Neil Thomas – Napoleonic

Play sequence

1. Charges and defensive shooting & morale
2. Movement
3. Normal shooting & morale
4. Hand to hand & morale

Firing Measure range (45º arc)

72 – Artillery Long

24 – Rifle & Artillery Short

16 - Musket

8 – Others

Column of Route may not fire.

1 d6 per base in line.

1 base total if attack column or Sq.

All bases if in sq & are charged.

<u>Small Arms Hit:</u>

3-6 If 2-deep line

4-6 If 3-deep or Col/sq

5-6 Light Infantry

6 – Others

<u>Art Hit:</u>

Long range: 1 die

Short range: 2 dice

3-6 French or Russian

4-6 Austrian or Prussian

5-6 British or Spanish

6 Ottoman

Saving Rolls for Hits

4-6 Troops in cover

2-6 Artillery from shooting.

Artillery are automatically eliminated by H2H

Close order inf charged frontally by cavalry:

Bases left	4	3	2
Square	2-6	2-6	4-6
3-deep line	2-6	4-6	6
2-deep line	4-6	6	
Col Route	6		

Hordes charged frontally by cavalry

2-6 if 8 bases left

4-6 if 7 bases left

6 If 6 bases left

Remove 1 base per 4 casualties

Charges

1. Declare charges
2. Measure distance
3. Move into contact if in distance – max wheel = 45º
4. Defensive shooting if frontal charge & morale test if base lost
5. Remove casualties due to shooting and enter melee

Charge Restrictions

- CO & Hordes may not charge HC. LC or Lancers
- CO & Hordes may not charge other CO/Hordes unless they outnumber them
- LI & Tribal in open may not charge anyone.
- Artillery may not be charged if in 8 of Co or Hordes

Moving & Shooting

Lt Inf, Lt Cav & Tribal Cav (javelins or bows) can move ½ then shoot or shoot then move ½.

All others must be stationary to shoot.

Change Formation (CO Infantry and Art only)

1 Move unless line to attack column - ½ move, (may fire if no move)

Attack column to line – no penalty & may fire.

HA limber / unlimber - ½ move

Hand to Hand Notes

Artillery & Tribal cavalry never inflict casualties in H2H

LI In open never inflict casualties. They fight as CO in woods or town

Artillery is automatically eliminated in H2H

Additional dice per base if:

- Attacking flank or rear
- Higher ground than opponent
- Defending riverbank

Hit on 4-6. Remove base every 4 casualties (after saving throws)

Movement

28 Tribal cavalry

24 Lt Cavalry & Lancers

20 Hv Cavalry & Limbered HA

16 – Infantry in Col of route on road.

12 Lt Infantry, limbered Ft Art & Infantry in column

8 All others

Deployed Art & infantry in square may not move

Deployed Art can pivot in move but may not then fire

No interpenetration at all.

Turning

Up to 45º– No penalty. Max of 1 free turn per move.

180º - No penalty. Max of 1 free about face per move.

Others – All turns, wheels and deviations greater than 45º away from directly ahead - half move

Difficult Terrain

Hills – No effect

Town – Only infantry. 1 move

River – 1 move

Woods – Lights unaffected. All others on foot – half move. Others may not enter wood

Roads - Only infantry in column of route.

Hand to Hand {4-6 on dice = hit}

Attacker	Heavy Cavalry	Lt Cav	Lancers	Tribal Cav	CO inf & Hordes	Light Inf
Heavy Cavalry	1	2	2	1	3	2
Light Cavalry	1	1	2	2	2	3
Lancers	1	1	1	2	4	4
Attacking:						
CO Infantry & Hoards	NA	NA	NA	1	2	1
Defending:						
CO Infantry & Hoards	1	1	1	NA	1	NA

Hand to Hand Results

H2H Loser is the side losing most casualties after saving rolls. (Saving rolls as per firing.)

Loser options:
• Retreat ½ move facing enemy
• Retreat 1 move facing away
If retreat is blocked by <u>any</u> unit the losers are eliminated
If tie defender retreats unless in BUA when attacker retreats.

Morale Tests

All troops test morale each time a base is removed by fire
Retreating following Hand to Hand combat.

Morale Notes

Co Infantry in square may re-roll failed morale tests. Second result stands
Hordes check moral twice for each mandated test. A base is removed for each failure

Morale Test Procedure

Each morale test roll 1 dice. Failure to achieve score loses an additional base

Elite	3-6
Average	4-6
Levy	5-6

+1 for attached general (general eliminated if unit is eliminated)

Club Amendments/Clarifications

1. At the start of the game each CiC will dice to see who goes first. Highest score means that side goes first (no option).
2. Any contact means the whole unit fights except infantry in column or route who fight with 1 base only (even if contacted on flank).
3. More than 1 narrower frontage formations may contact a single unit. As follows:
    1. 2 attack cols may engage front or rear of a line (but only 1 may attack a the flank)
    2. Similarly, 2 units in column of route may engage an attack column or up to 4 against a line (you have to be mad to do this though).
4. The only manoeuvre permitted in the charge sequence is the free 45º wheel.
5. Troops contacted in column of route, flank or rear take an immediate morale test before melee is adjudicated.
6. Troops exposing their flank or rear in charge reach of enemy during any part of their move take a morale test at the end of that movement phase. Note that friends may screen their flank/rear and thus avoid this test. (see also amendment 10)
7. Units are eliminated completely on being reduced to 1 base.
8. All cavalry and lancer melee factors against close order infantry reduce to 1 in second and subsequent consecutive rounds of hand to hand fighting.
9. Units winning in hand-to-hand combat may immediately follow up a half move if the winners are still half strength or more. This allows strong winners the option to maintain contact against retreating troops who still face them.
10. Flank / Rear attacks must start charge movement with at least 1 base completely behind flank /rear at the start of the charge.
11. Retreaters pass through friendly light infantry / tribal cavalry in their path and so are not blocked and so not eliminated.