

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

## Règlement de l'An XXX

ROLL TO CLOSE MODIFIERS CHART (16.4)			
DISTANCE <sup>1</sup>	MODIFIER		
	Method of Attack <sup>5</sup>		
	British <sup>2</sup>	Prussian <sup>3</sup>	French <sup>4</sup>
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.

CONDITION	MODIFIER
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.	-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 <sup>5</sup>
If the target hex has 4 or more increments and the Assaulting units have 2 or less	-9 <sup>5</sup>
If the target is Prone (12.13.7)	-6

**5.** These modifiers do not apply in Round 2 of a Mêlée.  
**Note:** Negative Modifiers do not apply to elite units (20.1.2).

ASSAULT ODDS MORALE CHECK MODIFIERS CHART (16.5)	
ODDS ASSAULTING THE TARGET HEX	MORALE CHECK MODIFIER
1:2	+6
1:1	+0
2:1	-3
3:1	-9
4:1	-12
5:1	-15
6:1	-18

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 <sup>1</sup>
If units in the target hex have 4 or more increments and the Assaulting units have 2 or less increments	+9 <sup>1</sup>
Target of British or KGL Huzzah	-6 <sup>1</sup>
Target of French Old Guard Charge (16.10)	-6 <sup>1</sup>
The Defending units are Skirmishers which could not Retreat Before Assault (16.3.3)	-6 <sup>1</sup>
Held Fire on a Pas de Charge (12.10.5.2)	+3 <sup>1</sup>
From the Assault Odds Morale Check Chart	+/- N <sup>1</sup>
Modifiers from the General Morale Check Chart	+/- N
Defending units are Prone (12.13.7)	+3
Target is being Assaulted in the Flank	-6 <sup>1</sup>
Target is being Assaulted in the Rear	-9 <sup>1</sup>

**1.** These modifiers do not apply in Round 2 of a Mêlée.  
**Note:** Negative modifiers do not apply to elite units (20.1.2).

ROLL TO STAND VS. CAVALRY CHARGE MODIFIERS CHART (19.6)	
CONDITION	MODIFIER
If Charged from the rear	-6 <sup>2</sup>
If Charged from the flank	-12 <sup>2</sup>
If Charged from the flank and rear	-18 <sup>2</sup>
If Charged by light cavalry	-3 <sup>1</sup>
If Charged by lancers	-6 <sup>1</sup>
If Charged by heavy cavalry	-9 <sup>1</sup>
If Charged by armored cavalry	-12 <sup>1</sup>
If Charged by light and heavy cavalry	-12 <sup>1</sup>
If the Target of a Grand Charge	-12 <sup>1</sup>
Modifiers from General Morale Check Modifiers Chart	+/-N
When the Target has an <i>Assault</i> Marker (16.2.4.1)	-12 <sup>2</sup>
When the Target is also the target of an <i>Assault</i> Marker	-3
Held fire on a Pas de Charge (12.10.5.2)	+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).

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### CAVALRY MELEE MODIFIERS CHART (19.14)

CONDITION	MODIFIER
Lancers attacking in Line Formation (19.14.3)	+Lance Bonus x 2 per hex deployed <sup>1</sup>
Lancers defending in Line or Column (19.14.3)	+Lance Bonus <sup>1</sup>
Lancers in Column of Companies (19.14.3)	+Lance Bonus <sup>1</sup>
Charging target's flank (19.14.5)	x 2
Charging target's rear (19.14.6)	x 3/2
Heavy Cavalry vs. Light Cavalry (19.14.1)	x 2
Multi-hex Line deployed in more hexes than the target (19.14.2)	x 3/2
Cavalry in Skirmish Order (12.10.9)	x 1/2
Tired (19.15.4)	x 1/2
Exhausted (19.15.5)	x 1/3
Cavalry in General Order (12.7.4)	x 1/3
Target is in General Order (12.7.4)	x 1/3
Target is in Square (12.9.7)	x 1/3
Preserving Readiness (19.15.2)	x 1/3
Unit is Disordered (12.11.3)	x 1/2
Short Charge (19.14.4)	x 1/2
Heavy cavalry Charges at least 3 hexes in a straight line against infantry or artillery (19.14.4)	x 2
Cavalry that Stands before Assault or Charge (19.14.7)	x 1/2
Cavalry Mêlée after Retreat Before Charge (19.5.3.4)	x 1/2
Portion of unit in multi-hex formation. Line (19.2.8), Column of Companies (19.2.9), Skirmish (12.10.9)	Melee Value/# of hexes deployed in
Percentage of increments lost (17.2.4)	-% of Melee Value
Dusk (21.1.1)	x 1/2
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.

