

## NAPOLEON'S LEGACY REFERENCE SHEET

### STAGES & ACTIONS

#### PRELIMINARY – COMMAND – COMBAT – END

##### Preliminary Actions

- Charge/evade/square/special actions.
- Enemy Cavalry and Skirmish Order/Skirmishers may use counter-action to evade; Cavalry always evade infantry.

#### COMMANDING STAGE

Move-Formation-Fire:- 3 Orders Per Turn

Senior Command within 20cm boost subordinate CV to the senior Commanders value

-1: each successive order

-1: per command radius to nearest base (except Marching columns on roads).

-1: moving in dense terrain

-1: disordered being issued firing command or change of facing only

-1: within 20cm of an enemy to flank or rear

-1: for additional bases over 18 under consolidated command

#### FIRING STAGE

##### Modifiers

+1: per base, half-range

+1: per base, firing on enemy flank or rear

+1: per unit with skirmishers

Skirmish Order Lines may shoot without orders once in the Command Stage.

Firing Commands are simultaneous: roll multiple firing on one target together.

'Hasty' Fire = no modifiers

#### HIT DEFINITIONS

Units In the open; 4, 5 & 6

Units in Partial Cover: 5 & 6

Units in Hard Cover: 6

Allocate hits closest base/unit to firer or blast first.

Then defenders discretion

Sharpshooters may re-roll any '1's' on the first throw.

#### ARTILLERY

Case & Shell: roll the number of D6 indicated for deviation with the deviation direction dice for actual burst point. All enemy bases, including those with at least half a base showing, under the blast circle get the number of attacks equal to the firing attacks value of the gun or guns.

Shot: Roll 2D6 for depth of bounce in cms. Each complete or part base included in the depth can be hit, determined by measuring at right angles to the targeted face. Roll firing dice as normal firing including modifiers for each base that can be hit. The total number of hits is taken for the unit targeted.

Canister is a straight roll of dice equal to the number of firings the guns may have at two ranges of 30cm and 15cm.

Receiving Bayonet Charge; Test for ammo loaded on 1D6; 1 or 2 = Canister; 3 or 4 = Shot; 5 or 6 = no firing.

#### TESTING FOR CASUALTIES

1. take the attack value of each unit attacking the same target
2. apply modifiers then roll this number of dice
3. one hit for each score equal to or greater than the score required to cause hits
4. roll one dice for each fresh hit taken – one hit is saved for each score equal to or greater than the save value
5. if the total number of hits against a unit is equal to or greater than the hits value of a base, a base is knocked-out.
6. unless a unit is knocked out roll one dice for each hit taken in the current attack
7. the unit will become disordered if any dice score equal to or greater than the score required to cause hits
8. if the unit is already disordered total the scores and move the unit this distance directly away from the enemy

#### RETREAT

- units are knocked-out when retreating further than 20cm; Artillery 10cm.
- Bases are knocked-out when retreating into enemy units, impassable terrain or off table.
- Units retreating into friendly units halt, disordering the unit in the way.
- If the unit into which you retreat is already disordered it routs.
- Test only when a unit is already disordered
- Roll one die for each hit taken in the current attack
- Total score and move unit away from nearest attacker
- Can't actually move back more than 10cm in Woods.

#### DISORDER

- roll one die for each hit taken in the current attack -1 for each additional 6 bases in a consolidated unit.
- disordered if score 5 or 6; 6 in hasty or prepared cover.
- If shooting opportunity fire, firer rolls one die only.
- Passage of lines; when moving through your own units roll one die for each formation. If either or both a 5 or 6 either or both are disordered

#### TYPES OF COVER

Hedge,Fence; Partial Cover

Infantry on Hill; Partial Cover

Edge of Wood and In Wood; Partial Cover

Rough Ground & Dense Underbrush; Partial Cover

Dense Forest; Partial Cover

Built-Up Area - off road; Hard Cover

Hasty Field Works; Partial Cover

Stone Walls; Hard Cover

Prepared Field Works; Hard Cover

#### COLLECTIVE COMMANDS

- Subordinate commanders can collectively order units under their command.
- Units linked base to base as consolidated formations are brigades or divisions and act as if one unit in firing, combat and movement. -1D6 when testing for disorder for each additional 6 bases attached.
- Any loose unit greater than 20cm from the commander will trigger the -1 command penalty for the whole command.
- Subordinate commanders may elect to not include all units in the collective order.

