

The Campaigns of Napoleon

Exclusive Tables for 1792: LA PATRIE EN DANGER [1792]

For use with the 1x Consolidated Rules

MARCH ATTRITION TABLE

				Modified Die Roll										
March Distance				0	1,2	3,4	5,6	7,8	9,10	11+				
				0		0	1,2	3,4	5,6	7,8	9,10	11+		
								0	1,2	3,4	5,6	7,8	9,10	11+
										0	1,2	3,4	5,6	7+
Size of Force in SPs	French Austrians	Prussians Emigres	No LOC											
	1-4	1-2		0	0	0	0	0	0	0	0	0	0	1
	5-7	3-4		0	0	0	0	0	0	0	0	0	0	1
	8-10	5-7		0	0	0	0	0	0	0	0	0	1	2
	11-15	8-10	1-2	0	0	0	0	0	0	0	0	1	2	2
	16-20	11-15	3-4	0	0	0	0	0	0	0	1	1	2	3
	21-30	16-20	5-7	0	0	0	0	0	0	1	1	2	3	3
	31-40	21-30	8-10	0	0	0	0	0	1	1	2	3	3	4
	41-50	31-40	11-15	0	0	0	0	1	1	2	3	3	4	4
	51-75	41-50	16-20	0	0	0	1	1	2	3	3	4	4	5
	76-96	51-75	21-30	0	0	1	1	2	3	3	4	4	5	6
		76-96	31-40	1	1	1	2	3	3	4	4	5	6	8
		41-50	1	2	2	3	3	4	4	5	6	8	10	
		51-75	2	3	3	4	4	5	5	6	8	10	13	
		76-96	3	4	4	5	5	6	7	8	10	13	16	

Die Roll Modifiers (see ¶267):

- 1 For each Bonus Point of Force Leader
 - +1 For each MP* of Forced March undertaken (max +4)
 - +1 For each MP* of Extended March undertaken
 - +1 If weather is Rain or Mud
 - +7 Starting Attrition modifier for a besieged Force
- * Round MPs used up

MOVEMENT COMMAND SUMMARY

Army	Maximum APs/Turn
French	2
Coalition	1

WEATHER TABLE

Die	Result
1	Fair
2	Fair
3	Fair
4	Mud
5	Rain
6	Rain
7	Rain

Die Roll Modifier:

- +1 If previous roll was Rain

PARIS MORALE CHART

Condition	Change in Levels
Duke of Brunswick is eliminated (see ¶E12)	+2
French capture Allied Major Personality (¶396)	+1
French win Critical Battle (see ¶395)	+1
Coalition wins a Critical Battle (see ¶395)	-1
Coalition captures French Major Person (¶396)	-1
For each French Fortified Town or Citadel captured by the Coalition (see ¶E13)	-1*
A Coalition Force containing at least 40 SPs exits from hex 0123 and the current Morale Level is +2 or greater (see ¶E14)	-2

* Reversed if recaptured.

TERRAIN EFFECTS CHART

Hex Type	Cost		Affecting	Additional Combat Effects
	Inf.	Cav.		
Clear (Clair)	1	1	No	None
Swamp (Marais)	2	4	No	* 0.5 if attacking into or out of hex; Cav. * 0.5 if defending in hex
Hill (Collines)	1.5	1.5	Yes	None
Woods (Forêts/bois)	1.5	3	No	Attacking into: inf * 0.75; cav * 0.5; no bombardment into or out of hex
Wooded Hill (Collines boisées)	2	4	Yes	
Mountains (Crêtes)	4	6	Yes	Count 18 SPs max if attacking or pursuing into or if defending in defile
Wooded Mountains (Crêtes boisées)	4	8	Yes	Same as Woods and Mountains combined
Village	Other terrain		No	None
Town	Other terrain		No	Force in hex may always choose Pitched unless Vedettes
Fortified Town (Forteresse)	1	2	Yes	Same as Town; first 10 defending SPs *2; no cavalry differential applies; and unit in hex need not attack
Citadel (Citadelle)	1	2	Yes	Same as Fortified Town & defender may avoid attack (constitutes state of siege) & no bombardment allowed against
Hexside Type				
Secondary Road (Chemin)	1	1	No	None
Primary Road (Route)	0.5	0.5	No	None
Secondary River (Rivière)	+1	+1	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River (Fleuve)	+2	+2	NA	ZOCs don't extend across; counterattack not required across
Secondary Bridge (Pont)	+0	+0	Yes	None
Primary Bridge (Pont)	+1*	+1*	Yes	Pursuit losses *2 if retreated through
Enemy ZOC	See below		No	Pursuit losses *2 if retreated through

NA = Not applicable

* +0 if tracing LOC or Dispatch Distance, or if moving unit entered the hex before the bridge using a road

Costs to Exit Enemy ZOCs

Enemy SPs:	1	2		3	
Enemy cav SPs:	Any	< 1	1 or 2	< 1	1+
Exiting unit type					
Infantry	+0	+1	+1	+2	+2
Cavalry	+0	+0	+1	+0	+2

TEC Notes:

- Terrain effects are cumulative for movement but not for combat.
- Use the Infantry column for artillery. Cav. in a Force with inf. pays separate costs.
- Use the Cavalry column when tracing Dispatch Distance, except primary roads = 1 MP.