### 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 <sup>1</sup>	-6
Leader Melee Bonus for Infantry or Cavalry	+/- N

**1.** Modifiers for losses from Defensive Fire apply only to the first wave of cavalry charging while in Column of Companies.

### MELEE DEFENSIVE COLUMN SHIFTS CHART

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

### ASSAULT ET MELEE RESULTS CHART

RESULT	EXPLANATION
Blank	Infantry Assault – “Firefight” Cavalry Charge – The cavalry “Bounces” (19.9.3).
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.

**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 (18.4, 18.10.4).  
**3.** Units which retreat from Rout, Recoil or Bounce lose one increment per stack for each hex in enemy ZOI exited (10.5).  
**4.** Units defending in Special Structures do not retreat due to Recoil (16.5.4).  
**5.** Assault Firefight – On a blank result in Round 1 infantry goes on to Step 4 and then to fight a second round. On a blank result in Round 2 the assault is finished. There is no round 3.

### MELEE MODIFIERS FOR INFANTRY AND ARTILLERY CHART

CONDITION	MODIFIER
If in Disorder (12.11.3)	x 1/2
When Limbered Artillery not in Road Column (cannot assault) (18.10.1)	x 1/2
When assaulting a flank (16.6.3)	x 2
When assaulting a rear (16.6.4)	x 3/2
When assaulting a target that is in Square (12.9.7.2)	x 3/2
When in Skirmish Order (12.10.10)	x 1/2
Increments Lost (17.2.4)	-%
Portion of unit in multi-hex formation. Line (12.6.5), Column of Companies (12.5.4), Skirmish (12.10.9)	Melee Value/# of hexes deployed in

**Note:** When Assaulting or defending a Special Structures hex only six (6) increments of the attacking or defending forces may be used in the Melee. When *Sapeurs* assault and are the top unit in the stack they increase the odds by one column (16.6.2).

### ASSAULT IMPETUS CHART (16.9.3)

DIE ROLL	RESULT
1	Advance 1 Hex
2	Advance 2 Hexes
3	Advance 3 Hexes
4-6	No Advance

CAVALRY CHARGE ZONE SUMMARY CHART		
CHARGE	CAVALRY READINESS	
	READY (Hexes)	TIRED (Hexes)
Charge (19.2.1)	5	NP <sup>1</sup>
Light Cavalry Reaction Charge (19.17.1)	5	3
Heavy Cavalry Reaction Charge (19.17.1)	3	2
Opportunity Charge (19.18.2)	2	2
Grand Charge (19.16.3)	MP <sup>2</sup>	NP <sup>1</sup>
<b>1.</b> Not Permitted – Cavalry may not initiate a Charge or Grand Charge if it is Tired since this may take it beyond Exhausted. <b>2.</b> The Charge Zone consists of all hexes within the printed Movement Potential of the slowest cavalry unit in the Grand Charge.		

CAVALRY REACTION AND OPPORTUNITY CHARGE MODIFIERS CHART	
CONDITION	MODIFIER
When cavalry with 2 or less increments attempts to Reaction or Opportunity Charge cavalry with 4 or more increments.	-9
Modifiers from General Morale Check Modifiers Chart	+/-N

CAVALRY SKIRMISHER FORM UP CHART (12.10.9.1)	
CONDITION	MODIFIER
If the enemy cavalry unit is light cavalry	-6
Four hexes from Charging cavalry	0
Three hexes from Charging cavalry	-2
Two hexes from Charging cavalry	-4
One hex from Charging cavalry	-6
<b>Procedure:</b> Make a Morale Check using the modifiers from this chart when cavalry Skirmishers wish to “Form Up” in the Charge Zone of enemy cavalry. If they pass the check they form Line with the same facing and in the same two hexes (increments permitting a two hex Line formation).	

