Napoleon's Eagles – 25mm at 1:30

Infantry:

Rating	Line	Col	Skir	Road	Square
A	9	12	12	5, on road	3
B	6	12	12	5, on road	1.5
C	3	12	12	5, on road	-

Leaders and Staff:

Type	Distance
ALL	15, in step #8

Cavalry: (light, medium, heavy)

Rating	Line	Col.	Skir.	Road
A	12	14	15	15, on road
B	9	14	15	15, on road
C	6	14	15	15, on road

Cavalry charge distance:

Type	Distance*
Light Cav.	21
Med. Cav.	20
Heavy Cav.	18

******Important:* A charge move cannot be more than one action. A unit may move normally for one action and then charge for the second action, but cannot charge for two actions in a row.

Artillery:

		Field Move		Prolong	Road
		A-Rated	B-Rated	A & B	A & B
Horse	3lb-6lb	14	12	4	15, on road
Foot	3lb-6lb	12	9	4	15, on road
Foot	8lb-9lb	10	8	3	15, on road
Foot	12lb	9	6	2	15, on road

Musket Firing Table

	-4	-3	-2,-1	0	1	2	3,4	5	6	7	8,9	10	11	12
4									2	2	2	2	2	2
8								2	2	2	2	2	4	4
12							2	2	2	2	2	4	4	4
16						2	2	2	2	2	4	4	4	4
20					2	2	2	2	2	4	4	4	4	4
24				2	2	2	2	2	4	4	4	4	4	6
28			2	2	2	2	2	4	4	4	4	4	6	6
32		2	2	2	2	2	4	4	4	4	4	6	6	6
36	2	2	2	2	2	4	4	4	4	4	6	6	6	6
40	2	2	2	2	4	4	4	4	4	6	6	6	6	6
44	2	2	2	4	4	4	4	4	6	6	6	6	6	8
48	2	2	4	4	4	4	4	6	6	6	6	6	8	8

Note: Die rolls of –5 or less will have no effect

Die Roll Modifiers

+2 for A rated units
+1 for B rated units
-1 for D rated units
-2 for E rated units
+1 for R (Rifle) class units
+6 for 12lb cannister shot
+5 for 8-9lb cannister shot
+4 for 6lb cannister shot
+3 for 4lb cannister shot
+2 for 2-3lb cannister shot
+2 for firing at columns/squares
+2 for two-rank training
-1 medium range
-3 long range
-5 extreme range
-1 if fatigued
-2 if tired
-3 if exhausted
-3 firing at unlimbered artillery
-1 firing at limbered artillery
-3 firing at units behind walls, redoubts
-2 firing at units behind hedges, defenses
-1 if target in light woods
-3 if target in heavy woods
-5 if target in buildings
-3 firing at skirmishers

	Close	Medium	Long	Extreme
Musket	up to 2	up to 4	up to 6	up to 8
Rifle	2	4	6	12
Carbine	2	--	4	--
12 lb	15 (18)*	30 (15)	60 (12)	96 (9)
8-9 lb	15 (15)*	30 (12)	54 (12)	80 (6)
6 lb	12 (12)*	24 (12)	48 (9)	72 (6)
4 lb	12 (9)*	24 (9)	45 (9)	66 (6)
2-3 lb	9 (6)*	18 (6)	42 (6)	54 (3)

* Notes cannister range for artillery; 9" for howitzers.

Solid Shot Firing Table

	C	M	L	E
A	Hit	3-6	4-6	5,6
B	Hit	4-6	5,6	6

Damage modifiers if target hit:
+2 per howitzer firing in battery
-4 firing at unlimbered artillery
-2 firing at limbered artillery
-8 firing at skirmishers
-4 firing at buildings or woods

Morale Check Modifiers:

