

THE LIBRARY OF NAPOLEONIC BATTLES : TERRAIN EFFECTS ON COMBAT (12.0)

TERRAIN	UNIT TYPES AFFECTED	COMBAT STRENGTH	OTHER EFFECTS ON COMBAT
 Chateau Hex	Benefit limited to 2 infantry units.	Defender x 2.0. No combat strength effect if more than two infantry units or any artillery or cavalry units are in hex.	<ul style="list-style-type: none"> Units are not required to attack or disengage, 15.12. No cavalry charge or bombardment into hex, 15.14 and 15.23. No Combined Arms attacks into, 11.2 and 15.15. Any Dr results are treated as Shock, unless defender is demoralized, 15.22. Units may advance or retreat into, 15.13.
 Hilltop Hex	All defending combat units.	Depends on other terrain and the Slope Hexside.	See Slope Hexside.
 Improved Position	Infantry.	Defender x 2.0.	<ul style="list-style-type: none"> Units are not required to attack or disengage, 15.12. No cavalry charge into hex, 15.14. No Combined Arms attacks into, 15.15.
 Marsh Hex	Cavalry attack or defense. Artillery bombarding or adjacent combat.	Cavalry x 0.5. Artillery x 0.5.	<ul style="list-style-type: none"> Change Ar* results to Shock, 12.1. No Combined Arms attacks into, 11.2.
 Orchard Hex	Cavalry attack or defense. Artillery adjacent combat.	Cavalry x 0.5. Artillery x 0.5.	<ul style="list-style-type: none"> Change Ar* results to Shock, 12.1. No Combined Arms attacks or cavalry charges into, 11.2 and 14.2. No bombardment from or into, 13.32 and 13.33.
 Town Hex	Defending infantry only. Artillery bombarding.	Defending infantry x 1.5 (exception: no effect if initiative is 1). Artillery x 0.66 when bombarding.	<ul style="list-style-type: none"> Units are not required to attack or disengage, 10.31. Change Ar* results to Shock, 12.1. No Combined Arms attacks or cavalry charges into, 11.2 and 14.2. No bombardment at 3 hexes, 13.36.
 Woods Hex	Cavalry attack or defense. Artillery adjacent combat.	Cavalry x 0.5. Artillery x 0.5.	<ul style="list-style-type: none"> Change Ar* results to Shock, 12.1. No Combined Arms attacks or cavalry charges into, 11.2 and 14.2. No bombardment from or into, 13.33.
 Bridge Hexside (or Pontoon)	All defending combat units if all attackers attack across bridge or pontoon.	Defender x 2.0.	<ul style="list-style-type: none"> No Combined Arms attacks across, 11.2. Attacks across are not required, 10.32.
 Crest Hexside		No effect.	Change Ar* results to Shock, 12.1.
 Damaged Bridge	All defending combat units if all attackers attack across bridge.	Defender x 2.0.	<ul style="list-style-type: none"> As for Bridge Hexside. Shift combat 2 columns left on CRT. See 7.63 for effect on combat results.
 Ford Hexside	All defending combat units.	Defender x 1.5.	No cavalry charges, 14.22.
 River/Lake Hexside		No adjacent combat. Artillery may bombard.	<ul style="list-style-type: none"> Combat units may only attack across a river if bridge present in hex, 11.1. Frozen rivers and lakes are treated as streams, 11.1.H.
 Slope Hexside	All defending combat units.	Defender x 1.5 if attacked only uphill through Slope hexsides.	<ul style="list-style-type: none"> Defender only benefits if on a hilltop and attacked from adjacent Slope hex, 11.1. No cavalry charges uphill through slope, 14.22.
 Stream or Trestle Hexside	All defending combat units.	Defender x 1.5 if attacked only through Stream.	No cavalry charges, 14.22.
 Clear Hexes	Clear Hexes have no effect on combat.	  	If Road, Slope or Trail Hex, combat effect depends on other terrain in hex.

