

# GRAND BATTLES NAPOLEON QUICK REFERENCE SHEETS

20mm

UNIT RESPONSE CHART	
Prior to charging or responding to a charge all infantry and cavalry must pass a morale test before conducting a D6 response test.	
DESCRIPTION	TO PASS D6 RESPONSE TEST
All infantry, cavalry and artillery	4+
MODIFIERS	
Light troops (Light Cavalry, Light Infantry)	+1
Horse Artillery	+1
Limbered Artillery	+1
Attached General (Not Poor)	+1
Attached Superior Divisional General	+1*
Attached Charismatic General	+2*
Square/Clump charged by infantry	-1
Shaken	-1
Disordered	-2
Reacting inside 6"/10cm	-1
Reacting outside 10"/20cm	+1
Reacting outside 18"/40cm	+2
NOTES	
* For each attached Superior and Charismatic general another general may be attached to the unit.	
The active unit may always move 6 inches before responding units move.	
A responding/ counter-charging cavalry unit may choose to counter-charge at the very last moment (thus not actually move) and still gain a charge bonus.	
Any unit that rolls a natural 6 on a D6 while responding may perform 2 operations. For example they may change into square and shoot.	
RESPONSES WHEN CHARGED	
Units must either perform a defensive operation (counter-charge/shoot) <b>OR</b> a response test.	
Any unit may change facing if it passes a morale, then response test.	
Skirmish battalions may clump if they pass a morale, then response test.	
Infantry regiments may form square if they pass a morale, then response test.	
Squares or clumps may change formation out of square if they pass a morale, then response test.	
Horse artillery and limbered artillery may evade if they pass a response test.	
Skirmish battalions may evade if they pass a morale, then response test.	
RESPONSES TO ZONE OF CONTROL	
Only skirmish battalions, cavalry regiments, light infantry regiments, horse artillery and any limbered battery have a 6" zone of control. Cavalry may respond to any enemy movement in 6"/15cm.	
Cavalry may charge if they pass a morale, then response test.	
Only cavalry, skirmish battalions and artillery may change formation if they pass a response test.	
All units may change facing if they pass a response test	
All artillery and skirmishes may evade if they pass a response test	
If enemy units on an Attack order come within 6"/15cm of any friendly unit, including light infantry regiments, friendly unit can attempt to respond to the attacker's movement above.	
RESPONSES TO CROSSING THE T	
All infantry, cavalry and artillery that pass A response test may shoot or charge an enemy unit directly crossing their front and inside 6"/15cm. If they wish to charge they must first do a morale test.	



MORALE CHART	
All infantry, skirmish and irregular cavalry will retreat if they fail a morale test when charged or are already shaken in a drawn melee	
All units must do a morale test to determine if they become shaken, each time a friendly unit retreats inside 4 inches, loses a base, is hit by artillery or changes formation out of square.	
ARTILLERY MORALE DESCRIPTION	MODIFIER
Artillery starting morale class	?
Terrain e.g. Built up area (BUA)	+?
Each base lost	-1
2 or more hits from shooting	-1
Shaken	-1
Disordered	-1
Each attached general	+1
Each attached charismatic general	+2
Artillery that fail a shaken test twice do not retreat, but are silenced!	
UNIT MORALE DESCRIPTION	MODIFIER
Units' starting morale	?
Terrain e.g. Built up area (BUA)	+?
Regiment in "solid" square and charged by cavalry	+1
Any regiment charged by a skirmishes	+1
Each attached general	+1
Charging the flank	+1
Charging the rear	+2
Each attached charismatic general	+2
Each base lost	-1
Hit by siege or heavy battery	-1
Shaken	-1
Disordered	-1
INDEPENDENT ACTION TEST	
Infantry, foot artillery and any other units not mentioned	5+
Cavalry and skirmish infantry	4+
Horse artillery	3+
Royal Horse artillery	2+
MODIFIERS	
Guard	+1
Light cavalry	+1
Light infantry	+1
BREAK THE BAYONETS CHART	SCORE
Solid Square	6+
Square	5+
Hasty Square, Clump, Column Masse and Order Mixed	4+
Column and cavalry firing at the halt	2+
All others	Auto
Lancers re-roll failed break the bayonets tests.	
Secured flanks make it 1 step harder to break the bayonets.	







