

# The Campaigns of Napoleon

## Exclusive Tables for 1809: NAPOLEON'S DANUBE CAMPAIGN [1809]

*For use with the 1x Consolidated Rules*

### MARCH ATTRITION TABLE

		March Distance					Modified Die Roll														
		0-1.5	2-3.5	4-5	5.5-13		0	1,2	3,4	5,6	7,8	9,10	11+								
<b>Size of Force in SPs</b>	<b>APs:</b>	<b>44+</b>	<b>22-43</b>	<b>14-21</b>	<b>7-13</b>	<b>4-6</b>	<b>0-3</b>														
	<b>Forage:</b>			<b>9+</b>	<b>6-8,9</b>	<b>1-5,9</b>															
	1-7	1-4	1-2				0	0	0	0	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	0	0	0	0	0	1	2
	11-15	8-10	5-7	3-4	1-2		0	0	0	0	0	0	0	0	0	0	1	2	3	5	7
	16-20	11-15	8-10	5-7	3-4	1-2	0	0	0	0	0	0	0	0	1	2	3	5	7	9	11
	21-30	16-20	11-15	8-10	5-7	3-4	0	0	0	0	0	0	1	2	3	5	7	9	11	13	15
	31-40	21-30	16-20	11-15	8-10	5-7	0	0	0	0	0	1	2	3	5	7	9	11	13	15	17
	41-48	31-40	21-30	16-20	11-15	8-10	0	0	0	0	1	2	3	5	7	9	11	13	15	17	19
		41-48	31-40	21-30	16-20	11-15	0	0	0	0	1	2	3	5	7	9	11	13	15	17	19
		41-48	31-40	21-30	16-20	0	0	0	1	2	3	5	7	9	11	13	15	17	19	21	
			41-48	31-40	21-30	0	0	1	2	3	5	7	9	11	13	15	17	19	21		
				41-48	31-40	0	1	2	3	5	7	9	11	13	15	17	19	21			
					41-48	1	2	3	5	7	9	11	13	15	17	19	21				

#### 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 Mud or Rain
- \* Round MPs used up

#### WEATHER TABLE

Die Roll	9 April to 14 May	15 May to 15 June	15 June to 11 July
1	Rain	Rain	Rain
2	Rain	Rain	Fair
3	Rain	Fair	Fair
4	Mud	Fair	Fair
5	Fair	Fair	Fair
6	Fair	Fair	Fair

#### VIENNA MORALE CHART

Condition	Change in Levels
French solely occupy Vienna (see ¶E24)	-1
A French Force is w/in 7 hexes of Vienna & no Austrian Force is w/in that range (¶E24)	-1
French capture Aust. Major Person (¶396)	-1
French win Critical Battle (see ¶395)	-1
Austrians win Critical Battle (see ¶395)	+1
Austrians capture French Major Personality	+1
Old Guard staked but loses (see ¶397)	+1
Austrians capture Regensburg (see ¶E24)	+1*
Charles exits at W0016 w/Force of 20+ SPs	+1†
Napoleon is eliminated (see ¶396)	+2

\* Reversed if recaptured.

† Morale must already be at +3 to count (see ¶E25)

#### ADMINISTRATIVE POINT POOL

Die Roll	LOC Distance in Primary Road Hexes			
	0-20	21-40	41-60	61-80
1	5	4	2	2
2	4	3	2	1
3	3	2	1	1
4	2	1	1	0
5	1	0	0	0
6	0	0	0	0

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

## TERRAIN EFFECTS CHART

Hex Type	Cost		Forge Value	Affecting	Additional Combat Effects
	Inf.	Cav.			
Clear	1	1	1.2	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
Woods	1.5	3	0	No	Attacking into: Inf * 0.75; cav * 0.5; no bombardment into or out of hex
Wooded Hill	2	4	0	Yes	
Town	Other terrain		3	No	Force in hex may always choose Pitched unless Vedettes or in Forage Mode
City	1	2	3	Yes	
Fortified Town	1	2	3	Yes	Same as Town; first 10 defending SPs *2; no cavalry differential applies; and unit in hex need not attack
<b>Hexside Type</b>					
Secondary Road	1	1	NA	No	None
Primary Road	0.5	0.5	NA	No	None
Secondary River	+1	+1	NA	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River	Only at bridge		NA	NA	Allowed only across bridge; counterattack not required across; treat as Secondary River during Frost and Snow
Danube River & Bridging Sites	Only at bridge		NA	NA	Same as Primary River, except a Trestle or Pontoon bridge can be constructed across only at Bridging Sites
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
Bavarian Border			NA	No	Only affects the setups and the Bavarian Insurgency
Enemy ZOC†	See below		NA	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  
 † A Force in Forage Mode exerts a ZOC only in the hex it occupies  
 # Includes both Permanent and Trestle bridges

### 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.

### 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	

## BRIDGING SUMMARY

Type of Bridge	Type of River	Time to Build	Capacity	Actions Permitted			
				Damage	Destroy	Repair	Capture
Permanent	Primary	NP	Unlimited	3 CNP	NP	5 CNP	NP
Permanent	Secondary	NP	Unlimited	2	NP	4	NP
Single Span Trestle	Primary	6 turns	1 Force/Phase	2 CNP	NP	4 CNP	NP
Double Span Trestle	Primary	+4 turns	Unlimited	3 CNP	NP	5 CNP	NP
Single Span Trestle	Secondary	1 turn	1 Force/Phase	NP	2	NP	NP
Double Span Trestle	Secondary	+1 turn	Unlimited	NP	4	NP	NP
Bridge Train/Pontoon*	Either	Immediate	1 Force/Phase	2	NP	2 CNP	0/2 CNP**

### Bridging Summary Notes:

- For Double Span Trestles, the Time to Build is the additional time required to modify an undamaged Single Span Trestle across the same hexside (see ¶E11).
- See Key on Common Tables for remaining notes.