

NAPOLEONIC RULES FIRST EMPIRE STEEL

MOVEMENT

INFANTRY COLUMN OF ROUTE	8"	PLUS 4" ON ROAD
INFANTRY ATTACK COLUMN	8"	
INFANTRY IN LINE	6"	SQUARE 3"
SKIRMISHERS	8"	
CAVALRY	12"	
FOOT ARTILLERY	6"	
HORSE ARTILLERY	12"	

ORDERS

ALL BRIGADES ROLL 3 d6 ALL PASS ON 4-6 EXCEPT RAW/ MILITIA BRIGADES WHICH PASS ON 5-6.

ATTACK COLUMNS AND COLUMN OF ROUTE ALWAYS GET AT LEAST ONE ORDER

LOSS OF EACH THIRD OF UNIT REDUCES NUMBER OF DICE BY 1. GENERALS WITHIN CONTROL DISTANCE ALLOWS RE-ROLL OF ONE FAILURE PER TURN (EITHER AN ORDER A FIRE A MELEE OR MORALE REVISED SCORE MUST BE USED)

UNIT RATINGS

	FIRING DICE	MELEE DICE
FRENCH/ BRITISH GUARD	5	5
ALL 1 ST CLASS LINE	4	4
2 ND CLASS LINE	3	3
RAW OR MILITIA	2	2
SKIRMISHERS	1	0

RANGES

MUSKET	12"
RIFLES	16"
CANNISTER	16"
ARTILLERY	48"
12 POUNDERS	60"

FIRERS ALWAYS HIT ON 6'S ADJUSTED BY THE FOLLOWING

TARGET IN SQUARE	MINUS 2
FIRING CANNISTER	MINUS 2
POINT BLANK WHEN BEING CHARGED AND FIRING	MINUS 1
RIFLES FIRING	MINUS 1
UNDER HALF RANGE (NOT CANNISTER)	MINUS 1
TARGET IS ATTACK COLUMN OR MARCH COLUMN	MINUS 1
TARGET IS ENFILADED	MINUS 2
TARGET IS SKIRMISHERS OR IN COVER	PLUS 1
TARGET IN EARTHWORKS	PLUS 2

FIRST HIT MAY BE TRADED AS FOLLOWS IF TROOPS ADVANCING HALT. IF HALTED RETIRE 3" (FACING ENEMY) IF RETIRING ALREADY MOVE 6" (BACKS TO THE ENEMY).

MELEE

ROLL TO CHARGE, COUNTERCHARGE, STAND OR CARRY OUT EMERGENCY ACTION SUCH AS FORM A HASTY SQUARE OR TURN TO FACE

MUST ROLL EQUAL OR UNDER CLASS RATING ADJUSTED BY THE FOLLOWING

IF IN ATTACK COLUMN	PLUS 1	
IF CAVALRY CHARGING	PLUS 1	
IF CUIRASSIERS	PLUS 1	
IF IN SQUARE V CAVALRY	PLUS 2	
EMERGENCY ACTION	MINUS 2	

ALL TESTS ARE BY BATTALION OR SQUADRON.

TROOPS BEING CHARGED MAY FIRE AT THE CHARGING UNIT, AT THE FOLLOWING RANGES

LONG RANGE 1-3 SHORT RANGE 4-6

BRITISH AND GUARD ADD 1 TO THEIR DICE ROLL

MLITIA AND RAW DEDUCT 1.

IF CONTACT IS MADE HITS ARE SCORED ON A BASIC 6, ADJUSTED AS FOLLOWS

UNIT IS CHARGING IN ATTACK COLUMN	MINUS 2	#	#@EITHER/OR
UNIT IS CHARGING OR COUNTERCHARGING	MINUS 1	@	
IF CAVALRY OF HEAVIER TYPE	MINUS 1		
IF LANCERS IN FIRST ROUND OF MELEE	MINUS 1		
CAVALRY V INFANTRY IN LINE	MINUS 2		
CAVALRY V INFANTRY IN COLUMN	MINUS 1		
ENEMY ARE BLOWN/DISORDERED	MINUS 1		
YOUR FORCE HAS TERRAIN ADVANTAGE	MINUS 1		
CAVALRY V INFANTRY IN SQUARE	PLUS 2		

6 IS ALWAYS A HIT, 1 IS ALWAYS A MISS.

HITS ARE CALCULATED AND LOSER SUFFERS THE DIFFERENCE.

WHEN CAVALRY FIGHT THEY CHARGE THROUGH EACH OTHER AND END UP AT MOVE DISTANCE, DETERMINED BY ORDERS. WINNER AND DRAWN RESULTS MEAN TROOPS ARE BLOWN FOR ONE ORDER. WHEN ONE SIDE IS VICTORIOUS IT IS BLOWN FOR ONE ORDER, AND LOSERS ARE BLOWN FOR THE NUMBER OF ORDERS EQUIVALENT TO ITS CASUALTIES SUFFERED IN THE MELEE.

CAVALRY MAY NOT CHARGE WHEN BLOWN AND CAN ONLY HALT OR RETIRE.

IF ARTILLERY ARE CONTACTED IN MELEE AND LOSE IT THEY ARE REMOVED.

MORALE

ROLL 4 AVERAGE DICE, ADJUSTED SCORE REQUIRED IS AS FOLLOWS

ADJUST BASIC TOTAL ROLLED AS FOLLOWS

FULL STRENGTH PLUS 5

10% LOSSES PLUS 4

20% LOSSES PLUS 3

30% LOSSES PLUS 2

40 % LOSSES PLUS 1

GENERAL ATTACHED PLUS RATING

GUARD PLUS 1

DISORDERED OR BLOWN MINUS 1

UNDER CANISTER FIRE MINUS 1

EACH BATTALION LOST IN BRIGADE MINUS 2

LOSER OF MELEE ROUND MINUS 2

RESULT

15 PASS.

12- 14 RETIRE 12".

11 OR UNDER ROUT