

Command Point Table

Leader Rating: 4,3 2,1 0
 Cmd Points Avail: 15 10 7

Order Costs Chart

Method Oral 2
 Written 5
 +
 Type Attack 5
 Non-Attack 1

Order Log

On any blank sheet of paper, preferably lined, make the following column headings:

Order Number,
 Arrival Time,
 Receiver,
 Sender,
 Type & Method
 Acceptance Status

Allow one line per order and enough room per column to record the required information (about one inch will do.)

Order Delivery

of Leader Movement Points = # of Turns
 10 (Round up, always)

Check for acceptance on the turn the above number of turns from now.

Initiative Table

Initiative Points-->	0 or less	1	2	3	4 or more
Loose Cannon	11..25	11..21	11..14	11..12	11
No Effect	26..65	22..64	15..63	13..53	12..43
Initiative	66	65..66	64..66	54..66	44..66

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Acceptance Table

	Sender's Leader Rating		Receiver's Leader Rating		Method		Type																
	AO	-1	AW	0	AO	-1	AW	0	-3 or less	-2	-1	0	1	2	3	4	5	6	7	8	9	10 or more	
Dt									11..26	11..22	11..16	11..14	11..13	11..12	11..12	11..12	11	11					
D6									31..51	23..42	21..34	15..31	14..25	13..23	13..22	13..22	12..16	12..16	11..14	11..12	11..12	11	
D5									52..64	43..63	35..61	32..56	26..52	24..44	23..42	23..36	21..34	21..31	15..25	13..22	13..22	12..15	
D4									65..66	64..66	62..65	61..65	53..64	45..63	43..61	41..56	35..54	32..52	26..46	23..44	23..42	16..31	
A											66	66	65..66	64..66	62..66	61..66	55..66	53..66	51..66	45..66	43..66	32..66	

Notes: A—Order is Accepted
 D4—Die roll each turn for acceptance: 4 or more on one die to accept
 D5—Die roll each turn for acceptance: 5 or more on one die to accept
 D6—Die roll each turn for acceptance: 6 on one die to accept
 Dt—Order is distorted and thrown away

New table ideas compliments of Matthias Stobbe, Germany.

Corps Attack Stoppage Table

# of Wrecked Divisions (+1 if Corps Commander is lost)	# of Divisions in Corps										Leader Rating
	10	9	8	7	6	5	4	3	2	1	
0	1	1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	2	2	3	
2	1	1	2	2	2	2	2	2	3	4	
3	2	2	2	2	2	2	2	2	3	4	
4	2	2	2	2	2	3	3	4			
5	2	2	2	2	3	3	4				
6	2	2	2	3	3	4					1 2 3 4
7	2	3	3	3	4						4,3 3 5 8 10
8	3	3	3	4							2,1 3 6 9 11
9	3	3	4								0 4 7 10 12
10	3	4									
11	4										

Notes: -3 from dice for rolls made at night.

Roll # or greater to pass check, otherwise corps attack stoppage occurs.

Movement Chart

	MA	Form chg	Clear	Pri Rd	Sec Rd	Forest	Elevation ¹	Slope	Ford, Stream	Creek, River, Lake	Tributary	Ext Slope	Walled Farm or Town	Swamp	Orchard/Vineyard	
Infantry, Line	5	1	1	NA	NA	3	+1	+2	+1	P	all	All	2	P	2	
Infantry, Column	8	1	1	1	1	2	-	-	+1	P	all	+4	2	4	2	
Infantry, Square	5	1	May only expend MPs to change formation or facing													
Skirmishers	8	-	1	1	1	1	-	-	-	P	all	+2	1	3	1	
Artillery, Foot, Limb	6	3	1	1/2	1/2	4	+1	+2	+1	P	P	+4	2	P	3	
Arty, Horse, Limb	10	3	1	1/2	1/2	6	-	+1	+1	P	P	+8	3	P	3	
Arty, Foot, Unlimb	6	3	May only expend MPs to change formation or facing													
Arty, Horse, Unlimb	10	3	May only expend MPs to change formation or facing													
Light Cavalry	14	1	1	1	1	4* ²	-	+1	+1	P	all	P	3* ²	6	2	
Heavy Cavalry	12	1	1	1	1	4* ²	-	+2	+1	P	all	P	3* ²	6	2	
Blown Cavalry (all)	6	1	1	1	1	4*	-	+1	+1	P	P	P	3*	4	2	
Leaders & HQs	14	-	1	1/2	1/2	2	-	-	-	P	all	+2	1/2	2	1	