+1 being supported by 1 friendly unit within 6"
+1 if charging the flank of an enemy unit.
+2 if behind cover (woods, hedge, redoubt, etc.)
+2 if artillery being fired upon by other artillery
+3 infantry in square vs. cavalry
-1 for every 2 figures below original strength
-1 if unit disordered
-1 if the unit was ridden down by cav
-1 inf in square vs. inf not in square
-1 inf or lt/med cav being charged by hvy cav
-1 inf/cav fired upon by 12lb within 15" or less
-2 if enemy fired on flank (side or rear)
-4 if flank being charged (side or rear)
-3 inf in line/column being charged by cav
-3 inf/cav charging artillery front and took hits
-5 if in retreat status (includes disordered)
-1 if fatigued
-2 if tired
-3 if exhausted
-3 if the unit has taken more than 50% casualties
-2 if out numbered by 2X (melee only)
-3 if out numbered by 3X or more (melee only)

Moving Retreating Units:

Infantry/Foot Artillery = one action per 15"
Cavalry/Horse Artillery = one action per 18"
Reform die roll: 1-2 = One Action
3-4 = Two Actions
5-6 = Three Actions
7+ = Four Actions

-1 if the unit's original morale number was 20 or more
+1 to the die roll for cavalry units
+1 to the die roll if the unit was ridden down by cavalry
+1 for untrained, green, cossacks, landwehr, or militia type units

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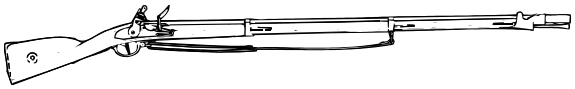
Resolving cavalry charges against infantry and artillery:
1) Move charging unit into contact (during movement)
2) Defending infantry or artillery unit checks morale. Failure causes a ride down, close action over. If pass, go to number 3 below. **Note:** infantry squares can only be ridden down if they fail their morale check.
3) Defending unit receives one action for a defense action. The unit must have one unused or held over (stand marker) action from current period. If the unit has already used two actions for the turn, then the unit does not receive a defense action. If a cavalry unit charged outside of the infantry unit's front arc and the unit does not face the charge or form square, it may get ridden down without mercy.
4) Defense action may be: 1) fire. 2) change facing. 3) change formation. 2 and 3 require a morale check. Failure means that the unit becomes unformed. If the cavalry unit charged within 15" or less of the target then 2 and 3 cannot be performed. However, if the cavalry unit charged from 24" or more then actions 2 and 3 get a plus two (+2) to the die when checking morale. If a cavalry unit changes facing or formation before charging then add 15" to the total move distance when determining reaction rolls.
5) Charging cavalry unit checks morale. If pass the unit closed, if failed the unit has a choice, 1) retreat, or 2) stop 3" inches from target and go up one fatigue level. Close action over.
6) If the cavalry unit closed, they will ride down their target except for infantry in square or infantry in lines hit from the front and the infantry line has at least 1.5 infantry to 1 cavalry frontage (round fractions in favor of the cavalry unit). In which case the cavalry unit will retreat.
7) Infantry or artillery units that were ridden down must check morale again. Failure causes a rout, otherwise retreat as normal.
8) Both sides increase their fatigue level by one.



Sequence of play in one period:

1) Check for units out of command control (see leaders and command and control) and mark those units out of command. Units that are out-of-command have restrictions to their movement (see page 16, out-of-command penalty).
2) Each side secretly bids turn points to determine which players are **A** and which are **D**. The side that wins the bid for the period has the choice if they would like to be side **A** or **D**. Should there be a tie, roll a D6 to break the tie.
3) Side **A** moves/fires two units that have not moved during the current period. The units have the option to just stand.
4) Mark any units that need to make morale checks as a result of side **A**'s moves/fire.
5) Side **D** moves/fires one unit that has not moved during the current period. The unit has the option to just stand.
6) Mark any units that need to make morale checks as a result of side **D**'s moves/fire.
7) Repeat steps 3 through 6 until side **A** is finished moving all their units, or declares they are finished moving after moving at least ½ of their forces.
8) Players now move their leaders. Leaders and staff can move up to 30" during this step.
9) Resolve close actions. See page 12 for details about resolving close actions.
10) Units that have been marked for morale checks must now check morale. Ignore units that were involved in close actions.
11) Remove all out-of-command, moved and stand markers.

