

# The Campaigns of Napoleon

## Common Tables for All 1x Games

*For use with the 1x Consolidated Rules*

### COMBAT RESULTS TABLE

Terrain	Attacker's Strength to Defender's Strength											
	1-5	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1	6-1
Not affecting:	1-5	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1	6-1
Affecting:	1-4	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1
Die												
0	3-2*	3-3*	2-3*	2-4*	1-4	1-4	1-5	1-6	0-7	0-8	0-8	0-8
1	4-2*	4-2*	3-4*	2-4*	1-4	1-3	1-4	1-4	1-6	1-8	1-8	1-8
2	4-1	5-1	4-3	2-2	2-3	2-3	1-3	1-4	1-5	2-7	2-8	1-8
3	7-2	5-1	3-2	2-2	3-2	2-2	2-3	2-3	1-5	1-5	1-6	1-8
4	8-0	6-1	4-1	3-1	3-2	2-2	2-2	3-3	2-5	1-4	1-4*	1-4*
5	8-0	6-0	5-1	3-1	3-1	3-2	3-2	2-2*	3-4*	2-5*	2-8**	2-8**
6	8-0	7-0	6-0	5-2	4-1	3-1	3-1	3-2*	3-3*	3-6*	3-8*	3-8**

KEY: # = number of Strength Points lost or number of hexes retreated: Attacker/Defender.

Result in ***bold italics*** indicates the losing side (retreating if Pursuit Battle). A blue background emphasizes that the attacker loses.

**\*/\*\* = 1807: During Mud, reduce the defender's result by 1 per asterisk to reflect the absence of attacking artillery**

#### Column Shifts:

- 2 left Attack following an unsuccessful repulse (§243)
- 1 left Besieged Force attacking Besieging Force (§351)
- 1 right Some defenders are in Forage Mode (§281)
- 2 right All defenders are in Forage Mode (§281)

#### Die Roll Modifiers:

- 1 In attacks at greater than the rightmost column, for each magnitude greater than that column (§351)
- 1 Old Guard is staked in French attack or counterattack (§363)
- +/- 1 For each Bonus Point of the Attacking Force Leader (owning player's choice of direction; may ignore) (§365)
- +1 In attacks at less than the leftmost column, for each magnitude less than that column (§351)
- +1 Attack during Snow or Severe (§345 and §346)

### ARTILLERY FIRE TABLE

Die	Artillery Strength								Die
	1	2-3	4-5	6-7	8-9	10-11	12-13	14+	
0	1	1	2	3	3	4	5	5	0
1	1	1	2	3	3	4	4	5	1
2	0	1	1	2	3	3	4	4	2
3	0	0	1	1	2	3	3	4	3
4	0	0	0	1	1	2	2	3	4
5	0	0	0	1	1	1	2	2	5
6	0	0	0	0	1	1	1	2	6

#### Die Roll Modifiers:

- 2 40 or more SPs in target hex (347)
- 1 30 to 39 SPs in target hex (§347)
- 1 Cavalry Differential greater than or equal to 2:1 (§340)
- 1 Leader Bonus Point (§46)
- +1 Rain, Snow, Severe (§343-§346)
- +2 Mud or Rain/Mud (§344)
- +1 Firing into Mountain hex (§348)

KEY: Nr. Result shows enemy loss in Strength Points. Remove losses as evenly as possible from the individual units.

### BRIDGING SUMMARY

Bridge Type	Type of River	Capacity	Actions Permitted			
			Damage	Destroy	Repair	Capture
Permanent	Primary	Unlimited	3 CNP	NP	5 CNP	NP
Permanent	Secondary	Unlimited	2	NP	4	NP
Bridge Train/Pontoon*	Either	1 Force/Phase	2	NP	2 CNP	0/2 CNP**

KEY: # = Number of MPs expended to perform action. (MPs expended for bridging do not count towards attrition.)

NP = Action not permitted.

