

Les Batailles dans l'Âge de l'Empereur Napoléon 1er

Règlement des Marie-Louise

ROLL TO CLOSE MODIFIERS CHART (16.4)

DISTANCE ¹	MODIFIER		
	Method of Attack		
	British ²	Prussian ³	French ⁴
6	0	0	+3
5	0	0	0
4	0	0	-3
3	-3	-6	-6
2	-6	-9	-9
1 (adjacent)	-12	-12	-12

1. Distance from the Assaulting stack to the nearest enemy combat unit.
2. The British Method applies to the British, KGL, Portuguese and Hanoverians.
3. The Prussian Method applies to Russians, Prussians and Saxons prior to 1810, to Austrians prior to 1807 and to the Spanish throughout the Napoleonic Wars.
4. The French Method is used in all other cases.

Modifiers from the General Morale Check Modifiers Chart	+/- N
If units using the British or Prussian Method are in Column formation when they declare an Assault (16.4.2).	-6
If the target of the Assault is on higher ground	-3
If the target hex has 2 or less increments of infantry and no artillery increments and the Assaulting units have 4 or more	+9
If the target hex has 4 or more increments of infantry and the Assaulting units have 2 or less	-9
If the target is Prone (12.11.7)	-6

Note: Negative modifiers do not apply to elite units (20.1.2).

ROLL TO STAND VS. ASSAULT MODIFIERS CHART (16.5)

CONDITION	MODIFIER
If units in the target hex have 2 or less increments of infantry and no artillery increments and the Assaulting units have 4 or more increments	-9
If units in the target hex have 4 or more increments of infantry and the Assaulting units have 2 or less increments	+9
Target of French Old Guard Charge (16.9)	-6
The Defending units are Skirmishers that could not Retreat Before Assault (16.3.3)	-6
From the Assault Odds Morale Check Chart	+/- N
Modifiers from the General Morale Check Chart	+/- N
Defending units are Prone (12.11.7)	+3
Target is being Assaulted in the Flank	-6
Target is being Assaulted in the Rear	-9

Note: Negative modifiers do not apply to elite units (20.1.2).

ASSAULT ET MELEE MODIFIERS CHART

CONDITION	MODIFIER
Per increment lost by the Defender to Offensive Fire	+6
Per increment lost by the Attacker to Defensive Fire	-6
Leader Melee Bonus for Infantry or Cavalry	+/- N

MELEE DEFENSIVE COLUMN SHIFTS CHART (16.6, 19.9)

DIE ROLL	RESULT
1-3	No Shifts
4-5	1 Left Column Shift
6	2 Left Column Shifts

ASSAULT ODDS MORALE CHECK MODIFIERS CHART (16.5.1)

ODDS ASSAULTING THE TARGET HEX	MORALE CHECK MODIFIER
1:1	0
2:1	-3
3:1	-9
4:1	-12
5:1	-15
6:1	-18

MELEE MODIFIERS FOR INFANTRY AND ARTILLERY CHART

CONDITION	MODIFIER
If in Disorder (12.9.3)	x ½
When assaulting a flank or rear (16.6.1.2)	x 2
When assaulting a target in Square (12.7.5.2)	x 3/2
When in Skirmish Order (12.8.4.1)	x ½
Increments Lost (17.2.4)	- %

Note: When Assaulting or defending a Special Structures hex only six (6) increments of the attacking or defending forces may be used in the Mêlée. When *Sapeurs* assault and are the top unit in the stack they increase the odds by one column (16.6.1.1).

CAVALRY MELEE MODIFIERS CHART (19.12)

CONDITION	MODIFIER
Lancers attacking (19.12.2)	+Lance Bonus ¹
Charging target's flank or rear (19.12.3)	x 2
Heavy Cavalry vs. Light Cavalry (19.12.1)	x 2
Cavalry Leader of Special Ability (19.12.4)	x 2
Exhausted (19.13.3)	x ½
Cavalry in General Order (12.5.4)	x ½
Target is in General Order (12.5.4)	x ½
Target is in Square (12.7.5.1)	x ½
Unit is Disordered (12.9.3)	x ½
Cavalry Mêlée after Retreat Before Charge (19.5.4.4)	x ½
Percentage of increments lost (17.2.4)	-% of Melee Value
Dusk (21.1.1)	x ½
Night (21.1.2)	x 1/3

1. Reduced by 1 for every 3 increments lost (17.2.2). Lance Bonus is not awarded during Night turns.

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ASSAULT ET MELEE TABLE RESULTS CHART	
RESULT	EXPLANATION
Blank	Infantry Assault – No Result Cavalry Charge – The cavalry “Bounces” (19.9.2).
AD#/DD#	Attacking or Defending units become Disordered and Recoil the number of hexes indicated. If an attacking stack was already Disordered it Routs instead.
AR/DR	The Attacker or Defender Routs.
AS/DS	Attacker or Defender surrenders. Remove all effected units from play..
Notes to the Mêlée Chart Results above: 1. A natural roll of 11, 12 results in a leader casualty from an attacking stack. A natural roll of 64, 65 or 66 results in a leader casualty from a defending stack (8.2). 2. Unlimbered artillery units are eliminated if forced to Rout or Recoil (18.7.3). 3. Units which retreat from Rout, Recoil or Bounce lose one increment per stack for each hex in enemy ZOI exited (16.7.3, 10.1.9). 4. Units defending in Special Structures do not retreat due to Recoil (16.7.1).	