Resolving close actions:
1) Move charging unit into contact (during movement).
2) Defending unit checks morale. Only one check is made. Even if the defender was charged by more than one attacker. Failure causes a retreat, close action over. Fatigue levels unchanged. If the unit passes, go to 3.
3) Defending unit receives one action for a defense action. The unit must have one unused or held (stand marker) action from current period. If the unit has already used both actions, then the unit does not receive a defense action.
4) Defense action may be; 1) fire. 2) change facing. 3) change formation. Performing 2 and 3 require a morale check and add 2 (+2) to the die roll if the charging unit used both actions before contact was made. Failure means that the unit becomes disordered.
5) Charging unit checks morale. If passed, the unit closed, go to 6. If failed the unit has choice, 1) retreat, or 2) stop 3" from target, close action over. Fatigue levels unchanged.
6) Resolve close action. To resolve a close action, roll one D6 and multiply the modified melee value (MV) of the unit by that number. Higher total wins.

-5	if in square vs. infantry not in square
-5	if charging a unit on higher ground
-5	if charging a unit behind hedge, prepared defenses
-5	cavalry in echelon vs. cavalry not in echelon
-5	if light or medium cavalry against heavy cavalry
-10	for partial contact
-10	if unit disordered
-10	if charging a unit behind wall, redoubt
-15	if in road column
-20	if in retreat status (includes disordered penalty)
-5	if fatigued
-10	if tired
-15	if exhausted
+5	for enfilade. (the unit with 2X or greater enfilade value)
+10	if charging the enemy's flank side
+15	if charging the enemy's flank rear

7) Both sides determine casualties inflicted upon opponent by rolling one D6 and checking the table below. Cross-reference the die roll with number of charging figures in contact (melee frontage) and add any modifiers.

+1 for the winning side
+1 for cavalry versus cavalry engagements
+1 for charging unit if attacking the flank

8) Losing side makes another morale check, failure results in rout otherwise the unit retreats as normal. Add +2 to the die roll if the losing unit was the charging unit.
9) Both sides increase their fatigue level by one.

Close action casualty chart:

Die roll	1 to 2	3 to 4	5 to 6	7 to 8	9+ figs
1	0	0	0	0	2
2	0	0	0	2	2
3	0	0	2	2	4
4	0	2	2	4	4
5	2	2	4	4	4
6	2	4	4	6	6
7	2	4	6	6	6

Artillery Ammunition Rolls:

Ammo loss	1st "6" rolled	2nd "6" rolled	3rd "6" rolled
Firing battery	Running low	Critical levels	Out of ammo

Notes on calculating artillery fire at 1:30 ratio:

Artillery Fire - Cannister:
Calculations for resolving cannister shot is similar to that of musket fire. Roll one D6 and apply any die roll modifiers. Find the modified die roll along the top of the Musket Firing Table and reference this with twice the number of actual cannon firing in the left column (6 guns equals the 12 row). The result is the total number of figure causalities inflicted. For batteries that fire for two actions, just double the number in the left column. That is, if a six gun battery fires on a target for one action a reference is made on the 12 row, and if firing for two actions a reference is made on the 24 row.

Artillery Fire - Solid Shot:
To calculate fire using solid shot, the firing player first picks a point of aim from which the direction of bounce is determined. Direction of bounce is determined by tracing a line from the center of the firing battery to the point of aim. The firing player then rolls one D6 for every unit that the solid shot bounces through. Consult the Solid Shot Firing Table to determine the numbers needed to hit a target. If a hit is scored, damage points will need to be worked out, which is calculated by taking the number of cannons (not howitzers) firing in the battery and applying any modifiers listed. If the target is in column or square formation, the damage points are doubled. The target then receives one figure casualty for every 6 damage points. Roll one D6 for any fractions, that is, for 3 damage points the player will need to roll a 1, 2, or 3 on a D6 to inflict one figure casualty. If the battery fires for two actions, then the firing player will get to roll 2xD6 for determining hits. If two hits are scored on the target, the damage points are accumulative and only one D6 is rolled for any fractions.