CNP = All-cavalry Forces not permitted.

\* = It costs 3 MPs to deploy a bridge train into a pontoon, and 2 MPs to disassemble a pontoon into a bridge train. It costs a Force its full MA to deploy a pontoon if an enemy Force is adjacent (including across the hexside being bridged).

\*\* = Cost to capture an enemy bridge train/pontoon.

- Add **one MP** to Damage (and Repair is Not Possible) if an enemy Force occupies the other hex adjacent to the hexside.
- If an enemy Force occupies any other hex adjacent to the repairing force, add **three** Movement Points if the bridge spans a Primary River, and **one** Movement Point if a bridge spans a Secondary River.

## PURSUIT TABLE

Unmodified Initiative:	Length of Retreat (in hexes)										
	0, 1				8+	7	6	5	4	3	2
2			8+	7	6	5	4	3	2	1	
3		8+	7	6	5	4	3	2	1		
4, 5	8+	7	6	5	4	3	2	1			

Die:	Length of Advance (in hexes)										
	-1, 0	8	8	7	6	5	4	3	2	1	•
2, 1	8	7	6	5	4	3	2	1	•	•	•
4, 3	7	6	5	4	3	2	1	•	•	•	•
6, 5	6	5	4	3	2	1	•	•	•	•	•
7+	5	4	3	2	1	•	•	•	•	•	•

Cross-reference length of retreat with unmodified initiative of pursuit leader. Then roll die, modify, and locate the result on the line beneath the retreat length just found. The result is the advance in hexes.

The length of advance determines pursuit losses to retreating side. Forces may not pursue into the last hex of retreat unless the losing side failed to retreat the full distance. A Force may not advance into the hex vacated by the losing side unless the result from the table is 1 or greater. A force may not pursue further in hexes than the number of SPs in the force.

A Force which retreats across a river loses double its normal pursuit loss if pursued to the river hexside.

### Cumulative Die Roll Modifiers (§390):

+/- ? Resistance Modifier (see below).

-1 If the Pursuing Force consists exclusively of French Guard units or units released from Reserve.

+1 For each Round of Pitched Battle revealed by the Pursuing Force (NA to units released from Reserve).

### INITIATIVE COMPARISON MATRIX

		Active/Pursuing Leader's Initiative:				
		1	2	3	4	5
Passive Leader's Initiative:	0-1	0	0	0	0	0
	2	+1	+1	+1	0	0
	3	+1	+1	+1	+1	+1
	4	+1	+2	+2	+2	+1
	5	+2	+2	+2	+2	+2

KEY: Resulting number is Initiative Die Roll Modifier.

### CAVALRY DIFFERENTIAL MODIFIER

Passive Side Superior			Equal	Active Side Superior		
1:3	1:2	1:1.1	1:1	1.1:1	2:1	3:1
+3	+2	+1	0	-1	-2	-3

KEY: Resulting number is the Cavalry Differential Modifier.

**Example:** The modifier is -2 if the ratio is at least 2:1 but less than 3:1.

### RESISTANCE MODIFIER CALCULATION (§196)

The Resistance Modifier equals the sum of the following:

0 to +2 Initiative Die Roll Modifier

-3 to +3 Cavalry Differential Modifier

+1 For Pursuit when weather is Rain or Snow

-1 For ZOC exit when weather is Rain or Snow

NOTE: A Force in Forage Mode does not suffer Resistance Modifiers.