COMMAND CHART						
COMMAND RANGE, COMMAND RESPONSE, GRAND TACTICAL ORDERS OUT OF COMMAND AND DIVISIONAL MORALE TESTS						
RATING	Army	Wing	Corps	Division	RESPONSE	
Poor	18"/45cm	14"/35cm	10"/25cm	3"/7.5cm	6+	
Average	26"/65cm	16"/40cm	12"/30cm	4"/10cm	5+	
Experienced	34"/85cm	18"/45cm	14"/35cm	5"/12.5cm	4+	
Good	42"/105cm	20"/50cm	16"/40cm	6"/15cm	3+	
Excellent	50"/125cm	22"/55cm	18"/45cm	8"/20cm	2+	
OUT OF COMMAND DESCRIPTION					MODIFIERS	
Any special rules					?	
Each army, wing, corps general attached to division (ignore if rated poor)					+1	
Each charismatic general attached to the division					+1	
Superior divisional general (always rated as Excellent)					+1	
Half or more of the division is rated Class 6 or better					+1	
A corps or wing general or his immediate superior was attached to a division or unit last turn					-1	
If the general testing is replacing a fallen general from a previous turn					-1	
GRAND TACTICAL ORDERS/DIVISIONAL MORALE DESCRIPTION					MODIFIERS	
Add all relevant Out of Command modifiers					?	
Each unit in the division currently retreating					-1	
Each fallen general attached to the division so far this turn					-1	
Division disordered, or half or more of the units are disordered					-1	
Division shaken, or half or more of the units are shaken					-1	
Half or more of your divisions are battle damaged (ignore if disengaging)					-1	
Division battle damaged (ignore if disengaging)					-2	
Division demoralised					-3	
Half or more of your divisions are battle damaged and the division is disengaging					+1	
There are no enemy units inside 18"/45cm of the division (ignore if disengaging)					+1	
Divisions interpenetrating each other will be disordered on a d6 roll of 5+						
INITIATIVE PER 1000 POINTS CHART						
TACTICAL RATING	INITITIVE RATING	1000 POINTS	2000 POINTS	3000 POINTS	4000 POINTS	5000 POINTS
Poor	-1	1 division	2 divisions	3 divisions	4 divisions	5 divisions
Average	+0	1 division	2 divisions	3 divisions	4 divisions	5 divisions
Experienced	+1	1 division	2 divisions	3 divisions	4 divisions	5 divisions
Good	+2	1 division	2 divisions	3 divisions	4 divisions	5 divisions
Excellent	+3	1 division	2 divisions	3 divisions	4 divisions	5 divisions
FALLEN GENERAL CHART						
LUCK RATING					2D6	
Lucky					12	
Standard					11	
Unlucky					10	
A result of "Horse Shot From Under Him" is 1 less than his luck rating to be killed on 2D6						
A general who has had his horse shot result may not do anything else that turn, such as re-attach!						
Any corps, wing or army general that attaches to a division or unit must do a Stray Musket Ball test at the end of the round. Roll as normal on the Fallen General chart.						





SHOOTING CHART				
SHOOTING IS ALWAYS THE LAST OPERATION A UNIT MAY PERFORM!				
SMALL ARMS				
WEAPON	RANGE		D6 PER BASE	
Pistols, Javelins, Darts	3"/7.5cm		1	
Carbines	4"/10cm		1	
Muskets, Bows, Rifles Long Bows	6"/15cm		1*	
Battalion Guns	12"/30cm		1	
* Rifles and Long Bows re-roll failed hits when stationary				
ARTILLERY				
WEAPON	RANGE	DEADZONE	CANISTER	BALL/SHELL
Zanbaruck, Swivel Gun and Sha'turnal	10"/25cm	n/a	n/a	2
Light, Tiger and Rockets	12"/30cm	0-6"/0-15cm	2	1
Medium	14"/35cm	0-7"/0-17.5cm	2	1
Medium Heavy	16"/40cm	0-8"/0-20cm	3	1
Heavy	18"/45cm	0-9"/0-22.5cm	3	1
Siege	20"/50cm	010-"/0-25cm	4	1
Siege Mortar	22"/55cm	0-12"/0-30cm	n/a	1
TO HIT				
TARGET	SMALL ARMS		ARTILLERY	
Artillery (any formation)	5+		5+	
Skirmish units Screens	5+		5+	
Line or Column	4+		4+	
March/Cavalry Column and Column Masse	4+		3+	
Square and Clumped	3+		2+	
MODIFIERS				
DESCRIPTION		+/- to D6 roll to hit		
Special Rules such as British Fire		+/-?		
Flank or Rear		+1		
Shaken		-1		
Disordered		-1		
Silenced Battery		-1		
Cover		-1		
Howitzer/Rocket Battery Firing Indirect		-1		
Howitzer/Rocket Section Firing Indirect		-2		
NOTES				
All mortars add +2"/5cm onto the dead zone range of the calibre of the gun. For example Light mortars have a 0-6" dead zone, not 0-4" even though it is classed as a Light Gun.				
Canister range for Light through to Siege artillery is 6"/15cm (Rockets n/a canister)				
Light artillery and Battalion guns do not force shaken tests				
A general needs to be attached to a battery or grand battery in order to bombard				
Bombardment add 1 extra dice and 4"/10cm to the battery firing ball shot or shell				
Battalion guns never fire bombardments or gain a bonus for canister fire				
Instead of firing the whole battery a player may select a howitzer section to fire				
Artillery firing from a higher elevation gain 4"/10cm range				







