Questions and Answers

It was my intention to write *Napoleon's Eagles* so that it is easy to read and understand. However, when one is an enthusiast for a subject, some details and concepts are so automatic that one simply does not think to write them down. It is for this reason that I always encourage questions should some aspect of the rules be unclear.

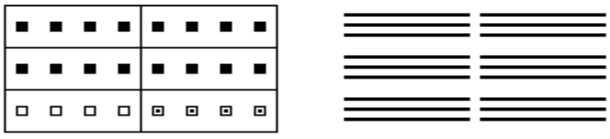
Q1: Can a cavalry unit use a charge for movement? That is, does the unit have to charge some target, or can the cavalry unit use the charge for extra movement?
A1: Yes, a cavalry unit can use the charge move for extra movement, but after a charge move, the cavalry's fatigue status is increased by one. Also note that a charge move cannot be more than one action. A cavalry unit may move normally for one action and then charge for the second action, but cannot charge for two consecutive actions.

Q2: How do you calculate fire from a battery that have all howitzers?
A2: Batteries of all howitzers were rare, but historical. Fire is calculated as normal except that the firing battery only picks one target (no bounce for ball shot). Consult the solid shot firing table on page 9 to determine the numbers needed to hit a target. Use the 4lb firing column to calculate the to hit numbers (note that all shots will either be long or extreme). If a hit is scored, damage points are worked out by just adding the modifiers. That is, +1 for each howitzer in the firing battery. Remember, howitzers have a minimum range of 8 inches and a maximum range of 20 inches. Example: A battery consisting of six howitzers and a fire rating of "B" fires at an infantry column 10" away (Long range) for one action. The firing player will need to roll a 5 or 6 to hit the target. If a hit is scored, damage points are calculated by adding +1 per each howitzer in the battery for a total of 6 damage points. But because the target is in column formation, the damage points are doubled.

Q3: Can a unit in retreat status fire?
A3: No. Not even as a defense action.

Q4: We had a situation we weren't sure we handled correctly. An infantry and cavalry attacked the same infantry unit in line. We resolved them in the order they happened. How would you normally resolve this situation.
A4: That is correct, you resolve them in the order of contact. That is, had the infantry in your example made contact first, then the cavalry, you first complete the close action with the infantry and then the cavalry. If the infantry defeats the target, then the cavalry close action is also completed (or visa versa). However, if the attacking infantry is defeated, then the charging cavalry resolves its attack. Note, that the defending infantry unit will be fatigued from the close action with the attacking infantry.

Q5: I cannot understand the basing for 2 and 3 rank infantry, one drawing shows 1/2 inch spacing and another shows 3/8 inch spacing yet both illustrate single rank. Also all of the diagrams in the Army Lists show single rank bases.
A5: At 1:60 ratio each figure represents 50 to 60 soldiers. At 1:30 ratio each figure represents 25 to 30 soldiers. One miniature figure represents these soldiers drawn up in either 2 or 3 ranks, and it is the frontage that these soldiers would occupy that determines the base width per miniature figure. For example, the left diagram shows the figures on their bases (a French battalion at 1:30) while the right diagram is a visual representation of the soldiers drawn up in 3 ranks.



Q6: When firing a battery, can you make the to hit roll and the ammunition check roll at the same time?
A6: Yes, but use different color dice. Now, if multiple units are in the bounce path, this might cause a problem.

Q7: I am still not a 100% certain on the defensive fire rule and would appreciate your help. Situation: The British have three units in line [a] infantry [b] infantry and [c] artillery. All have stand markers. The French have a cavalry unit opposite and charge British [b] infantry who uses their defensive action to fire. Can [a] infantry and [c] artillery who are not being charged, use defensive fire actions against the cavalry?
A7: This is a really good question. Stand markers are used during movement to mark units that did not use both actions. Units with stand markers will have a defense action should they get charged. If a unit is charge before it moves, a stand marker is automatically placed on that unit. In your example, only the unit being charge can use the defense action. Seems a bit awkward, but think of it as all movement happening at the same time even though players take turns moving selected units. The cavalry charged while the three units were moving into position. This is where how you choose and move your units becomes very important. One popular house rule gamers use (so popular I'm thinking of putting it into the rules) is allowing units with stand markers to fire during the sequence of play. Right after step #8 and before step #9 there is step "*8.5: Units with stand markers may now fire for one action.*" There are a few minor problems with this like artillery double firing and distorted pass-through-fire, but it seems to work in some situations and scenarios.

Side note: In your example, had all three defending units not move at all, and then the cavalry charged, you would be correct to think that all three defending units would be able to fire at the charging cavalry, unless they were surprised. Napoleon's Eagles had pass-through-fire rules, but these were quickly thrown out because it caused so many more problems than it fixed. For starters, everyone began firing units when an opponent attempted to move something but would then counter with their own firing units.

Q8: Under “Suggested Marker Colors” on page 5, you also mention the use of battle debris. Do you use battlefield debris? And if so, what do you use and how?
A8: Yes, I prefer to use debris counters rather then just plain counters. Using wounded and dead soldier/horse figures make for some great morale check counters. Using cannon ball stacks made from BBs work great for marking ammunition usage (mentioned on page 11 in the rules). Using counters with one, two, three, four, etc. items of battlefield debris (muskets, backpacks, and shakos for example) work nice for marking the time a unit is to spend in retreat status and/or for marking the order of contact for close action purposes (if needed). I still like using the colored pipe cleaners for marking fatigue states because the yellow, orange and red tend to stand out more than using a painted figure that looks tired with “Fatigued” written on it. For casualty markers, I found that black pipe cleaners made and cut into small rings works best for me.