* — Automatic DG if cavalry enters such a hex and the hex is not negated by moving along a road.

¹Elevation and Slope costs are regardless of the direction of the movement—up or down hill.

²Charging is not possible FROM such a hex.

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Fire Point Tables

	Fire Levels		
	A	B	C
Line			
Close Combat	6	6	3
1 Hex	2	2	1
French "Mixed" Column			
Close Combat	5	4	2
1 Hex	2	1	1
Non-French Column			
Close Combat	4	2	2
1 Hex	1	1/2	1/2
Square vs Inf/Arty			
Close Combat	2	1	1/2
1 Hex	1	1/2	0
Square vs Cav			
Close Combat	7	4	2
1 Hex	1	1/2	1/4
French Skirmishers	<i>Full</i>		<i>Reduced</i>
Close Combat	3		2
1 Hex	2		1
Non-French Skirmishers	<i>Full</i>		<i>Reduced</i>
Close Combat	2		1
1 Hex	1		1/2

	Close Combat	Range in hexes					
		1	2	3	4	5-6	7-8
Heavy Artillery							
5 Gun Points	10	5	4	3	2	1	1/2
4 Gun Points	8	4	3	2	2	1	1/2
3 Gun Points	6	3	3	2	1	1/2	1/2
2 Gun Points	4	2	2	1	1/2	1/2	0
1 Gun Point	2	1	1	1/2	1/2	0	0

	Close Combat	Range in hexes					
		1	2	3	4	5-6	7-8
Light Artillery							
5 Gun Points	10	5	4	2	1	1	1/2
4 Gun Points	8	4	3	1	1	1/2	0
3 Gun Points	6	3	2	1	1/2	0	0
2 Gun Points	4	2	1	1/2	1/2	0	0
1 Gun Point	2	1	1	1/2	0	0	0

Light or Heavy Artillery selective fire at enemy artillery (which is not on the top of its stack) is x1/2

Cavalry Attack Table

All are at Close Combat Range.

Target Type	AB+	A	B	C
Square	3	2	1	1/2
Cavalry	6	4	2	1
Inf Column	9	6	4	2
Inf Line	12	8	6	3
Other	17	17	14	10

Other includes: DG, Routed, Flank Targets, Artillery & Skirmishers not protected by squares.

Blown or Stationary Cavalry are x 1/2.

Routed Cavalry has no attack value.

Fire Table Modifiers—Regular Fires

**Terrain Modifiers are applicable to only the Defender in Close Combats

- 1 Up Slope or Extreme Slope
- 2 Target is Skirmisher (only) or in Protected Terrain¹
- 3 Target is Skirmisher (only) and in Protected Terrain¹ or Target is Skirmisher (only) in Forest
- 2 Sunken Road or Trench for Line or Skirmisher
- 3 Night
- 4 Target is Infantry, Skirmishers, and/or Artillery in a Redoubt
- 5 Defender's Fire in Close Combat or Cavalry Charge when struck in the flank
- +3 Target is Limbered, Flank Target, Routed or Disorganized
- +3 Target is Cavalry, in Column, Massed (AA or more in hex), or in Square

¹Protected Terrain refers to: Town, City, or Walled Farm.

