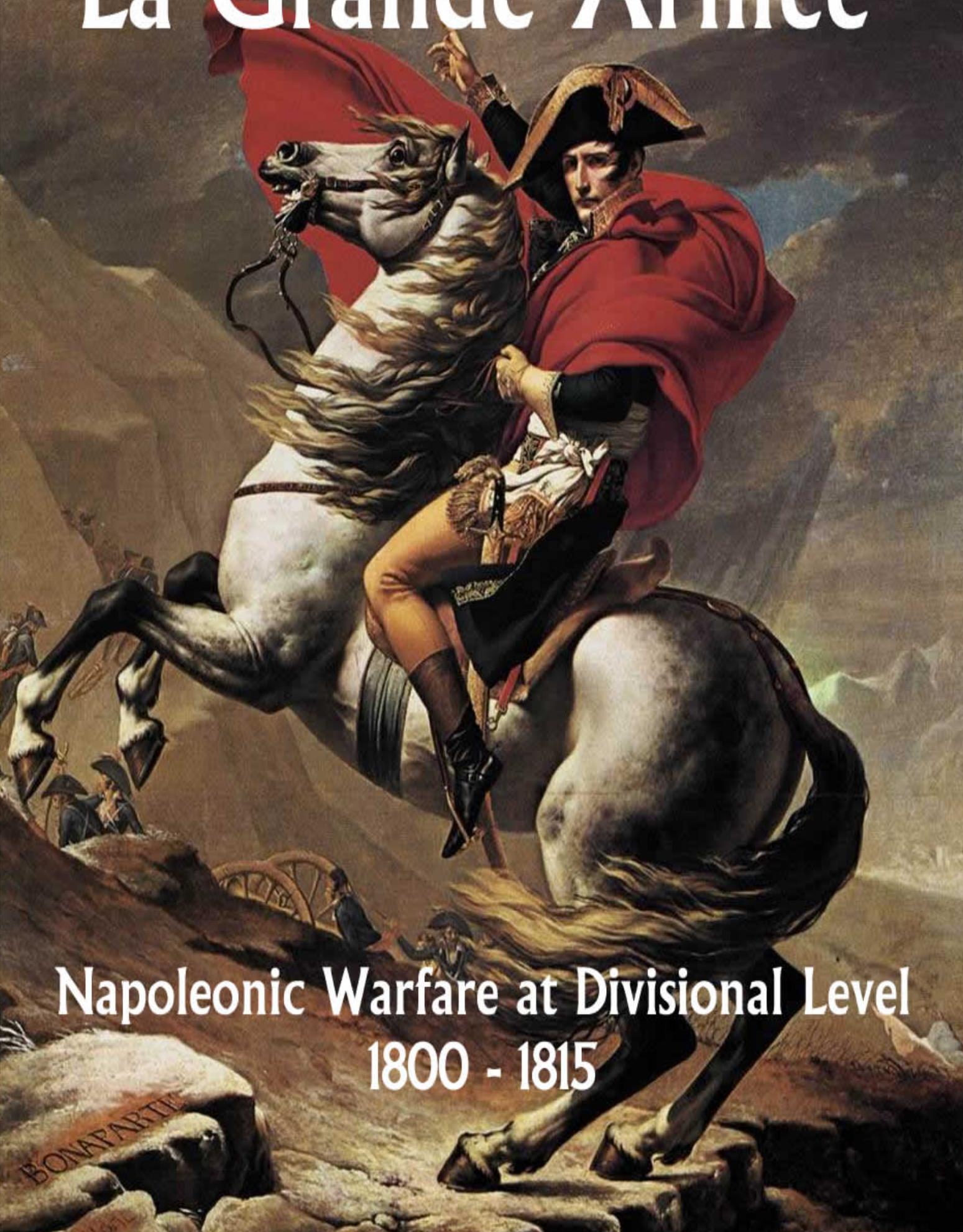
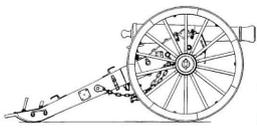


# La Grande Armée



Napoleonic Warfare at Divisional Level  
1800 - 1815



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Rules Overview

These rules are designed for full army engagements between the French and Allied forces of the Napoleonic period. Armies are subdivided into Corps, with the Corp Commander giving orders to elements of Brigade or Divisional size for cavalry and elements of Divisional size for infantry and the artillery reserves.

The bound sequence is based around Corp command actions that allow the individual elements to execute actions, whilst opposing elements may react to these actions. As the battle progresses the elements will start to become disrupted and will obtain a number of disruption markers. This disruption will hinder the elements in their actions and give advantage to elements that are less disrupted.

These Napoleonic rules are designed to give a generic battle with little or no detail below Divisional level. Troop classes are subdivided into infantry, cavalry and artillery, whilst troop class are split in to guard, seasoned and garrison. As with most of our rules we have tried to make the rules fun, but still maintaining the realistic feel of the period... so enjoy.

## Army Structure

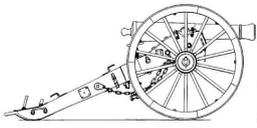
The Le Grande Armée rules have been designed for you to be able to research any Napoleonic battle and be able to structure the French and Allied force from the available order of battle.