ROLL TO STAND VS. CAVALRY CHARGE MODIFIERS CHART (19.6)	
CONDITION	MODIFIER
If Charged from the rear	-6 ²
If Charged from the flank	-12 ²
If Charged by light cavalry	-3 ¹
If Charged by lancers	-6 ¹
If Charged by heavy cavalry	-9 ¹
If Charged by armored cavalry	-12 ¹
If Charged by light and heavy cavalry	-12 ¹
Modifiers from General Morale Check Modifiers Chart	+/-N
When the Target has an <i>Assault</i> Marker (16.2.6.1)	-12 ²
When the Target is also the target of an <i>Assault</i> Marker	-3
1. These modifiers are not cumulative with each other. Use the worst modifier, for the target, if more than one applies. 2. These modifiers are not cumulative with each other. Use the worst modifier, for the target, if more than one applies. Note: Negative modifiers do not apply to elite units (20.1.2).	

MOVEMENT POINT COST MODIFIERS CHART	
UNIT TYPE & FORMATION	MODIFIER
Infantry in Line (12.4.2) or Square (12.7.2)	+1MP per hex ¹
Units in Disorder (12.9.2)	MP x ½
Units in PGD (12.10.2)	MP x 3/2
Exhausted Cavalry (19.13.3)	MP x ½
Cavalry at Dusk (21.1.1)	MP - 4
Cavalry at Night (21.1.2)	MP - 6
Horse Artillery at Dusk (21.1.1)	MP - 2
Horse Artillery at Night (21.1.2)	MP - 3
1. Old Guard infantry pays +1 MP for every other hex entered.	

GENERAL MORALE CHECK MODIFIERS CHART	
CONDITION	MODIFIER
From the Stacking Violation Results Chart	-N
For a side's Morale Level (20.3)	-N
When in Square (12.7.6) or in Special Structures	+6 ¹
For Leader Morale Bonus	+N
When in Road Column (12.6.5)	-12
When in Disorder (12.9.4)	-3
When in PGD (12.10.4)	-6
When a battalion or regiment has lost one-half or more of its starting Increments (17.3.3)	-6
When a battalion or regiment has lost one-half or more of its current Increments in this combat event (17.3.4)	-6
Any unit, which is not Old Guard, stacked beneath Old Guard Infantry	+6
For each combat unit in the hex over the first without a leader in the hex (11.1.3)	-3 ²
Dusk (21.1.1)	-3
Night (21.1.2)	-6
1. Does not apply when Rolling to Close. 2. EXCEPTIONS: Infantry units smaller than a battalion. Cavalry units smaller than a Regiment. Note: Negative modifiers do not apply to elite units (20.1.2). Note: All Morale Check modifiers are cumulative unless otherwise noted.	

STACKING VIOLATION RESULTS CHART (11.1.4)	
CONDITION	RESULT
Good Order with Good Order or Disorder with Disorder	Displace ^{1,2}
Good Order and Disorder	Displace ^{1,2}
Good Order and PGD (Rout)	Morale Check ² with -12 to dice roll
Disorder and PGD (Rout)	PGD (Rout)
PGD (Rout) and PGD (Rout)	PGD (Rout) ³
1. When a stacking violation occurs due to Involuntary Movement all units in the hex take a MC with applicable modifiers and consult this chart. If the hex still violates stacking rules Displace (11.1.5). 2. Modifiers from the General MC Modifiers Chart apply. 3. Routed units may stack without violating this stacking limit if they are not in clear terrain and are at least 15 hexes from the nearest enemy unit.	

FORMATION CHANGE COST CHART (12.2)	
UNIT TYPE	MOVEMENT POINTS
Infantry	1
Artillery (18.2)	2 ¹
Cavalry	3
1. For artillery to Limber it must roll a die and consult the Artillery Limbering Chart. Note: Refer to the Exclusive rules for modifications, if any.	

FIRE DEFENSE MODIFIERS (15.7)	
CONDITION	EFFECT
Enfilade Fire	Fire Defense of a Column
Hex with more than 6 Increments in Line	Fire Defense of a Column
A Square with more than 9 Increments	Fire Defense of 4

FIRE VALUE MODIFIERS	
CONDITION	MODIFIER
Target is adjacent to firing artillery (18.6.1)	+2 Shifts on Fire Chart
Offensive/Defensive Fire when Roll to Close (16.4)/Roll to Stand Passed (16.5, 19.6)	x 2
Units in Column, General Order or Disorder with only 1 increment remaining (17.2.1)	x ½
Opportunity Fire (15.6)	x ½
Skirmish Fire at Two Hexes (12.8.6)	x ½ ¹
Artillery Increments Lost (17.2.3)	- %
1. Units armed with rifles do not multiply their Fire Value by ½ when firing at a range of two hexes.	