Fire Table Modifiers—Exclusively Cavalry Fires

- 5 Defender's Fire when struck in the flank
- 3 Target is exclusively Heavy Cavalry
- +1 Firer is Heavy Cavalry or a mix of Heavy and Light Cavalry

Fire Combat Table

Result	Fire Points																Result	
	1 or less	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		17+
No Effect	11..33	11..24	11															No Effect
Morale Check Up 1	34..43	25..33	12..16	11														Morale Check Up 1
Morale Check	44..61	34..53	21..34	12..22	11..14	11..12	11..12	11										Morale Check
Morale Check, (1)	62..63	54..55	35..41	23..26	15..21	13..14	13..14	12..13	11..12	11	11	11	11	11	11	11	11	Morale Check, (1)
1	64..65	56..63	42..54	31..45	22..42	15..34	15..34	14..26	13..24	12..22	12..15	12..13	12	11	11	11	1	
1, (1)	66	64..66	55..65	46..62	43..56	35..53	35..46	31..44	25..43	23..42	16..36	14..35	13..34	12..33	12..26	12..25	11..24	1, (1)
2			66	63..64	61..62	54..56	51..53	45..51	44..46	43	41						2	
2, (1)				65..66	63..66	61..66	54..65	52..65	51..64	44..64	42..64	36..64	35..63	34..56	31..53	26..46	25..43	2, (1)
2, (2)														61..62	54..62	51..61	44..56	2, (2)
3, (2)								66	66	65..66	65..66	65..66	65..66	64..66	63..66	62..66	61..65	3, (2)
4, (3)																	66	4, (3)

Bold Numbers indicate casualties inflicted, Parenthetical number is stragglers inflicted. All numerical results also require a Morale Check.

☆☆ Any dice roll of 55 or 66 requires a leader in the target hex to be killed.

Generic Morale Values Chart

Unit & Type	Morale
Horse Artillery	B
Guard Artillery (Foot or Horse)	A
Other Artillery	C
French Skirmishers	B
Non-French Skirmishers	C

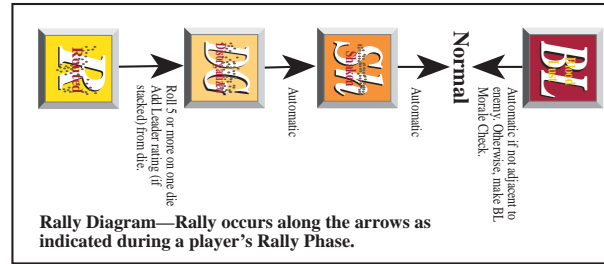
Apply these only when other units are not present in the hex to conduct the Morale Check for these units.



Blood Lust Morale Check

Dice Result
11..43 No Effect
44..66 Remove Blood Lust

There are no modifiers to this roll.



Morale State Effects

Type:	Fire	Movement	Close Combat
Blood Lust	NE	NE	Yes
Normal	NE	NE	Yes
Shaken	NE	NE	No
Disorganized	1/2 Round Down	1/2 Round Up	No
Routed	No	Special see 25.1b	No

Morale Table

Morale Result	BL	NE	Sh	Sh	Sh	Sh	DG	DG	DG	R	R
Retreat Hexes	-	-	-	-	1	1	1	2	2	2	2
Stragglers	-	-	-	1	1	2	2	2	3	3	4
-	11..24	25..61	62..65		66						
A	11..21	22..55	56..63		64..65		66				
B	11..16	21..55	56..63		64..65		66				
C	11..14	15..46	51..54	55	56..62		63..64	65		66	
Morale	-	11..12	13..41	42..44	45..51	52..54	55..61	62..63	64..65	66	
D	11	12..31	32..33	34..35	36..42	43..54	55..56	61..62	63..64	65..66	
-		11..23		24	25..32	33..46	51..52	53..61	62..63	64..65	66
E		11..12		13	14..16	21..36	41..43	44..51	52..62	63..64	65..66
-				11	12..13	14..26	31..34	35..43	44..55	56..62	63..66
-					11	12..22	23..26	31..36	41..52	53..62	63..66