THE LIBRARY OF NAPOLEONIC BATTLES : COMBAT TABLES

(see Notes to Combat Tables)

BOMBARDMENT TABLE

Bombardment Strength

Die Roll	10+	8-9	6-7	4-5	2-3	1	< 1
-1, 0	•	•	•	•	•	•	•
1	•	•	•	•	•	•	•
2	S	S	S	•	•	•	•
3	Dr	Dr	Dr	S	•	•	•
4	1R	Dr	Dr	Dr	S	•	•
5	1R	1R	Dr	Dr	Dr	S	•
6	2R	1R	1R	1R	Dr	Dr	•
7+	2R	2R	2R	1R	1R	1R	Dr

Key:

• = no effect

S = Suppressed units suffer effects of Demoralization in the next Combat Step (21.2).

Dr = Defender retreat. On successful initiative check, may convert the result to 1R instead of Dr.

1R = Reduce one combat unit (attacker's choice); defender *may* then apply Dr to whole stack.

2R = Reduce two combat units (attacker's choice); defender *may* then apply Dr to whole stack. If only one unit in the hex, it is eliminated. *NOTE: Always take the unit reduction first. Player's choice whether to stay or retreat one hex.*

Modifiers to Bombardment strength (round fractions down): Three hex range: x 1/2. **Target in town hex:** x 2/3. **Target in marsh hex:** x 1/2.

Heat, Rain or Thunderstorm: x 3/4. **Mud,** apply -2 DRM. **Counter Battery Fire:** Artillery Reaction Fire strength reduced by 1/2 strength of artillery in target hex (13.5). **TACTICS CARDS** for: **Grand Battery:** apply +1 DRM. **Point Blank fire:** +2 DRM. See the cards.

Enfilade fire: apply +1 DRM if two or more bombarding units are at least two hexes apart. Enfilade fire not allowed at three hex range or into town hexes. Grand Battery and Enfilade fire are not cumulative (choose one).

COMBAT RESULTS TABLE (CRT)

Probability Ratio (Odds) Attacker : Defender

Die Roll	1:5+	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6+:1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr3	De	De	De	1
2	Ar2	Ar	Ar	Dr	Dr*	Dr	Dr	Dr2	Dr2	Dr4	De	De	2
3	Ae	Ar2	Ar	Sk	Sk	Dr*	Dr	Dr	Dr2	Dr3	Dr3	De	3
4	Ae	Ar3	Ar2	Ar*	Ar*	Sk	Dr*	Dr	Dr	Dr2	Dr2	Dr2	4
5	Ae	Ae	Ar3	Ar2	Ar	Ar*	Sk	Sk	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar3	Ar2	Ar2	Ar*	Ar*	Sk	Ex	Ex	Ex	6

Attacks at greater than 6:1 are treated as 6:1; attacks at worse than 1:5 are treated as 1:5. Ar* or Dr* may be Shock (Sk). If you obtain a Shock Result, proceed to compare the Initiative Ratings of the best units on either side on the Shock Combat Table, and apply the Combat Result.

CHARGE COMBAT TABLE

Probability Ratio (Odds) Attacker : Defender

Die Roll	1+:1	1:2	1:3	1:4
1	OR	OR	OR	OR
2	OR	OR	OR	Pr1
3	OR	Pr	Pr1	Pr2
4	Pr	Pr1	Pr2	Ae
5	Pr1	Pr2	Ae	Ae
6, 7	Pr2	Ae	Ae	Ae

Key:

OR = Overrun; Ae = Attacker Elim; Pr = Phasing Return.

On a Pr, Pr1 or Pr2 result the charging units are returned to their starting hex (reducing 1 or 2 units as indicated).

Target INF unit(s) have their Movement costs doubled in their following Movement Phase for all terrain other than road or trail. Place the SQUARE MARKER on the target unit(s) to denote increased movement costs.

Odds over 1:1, treat as 1:1; worse than 1:4 not allowed.

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SHOCK COMBAT TABLE

Attacker's Modified Initiative:

Defender:	1	2	3	4	5	6	7
1	1R	Dr	Dr	Dr2	Dr2	Dr3	Dr3
2	Ar	1R	Dr	Dr	Dr2	Dr2	Dr3
3	Ar	Ar	1R	Dr	Dr	Dr2	Dr2
4	Ar2	Ar	Ar	1R	Dr	Dr	Dr2
5	Ar2	Ar2	Ar	Ar	1R	Dr	Dr
6	Ar3	Ar2	Ar2	Ar	Ar	1R	Dr
7	Ar3	Ar3	Ar2	Ar2	Ar	Ar	1R

Modifiers: +1 for attacker if combat was 3:1 or more on the CRT.