The basic structuring mechanics of doing this is as follows:

- Represent the Army Commander with an appropriate command base.
- Find and identify the Corp information for the French and Allied armies.
- For each Corp determine the number of infantry Divisions, Cavalry Brigades or Divisions and if there are any Divisional artillery reserves. Represent the Corp Commander with a command base.
- Define the size of each infantry Division by identifying the historical size of the division. Divide this historical size by **600** the resultant number represents the number of bases within the Division, round any fractions up. If the Division has any attached foot artillery then this is denoted by a single base of artillery for each artillery battery.
- Define the size of each cavalry Brigade or Division by identifying the historical size of the Brigade or Division. Divide this historical size by **200** the resultant number represents the number of bases within the Brigade or Division. Only the same type of cavalry can be blocked together into a Brigade or Division, these are Light, Lancers, Heavies and Cuirassiers. If all the Brigades within a Division consist of the same type of cavalry then a Division of cavalry may be formed. If the Division has an attached horse artillery battery then this is denoted by a single base of artillery for each artillery battery.
- Define the size of each Divisional artillery reserve. Each battery will be represented by a single base of artillery.

Ideally all bases should be the same size in width and depth. An infantry base will have six foot figures on it, three wide and two deep. A cavalry base will have two mounted figures on it and an artillery base is represented by a single gun figure with its crew. Realistically you will probably be using figures based for another rule set, so if both the French and Allied force is based similarly then this is fine.

Basing the figures as above will give you a figure scale of 1:100.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Commanders

There are two types of commanders that are represented within the rules; these are Army and Corp Commanders. The Allies may have one Army Commander per nation taking part in a battle whilst the French will only ever have one.

### Command Ability Value

All Corp commanders will have a *Command Ability Value* of between one and five, the higher the number the more able the commander is at controlling his Corp elements. Army commanders use the same values but if Napoleon is present he is represent by his own ability value.

- |   |                           |
|---|---------------------------|
| 1 | Incompetent and Bungling  |
| 2 | Hesitant and Cynical      |
| 3 | Practised and Experienced |
| 4 | Talented and Skilful      |
| 5 | Astute and Perceptive     |
| 6 | Napoleon                  |

Use the *Command Ability Value* of a commander when a *Command Roll* is required.

Corp Commanders have a command radius of **6**-inch for Infantry and Artillery and **12**-inch for Cavalry; this is from the head of the command figure to the nearest part of the elements base.

### Moving Commanders

A Corp Commander will be able to move after all his elements have performed their actions. The Army Commanders can move after all the Allied and French Corps have been activated. The lowest ability value commander moves first, if there is a draw in ability values, then alternate the moves each bound.

### Commanders Joining Elements

A Corp Commander can end its move in contact with an element, at this time the commander is counted as being attached to that element and all subsequent *Command Rolls* will receive the appropriate modifier for being attached. Commanders can be shot or killed in *mêlée* but not captured. Attached commanders will move when the element moves.

An Army Commander will NOT attach itself to a element.

### Capturing Commanders

A commander can be captured if an element moves over the commander's base that is in the open. The commander will have a chance of escaping. Roll a **D6**, if the resultant roll is less than the *Command Ability Value* of the commander then the commander escapes. A roll of a **1** always represents an automatic escape.

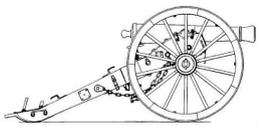
Commanders that escape will immediately execute a **6**-inch move. If a Corp Commander is captured then treat all its Corp elements has always being out of command. All elements will automatically receive **-1** to their *Action Check*. If the Army Commander is captured then just roll a **D6** dice for the *Command Roll* within each *Corp Round*.

### Shooting Commanders

A commander cannot be targeted separately in a firing action phase, but he can be shot if he is attached to a element that receives casualties. The chance of the commander being hit by fire is the same as the number of hits that were inflicted on the element. Roll a **D6** dice and the attached Corp Commander will be killed if the resultant roll is equal to or less than the hits that were inflicted.

### Commanders in Mêlée

The chance of the commander being killed in *mêlée* is the same as the number of hits that were inflicted on the element. Roll a **D6** dice and the attached Corp Commander will be killed if the resultant roll is equal to or less than the hits that were inflicted.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Bound Sequence Mechanics

The following sequence shows the order in which rounds appear throughout the bound.

### Recovery Round

A unit that is routing can attempt to stop, French then Allied.

### Compulsory Movement Round

All compulsory movement is undertaken within this round, French then Allied.

### Corp Round

This round is repeated until every Corp that is on the battlefield has been activated, the mechanics of activation are:

First a *Command Roll* is initiated between the Allies and French Commander the winner selects which of its inactivated Corps it wishes to activate. Each element within the Corp makes an *Action Test* for each action the element attempts to perform. After all elements within the Corp have been successful or failed their activation then the Corp Commander can be moved.

Repeat the above sequence until all Corps Allied and French have been activated.

At this point within the Corp Round move the Army Commanders.

### Mass Mêlée Round

Up to three phases of mass mêlée are fought in this round.

