

The Campaigns of Napoleon

Exclusive Tables for **THE EMPEROR RETURNS [1815]**

For use with the 1x Consolidated Rules

MARCH ATTRITION TABLE

March Distance		Modified Die Roll													
Cavalry	Infantry														
0 – 2	0 – 1.5		0	1,2	3,4	5,6	7,8	9,10	11,12	13+					
2.5 – 4.5	2 – 3.5				0	1,2	3,4	5,6	7,8	9,10	11,12	13+			
5 – 6.5	4 – 5						0	1,2	3,4	5,6	7,8	9,10	11,12	13+	
7 – 9									0	1,2	3,4	5,6	7,8	9+	
Size of Force in SPs		French & Anglo-Allied	Prussian ≤ Invasion Turn +3	No LOC											
	1-10	1-7	1-2	0	0	0	0	0	0	0	0	0	0	0	1
	11-15	8-10	3-4	0	0	0	0	0	0	0	0	0	0	1	2
	16-20	11-15	5-7	0	0	0	0	0	0	0	0	0	1	2	3
	21-30	16-20	8-10	0	0	0	0	0	0	0	1	2	3	5	7
	31-40	21-30	11-15	0	0	0	0	0	0	1	2	3	5	7	9
	41-48	31-40	16-20	0	0	0	0	0	0	1	2	3	5	7	9
		41-48	21-30	0	0	0	0	1	2	3	5	7	9	11	13
			31-40	0	0	0	0	1	2	3	5	7	9	11	13
			41-48	0	0	0	1	2	3	5	7	9	11	13	15

Die Roll Modifiers (see ¶267):

- 1 For each Bonus Point of Force Leader
- +4 If a Forced March (of any length) is undertaken
- +1 If weather is Rain

MOVEMENT COMMAND SUMMARY

Army	Before	Invasion Turn	Invasion Turn+ 1	After
French	6	6	4	4
Prussian	0	0	8	3
Anglo-Allied	0	0	8	3

BRUXELLES MORALE CHART

Condition	Change in Levels
French capture Bruxelles (see ¶E16)	2 up*
French capture Ghent, Namur, or Lille (see ¶E14 & ¶E17)	1 up each*
Wellington or garrison leaves Bruxelles before Invasion Turn + 1 (see ¶E19)	1 up
French capture Allied Major Personality (¶396)	1 up
French win Critical Battle (see ¶395)	1 up
Coalition wins a Critical Battle (see ¶395)	1 down
Coalition captures French Major Person (¶396)	1 down
Old Guard staked but loses round (see ¶397)	1 down
Napoleon is eliminated (see ¶396)	2 down

* Reversed if recaptured.

WEATHER TABLE

Die	Result
1	Rain
2	Rain
3	Rain
4	Fair
5	Fair
6	Fair
7	Fair

Die Roll Modifier:

- +1 If previous roll was Fair

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
Floodplain	2	2	No	None
Light Woods	1	2	No	Attacking into: cav * 0.75
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	
Village	Other terrain		No	None
Town	Other terrain		No	Force in hex may always choose Pitched unless Vedettes
Center	Other terrain		No	
City	1	2	Yes	
Fortified Town	1	2	Yes	Same as Town; first 10 defending SPs *2; no cavalry differential applies; and unit in hex need not attack
Hexside Type				
Secondary Road	1	1	No	None
Primary Road	0.5	0.5	No	None
Secondary River	+1	+1	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
Crest	+0	+0	No	* 0.75 if attacking exclusively across; no artillery bombardment across
Secondary Bridge	+0	+0	Yes	None
Primary Bridge	+1*	+1*	Yes	Pursuit losses *2 if retreated through
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

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.