FORM RALLYING SQUARE CHART (19.7.2)		
DISTANCE FROM CAVALRY UNIT	MODIFIER	FAILURE RESULT
4 HEXES	-3	Disorder
3 HEXES	-6	Disorder
2 HEXES	-9	Disorder
ADJACENT	-12	PGD (Rout)
MODIFIERS		
For each hex in which units in Road Column are deployed		-1
<b>Procedure:</b> The unit makes a Morale Check using the above dice roll modifiers and any others that may apply. If it passes the unit forms Square and if it is in more than one hex it consolidates into a single hex. If it fails implement the failure result and continue with the Charge.		

SPIKED GUNS CHART (18.12)	
CAUSE	DIE ROLL
Infantry Assault	1-2
Cavalry Charge	1
<b>Note:</b> Artillery that is forced to Recoil or Rout as a result of Assault or Charge roll a die to determine if the guns are spiked.	

MOVEMENT POINT COST MODIFIERS CHART	
UNIT TYPE & FORMATION	MODIFIER
Infantry in Line (12.6.4)	+1 MP per hex <sup>1</sup>
Square (12.9.2)	+1 MP per hex
Cavalry in Multi-Hex Line (12.6.4)	+1 MP every other hex
Units in Disorder (12.11.2)	MP x ½
Units in PGD (12.12.2)	MP x 3/2
Tired Cavalry (19.15.4)	MP x ½
Exhausted Cavalry (19.15.5)	MP x 1/3
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
<b>1.</b> Old Guard infantry pays +1 MP for every other hex entered.	

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)

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 (12.9.9) or in Special Structures (does not apply when Rolling to Close)	+6
When the Combat Unit stacked immediately above has already passed (20.1.1)	+3/+6/+9/...
For Leader Morale Bonus (each cavalry unit participating in a Grand Charge receives this bonus (19.16.2))	+N
For Leader Morale Bonus (unless he has a negative modifier) when killed (8.2.2) or abandons hex via Retreat Before <i>Assaut</i> (16.3.5) or a Retreat Before Charge (19.4).	-N
When in Road Column (12.8.5)	-12 <sup>1</sup>
When in Disorder (12.11.4)	-3
When in PGD (12.12.4)	-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
When stacked with Combat Units of a different corps or nationality (11.3)	-6 <sup>2</sup>
Any unit, which is not Old Guard, stacked beneath Old Guard Infantry (11.3)	+6 <sup>2</sup>
During a Force March (13.3.4)	-3
For each combat unit in the hex over the first without a leader in the hex (11.1.3)	-3 <sup>3</sup>
Dusk (21.1.1)	-3
Night (21.1.2)	-6

1. Does not apply when attempting to form Rallying Square.  
 2. The OG modifier takes precedence if both conditions occur.  
 3. 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.

FORMATION CHANGE COST CHART (12.2)	
UNIT TYPE	MOVEMENT POINTS
Infantry	1
Artillery (18.2)	2 <sup>1</sup>
Cavalry	3 <sup>2</sup>

1. For artillery to Limber it must roll a die and consult the Artillery Limbering Chart.  
 2. Cavalry may Quarter-Wheel at a cost of 1 MP (12.3.7).  
**Note:** Some games may modify these values for some units. Refer to the Exclusive rules for each game.

STACKING VIOLATION RESULTS CHART (11.1.4)	
CONDITION	RESULT
Good Order with Good Order or Disorder with Disorder	Displace <sup>1,2</sup>
Good Order and Disorder	Displace <sup>1,2</sup>
Good Order and PGD (Rout)	Morale Check <sup>2</sup> with -12 to dice roll
Disorder and PGD (Rout)	PGD (Rout)
PGD (Rout) and PGD (Rout)	PGD (Rout) <sup>3</sup>

1. When a stacking violation occurs due to Involuntary Movement all units in the hex take a Morale Check with applicable modifiers and consult this chart. If the hex still violates stacking rules Displace (11.1.5).  
 2. Modifiers from the General Morale Check 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 enemy units.