## Recovery Round

An element that is routing will automatically attempt to STOP. Roll a **D6** dice and the resultant roll must be greater than the number of disruption markers that the element has at present. To this recovery dice roll add any applied modifiers to the element, these are:

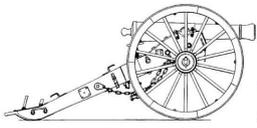
- +1 Outside of 12" of any enemy elements
- +1 Army Commander is within 6-inch of the element
- +2 Corp Commander is with the element

If successful the element will stop routing, but will still retain its current number of disruption markers. A failure to recover from a rout will cause the element to undertake another rout move in the *Compulsory Movement Round* at the end of which the element will receive ONE disruption marker.

An element **must** have undertaken at least one compulsory move before it can attempt a recovery check.

### Automatic Recovery

If an unmodified **6** is rolled on the recovery dice then the element will immediately STOP routing. Immediately remove ONE disruption marker after rolling an automatic recovery.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Compulsory Movement Round

There are a number of compulsory moves that may be required these are:

### Dispersal

An element will automatically be dispersed and must be immediately removed from the battlefield if the number of its remaining bases is equal to or less than the number of disruption markers that it presently has.

### Rout

If a *Mêlée Morale Test* is failed, then an element will rout straight backward towards its own baseline the following distance in inches:

<b>6</b>	Infantry and Foot Artillery
<b>12</b>	Cavalry and Horse Artillery

An element will automatically receive TWO disruption markers when it completes its initially compulsory rout move.

An element that routs in the *Contact Mêlée Phase* will remain in contact until the *Compulsory Movement Round* and will NOT fight in the *Mass Mêlée Round* that follows.

### Retire

Both sides will automatically retire away from each other **4**-inch if they are still locked in contact after three consecutive phases of mass mêlée and they are of the same troop type. Otherwise cavalry will retire **8**-inch from infantry who will remain stationary. The retiring elements will face each other at the end of the compulsory move.

The exception to this is if one of the elements is within a settlement area, then the defending element will remain within the settlement area and the attacking element will retire straight back **8**-inch facing the settlement and will immediately receive ONE disruption marker.

### Seeing Elements Dispersed

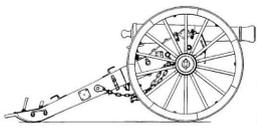
An element must immediately perform a *Mêlée Reaction Test* if an element is dispersed within **6**-inch of it and is in a direct line-of-sight. A failure means that ONE disruption marker will be applied to the element.

### Seeing Routing Elements

An infantry or artillery element must immediately perform a *Mêlée Reaction Test* if a routing infantry or artillery element passes within **6** Inch of it and is in a direct line-of-sight. If multiple routs pass the element then perform multiple reaction tests. Each failure means that ONE disruption marker will be applied to the element.

Continue to perform a *Mêlée Reaction Test* for elements that don't immediately pass the test for seeing a routing element, continue to test until the element successfully passes.

Routing cavalry elements don't cause a *Mêlée Reaction Test* on other elements.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Corp Round

A *Corp Round* is required for each Corp that is on the battlefield. This allows a French or Allied Corp to attempt a number of predetermined actions for the elements that are contained within it.

### Command Roll

Each *Corp Round* is started with a command roll. Both the French and Allied Army Commanders roll a **D6** dice and add their *Command Ability Value* to the resultant roll. The highest roll wins, if a draw is indicated then the commander with the highest ability value wins. If both commanders are the same, then reroll the dice until a result is determined.

A commander will automatically win the command roll if an unmodified **6** is rolled. If both sides roll a 6 then refer to the procedure above. This allows a poorer commander to gain the initiative every once in a while.

### Corp Selection

The winner of the *Command Roll* can now select a Corp that has not already been activated this bound. If the French or Allies have no more Corps to activate then a roll is not necessary and the remaining Corps can be activated one at a time. The *Corp Round* will end when all the Corps have been activated.

### Actions

A Corp is subdivided into infantry/cavalry Divisional or cavalry Brigade elements and the following denotes the number of actions available dependent on the classification of each element:

<b>Guard</b>	4	Guard
<b>Elite</b>	3	Elite or Veteran
<b>Seasoned</b>	2	Seasoned or First-Class Line
<b>Garrison</b>	1	Conscript, Second-Class Line or Garrison

Determine the element that is to be activated within the corp. For each action that is to be performed, roll an *Action Check* before each action is attempted. Available actions are:

<b>Move</b>	
<b>Charge</b>	May trigger a <i>Contact Reaction Test</i>
<b>Reform</b>	
<b>Fire</b>	Will trigger a <i>Firing Reaction Test</i>

Once an element is specified all of its actions must be consecutively used or they will be lost. They cannot be saved to be used later, but they can be passed over and not used this round.

### Action Check

The action check is simply determined by rolling a **D6** dice and the resultant roll should be equal to or less than the *Command Ability Value* of its Corp Commander with applied modifiers. Success indicates that an action can be executed, whilst a failure means that the element loses this one action.

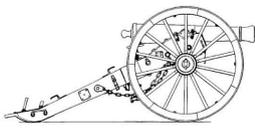
Applied modifiers are:

<b>-1</b>	Corp Commander is outside <b>6</b> -inch of an infantry or artillery element
<b>-1</b>	Corp Commander is attached to another element within the Corp
<b>+1</b>	Corp Commander is attached to element
<b>+1</b>	Army Commander is within <b>6</b> -inch of the element

An unmodified roll of a **6** always indicates a successful *Action Check*.