<b>MELEE CHART</b>	
<b>AVERAGE MELEE MODIFIERS</b>	
<b>DESCRIPTION</b>	<b>MODIFIERS</b>
Unit's starting morale class	?
Special rules e.g. heavy cavalry charging	+/-?
Any regiment charging the flank or rear of a target unit	+4
Any regiment in melee with march columns or skirmishes	+4
Infantry regiments in melee with a square	+4
Infantry regiments in melee with dismounted cavalry	+2
Dismounted cavalry in melee with any skirmishes	+1
Any skirmish infantry in melee with march columns	+1
Any skirmishes charging the flank or rear of a target unit	+1
Skirmish infantry in melee with squares or clumped units	+1
Each base lost	-1
Shaken	-1
Disordered	-1
Cavalry caught at the halt	-3
Cavalry column in melee	-3
<b>NOTES</b>	
Add all the modifiers for each unit and divide by the total number of units to discover the Average Melee Strength (round down), once this is completed, add the Supplementary modifiers to the total.	
<b>SUPPLEMENTARY MODIFIERS</b>	
Terrain effects, e.g. cover	+/-?
Uncontrolled cavalry charge	-2
Enfilade	+1
Pioneers vs BUA, field works, etc	+1
Attached general (includes superior divisional generals)	+1
Attached charismatic general	+2
Mass bonus 1 base	+1
Mass bonus 3:2	+2
Mass bonus 2:1	+4
Mass bonus 3:1	+6
Mass bonus 4:1 or greater	+8
<b>COMBAT DICE</b>	
Each side rolls 1D6 and add this score to their final melee strength (Average +Supplementary modifiers)	1D6
<b>NOTES</b>	
Cavalry regiments (nor irregular, poor or hesitant) double the hits against any infantry not in square/clumped. (This total excludes attrition)	
Only 1 attached general may give a melee bonus unless superior or charismatic.	
Any unit that is defeated in melee against a BUA' works or fortifications and did not lose by more than 3 hits will fall back in shaken morale 4"/10cm. (This total excludes attrition)	
Only charging/counter-charging units with exploit and or attached charismatic generals or superior divisional generals may charge as their pursuit move.	
All units may consolidate as their pursuit move. (Irregular, Poor and hesitant units may not make any pursuit moves unless there is a charismatic or superior general attached).	
For each victorious melee with 6 or more hits scored (includes attrition) roll a D6 and on a 5+ colours have been seized.	





ARMY MORALE CHART																				
TOTAL BATTLE DAMAGED DIVISIONS	TOTAL DIVISIONS IN THE ARMY																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	W	3	4	5																
2	W	W	2	3	4	4	5	5												
3	W	W	W	2	3	3	4	4	4	5	5	5	5	5						
4	W	W	W	W	1	2	2	3	3	3	4	4	4	4	5	5	5	5		
5	W	W	W	W	W	1	1	2	2	3	3	3	4	4	4	4	5	5	5	
6	W	W	W	W	W	W	1	1	2	2	3	3	3	4	4	4	5	5	5	5
7	W	W	W	W	W	W	W	1	1	2	2	3	3	4	4	4	5	5	5	5
8	W	W	W	W	W	W	W	W	W	1	1	2	2	3	3	4	4	5	5	5
9	W	W	W	W	W	W	W	W	W	W	1	1	2	2	3	3	4	4	5	5
10	W	W	W	W	W	W	W	W	W	W	W	1	1	2	2	3	3	3	4	4
11	W	W	W	W	W	W	W	W	W	W	W	W	1	1	2	2	2	3	3	3
12	W	W	W	W	W	W	W	W	W	W	W	W	W	1	1	2	2	2	3	3
13	W	W	W	W	W	W	W	W	W	W	W	W	W	W	1	1	2	2	2	3
14	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	1	1	1	2	2
15	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	1	1	2	2
16	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	1	1	2
17	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	1	2
18	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	1
19	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W
20	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