FIRE CHART DICE ROLL MODIFIERS CHART	
CONDITION	MODIFIER
Leader Artillery Bonus for Artillery Fire	+/- N
For a stack with 10 to 12 Increments in target hex	+3
For a stack with 13 to 15 Increments in target hex	+6
For a stack with 16 to 18 Increments in target hex	+12
For a stack with > 18 Increments in target hex	+18

ARTILLERY FIRE CHART (18.6)	
RANGE	DISTANCE (hexes)
Short Range	1-2
Medium Range	3-5
Long Range	6-Range

LEADER CASUALTY CHART (8.2)	
DIE ROLL	RESULT
1	Head Wound (Mortal)
2	Torso Wound (Mortal)
3	Leg Wound (sum of two dice equals the number of hours out of the battle)
4	Arm Wound (result of one die equals the number of hours out of the battle)
5	Stunned (result of one die equals the number of turns out of the battle)
6	Flesh Wound (no effect)

FIRE VALUE CHART	
FORMATION	FIRE VALUE
Infantry in Column (12.3.3)	Printed
Infantry in Line (12.4.3)	Up to 4 Increments x Fire Multiple
General Order (12.5.3)	Printed
Infantry Skirmishers (12.8.6)	Up to 3 Increments x Fire Multiple
Square (12.7.4)	(Up to 9 Increments x Fire Multiple + Artillery)/3
Disorder (12.9.3)	Printed x ½
Plus Grande Disorder (12.10.3)	Not Permitted
Road Column (12.6.4)	Not Permitted
Cavalry	Not Permitted

FIRE CHART (Combat à Feu)					
ODDS\LOSS	1	2	3	4	5
1-3	65-66				
1-2.5	64-66				
1-2	62-66				
1-1.5	55-66				
1-1	51-66				
1.5-1	42-66				
2-1	33-66				
2.5-1	26-63	64-66			
3-1	22-55	56-66			
4-1	13-53	54-66			
5-1	11-44	45-65	66		
6-1	11-32	33-61	62-66		
7-1	11-22	23-51	52-66		
8-1	11-14	15-44	45-65	66	
9-1	-	11-41	42-62	63-66	
10-1	-	11-25	26-54	55-64	65-66
Note: An unmodified roll of 65-66 results in a leader casualty (8.2).					

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Assaut et Mêlée Chart

<i>Dice Roll</i>	<i>1-3</i>	<i>1-2</i>	<i>1-1.5</i>	<i>1-1</i>	<i>1.5-1</i>	<i>2-1</i>	<i>3-1</i>	<i>4-1</i>	<i>5-1</i>	<i>Dice Roll</i>
11§	AS	AR	AR	AR	AD3	AD2	AD2	AD1		11§
12§	AS	AR	AR	AR	AD3	AD2	AD1			12§
13	AR	AR	AR	AR	AD2	AD2	AD1		DD1	13
14	AR	AR	AR	AD3	AD2	AD1			DD1	14
15	AR	AR	AD3	AD3	AD2	AD1			DD2	15
16	AR	AR	AD3	AD3	AD1				DD2	16
21	AR	AR	AD3	AD2	AD1				DD3	21
22	AR	AD3	AD2	AD2	AD1			DD1	DD3	22
23	AR	AD3	AD2	AD1				DD1	DD3	23
24	AR	AD3	AD2	AD1				DD2	DR	24
25	AR	AD3	AD1	AD1				DD2	DR	25
26	AR	AD3	AD1					DD2	DR	26
31	AR	AD2	AD1					DD3	DR	31
32	AR	AD2					DD1	DD3	DR	32
33	AD3	AD1					DD1	DD3	DR	33
34	AD3	AD1					DD1	DD3	DR	34
35	AD3						DD2	DD3	DR	35
36	AD3						DD2	DD3	DR	36
41	AD2						DD2	DR	DR	41
42	AD2						DD3	DR	DR	42
43	AD2					DD1	DD3	DR	DR	43
44						DD1	DD3	DR	DR	44
45						DD1	DD3	DR	DR	45
46					DD1	DD2	DD3	DR	DR	46
51					DD1	DD2	DR	DR	DR	51
52					DD1	DD2	DR	DR	DR	52
53					DD2	DD3	DR	DR	DR	53
54				DD1	DD2	DD3	DR	DR	DR	54
55				DD1	DD2	DD3	DR	DR	DR	55
56			DD1	DD1	DD2	DD3	DR	DR	DR	56
61			DD1	DD2	DD3	DR	DR	DR	DR	61
62		DD1	DD1	DD2	DD3	DR	DR	DR	DS	62
63		DD1	DD2	DD2	DD3	DR	DR	DR	DS	63
64§	DD1	DD1	DD2	DD3	DR	DR	DR	DR	DS	64§
65§	DD1	DD2	DD2	DD3	DR	DR	DR	DS	DS	65§
66§	DD2	DD2	DD3	DR	DR	DR	DR	DS	DS	66§