### Ending Corp Rounds

Once all the elements within a Corp have been activated, the present *Corp Round* ends and the next one begins if there are still French or Allied Corps that have not been activated this bound. Once all the Corps have been activated, the *Corp Round* will completely end and the *Mass Mêlée Round* begins.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Movement

All normal movement distances are listed in inches.

	Normal	Charge
Infantry	2	3
Cavalry	4	6
Commander	6	--

Infantry includes foot artillery and cavalry includes horse artillery. Commanders are always considered to be mounted.

### Disrupted Movement

An element that has one or more disruption marker allocated to it **must** move at HALF its stated movement rate. Remove ONE disruption marker after performing a disrupted movement action.

### Movement Restrictions

An element can move through difficult terrain features such as woodland, streams and settlement areas. But for each action phase that it spends moving through this type of terrain ONE disruption marker will be applied to the element. Any subsequent moves through the difficult terrain will be *Disrupted Movement*. An element that is stationary within the difficult terrain will not receive a marker and it can reform.

### Interpenetration

All types of elements can freely move through artillery. Infantry and cavalry elements can move through other elements. But for each action phase that they spend moving through an element, ONE disruption marker will be applied to each element. Elements cannot reform whilst they are being interpenetrated.

### Changing Formation

An element can expend a movement action and remain stationary, but in doing so it will adjust its facing and/or it can expand and/or contract its frontage. Elements within the rules don't have a set line or column formation, since we are working at Divisional scale. Formations are classified as fluid and can take any shape and change to face any direction. Attached artillery can freely move (be repositioned) within its element in a normal movement action.

Infantry may form a square to protect themselves against a Cavalry charge.

An element may about face and make a full move, but in doing so the element will cause 1 disruption point on itself.

### Moving to Contact

An element can charge to contact, see *Charging* or it can advance to contact with an opposing element. If an element moves to contact with another element at its normal movement rate and contacts without charging, then it will not gain any dice bonuses for charging or impacting in the initial phase of the *mêlée*. The receiving element will still have to take a *Contact Reaction Test*.

### Pull Off

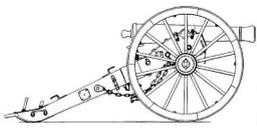
A cavalry element that has charged to contact with an infantry element, can *Pull Off* if it still has actions available to it for this bound. Perform a normal move away from the contacted element if it's next immediate *Action Check* is successful, if the check fails then the cavalry element will stay in contact and must fight the *Mass Mêlée Round*. It will also receive ONE disruption marker for its failed *Pull Off* attempt.

### Reforming

An element can attempt to reform by expending an action on reforming. Execute an *Action Check* and if successful the element stays stationary and removes ONE disruption maker from its present total.

### Column of March

A *Column of March* is used for tactical movement and for crossing bridges without the element becoming disrupted, an element will move at triple its normal movement rate whilst in this formation. A column is represented by placing all bases behind each other in a single line that extends backwards. If the column is contacted whilst still in this formation then it will only fight with the bases that are in contact and will immediately receive TWO disruption markers.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Charging

A charge move must be executed in a straight line towards the target element that is in a direct line-of-sight. If the charge fails to contact due to the distance being too great, then the charging element will receive ONE disruption marker for failing to contact.

An infantry element can charge to contact with another infantry, artillery or the flank/rear of a cavalry element. A cavalry element can charge to contact with an infantry, artillery or cavalry element. All attached artillery will retire to the rear of the charging element and it will not take part in the *mêlée*, but may become a casualty of the *mêlée*.

Before charging, declare that an element is intending to charge to contact and then execute an *Action Check*. Success indicates that the element charges home and a failure will indicate that the element refuses to charge and receives ONE disruption marker. The receiving element must also take a *Contact Reaction Test* if the charge will contact.

When contact is initiated one single *Contact Mêlée Phase* is immediately performed.

### Contact Reaction Test

A contact reaction test is required when an element is charged. Roll a **D6** dice and the resultant roll must be equal to or less than the contact reaction value of the element with the applied modifiers. This value is determined by the following classifications:

<b>Guard</b>	6
<b>Elite</b>	5
<b>Seasoned</b>	4
<b>Garrison</b>	3

Applied modifiers are:

<b>-1</b>	Each Disruption Marker on element
<b>-1</b>	Infantry or Artillery being charged by Cavalry if not in Square
<b>+1</b>	Element is in a settlement area
<b>+1</b>	Attached Corp Commander with element
<b>+1</b>	Army Commander is within <b>6</b> -inch of element
<b>+2</b>	Infantry in Square firing against a Cavalry charge

An element that does not successfully pass the reaction test will receive ONE disruption marker. If the modified roll is zero or less, then ONE disruption marker is automatically applied. The element will receive the charge stationary without performing any actions against the charge.

A roll of an unmodified **6** indicates an automatic successful pass of the test.

