

The Campaigns of Napoleon

Exclusive Tables for **1807: THE EAGLES TURN EAST [1807]**

For use with the 1x Consolidated Rules

MARCH ATTRITION TABLE

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

APs:	13+	9 – 12	5 – 8	1 – 4	Zero										
Forage:		Rich	Fair	Poor	No LOC										
Size of Force in SPs	1-7	1-4	1-2			0	0	0	0	0	0	0	0	0	1
	8-10	5-7	3-4	1-2		0	0	0	0	0	0	0	0	1	2
	11-15	8-10	5-7	3-4	1-2	0	0	0	0	0	0	0	1	2	3
	16-20	11-15	8-10	5-7	3-4	0	0	0	0	0	0	1	2	3	5
	21-30	16-20	11-15	8-10	5-7	0	0	0	0	0	1	2	3	5	7
	31-40	21-30	16-20	11-15	8-10	0	0	0	0	1	2	3	5	7	9
	41-48	31-40	21-30	16-20	11-15	0	0	0	1	2	3	5	7	9	11
		41-48	31-40	21-30	16-20	0	0	1	2	3	5	7	9	11	13
			41-48	31-40	21-30	0	1	2	3	5	7	9	11	13	15
				41-48	31-40	0	2	3	5	7	9	11	13	15	16
				41-48	1	2	4	6	9	11	13	15	16	18	

Die Roll Modifiers (see ¶267):

- 1 For each Bonus Point of Force Leader
 - /+ Side's modifier from current Morale Level (top = French)
 - +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
 - +1 If weather is Sever or Snow & Force is French
 - +1 If weather is Mud & Force contains cavalry
- * Round MPs used up

Fortnightly Attrition (for non-moving Forces only)

Determine once per fortnight to find attrition for full fortnight. Consider weather Fair except during Fortnights IV to VIII (Rain for French only) and XII to XIV (Rain for everyone). +7 to each roll

Weather Table Die Roll Modifiers:

- 1 If previous turn's weather was Fair
- +1 If previous turn's weather was Frost or Severe

WEATHER TABLE

Die Roll	Fortnight						
	I—III	IV—V	VI	VII—VIII	IX	X—XI	XII—XIV
0, 1	Fair	Mud	Rain/Mud	Mud	Fair	Fair	Heat
2	Rain/Mud	Mud	Mud	Snow	Rain/Mud	Fair	Heat
3	Mud	Frost	Mud	Frost	Mud	Fair	Fair
4	Snow	Frost	Snow	Frost/Snow	Snow	Rain	Fair
5	Frost	Frost/Snow	Frost	Severe	Frost	Rain/Mud	Rain
6	Frost	Frost/Snow	Frost/Snow	Severe	Frost	Frost	Rain
7	Frost	Severe	Severe	Severe	Frost	Frost	Rain

ALTERNATE HISTORICAL WEATHER

December	January	February	March	April	May	June
6-11: Frost	1-2: Frost	31-9: Frost/Snow	2-11: Roll above	1-10: Frost	1-10: Fair	31-3: Fair
12-15: Fair	3-4: Snow	10-17: Mud	12-15: Frost/Snow	11-14: Mud	11-12: Rain	4-5: Heat
16-19: Mud	5-6: Mud	18-19: Rain/Mud	16-17: Snow	15-16: Frost	13-14: Fair	6-7: Rain
20-23: Frost	7-8: Snow	20-21: Frost	18-31: Roll above	17-18: Rain	15-16: Rain	8-9: Heat
24-25: Mud	9-10: Mud	22-23: Mud		19-20: Frost/Snow	17-22: Fair	10-11: Rain
26-29: Rain/Mud	11-14: Frost	24-25: Frost		21-22: Frost	23-30: Roll above	12-15: Heat
30-31: Frost	15-16: Mud	26-1: Mud		23-24: Roll above		16-29: Roll above
	17-18: Frost			25-28: Rain/Mud		
	19-24: Roll above			29-30: Fair		
	25-26: Snow					
	27-30: Roll above					

ADMINISTRATIVE POINT POOL

French Army		LOC Distance in Primary Road Hexes				
Fortnights I - III	•	0-20	21-40	41-60	61-80	•
Fortnights IV - X	•	•	0-20	21-40	41-60	61-80
Russian Army						
Fortnights I - VI	•	0-20	21-40	41-60	61-80	•
Fortnights VII - X	•	•	0-20	21-40	41-60	61-80
French & Russian Armies						
Fortnights XI - XII	•	0-20	21-40	41-60	61-80	•
Fortnights XIII - XIV	0-20	21-40	41-60	61-80	•	•
Prussian Army						
Fortnights I - XIV	•	•	0-20	21-40	41-60	61-80
Dice Roll						
2-3	4	3	2	1	1	1
4	3	2	1	1	1	1
5	3	2	1	1	1	0
6	2	1	1	1	0	0
7	2	1	1	0	0	0
8	1	1	0	0	0	0
9	1	0	0	0	0	0
10-12	0	0	0	0	0	0
Fortnight:	13	8	5	3	2	1

If the Army Commander is stacked with the Center of Operations, add 1 AP to the amount received (see ¶99). If during a Fortnight, add 3 APs.