Straggler Recovery Table

Strength Points Recovered:	0	1	2
	11..14	15..46	51..66
	11..22	23..52	53..66
	11..33	34..56	61..66
A	11..43	44..64	65..66
Unit Morale	B 11..53	54..66	
	C 11..63	64..66	
D or E	11..65	66	

Shifts:

+(rating - 1) Leaders
- 1 row if NOT stacked with a leader
+ 2 rows if attempted at NIGHT

Morale Modifiers—Standard

+(rating-1)	Leaders
+2	Checking unit is a Skirmisher in Protective Terrain
+1	Checking unit is an Elite Division Unit
+1	Checking unit is in Square Formation
+1	Checking unit is in Protective Terrain but is not a Skirmisher
-1	Checking unit is Shaken
-2	Checking unit is Disorganized
-2	Night
-2	Checking unit is Blown Cavalry
-2	Checking unit is a Wrecked Brigade
-3	Checking unit is a Wrecked Brigade of a Wrecked Division (used in place of the -2)
-3	Checking unit is Routed, Limbered or a Flank Target
-Elite Value	For each Wrecked Elite Division in the checking unit's Army

Morale Modifiers—Charge Resolution (Attacker or Defender)

+2	Checking unit is an Elite Division Unit
+2	Defender in Square
+2	Attacking Heavy Cavalry
+(rating-1)	Leaders
-1	Checking unit is Shaken
-1	Checking unit is in Line Formation
-2	Checking unit is Disorganized
-2	Checking unit is Blown Cavalry
-2	Checking unit is a Wrecked Brigade
-2	Defender (except Square)
-3	Checking unit is a Wrecked Brigade of a Wrecked Division (used in place of the -2)
-3	Checking unit is Routed, Limbered or a Flank Target
-Elite Value	For each Wrecked Elite Division in the checking unit's Army

Morale Modifiers—Close Combat

+2	Checking unit is an Elite Division Unit
+2	Checking unit is a Skirmisher in Protective Terrain
+1	Checking unit is a French Column in the attack
+1	Checking unit is in Protective Terrain but is not a Skirmisher
+(rating-1)	Leaders
-1	Checking unit is Shaken
-1	Checking unit is in Line Formation
-1	Checking unit is an attacker in Close Combat (not applied to attackers in Column)
-2	Checking unit is Disorganized
-2	Night
-2	Checking unit is Blown Cavalry
-2	Checking unit is a Wrecked Brigade
-2	Checking unit is a Defender in a Close Combat
-3	Checking unit is a Wrecked Brigade of a Wrecked Division (used in place of the -2)
-3	Checking unit is Routed, Limbered or a Flank Target
-Elite Value	For each Wrecked Elite Division in the checking unit's Army

Morale Modifiers—Square Check

+(rating-1)	Leaders
+1	Checking unit is an Elite Division Unit
+1	Square check is being made because of a Cavalry Charge declared at 3 or more hexes away from checking unit.
-1	Checking unit is Shaken
-1	Checking unit is in Line Formation
-2	Checking unit is attempting Square formation due to a REACTION CHARGE
-2	Checking unit is a Wrecked Brigade
-3	Checking unit is a Wrecked Brigade of a Wrecked Division (used in place of the -2)
-Elite Value	For each Wrecked Elite Division in the checking unit's Army

Outline Sequence of Play

First Player Turn

Command Phase

Order Issue
Corps Attack Stoppage Checks
Initiative Order Determination
Delay Reduction
New Order Acceptance

Movement Phase

Movement, Close Combat, and Cavalry Charges

Fire Phase

Cavalry Withdrawal Segment (Non-phasing player only)
Non-Phasing Player Fire Combat
Phasing Player Fire Combat

Rally Phase

Straggler Recovery
Rally
Cavalry Recovery

Second Player Turn

The Second Player Repeats the above for his units.