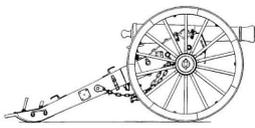
A successful contact reaction test indicates that the element can immediately execute a single action before the charging element contacts these are:

<b>Fire</b>	Fire at the range from whence the charge initiated
<b>Counter Charge</b>	Receive charge modifier, but not impact modifiers for charging
<b>Turn to Face</b>	Facing bases have time to change their facing to receive the charge stationary
<b>Evade</b>	Move <b>D6</b> -inch directly away down the line of the charge and receive ONE disruption marker
<b>Stand and Receive</b>	Element may reform and remove ONE disruption marker before contact is made

If casualties are caused on the charging element, then an immediate *Fire Reaction Test* is required by the charger.

Infantry may only counter charge other Infantry, whilst Cavalry may counter charge Infantry or Cavalry. If Cavalry counter charge Infantry, then the Infantry element will immediate STOP its charge and receive the Cavalry's counter charge.

A charge that fails to contact an evading element will continue to move its full charge distance and will then receive ONE disruption marker for failing to make contact. Foot artillery can't Evade with their guns, so this is not a permitted action.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Firing

Firing **must** be executed in a straight line towards the target element that is in a direct line-of-sight, if one base of the firing element is in then all the bases are. Determine the number of infantry and attached artillery bases that are eligible to fire. These must be the front-rank bases within the element; second and subsequent ranks are not eligible to fire. The chart below shows the number of **D6** dice each base will receive dependent upon its range to the target element.

	Range	Musket	Artillery
<b>Short</b>	<b>4</b>	1	3
<b>Effective</b>	<b>12</b>	½	2
<b>Long</b>	<b>18</b>	--	1

Applied modifiers are:

½ Firing on a settlement area (HALF the number of dice rolled)

The range is denoted in inches, whilst the long-range factor is only for the heavier reserve artillery and not the attached lighter artillery, normally 12lb or above.

### Disrupted Firing

An element that has one or more disruption markers allocated to it **must** HALF the number of dice rolled when firing. Remove ONE disruption marker after performing a disrupted fire action.

### Inflicting Firing Casualties

The total number of dice that has been determined with the above chart and applied modifiers is now rolled. NOTE: round up any half dice results, but round down any quarter dice results. Each **6** that is rolled on the dice denotes a casualty, immediately remove ONE base for each casualty that is caused.

If the element has attached artillery then for each casualty inflicted roll a **D6** dice again. If another **6** is rolled then this indicates that an attached artillery base is a casualty instead of an infantry or cavalry base. If no infantry or cavalry bases remain then an artillery base automatically becomes the casualty.

### Firing Reaction Test

A reaction test is required when an element is **fired upon**; casualties do not have to be inflicted by the fire. Roll a **D6** dice and the resultant roll must be equal to or less than the reaction value of the element with the applied modifiers. This value is determined by the following classifications:

<b>Guard</b>	6
<b>Elite</b>	5
<b>Seasoned</b>	4
<b>Garrison</b>	3

Applied modifiers are:

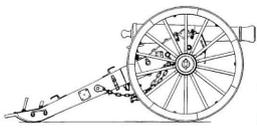
- 1 Per casualty caused this fire phase on the element
- +1 Fired upon by 4d6 attack dice or less than with no casualties being caused
- +1 Element is in a settlement or woodland area
- +1 Attached Corp Commander with element

An element that does not successfully pass the reaction test will receive ONE disruption marker. If the modified roll is zero or less, then ONE disruption marker is automatically applied.

### Firing Restrictions

If the shooting is funnelled through a gap then only the same number of bases that is equal to the size of the gap can fire through it. All other bases are ineffective and they are considered lost.

The first and second ranks of bases that are in direct contact within a mêlée CANNOT be targeted by fire. Subsequent ranks and bases that extend past the contacting ranks CAN be targeted.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Fighting Contact Mêlées

### Contact Mêlée Phase

When an element initiates a mêlée with another element, a single *Contact Mêlée Phase* is immediately performed. Both sides will only fight with the bases that are in direct contact plus any supporting bases that are behind the contacting bases. All supporting attached artillery will retire to the rear of the contacted element and it will not take part in the mêlée, but may become a casualty of the mêlée.

The number of bases that fight determines the initial number of **D6** dice that are rolled by each side. Adjust this number of mêlée dice with any applicable modifiers below:

<b>-1</b>	<b>Disrupted</b>	Per disruption marker that the element has presently sustained
<b>-1</b>	<b>Artillery</b>	If any Artillery is in base contact with the opposing element
<b>+1</b>	<b>Heavy Cavalry Impacting*</b>	For each base that is in base contact with the opposing element
<b>+2</b>	<b>Cuirassier Cavalry Impacting*</b>	For each base that is in base contact with the opposing element
<b>+3</b>	<b>Lancer Cavalry Impacting*</b>	For each base that is in base contact with the opposing element
<b>X2</b>	<b>Charging*</b>	Double the number of mêlée dice

The charging factor and the other cavalry factors for impacting are cumulative. \* NOT against Squares.

### Inflicting Contact Mêlée Casualties

The total number of dice that has been determined with the above chart is now rolled. NOTE: round up any half dice results, but round down any quarter dice results. Each **6** that is rolled on the dice denotes a casualty, immediately remove ONE base for each casualty that is caused.