Each player rolls one d6. On a 1, 2 = 0; 3, 4 = +1; 5, 6 = +2.

Victorious cavalry in the combat must advance into the vacated hex.

If Ar, Ar2, Ar3, Dr, or Dr2 - see *Notes to Combat Tables*.

If 1R, reduce one attacking and one defending unit. The owner must reduce either the strongest or the best initiative of his units involved. An attack across a damaged bridge results in automatic 1R (both players reduce one unit).

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For the Combat Table Notes, see reverse of the CRT card

Cavalry Charge Summary (14.0, and Notes for Combat Table)

A cavalry unit may not charge:

- if Light Cavalry, Demoralized, in Road March or a Vedette
- into Chateaux, Improved Positions, Orchards, Towns, or Woods
- uphill through a Slope
- across a Ford, Span, Stream, or during Mud
- through friendly units
- through an EZOC, except the EZOC of the target
- if it moved during its previous Movement Phase
- unless the target is also subjected to a regular attack by at least one infantry or artillery unit in the same Combat Phase

Cavalry units from multiple hexes cannot charge the same hex.

Cavalry Charge Procedure

- 1 Charge Movement: pay +1 MP extra to enter target hex.
- 2 Compute odds and roll on the Cavalry Charge CRT.
- 3 If an OR, Charging units stay in the enemy-occupied hex.
- 4 Charged hex must then be subjected to regular attack.
- 5 Apply Subsequent Combat Result, 14.24.

Reconnaissance (8.3)

Applies when a unit moves into an EZOC

Non-Phasing Player has:	Phasing Player has:			*Die Roll for Vedette vs LC	
	LC	Vedette	No LC/Vedette		
LC	●	Roll die*	●	1	R
Vedette	VR	●	●	2,3,4	VR
No LC/Vedette	R	R	●	5,6	VX

VR Vedette is eliminated and placed in Recovered Section of the UAR

VX Vedette is placed in PEU box **R** Reveal ● No effect

Retreats and Elimination (12.4)

Combat Units are eliminated if unable to retreat full distance due to:

EZOC or map edge	Prohibited Hexside	Enemy occupied hex (exception: Vedettes, 12.32)
↓	↓	↓

Place unit in Awaiting Recovery Box	Die Roll ← 1,2,3	Die Roll 4,5,6 →	Place unit in PEU box
↓	↓	↓	↓

Eliminated units that are already Reduced or have no Reduced Strength go straight into the PEU box, 12.52.

Units retreating across a Bridge, 12.33

Die Roll for first unit to retreat across. If the result is a 6, place unit in PEU box. Add +1 to the die roll for each unit that follows in retreat: a second unit is PEU if die roll is 5 or 6, and third if result is 4, 5 or 6, etc.

Stacking Limits (3.0)

Stacking without Leader	Stacking with Leader
2 combat units of any type. +1 extra combat unit of any type if all from same Division.	5 combat units, of which 2 may be infantry, or 3 may be infantry if all from same Division.
Up to 3 Vedettes (or 4, see 16.12) may join any stack over above limits.	
Leaders and Deployed Pontoons do not count against stacking limit.	
Baggage Trains, Undeployed Pontoons and units in Road March are not allowed to stack.	

Command Range (6.4)

Leader Type	Distance in hexes - not counting Leader's hex
Commander	4 to officers and units
Commander-Officer	4 to units
Officer	3 to units

Leader Capture (5.4, 5.5)

When to check by die roll for leader capture:

- Leader is adjacent to enemy combat units and not stacked with any friendly combat units (Note: Vedettes are not combat units)
- Leader's stack Retreats After Combat, 12.31
- Leader's stack suffers any elimination or bombardment result

Die Roll	Result
1 to 5	Displace Leader to nearest friendly unit or retreat
6	Leader captured

Line of Sight (LOS, 8.4)

Enemy units in LOS are revealed in the Combat Phase, 10.11. LOS is 3 hexes from center to center, unless modified by Blocking Terrain and or Weather (Fog, Rain, Snow or any Storm).

Hexes that block LOS	Hexsides block LOS
Chateaux, Hilltop, Orchards, Slope, Town, Woods	Crest, Slope

Damaging and Repairing Spans (7.62 - 7.65)

To damage a Span an In Command combat unit that is not in an EZOC spends MPs as follows:

Span Type	MP Cost	Units allowed to damage
Trestle	1 MP	Any combat units
Bridge	2 MP	Infantry units only

To repair a Span an In Command combat unit that is not in an EZOC spends MPs, as specified above, and then roll a die.