SIEGE DURATION TABLE (see ¶E25 & ¶E29)

Force Leader Initiative	Size of Force				
	7-10	11-15	16+		
1, 2	7-10	11-15	16+		
3		7-10	11-15	16+	
4, 5			7-10	11-15	16+
Die Roll					
1	2	2	2	2	2
2	1	2	2	2	2
3	1	1	2	2	2
4	0	1	1	2	2
5	0	0	1	1	2
6+	0	0	0	1	1

Die Roll Modifiers:

Add the modifier appropriate to the turn of exit and direction:

Fortnight	To Danzig	To Thorn
I—VII	Not allowed	+2
VIII—IX	+3	+1
X—XII	0	0
XIII—XIV	Not allowed	0

MORALE CHART

Condition	Change in Levels
French capture Königsberg before 14 June (see ¶E39)	2R*
French capture Königsberg between 14 & 19 June (see ¶E39)	1R*
French capture Warsaw (see ¶E40)	1R*
French capture Coalition Major Person (¶396)	1R
French win Critical Battle (see ¶395)	1R
Coalition Forces win Critical Battle (see ¶395)	1L
Coalition captures French Major Person (¶396)	1L
Old Guard staked but loses round (see ¶397)	1L
Coalition controls Königsberg at end of game (see ¶E39)	1L
Coalition recaptures Warsaw	1L
A Coalition Force† is within 7 hexes of a [D] hex (see ¶E28)	1L*
Result on Siege Duration Table from a Coalition Force† exiting to Danzig (see ¶E29)	0 to 2L
Result on Siege Duration Table from a Coalition Force† exiting to Thorn (see ¶E25)	0 to 2L*
Napoleon is eliminated (see ¶396)	2L

* Reverse if condition no longer applies

† Force must have at least 7 SPs

TERRAIN EFFECTS CHART

Hex Type	Cost		Forage Value		Affecting	Additional Combat Effects
	Inf.	Cav.	Inf.	Cav.		
Clear (Pasture)	1	1	Fair	Rich	No	None
Clear (Oats)	1	1	Poor	Rich	No	None
Clear (Wheat)	1	1	Rich	Fair	No	None
Clear (Potatoes)	1	1	Fair	Poor	No	None
Floodplain	2	2	Poor	Poor	No	None
Lake	P	P	NA	NA	NA	Prohibited
Swamp	2	4	Poor	Poor	No	* 0.5 if attacking into or out of hex; Cav. * 0.5 if defending in hex
Hill	1.5	1.5	Fair	Fair	Yes	None
Woods	1.5	3	Poor	Poor	No	Attacking into: inf * 0.75; cav * 0.5; no bombardment into or out of hex
Wooded Hill	2	4	Poor	Poor	Yes	
Village	Other terrain		Other terrain		No	None
Town	Other terrain		Fair	Fair	No	Force in hex may always choose Pitched unless Vedettes or in Forage Mode
Center	Other terrain		Rich	Rich	No	
City	1	2	Rich	Rich	Yes	
Fortified Town	1	2	Rich	Rich	Yes	Same as Town; first 10 defending SPs *2; no cavalry differential applies; and unit in hex need not attack
Redoubt	1	2	Other terrain		Yes	
Hexside Type						
Secondary Road	1	1	NA	NA	No	None
Primary Road	0.5	0.5	NA	NA	No	None
Secondary River	+2	+2	NA	NA	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River	Only at bridge		NA	NA	NA	Allowed only across bridge; counterattack not required across; treat as Secondary River during Severe
Lake [#]	Only if frozen		NA	NA	NA	Prohibited; treat as Secondary River during Frost, Snow, & Severe
Secondary Bridge	+1*	+1*	NA	NA	Yes	None
Primary Bridge	+1*	+1*	NA	NA	Yes	Pursuit losses *2 if retreated through
Pontoon Bridge	+1*	+1*	NA	NA	Yes	Same as corresponding bridge
Enemy ZOC†	See below		NA	NA	No	Pursuit losses *2 if retreated through

NA = Not applicable P = Prohibited # = Treat the N1817-N1818 hexside as a Lake

* +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

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 (2 MPs in Mud).
- Use the best Forage Value applicable for a hex.
- During Mud, double all terrain costs (up to a maximum of 4 MPs per hex) for infantry, artillery, and bridge trains, and for tracing LOC and Dispatch Distance (*see ¶205*).

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