If the element has attached artillery then for each casualty inflicted roll a **D6** dice again. If another **6** is rolled then this indicates that an attached artillery base is a casualty instead of an infantry or cavalry base. If no infantry or cavalry bases remain then an artillery base automatically becomes the casualty.

If a Corp Commander is attached to the element then **re-roll** any failed dice that rolled a **1**.

Only the number of opposing bases that are in direct contact and the supporting bases can be inflicted as casualties, any additional casualties are lost.

### Breakthrough

An element that has slayed all its opposing and supporting bases of an element in the *Contact Mêlée Phase* will inflict a breakthrough on it. A cavalry element will be placed to the rear of the broken element with a **1-inch** gap. If there is insufficient clear space behind the element then the cavalry element will rally forward and will be placed with a **1-inch** gap to the front of the element. Infantry elements will continue with the *Mass Mêlée* round.

The element that has been broken through will immediately receive TWO disruption markers and it must execute a *Mêlée Reaction Test*. The failure of the *Reaction Test* will indicate that it receives ONE more disruption marker. A *Mêlée Morale Test* must also be taken at the end of the breakthrough phase.

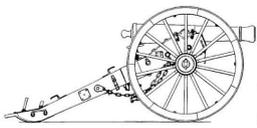
### Flank Attacks

If a charge contacts an element on its flank, then the contacted element will only fight with the bases that are in direct base contact with NO support, whilst the charging element will fight with the bases that are in contact plus any supporting bases that are directly behind the contacting bases. The charged element has the possibility of reacting to the charge and turning to face, in which instance the element will NOT now be contacted on its flank.

An element that has been contacted on its flank will immediately receive ONE disruption marker and it must execute a *Mêlée Reaction Test*. The failure of the *Reaction Test* will indicate that it receives ONE more disruption marker.

### Mêlée Reaction Test

A *Mêlée Reaction Test* is required if any element, French and/or Allied within the mêlée receives one or more casualties, refer to the *Mêlée Reaction Test* in the *Fighting Mass Mêlées* overleaf.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Mass Mêlée Round

After the initial *Contact Mêlée Phase*, if both elements are still in contact then three phases of mass mêlée will be fought. The mass mêlée will immediately STOP if an element ROUTS. If both sides are still in contact at the end of these three phases, then both sides may RETIRE away from each other in the *Compulsory Movement Round*.

### Mass Mêlée Phase

In each *Mass Mêlée Phase*, all the bases from all the contacting elements will fight with any applied modifiers. If the French or Allies have multiple elements within the mass mêlée then add all the bases together.

Applied modifiers are:

- 1 Per disruption marker that the element has presently sustained

### Inflicting Mass Mêlée Casualties

The total number of dice that has been determined is now rolled. NOTE: round up any half dice results, but round down any quarter dice results. Each **6** that is rolled on the dice denotes a casualty, immediately remove ONE base for each casualty that is caused.

If the element has attached artillery then for each casualty inflicted roll a **D6** dice again. If another **6** is rolled then this indicates that an attached artillery base is a casualty instead of an infantry or cavalry base. If no infantry or cavalry bases remain then an artillery base automatically becomes the casualty.

If a Corp Commander is attached to the element then **re-roll** any failed dice that rolled a **1**.

If casualties have been caused on a multiple element mass mêlée, then divide the casualties equally between all the elements, rolling randomly to allocate any outstanding casualties.

### Mêlée Reaction Test

A reaction test is required when any casualties are inflicted on any elements within a mêlée phase. The following chart indicates the classification of the element and the casualties that it has suffered in this mêlée phase. A **red** number indicates the number of automatic disruptions that are caused. A black number indicates the chance of a disruption, roll a **D6** dice and if the resultant roll is greater than the shown number ONE more disruption will be caused.

	Casualties Inflicted this Mêlée Phase									
	1	2	3	4	5	6	7	8	9	10
<b>Guard</b>	6	5	4	3	2	1	1/6	1/5	1/4	1/3
<b>Elite</b>	5	4	3	2	1	1/5	1/4	1/3	1/2	1/1
<b>Seasoned</b>	4	3	2	1	1/4	1/3	1/2	1/1	2/4	2/3
<b>Garrison</b>	3	2	1	1/3	1/2	1/1	2/3	2/2	2/1	3/3

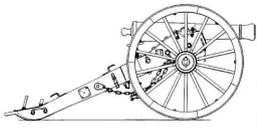
An element that is in a mass mêlée cannot remove any of its disruption markers whilst fighting. Only when the mêlée is resolved can the disruption markers be dealt with.

### Mêlée Morale Test

At the end of each mêlée phase a morale test must be performed if an element has **any** disruption markers. Roll a **D6** dice, the element will ROUT if the resultant throw with the applied modifiers is equal to or less than the number of disruption markers that are presently on the element. An unmodified roll of a **6** represents an automatic pass for the morale test.

Applied modifiers are:

- +1 Won this mêlée phase
- +1 Corp Commander with element
- +1 Army Commander within **6**-inch of element
- +1 Unbroken Infantry in Square against Cavalry
- +2 Element is defending a settlement area



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Settlement Areas

A settlement area will have a predetermined size represented as a number, either **4**, **8**, **12** or **16**. This number signifies the number of bases that can be positioned within the settlement area. Additional bases of an element that cannot be accommodated within a settlement area must be positioned to its rear. These bases will NOT fight in the *Contact Mêlée Phase* unless they are themselves contacted. At the end of each *Mass Mêlée Phase* the defender may reinforce with these additional bases up to the maximum predetermined size of the settlement, basically replenishing any losses from mass mêlée.

