melee # 4 To Hit: 6+	EL 0000 Pass # 4+ Melee # 3 To Hit: 6+	VT 0000 Pass # 5+ Melee # 2 To Hit: 6+	CN 0000 Pass # 6+ Melee # 1 To Hit: 7+	MI 0000 Pass # 7+ Melee # 0 To Hit: 7+
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Elite Infantry ID:		EL 0000 Pass # 4+ Melee # 3 To Hit: 6+	VT 0000 Pass # 5+ Melee # 2 To Hit: 6+	CN 0000 Pass # 6+ Melee # 1 To Hit: 7+	MI 0000 Pass # 7+ Melee # 0 To Hit: 7+
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Veteran Infantry ID:			VT 0000 Pass # 5+ Melee # 2 To Hit: 6+	CN 0000 Pass # 6+ Melee # 1 To Hit: 7+	MI 0000 Pass # 7+ Melee # 0 To Hit: 7+
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Conscript Infantry ID:				CN 0000 Pass # 6+ Melee # 1 To Hit: 7+	MI 0000 Pass # 7+ Melee # 0 To Hit: 7+
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Militia Infantry ID:					MI 0000 Pass # 7+ Melee # 0 To Hit: 7+
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ONE DAY NAPOLEONICS CAMPAIGN COUNTER SHEETS

TEMPLATES FOR CAVALRY UNIT ROSTERS

Old Guard Cavalry ID:	GD 000000 Pass # 3+ Melee # 5/4	EL 0000 Pass # 45+ Melee # 3	VT 0000 Pass # 5+ Melee # 2	CN 0000 Pass # 6+ Melee # 1	MI 0000 Pass # 7+ Melee # 0
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Guard Cavalry ID:	GD 0000 Pass # 3+ Melee # 5/4	EL 0000 Pass # 4+ Melee # 3	VT 0000 Pass # 5+ Melee # 2	CN 0000 Pass # 6+ Melee # 1	MI 0000 Pass # 7+ Melee # 0
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Elite Cavalry ID:		EL 0000 Pass # 4+ Melee # 3	VT 0000 Pass # 5+ Melee # 2	CN 0000 Pass # 6+ Melee # 1	MI 0000 Pass # 7+ Melee # 0
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Veteran Cavalry ID:			VT 0000 Pass # 5+ Melee # 2	CN 0000 Pass # 6+ Melee # 1	MI 0000 Pass # 7+ Melee # 0
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Conscript Cavalry ID:				CN 0000 Pass # 6+ Melee # 1	MI 0000 Pass # 7+ Melee # 0
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Conscript Cavalry ID:					MI 0000 Pass # 7+ Melee # 0
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ONE DAY NAPOLEONICS CAMPAIGN COUNTER SHEETS

TEMPLATES FOR ARTILLERY UNIT ROSTERS

Use the following abbreviations:

- HFA = Heavy Field Artillery**
- MFA = Medium Field Artillery**
- LFA = Light Field Artillery (very rare)**
- MHA = Medium Horse Artillery**
- LHA = Light Horse Artillery**

Fire number indicate the number of dice that can be fired at the various ranges (closest range to farthest range, from left to right)

Heavy Artillery ID:	GD 000000 Pass # 3+ Melee # 5/4 Fire: 4/3/2/1	EL 0000 Pass # 4+ Melee # 3 Fire: 4/3/2/1	VT 0000 Pass # 5+ Melee # 2 Fire: 4/3/2/1	CN 0000 Pass # 6+ Melee # 1 Fire: 4/3/2/1	MI 0000 Pass # 7+ Melee # 0 Fire: 4/3/2/1
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Medium Artillery ID:	GD 000000 Pass # 3+ Melee # 5/4 Fire: 4/3/2/1	EL 0000 Pass # 4+ Melee # 3 Fire: 4/3/2/1	VT 0000 Pass # 5+ Melee # 2 Fire: 4/3/2/1	CN 0000 Pass # 6+ Melee # 1 Fire: 4/3/2/1	MI 0000 Pass # 7+ Melee # 0 Fire: 4/3/2/1
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Light Artillery ID:	GD 000000 Pass # 3+ Melee # 5/4 Fire: 4/3/2/1	EL 0000 Pass # 4+ Melee # 3 Fire: 4/3/2/1	VT 0000 Pass # 5+ Melee # 2 Fire: 4/3/2/1	CN 0000 Pass # 6+ Melee # 1 Fire: 4/3/2/1	MI 0000 Pass # 7+ Melee # 0 Fire: 4/3/2/1
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ONE DAY NAPOLEONICS CAMPAIGN CHARTS

INFANTRY AND CAVALRY

	Pass Number	Melee Number	To Hit Number (infantry only)
Old Guard (OG)	3+	5	6+
Guard (GD)	3+	4	6+
Elite (EL)	4+	3	6+
Veteran (VT)	5+	2	6+
Conscript (CN)	6+	1	7+
Militia (MI)	7+	0	7+

