

# The Campaigns of Napoleon

## Exclusive Tables for **BONAPARTE IN ITALY [1800]**

*For use with the 1x Consolidated Rules*

### MARCH ATTRITION TABLE

March Distance		Modified Die Roll												
French	Austrian													
0 – 1.5			0-6	7,8	9,10	11,12	13+							
2 – 3.5	0 – 1.5		0-2	3,4	5,6	7,8	9,10	11,12	13+					
4 – 5	2 – 3.5			0	1,2	3,4	5,6	7,8	9,10	11,12	13+			
5.5 – 9	4 – 5					0	1,2	3,4	5,6	7,8	9,10	11+		
	5.5 – 9							0	1,2	3,4	5,6	7+		

APs:	11+	7 – 10	4 – 6	1 – 3	Zero										
Forage:		13+	7-12.5	1 – 6.5	No LOC										
Size of Force in SPs	1-7	1-4	1-2			0	0	0	0	0	0	.2	.4	.6	.8
	8-10	5-7	3-4	1-2		0	0	0	0	0	.2	.4	.6	.8	1.2
	11-15	8-10	5-7	3-4	1-2	0	0	0	0	.2	.4	.6	.8	1.2	2.0
	16-20	11-15	8-10	5-7	3-4	0	0	0	.2	.4	.6	.8	1.2	2.0	3.4
	21-30	16-20	11-15	8-10	5-7	0	0	.2	.4	.6	.8	1.2	2.0	3.4	5.4
	31-40	21-30	16-20	11-15	8-10	0	.2	.4	.6	.8	1.2	2.0	3.4	5.4	9
	41-48	31-40	21-30	16-20	11-15	.2	.4	.6	.8	1.2	2.0	3.4	5.4	9	12
		41-48	31-40	21-30	16-20	.4	.6	.8	1.2	2.0	3.4	5.4	9	12	20
			41-48	31-40	21-30	.6	.8	1.2	2.0	3.4	5.4	9	12	20	34
				41-48	31-40	.8	1.2	2.0	3.4	5.4	9	12	20	34	48
				41-48	1.2	2.0	3.4	5.4	9	12	20	34	48	48	

**Increments:** For each 0.2, eliminate 1 increment (*see ¶268*). Thus, 0.8 (800 men) = 4 increments.

#### Die Roll Modifiers (*see ¶267*):

- 1 For each Bonus Point of Force Leader
  - +0 – +4 Current Army Condition modifier
  - +1 For each MP\* of Forced March undertaken (max +4)
  - +1 For each MP\* of Extended March undertaken
  - +1 If weather is Heat or Rain
  - +2 Starting Attrition modifier for Force besieged in Genoa
  - +5 Starting Attrition modifier for Force besieged in Milan
- \* Round MPs used up

#### WEATHER TABLE

Month	Rain	Fair	Heat
May	0, 1	2 – 7	•
Jun	0	1 – 6	7

• = The indicated weather type is not possible.

#### Die Roll Modifiers:

- 1 If previous roll was 1 (before modifier)
- +1 If previous roll was 6 (before modifier)

#### ADMINISTRATIVE POINT POOL (¶96)

Army	LOC Distance in Primary Road Hexes		
Austrian:	0-9	10-29	30
Dice Roll			
<b>2</b>	3	2	1
<b>3</b>	3	2	1
<b>4</b>	0	1	0
<b>5</b>	1	1	1
<b>6</b>	3	0	1
<b>7</b>	3	0	1
<b>8</b>	1	2	1
<b>9</b>	2	2	0
<b>10</b>	0	0	0
<b>11</b>	0	0	0
<b>12</b>	0	0	0

If Melas is stacked with the Center of Operations, add 1 AP to the amount received (*see ¶99*).

#### Column Shifts:

- 1R If Vienna Morale is -2
- 2R If Vienna Morale is -3 or -4

#### French: (*see ¶96*)

- Receive 8 APs in the first Admin Segment in which a French unit in W1710 (Turin) is in Dispatch Distance.
- Receive 8 APs in the first Admin Segment in which a French unit in C2418 (Milan) is in Dispatch Distance.

## VIENNA MORALE CHART

Condition	Change in Levels
French capture or isolate Milan ( <i>see ¶E11</i> )	-2*
French capture or isolate Turin ( <i>see ¶E11</i> )	-1*
French capture Austrian Major Personality (396)	-1
French win Critical Battle ( <i>see ¶395</i> )	-1
Austrians win Critical Battle ( <i>see ¶395</i> )	+1
Austrians capture French Major Person. ( <i>¶396</i> )	+1
Austrians capture Genoa ( <i>¶E12</i> )	+1*
Bonaparte is eliminated ( <i>see ¶396</i> )	+2

\* Reversed if recaptured or condition no longer applies.

## 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 and bridge trains, and the Cavalry column for the Center of Operations. Cav. in a Force with inf. pays separate costs.
- Use the Cavalry column when tracing Dispatch Distance, except primary roads = 1 MP.

## TERRAIN EFFECTS CHART

Hex Type	Cost		Forage Value	Affecting?	Additional Combat Effects
	Inf.	Cav.			
Bottomland	1	1	2	No	None
Flatland	1	1	1	No	None
Swamp	2	4	0	No	* 0.5 if attacking into or out of hex; Cav. * 0.5 if defending in hex
Mountains	4	6	0	Yes	Count 9 SPs max if attacking or pursuing into or if defending in defile
Hill	1.5	1.5	0.5	Yes	None
Secondary Town	Other terrain		3	No	Force in hex may always choose Pitched unless Vedettes or in Forage Mode
Fortified Town	1	2	3	Yes	Same as Secondary Town; first 5 defending SPs *2; no cavalry differential applies; and unit in hex need not attack
Capital City	1	2	3	Yes	
Citadel	1	2	3	Yes	Same as Fortified Town & defender may avoid attack (constitutes state of siege) & no bombardment allowed against
Hexside Type					
Secondary Road	1	1	NA	No	None
Primary Road	0.5	0.5	NA	No	None
Secondary River	+2	+2	NA	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River	Only at bridge or ford		NA	NA	Allowed only across bridge or ford; counterattack not required across
Lake	P	P	NA	NA	Allowed only across Causeway
Secondary Bridge	+1*	+1*	NA	Yes	None
Primary Bridge	+1*	+1*	NA	Yes	Pursuit losses *2 if retreated through
Pontoon Bridge	+1*	+1*	NA	Yes	Same as corresponding bridge
Ford	+2	+2	NA	Yes	Pursuit losses *2 if retreated through
Enemy ZOC†	See above		NA	No	Pursuit losses *2 if retreated through

NA = Not applicable      P = Prohibited

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

† A Force in Forage Mode exerts a ZOC only in the hex it occupies