An element that moves through a settlement area will receive ONE disruption marker.

### Firing in to Settlements

Elements that are on the edge of the settlement are eligible targets, otherwise fire must be from within the short-range distance of 4". When firing on these elements HALF the number of stated casualty dice that are rolled, due to the cover of the settlement. Elements that fire out from the edge of a settlement do so at full effect.

### Charging Settlements

An Infantry element will not receive the charging or impact dice bonus in the *Contact Mêlée Phase* when it initially charges against a settlement. Cavalry may NOT initiate a charge against an element that is in a settlement.

### Mêlée in Settlements

In the initial phase of mêlée, the defender will fight with all the bases that are on the attacked facing of the settlement, this is an exception to the normal mêlée rules. In the subsequent three *Mass Mêlée Phases* of the mêlée, all the attacking bases will fight whilst only HALF the capacity of the settlement will fight for the defenders.

Only the defender of the settlement will receive the *Mêlée Morale Test* modifier for defending a settlement.

At the end of each phase of mêlée a *Firing Reaction Test* MUST be executed by the French and Allied sides to determine if either becomes more disrupted for fighting within the settlement area. If the defender ROUTS from the settlement then the attacker can automatically move into the settlement in the *Compulsory Movement Round*.

If one or more sides of a settlement don't have any bases to defend it, then an opposing element can enter the settlement through this side and immediately initiate contact mêlée with the elements inside. Both the defender and attacker will receive the *Mêlée Morale Test* modifier for defending a settlement.

## Squares

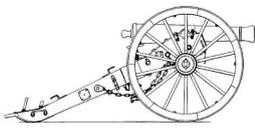
An infantry element can spend an action phase forming an open square, this doesn't need to be of equal size.

When firing the bases from each specific side can fire at separate targets within a forty-five-degree arc of fire. Squares will always hold their fire until the last possible moment and therefore will fire at **short range** when charged.

A cavalry element that contacts a square will only fight in the *Contact Mêlée Phase*. If the cavalry element doesn't break-into a square then it will automatically RETIRE 6-inch and will immediately receive ONE disruption marker. Squares are so compacted that the number of Infantry to Cavalry is normally 6:1, so to represent this the Cavalry will NOT receive any modifiers for impacting or charging.

Cavalry will break-into a square if the Infantry lose the mêlée and fail their *Mêlée Reaction Test*, the Square immediately receives TWO disruption markers and a *Mass Mêlée Round* will ensue.

An infantry element that contacts a square will fight in the *Contact Mêlée Phase* and the *Mass Mêlée Phase*. The square will fight with the bases in contact in the *Contact Mêlée Phase*, but in the *Mass Mêlée Phase* the square can remain a square and fight the same or it can break formation and fight all of its bases against the attacking infantry. If the square breaks formation then it will immediately receive TWO disruption markers.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Special Rules

### Direct Line-of-Sight

The definition of a “direct line-of-sight” is that there must be a direct line between both elements that does not pass over or through intervening features. These features can be other elements or terrain features like woodland, settlements or hills. Elements that are on higher ground can see over terrain features, these cast an area of “dead ground” that is the same size as the feature itself. A piece of woodland that is 6” wide would produce an area of dead ground that is 6” directly behind the woodland, any elements within this area cannot be targeted from the higher ground. Elements need to have at least a 2” gap behind them for an element to the rear to be targeted from higher ground.

Firing and charging are carried out in a straight line directly to the front of the element, but a direct line-of-sight must be established before either can be undertaken.

### Hills

An infantry or artillery element that defends a hill will gain the benefit of being able to fire over the heads of the bases in front of them. This could be another element or if the firing element is positioned on the forward slopes of the hill, the subsequent rear bases can fire over the bases of their own element. Different elements require a 2” gap between them.

Hills also counter the effects of a charge for elements attempting to charge up the hill. Therefore, charging elements will NOT receive the impacting bonus in the *Contact Mêlée Phase*.

When firing from higher ground gain 3-inch to the distance of the firing element, this is split across the firing ranges as follows: 0 to 5-inch is Short Range, 5 to 14-inch is Effective Range and 14 to 21-inch is Long Range.

Elements can fire from ground level on to a hill over the heads of intervening elements if there is a 2” gap. When firing on to an element that is on the forward slope of a hill, all visible ranks are an eligible target, so if there is an artillery element attached and it can be seen, then roll normally to see if it is removed has a casualty.

### Woodlands

Elements that are on the edge of the woodland are eligible targets, otherwise fire must be from within the short-range distance of 4”. Elements that fire out from the edge of a woodland do so at full effect. A woodland area will block the line-of-sight between elements. The element will receive a reaction modifier for being in the woodland.

### Rivers

Elements that move across a river will automatically receive TWO disruption markers, unless it was by a ford and then the elements will only receive ONE disruption marker. Bridges can be crossed in *Column of March* without disruption or in a column of attack which will cause ONE disruption marker, any other formation will cause TWO disruption markers.

