

The Campaigns of Napoleon

Exclusive Tables for **NAPOLEON AT BAY [1814]**

For use with the 1x Consolidated Rules

MARCH ATTRITION TABLE

March Distance		Modified Die Roll											
French	Coalition												
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										
					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
 - +1 For each MP* of Forced March undertaken (max +4)
 - +1 For each MP* of Extended March undertaken
 - +1 If weather is Snow
 - +2 If weather is Mud
 - +2 French only: Paris Morale is -1 or less
- * Round MPs used up

WEATHER TABLE

Date	Freeze	Snow	Mud	Rain	Fair
Jan 24 – Feb 06	0, 1	2	3, 4	5, 6	7
Feb 07 – Feb 16	•	0	1, 2	3, 4	5, 6, 7
Feb 17 – Mar 08	0 – 4	5	6	7	•
Mar 09 – Mar 20	0 – 3	4	5, 6	7	•
Mar 21 – Mar 30	•	0	1, 2	3, 4	5, 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)

PARIS MORALE CHART

Condition	Change in Levels
French capture Coal. Major Personality (¶396)	+1
French win Critical Battle (see ¶395)	+1
Coalition Forces win Critical Battle (see ¶395)	-1
Coal. captures French Major Personality (¶396)	-1
Old Guard staked but loses round (see ¶397)	-1
A Coalition Force occupies a Garrison town	-1*
A Coalition Force† is within 7 hexes of Paris	-1*
A Coalition Force† is adjacent to a Paris hex	-1*
Napoleon is eliminated (see ¶396)	-2

* Reverse if condition no longer applies (see ¶E10 and ¶E11).

† Force must have at least 7 SPs of infantry

ADMINISTRATIVE POINT POOL

French Army	LOC Distance in Primary Road Hexes							
Thru Feb 4	•	•	1-20	21-40	41-60	61-80	•	•
Feb 11 – Feb 22	1-20	21-40	41-60	61-80	•	•	•	•
Other dates	•	1-20	21-40	41-60	61-80	•	•	•
Silesian Army								
Thru Feb 22	•	•	•	1-20	21-40	41-60	61-80	•
Feb 23 on	•	•	1-20	21-40	41-60	61-80	•	•
Bohemian Army								
Thru Feb 22	•	•	•	•	1-20	21-40	41-60	61-80
Feb 23 on	•	•	•	1-20	21-40	41-60	61-80	•
Dice Roll								
2	7	3	4	3	3	2	1	0
3	7	3	5	1	3	2	1	0
4	7	6	5	4	0	1	0	0
5	5	5	3	2	1	1	1	0
6	4	6	2	4	3	0	1	0
7	4	6	2	4	3	0	1	0
8	5	4	3	2	1	2	1	0
9	6	4	3	1	2	2	0	0
10	7	3	6	4	0	0	0	0
11	4	3	2	0	0	0	0	0
12	4	3	2	0	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		Affecting?	Additional Combat Effects
	Inf.	Cav.		
Clear	1	1	No	None
Swamp	2	4	No	* 0.5 if attacking into or out of hex; Cav. * 0.5 if defending in hex
Hill	1.5	1.5	Yes	None
Woods	1.5	3	No	Attacking into: inf * 0.75; cav * 0.5; no bombardment into or out of hex
Wooded Hill	2	4	Yes	
Secondary Town	Other terrain		No	Force in hex may always choose Pitched unless Vedettes
Primary Town	1	2	Yes	
Hexside Type				
Secondary Road	1	1	No	None
Primary Road	0.5	0.5	No	None
Secondary River	+2	+2	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River	Only at bridge		NA	Allowed only across bridge; counterattack not required across
Secondary Bridge	+1*	+1*	Yes	None
Primary Bridge	+1*	+1*	Yes	Pursuit losses *2 if retreated through
Pontoon Bridge	+1*	+1*	Yes	Same as corresponding bridge
Enemy ZOC	See below		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

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
Exiting unit type			
Infantry	+0	+1	+1
Cavalry	+0	+0	+1