Game Turn End Phase

Game Turn Marker Advance

Cavalry Charge Subsequence

A) Attacker announces charging stack and target hex.

B) Square formation attempts.

C) Recall Attempt (if desired)

D) Move the charging cavalry toward and into the combat hex (execute a Reaction Charge if it triggers one along the way)

E) First the defender rolls for fire combat or cavalry attack. Apply losses. Then the Attacker does the same against the defender.

F) The Defending hex checks morale, if forced to retreat, execute the retreat and the charge continues with step **H**. Otherwise, go to step **I**.

G) The Attacking stack checks morale, if forced to retreat, the charge ends. Go to step **I**.

H) Follow-on Attack, if any. (See 24.1, step H)

I) Cavalry units involved in a Cavalry Charge (as attacker (in any case) or defender (if a DG or worse morale result occurs)) must become blown and withdraw 6 to 12 hexes (owning player's choice of distance).

Recall Attempt Table

Best Leader in Stack-->	0 or None	1-2	3	4
Unit Morale A	3	3	2	2
B	4	3	3	2
C	5	4	4	3
D	6	5	5	4

Roll # or greater on one die to be successful.

-1 to the die roll if the Cavalry attempting to recall is British and not the King's German Legion.

Gun Loss Table

Roll for any artillery unit that must limber in Close Combat or during a Cavalry Charge Resolution.
Note that whenever unlimbered guns must retreat, they must limber to do so.

Gun Points Lost	
1-3	0
Die 4	1
5	2
6	3

Straggler Table

Only for use for Emergency Corps Retreat and Forced Marching.

Resulting Stragglers-->	0	1	2	3
Unit Morale A	5 or less	6-9		
B	3 or less	4-7	8-9	
C	2 or less	3-6	7-9	
D		5 or less	6-8	9
E		3 or less	4-6	7-9

Roll one die and add the following modifiers (if applicable).
Cross index the result with the above.

Modifiers:

+1 if DG
+2 if Routed, Wrecked, or at Night

Blown Cavalry Recovery Table

Recovery-->	No	Yes
Unit Morale A	1 or less	2 or more
B	2 or less	3 or more
C	3 or less	4 or more
D	4 or less	5 or more
E	5 or less	6 or more

Roll one die and add the following modifiers (if applicable).
Cross index the result with the above.

Modifiers:

+1 if stacked with a 2-3-rated Leader
+2 if stacked with a 4-rated Leader
-1 if Wrecked

Close Combat Subsequence

A) Attacker enters the enemy occupied hex at the cost of movement into the hex plus an additional 2 MP cost.

B) Defender Fires, apply losses and stragglers to the attacking units.

C) Attacker Fires, apply losses and stragglers to the defending units.

D) Attacker Checks Morale, if required to retreat combat ends.

E) Defender checks morale, if required to retreat combat ends.

F) Use the Odds Table if the above does not end the combat. The loser from this table must retreat one hex.

Odds Table Strength Determination

Unit Strength:	AA or More	AB	A	B	C
Line:	6	5	4	2	1
Column:	12	10	8	4	2
Square:	4	3	2	1	1

Skirmishers:	Full= 2	Reduced= 1
Artillery:	UnLimbered=1/4	Limbered=1/8

Defender is x2 in Sunken Road, Redoubt, Walled Farm, Town, or Trench.
Strength over AA is of no additional effect.

Die	Odds				
	1:2	1:1	2:1	3:1	4:1 +
1-					1/2
2				1/2	A
3			1/2	A	A
4		1/2	A	A	A
5	1/2	A	A	A	A
6+	A	A	A	A	A

1/2—Roll one die: 4-6 Attacker wins, 1-3 Defender wins.

A—Attacker wins
—Defender wins

Die Roll Modifiers:

+1 Defender is wrecked Bde
+2 Defender is wrecked Bde of a wrecked Div
-2 Attacker is a wrecked Bde

Napoleonic Brigade Series:

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