Q9: Where do I find any leader ratings? I've read every page and table I could lay my hands on, but nothing.
A9: No list for leader ratings. I had made one, but it occurred to me that everyone has his or her own opinion about a leader's rating. Also a leader's rating might change from battle to battle. Not all leaders experienced this but there are those that seem to have their ups and downs. So I leave it up to the gamers to generate ratings for leaders in their scenarios. I might go ahead and list my leader ratings in a separate chart to give gamers a starting point for creating new scenarios, but NE is not overly detailed and many of the leaders end up having the same rating.

Q10: I find it hard to believe that an infantry unit in line formation and not supported (even if it has a greater frontage) could win against a heavy cavalry charge. True, if you claim that a horse will never run into a line of bayonets; but usually a charge flowed around the line and attacked the line in the back. I mean, the cavalry has no bonus what so ever when charging an infantry unit. Do you have any feed-back on this for gamers that your rule here works?
A10: That is correct, cavalry do not receive a bonus when charging infantry. However, infantry receive a –3 morale penalty when in line or column and a +3 morale bonus against cavalry when in square. Napoleonic history is peppered with stories of infantry in line repelling charging cavalry, and many historians including myself support the idea that cavalry cannot charge home frontally an infantry line that has solid ranks and good morale. Most charges would be broken up and thrown back by the infantry's musketry and the sight of their glistening bayonets, but the flanks of the infantry line could still be at risk should the cavalry attack on a sufficiently greater frontage. It is for this reason that when charged from the front, line formations must have a 1.5 infantry to 1 cavalry ratio or greater to keep from being ridden down. G. Rothenberg said it best "Cavalry, as can be imagined, was a major threat to foot soldiers. Although fighting in line made infantry formidable against frontal assault, its flanks and rear were vulnerable to sudden cavalry charges. The best defense against this was to form squares…" Even though infantry in line had a history of repelling frontal charges, the overall best defense against cavalry is still the square.

Note: In *Napoleon's Eagles*, infantry in column as well as lines contacted in the rear or on the flank at right angles will inevitability be ridden down.

Q11: In the French army list, there is no deterioration of the combat/morale value of the cavalry after 1812, even though most of that arm was destroyed in Russia. There are several documents showing that during the rearming phase after 1812, many of the new cuirassier units could barely ride a horse under combat conditions. Revision?
A11: The 1812 Russian campaign took a heavy toll on men, horses and equipment. The French Army, as well as other countries, were somewhat pressed to find properly bred war-horses (captured or not). As a result, several cavalry regiments were dismounted to make mounts for other units. Horses of a lesser quality were also introduced, but because a feeble horse is more dangerous to the trooper than the enemy, and the fact that a horse that was unfit for duty would most likely perish before battle, most (but not all) cavalry units still had appropriate mounts. As you pointed out, troopers were in some cases inadequate for cavalry duty, but the French cavalry was always a formidable arm. In spite of the serious losses in Russia and the poor performance of some of the newer regiments in 1813 and 1814, the French Army suffered more from the quantity rather than quality of its cavalry arm during the German campaigns. Players are always encouraged to make changes to a unit's rating for specific scenarios as necessary.

Q12: When the initiative is determined, the winner may decide to be the attacker or the defender. The attacker has the obligation of moving at least half his troops. Now comes the catch. Imagine I'm attacking a fortified line, the enemy has troops entrenched. If I win the initiative and pass the attacker role to the 'entrenched' player; he will be forced to leave those trenches with at least half his forces! Can this rule be revised, please? For example, if a unit is in cover or behind a wall/fortification he doesn't have to move.
A12: Side-A must move a minimum of half their units before they can declare that they are finished moving for the period, which will stop the loop of steps 3 through 6. When a player (side-A or side-D) decides to move a unit, that unit has the option to just stand and do nothing. The unit is still counted as being "moved" even though the unit did nothing. So, if you win the initiative and pass the attacker role to your 'entrenched' opponent, then he/she can just pick a unit and declare that unit as "moved", even if that unit does nothing but stands in place. The unit itself does not have to

leave the entrenched position. The unit can have a stand marker placed on it. After your opponent has confirmed at least half of their forces, entrenched or otherwise, have moved and or stood in place, they can end the movement portion of the period.

Q13: I've read the army lists and to my astonishment I see that the British heavy cavalry has a better morale than the French guard horse grenadiers! Now come on! If there ever was a crack outfit during the Napoleonic wars, it was this one. The sentence 'I've the honour to be a grenadier à cheval' meant something. Is there no revision at hand?
A13: I list the French Guard Horse Grenadiers as A22-65 while British Heavy Dragoons are a bit less at A22-55. However, looking at the Horse Grenadiers again, there seems to be a typo. I list the Gd. Chasseurs and the Gd. Lancers morale at 24. The Hr. Grenadiers should also have a 24 morale giving them a rating of A24-65. How could I let that slip past! Thanks for catching this.

Q14: Is the default number of Turn Points fixed at 20? I understand the "Using Uneven Number of Turn Points" mentioned on page 5, but why a default of 20? We discovered by using 40 (or double what a scenario calls for), there seems to be fewer ties, so we have fewer roll-offs.
A14: Actually, the number 20 was picked so that people could keep track of their turn points on a D20. It's a carry over from earlier versions of *Napoleon's Eagles*. There is nothing wrong with doubling the number of turn points players use in a game. In fact, I would have to agree with you. Using more turn points should reduce the number of ties that might come up in a game, giving the players more control of their fate (or ill-fate). In short, players are encouraged to use as many turn points they feel comfortable working with.