## 1X SERIES COMMUNICATIONS TABLE

Army	Dispatch / LOC Distance	Supply Sources & Notes
<b>1792: La patrie en danger [1792]</b>		
French	28 MPs	1601, 4421
Coalition	28 MPs	4405
LOC	25	
<b>Bonaparte in Italy—The Quadrilateral [1796]</b>		
French	28 MPs	E0111, E0127
Austrian	28 MPs	E4401, E6118
LOC	80	
<b>Bonaparte in Italy—The Marengo Campaign [1800]</b>		
French	28 MPs	W0103, W2401, C1001, C2301
Austrian	28 MPs	C3921, C3938
LOC	80 / 30	French / Austrian
<b>Sun of Austerlitz [1805]</b>		
French	18 MPs	1154, 2854
Austro-Russian	18 MPs	0101, 1401, 2501, 3701, 3929, 3918
LOC	40	
<b>1807: The Eagles Turn East [1807]</b>		
French	18 MPs	1. Any French Supply Source on the West map edge except: <ul style="list-style-type: none"> <li>• C0133 may not be used while ¶E26 applies</li> <li>• N0135 &amp; C0106 may not be used until ¶E34 applies</li> </ul> 2. S4532 (Warsaw) if the Vistula is free of enemy artillery per ¶75, and ¶E26 does not apply.
Russian	18 MPs	N5901 or any Supply Source hex on East map edge except N6118
Prussian	18 MPs	N6118 or N3214
LOC	80	Count each Primary Road hex as 2 during Mud (see ¶205)
<b>1809: Napoleon's Danube Campaign [1809]</b>		
French	18 MPs	W0025, W0027 W4721 may be used if ¶75 applies
Austrian	26 MPs	C1101, E1101
LOC	80	
<b>Napoleon At Bay [1814]</b>		
French*	28 MPs	1. W0129 or W0130 2. W0354
Silesia*	18 MPs	1. Starting 27/28 Feb.: W3501, E0301, or E0501 2. E3919, E3933, or E3942
Bohemia	14 MPs	E3754
LOC	80	
<b>The Emperor Returns [1815]</b>		
French	18 MPs	2333, 3034, 3933, or 4933
Anglo-Allied	18 MPs	1007, 1012, or 1020
Prussian	24 MPs	None, but see ¶92
LOC	40	

\*All sources listed on the same line are considered the same, merely alternate routes to the same ultimate destination, and therefore no die roll is required to switch from one to the other.

### Available Supply Sources

A Supply Source occupied by enemy units or not capable of activation due to off-map enemy units does not count as a possible Supply Source.

### Lines of Communication (LOC)

The LOC listed is the maximum effective length for an LOC, and applies to both sides in a game (see ¶80). It must consist of Primary Road hexes.

**1800 Exception:** The French LOC is 80 hexes. The Austrian LOC is 30 hexes.

**1809 Exception:** Treat the Secondary Roads in Vienna (hexes E0909, E0910, and E1009) as Primary Roads for purposes of tracing an LOC only.

The Effective LOC may be reduced if traced through a friendly controlled depot (see ¶89).

### Depots

A depot is “functional” unless under enemy control.

Depots include: printed depots, any possible Supply Source, and any Center, City, Primary Town, or Fortification (see ¶90) that has a valid LOC to any possible Supply Source.

### Dispatch Distance

Dispatch Distance is the maximum distance between the Center of Operations (or a depot) and a given Force, traced from the Center of Operations (or the depot) to the Force Leader (see ¶86).

A valid Dispatch Distance allows the following:

- If traced from an active Center of Operations, the Force may
  - Receive a Movement Command,
  - Receive a Replacement Point, and
  - Benefit from the Army's Accumulated AP Total when determining attrition; if beyond that distance, that force must forage or use the zero line of the Attrition Table.

**1815:** Disregard (c) for Prussian units (see ¶92).

- If traced from a depot or Supply Source, (c) only applies.

**1792 Exception:** (a) also applies if the depot can trace an LOC to a friendly active Supply Source.

A Center of Operations must have a LOC traced from the active friendly Supply Source. A depot may have a LOC traced from any possible friendly Supply Source.

Tracing Distances: Primary roads count as **1 MP** (not 1/2 MP) when tracing Dispatch Distance. Otherwise, use the Cavalry cost for each hex.

**1807:** Double costs during Mud (see ¶205).