Big Battle Napoleonic Rules

PERIOD SEQUENCE

Side A = phasing side, Side B = non-phasing side

1) Side A tests to rally any eligible routing troops.

2) Side A checks command and control.

3) Side A does all normal moves, and marks any cavalry held on a counter.
Side B can try to form square with any infantry attacked by cavalry.
Side B can make any counter moves, then removes all counter markers from his units.

4) Firing phase Side B fires
Side A fires

5) Fight melees.

6) Move routing and pursuing troops from both sides.
Side A can move any cavalry on counter, remove the marker from any units moved.

COMMAND AND CONTROL

Units need a general to:
1) Rally from rout
2) Move in line or column
3) Unlimber

A unit which has no general can still:
1) Rally from disorder
2) Rout
3) Fire
4) Form emergency square
5) Move in column of march
6) Follow up or pursue

Command spans

Any CinC	12"
French corps commander	12"
Prussian	10"
Confed. of the Rhine	10"
Austrian corps	8"
Russian corps	8"
Cavalry corps	6"
Division commander	4"

MOVEMENT

	Normal	CofM	Rout	Pursuit
Infantry Column	10"	18	6	-
Infantry Line	2"	-	6	-
Infantry step back	1"	-	-	-
Heavy Cavalry	12"	24	10	8
Light Cavalry	16"	24	12	10
Heavy Artillery	8"	18	-	-
Horse Artillery	16"	24	-	-
General	16"			

Formation changes
It takes infantry a full move to change formation, cavalry take half a move. About face or (un)limber costs 4" of move.

Emergency squares
Throw 2D6:

Guard	+2
Elite	+1
Raw	-2
In column	+1
Disordered	-2
Enemy infantry within 3"	-3

RECOVERING FROM ROUT

Raw	11
Trained	10
Elite	9
Guard	6

DISORDER

Causes of disorder:
1) Cavalry slowed by difficult terrain.
2) Cavalry who have pursued.
3) Suffered > 1 firing casualty
4) Rallying from rout
5) Old regime infantry changing between column and line.

FIRING

Light infantry firing	+1
Ill equipped infantry firing	-1
Ill served artillery firing	-1
Target is in cover	-1
Target is in square / enfiladed	+1
Artillery in canister range	+1
Artillery at long range	-1
Firers disordered	-2
Firers 3 or less bases left	-1
Firers charged by cavalry and not in square	-1
Firing unit is in square	-2
Target is un-enfiladed line	-1
Target is no longer available	-2

Ranges

Old regime	2"
Other muskets and rifles	4"

		Horse	Heavy
Artillery	Short (Canister)	2	2
	Medium	6	8
	Long	10	16

MELEE

Cav v's Cav or Inf : Infantry v's Infantry
For each side throw a die and adjust the score thrown using the table below:

Each cavalry base v's inf	+4
Each eligible base in the unit fighting	+1
Guard	+2
Elite	+1
Raw Cossacks	-2
Other Raw	-1
Disordered	-1
Enemy defending obstacle	-1
Enemy defending fortification	-3
Heavy cavalry	+2
British trained or Old Regime infantry in line v's infantry	+3
Other infantry in line v's infantry	+2
Infantry in square	-5
1 or 2 eligible bases in supporting units	+1
3 to 5 eligible bases in supporting units	+2
6 or more eligible bases in supporting units	+3

Compare the adjusted scores and apply the appropriate result from the table below:

Difference	Result
0 or 1	Indecisive
2, 3 or 4	Losers pushed back
5 or more	Losers rout