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## COMBAT ACTION

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### DELIBERATE ADVANCE

1. Determine the bases that will be in contact
2. Defender shoots 'hasty' firing attack
3. If any casualties, recoil 15cm facing enemy
4. Attacker fires either 'hasty' shots if recoiled or with modifiers as firing deemed half range.
5. Defender tests casualties and disorder
6. Attack proceeds to Combat after Attacker has fired if not recoiled.
7. Combat attacks for each side:-  
Attacks per base from army list  
-1 per base for defender if disordered  
-1 total for flank or rear  
+1 per base for attacker.
8. Roll attacks. Makes saves. Remove casualties. Normal disorder
9. Defender rout = success
10. If attacker disordered, or combat is in preliminary actions, cannot pursue. Defender cannot pursue at all.
11. Difference in hits worked out plus support bonuses
12. Loser retreats by difference in centimetres; draw 5cm for both except if in cover where you may choose not to.
13. Attacker may pursue on new order if winner and not disordered
14. The attacking unit can have one further combat in a turn.

### BAYONET CHARGE

*(cannot be used by Infantry as Preliminary)*

1. Determine the bases that will be in contact
2. Defender shoots 'hasty' firing.
3. If any casualties attacker recoils 15cm facing enemy.
4. End if recoiled.
5. Defender fear test; 1D6 per attacking base in contact; 5 or 6, 6 in cover, is a fail. Stand, retreat or routs. Veterans -1D6, Raw +1D6. +1D6 if disordered. +2D6 penalty for Skirmish Order Lines, +1D6 for flank or rear.
6. Fear test failure; roll each D6 failed, retreat total in cms facing away from enemy: disordered. Pursue on new successful command roll order for attacker.
7. Combat attacks for each side:-  
Attacks per base from army list  
-1 per base for defender if disordered  
-1 per base for terror if fear test failed  
-1 total for flank or rear  
+1 per base for attacker.
8. Roll attacks. Make saves. Remove casualties. Normal disorder test as necessary.
9. Defender rout = success.
10. If attacker disordered cannot pursue
11. Difference in hits worked out plus support bonuses
12. Loser retreats by difference in centimetres
13. Attacker may pursue on new order if winner and not disordered. The combat resulting has no new fear test and is the final combat in that turn.



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## BLUNDERS

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- 2: **There are two kind of Officers; The killing kind and the murdering kind';** The commander suffers a -1 Command Value modifier for the rest of the game.
- 3: **'Blimey, they're shooting at us!';** The 3 units nearest to the command base (within 20cm) each take the number of hits indicated by rolling a single dice. Saves rolled as normal.
- 4: **'Conflicting Orders';** All units that the order was blundered on take a disorder test. Any disorder is carried to the end of the players next turn.
- 5: **'Grand Old Duke Of York';** The commander moves 20cm away from the nearest visible enemy.
- 6: **'The Line Will Retire!';** All units in the open that received the blunder make a half move directly away from the nearest visible enemy, with no facing or formation change, including units that are disordered.
- 7: **'3 Rounds Per Minute';** All units that received the blunder open fire on the nearest visible and in range enemy. If units are disordered this will be 'hasty' fire.
- 8: **'You Sir are illiterate!'** The officer orders the exact opposite to what he was attempting; Roll a single dice; score 1 or 2, units move full pace towards the nearest visible enemy unless disordered. 3 or 4 Do nothing. 5 or 6 fire at the nearest visible enemy in range, 'hasty' fire if the unit or units are disordered.
- 9: **Fog of Battle.** The units receiving the blunder conduct 'hasty' fire at nearest in range unit, friend or foe. Cavalry charge the nearest unit, friend or foe within movement distance, unless disordered.
- 10: **'Lancers on your left'** Infantry -The units receiving the blunder form square. Cavalry move a full move away from the nearest visible enemy. Artillery - Limber their guns.
- 11: **'Now's your time!'** The infantry or artillery unit receiving the blunder move at half distance forwards and may shoot if in range to do so, unless disordered. Cavalry may charge if in range to do so, if not disordered.
- 12: **'FOOL!'** Take your pistol Sir, go outside and blow a hole in what little brain you have'. Double blunder. Roll twice more on the blunder table re-rolling any further rolls of 12.

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## FORMATIONS

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Infantry must be in one of seven formations;

1. Marching Column - 20cm Max Base Move
2. Column of Attack - 20cm Max base move
3. Line of Battle - 10cm max base move
4. Firing Line - 10cm max base move
5. Refused and Advanced Flank Line - no move
6. Skirmish Order Line - 10cm max base move
7. Square - no move; maximum 9 bases, minimum 2 bases.

Refused and Advanced flank lines may not move until the formation is changed with a successful order.

Dismounted Dragoons are always in skirmish order, Firing Line or Refused Flank and Advanced line.

Squares may not move until ordered into a new formation. Squares formed in response to a cavalry charge are automatically formed if the unit is attacked front, on a D6 roll of 1 for Flank the order will fail and for the rear failure will be on 1 or 2.

Squares hit on 6 only when in combat with Cavalry. Squares never retreat unless the D6 rolls are 20cm or greater; the square moves back 20cm and forms in line. Squares formed in response to a charge may not execute the firing phase of combat. Loss of combat = disorder and line of battle formed.

Mounted Cavalry may use all these formations except Square.