ARTILLERY

Quality	Pass Number	Melee Number	Field Artillery "To Hit" Numbers	Horse Artillery "To Hit" Numbers
Old Guard (OG)	3+	5	4+	4+
Guard (GD)	3+	4	Britain 5+	Britain 5+
Elite (EL)	4+	3	France, Poland Italy, & Prussia 6+	France, Poland Italy, & Prussia 5+
Veteran (VT)	5+	2	Russia 7+	Russia 6+
			All Others 8+	All Others 8+
Conscript (CN)	6+	1		
Militia (MI)	7+	0		

MOVEMENT RATES

UNIT TYPE	Combat Move	Full Move	Road Column Move
Infantry/Field Artillery	3 inches	6 inches	7.5 inches
Light Cavalry/Headquarters	5 inches	10 inches	13 inches
Heavy Cavalry/Horse Artillery	4 inches	8 inches	10 inches

ARTILLERY BATTALION FIRE TABLE (# of 10-sided dice rolled)

RANGE TO TARGET	HEAVY	MEDIUM	LIGHT
0 to 2 inches	4d10	3d10	2d10
2.1 to 5 inches	3d10	2d10	1d10
5.1 to 8 inches	2d10	1d10	out of range
8.1 to 11 inches	1d10	Out of range	out of range

DIE ROLL MODIFIERS TO HIT

Firer is NERVOUS (blue marker)	-1 to die roll
Firer is FLUSTERED (yellow marker)	-2 to die roll
Firer is PANICKED (red marker)	No fire allowed
Target is Cavalry	+1 to die roll
Target is Column (including artillery with FM or CM orders)	+1 to roll
Target is Road Column	+2 to roll
Target is Artillery with Fire orders (i.e. unlimbered)	-1 to roll
Target is in Village/Woods	-1 to roll
Target is in Town	-2 to roll
Target is in Fortress	-3 to roll
Firing at rear of target	+2 to roll

ONE DAY NAPOLEONICS CAMPAIGN CHARTS

MODIFIERS TO MELEE NUMBER

Unit is BOLD (green marker)	+1
Unit is NERVOUS (blue marker)	-1
Unit is FLUSTERED (yellow marker)	-3
Unit is PANICKED (red marker)	-5
Unit is defending uphill from all attacking enemy units	+1
Infantry defending in town (not village)	+1
Infantry defending in fieldworks, redoubt, fortified building (e.g. Hougomont)	+2
Unit is in Road Column	-4
“Squared” infantry vs. cavalry (i.e. infantry with CM orders moving less than one inch)	+6
Cavalry vs. unsupported artillery (no infantry support)	+6
“Non-Squared” infantry vs. cavalry (i.e. infantry with Fire/FM/CM orders moving > one inch)	-4
“Squared” infantry vs. infantry (i.e. infantry with CM orders that moved less than one inch)	-4
Infantry with artillery support (deployed behind the infantry, considered intermixed)	+1
Each additional unit in Melee (maximum of 3, not including artillery)	+2
Each “hit” from Fire taken while charging into Melee	-1

MELEE TABLE

SPREAD	RESULT
0,1,2	Winner and Loser both take one hit and an immediate Morale Test
3,4	Winner takes one hit, Loser takes two hits, and Loser takes an immediate Morale Test
5,6	Winner takes one hit, Loser takes two hits, loses one Morale Level and takes an immediate Morale Test
7,8	Winner takes one hit, Loser takes two hits, loses two Morale Levels and takes an immediate Morale Test
9+	Loser Automatically suffers a Rout and is removed from the table

To take a Morale Test, roll 1d10 and add or subtract the following modifiers to give you a Modified Die Roll.

Unit in village or cover such as a forest or wooded area	+1 to die roll
Unit in town or fortification	+2 to die roll
Unit in fortress	+3 to die roll
Unit is at the BOLD Morale Level (has a green marker)	+1 to die roll
Unit is at the PANICKED Morale Level (has a red marker)	-1 to die roll
Unit’s own Corps HQ attached	+1 to die roll
Unit’s own Army HQ attached	+2 to die roll
NAPOLEON ATTACHED	+3 to die roll

Morale Level	Color	Effect on Unit
BOLD	GREEN	If Attacker, may take an immediate Combat Move and may fight again if another enemy unit is contacted. Receives a “+1” bonus on future Morale Tests until a test is failed, when “Bold” effect is lost. Fires with normal abilities, and fights in Melee with a “+1” modifier
FIRM	NONE	Fires and fights in Melee with normal abilities
NERVOUS	BLUE	Unit retreats One (1) inch, ending up facing enemy. Future Morale Tests are as normal. Fires with a “-1” modifier and fights in Melee with a “-1” modifier
FLUSTERED	YELLOW	Retreats a Combat Move, ending up facing the enemy. Future Morale Tests are as normal. Fires with a “-2” modifier and fights in Melee with a “-2” modifier
PANICKED	RED	Retreats a Full Move, ending up facing away from the enemy. Future Morale Tests are at “-1” May not Fire at all, and fights in Melee with a “-4” modifier
ROUT	REMOVE	Unit runs away and is removed from table

DIE ROLL	RESULT
1,2,3	No Effect. Leader O.K.
4,5	Wounded. Retreat 6 inches. Cannot move next turn.
6,7	Wounded. Retreat 12 inches. Cannot move next turn
8,9,10	Killed (replaced in two turns). All units in command take Morale Test

ONE DAY NAPOLEONICS CAMPAIGN CHARTS