ARTILLERY FIRE CHART (18.7)	
RANGE	DISTANCE (hexes)
Short Range	1-2
Medium Range <sup>1</sup>	3-5
Long Range <sup>1</sup>	6-Range

**Note:** Ricochet fire when the target is at medium or long range (18.9).

ARTILLERY AMMO SUMMARY (18.14)	
UNIT TYPE	AAW SUPPLY RANGE
Foot Artillery	3 hexes
Horse Artillery	5 hexes

UNIT TYPE	INITIAL AMMO SUPPLY
French Imperial Guard	16
All Others	12

**Note: Ammo Resupply (18.14.3):** Resupply on a die roll of 5 or 6.

HOWITZER SCATTER CHART (18.15)	
DIE ROLL	SCATTER (in hexes)
0-3	0
4-6	1
7-8	2
9	3

MODIFIERS	
If any of the firing units do not have an LOS to the target hex	+2
The range is 6 or more hexes from any firing unit	+1
If any of the firing units are stacked with or adjacent to an Artillery Leader of Special Ability	-1

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 may result in a leader casualty (8.2). Consult the Leader Casualty Chart.

**Note:** An unmodified roll of 65-66 or 61-66 results in a caisson explosion if the target is artillery or an AAW, respectively, and one or more of the firing units is artillery (18.6).

**Note:** An unmodified roll of 65-66 from a Howitzer attack against a town or village hexes starts a fire (18.15.5).

FIRE VALUE MODIFIERS CHART	
CONDITION	MODIFIER
Target is adjacent to firing artillery (18.8)	+2 Shifts on Fire Chart
Offensive/Defensive Fire when Roll to Close /Roll to Stand Passed	x 2
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 (12.10.12)	x ½ <sup>1</sup>
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 (18.5.1)	+/- 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

FIRE VALUE CHART	
FORMATION	FIRE VALUE
Infantry in Column (12.4.3)	Printed
Infantry in Line (12.6.5)	Up to 4 Increments x Fire Multiple <sup>1</sup>
General Order (12.7.3)	Printed
Infantry Skirmishers (12.10.12)	Up to 3 Increments x Fire Multiple
Square (12.9.6)	(Up to 9 Increments x Fire Multiple + Artillery)/3
Disorder (12.11.3)	Printed x ½
Plus Grande Disorder (12.12.3)	Not Permitted
Road Column (12.8.4)	Not Permitted
Cavalry Skirmishers (12.10.8)	Skirmish Value <sup>2</sup>
Cavalry in Line or Column	Not Permitted
First Fire (15.3.1) – Optional	Increase Fire Multiple by 1

**1.** Up to 4 increments may fire from each hex of a unit in Line, with artillery the infantry may fire 4 increments less the number of artillery increments in the hex (18.5.2).

**2.** Reduced by 1 for every 3 increments lost (17.2.2).

FIRE DEFENSE MODIFIERS CHART	
CONDITION	EFFECT
Enfilade Fire (15.7)	Fire Defense of a Column
Hex with > 6 Increments in Line	Fire Defense of a Column (15.7)
A Square with > 9 Increments (15.7)	Fire Defense of 4
Prone Units (12.13.6)	+2 <sup>1</sup>

**1.** Only Skirmishers and Artillery may fire on Prone units. Prone Units are not subject to Ricochet Fire.

***Assaut et Mêlée Chart***

<i>Dice Roll</i>	<i>Fire-Fight</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§	AD3	AS	AR	AR	AR	AD3	AD2	AD2	AD1		11§
12§	AD2	AS	AR	AR	AR	AD3	AD2	AD1			12§
13	AD2	AR	AR	AR	AR	AD2	AD2	AD1		DD1	13
14	AD2	AR	AR	AR	AD3	AD2	AD1			DD1	14
15	AD2	AR	AR	AD3	AD3	AD2	AD1			DD2	15
16	AD1	AR	AR	AD3	AD3	AD1				DD2	16
21	AD1	AR	AR	AD3	AD2	AD1				DD3	21
22	AD1	AR	AD3	AD2	AD2	AD1			DD1	DD3	22
23	AD1	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				DD1	DD2	DD3	DR	DR	DR	54
55	DD1				DD1	DD2	DD3	DR	DR	DR	55
56	DD1			DD1	DD1	DD2	DD3	DR	DR	DR	56
61	DD1			DD1	DD2	DD3	DR	DR	DR	DR	61
62	DD2		DD1	DD1	DD2	DD3	DR	DR	DR	DS	62
63	DD2		DD1	DD2	DD2	DD3	DR	DR	DR	DS	63
64§	DD2	DD1	DD1	DD2	DD3	DR	DR	DR	DR	DS	64§
65§	DD2	DD1	DD2	DD2	DD3	DR	DR	DR	DS	DS	65§
66§	DD3	DD2	DD2	DD3	DR	DR	DR	DR	DS	DS	66§