BATTLE POINTS VICTORY CHART								
300	450	500	600	1000	2000	3000	4000	POINTS
1-39	1-59	1-69	1-89	1-49	1-99	1-149	1-99	1
40-79	60-119	70-139	90-179	50-149	100-249	150-349	200-499	2
80-119	120-179	140-219	180-269	150-249	250-399	400-699	500-799	3
120-159	180-239	220-289	270-359	250-349	400-699	700-1199	800-1399	4
160-199	240-299	290-359	360-449	350-499	700-999	1200-1699	1400-1999	5
200-239	300-359	360-429	450-539	500-649	1000-1299	1700-2099	2000-2599	6
240+	360+	430+	560+	650-799	1300-1599	2100-2399	2600-3199	7
N/A	N/A	N/A	N/A	800-899	1600-1799	2400-2699	3200-3599	8
N/A	N/A	N/A	N/A	900-1000	1800-2000	2700-3000	3600-4000	9
NOTES								
For each sub general killed add +10 points + the cost of the general								
For each overall commanding general killed add +20 points + the cost of the general								
For each "seizing the colours" add +20 points + the cost of the general								
For each prestige point gained in a multiplayer game add +10 points								
For each prestige point lost in a multiplayer game deduct -50 points								
Add the mission points to the battle points gained against enemy divisions for your total Battle Points score								







20mm MOVEMENT CHART					
UNIT DESCRIPTION	FORMATION				NUMBER OF OPERATIONS
	Line/ Unlimbered	Column/ Limbered	March Column	Skirmish	
Skirmish Infantry	-	-	-	10 inches	2
Poor Regimental Inf.	6 inches	10 inches	14 inches	-	1
Aggressive Poor Regimental Infantry	6 inches	10 inches	14 inches	-	1 + 1.5 inches
Regimental Inf.	6 inches	10 inches	14 inches	-	1 + 3 inches
Napoleonic Inf.	6 inches	10 inches	14 inches	-	2
Skirmish Cavalry	-	-	-	10 inches	3
Cavalry	6 inches	10 inches	14 inches	-	2
Light Foot Artillery	1.5 inch	10 inches	-	-	2
Foot Artillery	-	10 inches	-	-	2
Horse Artillery	1.5 inch	10 inches	-	-	3
Siege Artillery	-	10 inches	-	-	2
NOTES					
A +1.5/+3 inch movement may be used in combination with a non-move operation.					
All skirmish and artillery units will keep up with all other units in march or doing a strategic move.					
Infantry in square or clumped may only move 1.5 inches per operation.					
French infantry in Mixed Order (1805-1807) may only move 6 inches per operation.					
Austrian infantry in Column Masse may only move 6 inches per operation.					
Unless the infantry has a special rule like March only 1 operation may be used moving tactically.					
British Royal Horse and Old Guard Volante Batteries have 4 operations.					
To move Screens and Battalion guns must be done as part of a move or change formation operation.					

20mm BASING		
DESCRIPTION	NO. OF FIGURES/Base	WIDTH & DEPTH
Infantry Screen	1	30mm by 20mm
Skirmish Infantry	2	30mm by 20mm
Braves	3	30mm by 25mm
Tribal/Mobs/Rabble	4	30mm by 30mm
Formed Infantry	4	25mm by 30mm
Cavalry Screen	1	60mm by 30mm
Skirmish Cavalry	2	60mm by 30mm
Formed Cavalry	2	30mm by 30mm
Camel Cavalry	2	40mm by 50mm
Battalion Guns	1 cannon 1-2	25mm by 30mm
Artillery	1 cannon 2-4 crew	40mm by 50mm
Camel/Elephant Artillery	1 camel/elephant + swivel gun	40mm by 50mm
Limbers	2 horse and riders and limber	40mm by 60mm
Supply/Pontoon Wagons	Wagon	60mm by 60mm
Train/Headquarters Guard	1-4	30mm by 30mm
Engineers	1-4	30mm by 30mm
Divisional Generals	1-2	30mm by 30mm
Corps/Wing/Army Generals	2/3/4	60mm by 60mm