Span Type	Die Roll*	Units allowed to repair
Trestle	1 to 5	Any combat units
Bridge	1 to 3	Infantry units only

* +1 modifier if either end of Span is in an EZOC.

Repair is not allowed if die roll result exceeds the given range or if either end of Span is occupied by an enemy Combat Unit.

Road March (7.5)

May be declared any time during movement. Road Hex to contiguous Road Hex (not trail) costs ½ MP. No extra MP cost to cross a Span or Pontoon.

Restrictions (7.53). Units in Road March may not:

- stack or move as part of a stack
- move through a hex containing other units in Road March
- enter a hex via Road if adjacent to another friendly unit in Road March

Units in Road March must attempt a Repulse if they enter an EZOC.

Tracing Supply Lines (17.4)

Forward Line (17.42)	Trunk Line (17.43)
Up to 14 hexes from unit to Baggage Train or Supply Source. Cannot cross Lake hex or River hexside unless hexside is frozen or crossed by an undamaged Bridge or Pontoon.	Any number of connected Road and or Trail hexes only from Baggage Train to Supply Source. Cannot cross a damaged Span.
Enemy-occupied hexes block supply lines but EZOCs do not.	
Units Out of Supply suffer effects of Demoralization, 21.2.	

THE LIBRARY OF NAPOLEONIC BATTLES : TERRAIN EFFECTS ON MOVEMENT (7.21) AND LOS (8.41)

TERRAIN	MOVEMENT POINTS (MPs) TO ENTER OR CROSS	TRAIN RESTRICTIONS/NOTES	LOS
 Chateau Hex	2 MP	Artillery, Cavalry or Train in hex negates combat effect, 15.21.	Blocks
 Clear Hex	1 MP		
 Hilltop Hex	No additional MP.		Blocks
 Improved Position	No additional MP.	Construction, 15.3.	
 Marsh Hex	Cavalry and Horse Artillery: 4 MP. Infantry and Artillery: 2 MP.	Trains may enter only via roads or trails.	
 Orchard Hex	Cavalry and Horse Artillery: 2 MP. Infantry and Artillery: 1 MP.		Blocks
 Road Hex	1 MP if entered through Road Hexside. 1/2 MP if in Road March and entered through Road Hexside.	See Road March, 7.5.	
 Slope Hex	No additional MPs to enter.	Trains may enter only via roads or trails.	Blocks, but see 8.42.
 Town Hex	1 MP		Blocks
 Trail Hex	1 MP if entered through Trail Hexside.		
 Woods Hex	Cavalry and Horse Artillery: 4 MP. Infantry and Artillery: 2 MP.		Blocks
 Bridge Hexside	+1 MP additional to cross. If in Road March, no additional MP to cross.	No additional MPs for Vedettes, Trains or Leaders. For Retreats see 12.33.	
 Crest Hexside	No additional MP.		Blocks, but see 8.43.
 Burnt Bridge	+2 MP even if in Road March.	Artillery, Trains and Supply Lines may not cross, 7.63.	
 Destroyed Bridge	Prohibited.	Printed on map.	
 Ford Hexside	+ 2 MP additional to cross.	Baggage Trains and Supply Lines may not cross.	
 Pontoon	+2 MP on River, +1 MP on Stream (see 18.33). No additional MP in Road March.	When deployed, counter is placed across River or Stream hexside, 18.3.	
 River/Lake Hexside	Prohibited. May be crossed only at a Bridge. ZOCs and Command Range do not cross.	In Frost, Snow, or Snowstorm: treat as stream, 11.1.H.	
 Slope Hexside	+1 MP additional moving uphill to enter the Hilltop Hex.		Blocks, but see 8.43.
 Stream Hexside	+1 MP additional to cross.	Baggage Trains cannot cross except via a Trestle.	
 Trestle Hexside	+1 MP additional to cross. If in Road March, no additional MP to cross.		

Trains, Horse Artillery, Leaders and Vedettes pay cavalry costs. Leaders and Vedettes do not pay additional (+1, +2) costs. During Mud, Snowstorm, or Thunderstorm, double all MP costs for Artillery and Trains.