### Cavalry Elements

Unlike infantry and artillery, cavalry will have a command distance of 12-inch. A cavalry element that starts its first action within this distance can continue to attempt subsequent actions, even if it is outside this distance, it may continue until the end of the elements current action phase. The cavalry element MUST make a compulsory 6-inch Retire move back towards its commander in the following *Compulsory Movement Round* if it is outside of the 12-inch command range. No more actions are allowed for the cavalry element this bound after performing a compulsory move. Once the element is back within the command range then actions can be issued in the elements next full bound sequence.

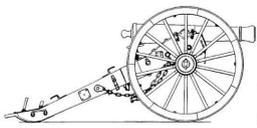
If a cavalry commander is killed, then replace the figure with a counter so that the 12-inch can still be measured and apply a -1 modifier to each action roll.

### Cuirassiers

These armoured cavalry elements will have a chance of saving any casualties that are inflicted against them in mêlée. Roll a D6 dice for each casualty that is inflicted and if the resultant roll is a 6 the casualty is discarded.

### Closing Ranks

When an element receives a casualty and a base is lost a rear rank base will immediately fill the gap, so take casualties from the rear rank of the element and not the front.



# Le Grande Armée - Napoleonic Warfare 1800 - 1815

## Fog of War

When a battle is initiated *Tactical Movement Tiles* can be deployed to represent the Fog of War these tiles attempt to hide the intent of your enemy. If tiles are used then for a defensive battle, place any Corp that has been revealed on the battlefield in an agreed location. In an encounter battle a Corp should be revealed when it is scouted or openly declared.

### Deployment

Once any revealed Corps have been positioned, each side will execute a *Command Roll* adding their *Army Commanders Ability Value* to it. The winner of the roll may select which side the Allied or French will now deploy a tactical movement tile or a scouting element, their choice. For a defensive battle position the selected tile or scouting element at least **12**-inch away from any opposing declared elements or positioned tiles. For an encounter battle move a selected tile or scouting element on from the edge of the battlefield. The selected tile that is positioned or moved can be a representative or dummy tile. Continue executing *Command Rolls* until all tiles and scouting elements have been positioned or moved on to the battlefield. If one side has deployed all of its tiles and scouting elements, then the opposing side is free to deploy the rest of their tiles and scouting elements.

### After Deployment

Each side will execute a *Command Roll*. The winner of the roll can either select a *Scouting Element*, a *Tactical Movement Tile* or a *Dummy Movement Tile* to move. The winner may also select a revealed Corp and attempt to activate the elements that are within it. Conclude the normal *Bound Sequence* for any declared elements that fire or come to contact with each other.

### Tactical Movement Tiles

These are tiles that measure two by two inch and are used to represent an undisclosed Corp at the beginning of a battle. In the *Corp Selection* phase of the *Corp Round* a tile may be selected and moved up to **2D6** inch. For every *Tactical Movement Tile* that represents a Corp, ONE dummy movement tile can be placed on the battlefield. These tiles improve the *Fog of War* effect and allow sides to conceal their true intentions. Both representative and dummy tiles **MUST** be immediately revealed if they are scouted or if they move within **4**-inch of a revealed element. The Army Commander can be with any of the representative tiles, but not a dummy tile.

### Revealed Tactical Movement Tiles

When a tile is scouted or manually revealed the Corp Commander is placed on the battlefield in the exact centre position of the tile and then all of its Corp elements are placed within a distance of **6** inch. The elements **MUST** be in a Column of March and cannot be any further forward than the front edge of the tile. Remove the tile for the rest of the battle.

### Scouting Elements

These are light cavalry elements of Brigade or Divisional level that have been detached from any of the Corps from within the Army. A single scouting element will roll **3D6** and it can move up to the resultant number of the two highest dice in inches when it is selected in the *Corp Selection* phase of the *Corp Round*. Elements that have been nominated as scouting elements **CANNOT** fire, initiate *mêlée* or move within **4**-inch of any other opposing elements.

If a scouting element is itself contacted in *mêlée* then it will fight a single *Contact Mêlée Phase* with **ONLY** the contacting bases of the element. If the scouting element is still in good order after this *Contact Mêlée Phase* it **MUST** immediately **EVADE 2D6** inch away from the contacting element. Any disruptions that are caused on a scouting element will remain with it until it reverts back to its normal light cavalry role, at this point it can fire or move disruptively or it can reform. A scouting element can return to its normal light cavalry role if it moves back within the command radius of its Corp or Army Commander. At this point the element will move when it is activated in the *Corp Round* by its Corps Commander. *Scouting Elements* that are actively scouting should be identified with a scouting marker.

### Scouting

Only a scouting element can attempt to scout and reveal a tactical movement tile, this is attempted after it is moved. The scout can attempt to reveal all the tiles that are within **12**-inch on it. Roll **2D6** the resultant roll must be equal to or greater than the distance in inches, rounded up, between the scouting element and the tile. A modifier of **+1** is applied to the roll for each base of a revealed element that the scouting line of sight passes through and/or for each disruption on the scouting element. Success indicates that the tactical movement tile **MUST** be immediately revealed.