# BBB – Napoleonic Variant Playsheet – V1-1 - Sept 2017

## Firing Values Table

| Type | 3” | 6” | 12” | 18” | 24” |
|---|---|---|---|---|---|
| Musket v. Cavalry | 2 | | | | |
| Musket v. Inf/Art | 2 | 0.5 | | | |
| SK (skirmish) Musket v. Inf/Art | 2 | 1 | | | |
| Cavalry Musket | 0.5 | | | | |
| Ineffective Musket | 1 | | | | |
| Foot Artillery | 8 | 3 | 2 | | |
| Horse Artillery | 6 | 3 | | | |
| Heavy Artillery | 8 | 5 | 3 | 1 | |
| | 3” | 6” | 12” | 18” | 24” |

## Firing Modifiers:

| LEFT SHIFT | RIGHT SHIFT | Factor Halved (cumulative) |
|---|---|---|
| Ragged Volleys (R) | Devastating Volleys (D) | Disrupted |
| Target in Terrain: | Target Tactically Inept (T) | Low Ammo |
| 1 = Wood/Village | Target is: | Reduced Artillery |
| 2 = Town/Entrenched | Crossing Bridge / March Column / | Artillery Pivoted/Unlimbered* |
| 3 = Fort | Limbered / Flanked / In Square | In Square (max. range 3”) |

**\***Horse Artillery may also fire at half rate if moves up to 6” and unlimbers.

## Fire Table

| 2D6 | 0.25 | 0.5 | 1 | 2 | 4 | 6 | 9 | 12 | 16 | 20 | 25 | 30 | 36 | 42 | 49 | 50+ | 2D6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 12* | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 12* |
| 11* | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 11* |
| 10 | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 10 |
| 9 | | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 9 |
| 8 | | | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 8 |
| 7 | | | | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 7 |
| 6 | | | | | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 6 |
| 5 | | | | | | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 2 | 5 |
| 4 | | | | | | | | | R | T | V | 1 | 1 | 1 | 2 | 2 | 4 |
| 3 | | | | | | | | | | R | T | V | 1 | 1 | 1 | 2 | 3 |
| 2 | | | | | | | | | | | R | T | V | 1 | 1 | 1 | 2 |
| 2D6 | 0.25 | 0.5 | 1 | 2 | 4 | 6 | 9 | 12 | 16 | 20 | 25 | 30 | 36 | 42 | 49 | 50+ | 2D6 |

### Fire Table Notes:

R, T, V = Unit disrupted, Artillery Silenced. 1, 2, 3 = number of stands lost plus unit disrupted.
R = Raw halted in Assault; T = Raw and Trained halted; V, 1, 2, 3 = All halted.
Artillery Reduced with 1 hit, destroyed with 2+.
12* or 11* = Low Ammo (recover by not moving & missing 1 fire phase OR retiring outside 6” of all enemy).
Silenced Artillery recover through making a Rally roll on command table OR retiring outside 6” of all enemy.

## Movement rates:

| Unit | Move | Movement penalties/notes: |
|---|---|---|
| Infantry | 12” | **Outside front arc** (45° either side of the FCP) (except Marching, Artillery/Generals/Irregular but includes about turn) = -3” |
| Artillery | 12” | **Difficult Terrain/Linear Obstacle**: Infantry -3”, Cav/Art -6” |
| Heavy Cavalry | 15” | Enter 3” ZOC = STOP (unless assault) |
| Other Cavalry | 18” | Change formation = Half move |
| Irregular Cavalry, Generals | 21” | Move in square = half move. Need 7+ |
| | | **Artillery** Limber/Pivot/Deploy = Half move. Manhandle **artillery** = 3” – cannot fire in offensive fire. |
| | | **Minimum move is always 3”** |

# Assault Table

| Difference | Result (note that Retire move ignores all passable terrain). |
|---|---|
| +7 or more | Defender loses 2 bases & Retires full move. Only Defender Disrupted. Attacker must exploit. |
| +4 to +6 | Defender loses 1 base & Retires 9". **Both sides Disrupted.** Attacker may exploit or occupy. |
| +1 to +3 | Defender Retires 3". **Both sides Disrupted**. Attacker must occupy. |
| 0 | **Both sides Disrupted**. Both sides lose 1 base. Immediately refight (if both still alive). |
| -1 to -3 | Attacker Retires 3". **Both sides Disrupted**. |
| -4 to -6 | Attacker loses 1 base & Retires 6". **Both sides Disrupted**. |
| -7 or less | Attacker loses 2 bases & Retires full move. Only Attacker is Disrupted. |

Units that are retired through are **Disrupted**. Retiring ignores terrain penalties. Supporters (base contact) OK.

## Assault Modifiers:

| Advantages | | Penalties | |
|---|---|---|---|
| 3:2/2:1/3:1 = 1,2,3   Veteran = 1   Heavy Cavalry = 1 | | Disrupted = 1    Raw = 1     Fragile = 1    Spent = 2 | |
| Aggressive (attacker only) =1         In Depth = 1 | | Light/Irregular Cav. = 1      Village/Wood/Marsh = 1 | |
| Lancers vs. Infantry = 1         Outflanked = 2 | | Town/Bridge/Trench = 2     Fort = 3 | |
| Square vs. Cavalry = 3      Infantry vs. Square = 1 | | Stream / up slope = 1          Up steep slope = 2 | |

## Command Roll:

| 2D6 | Good Order | Disordered |
|---|---|---|
| 11+ | Full move OR recover 1 base | 9+ = Rally & Full move |
| 10 | Full move OR Trained/Veteran recover 1 base | |
| 9 | Full move OR Veteran recover 1 base | |
| 7,8 | **Full move** | **Rally & Half move** |
| 5,6 | Half move | Rally & No move |
| 2,3,4 | No move | No move |
| 0,1 | Retire Half move (ignore terrain) | Lose base & Retire Full move (ignore terrain) |
| -1 | Disrupted & Retire Full move (ignore terrain) | Unit routed – remove all bases |

### Command Modifiers:
+1 Within 6" command radius      +1 In Column of March or Limbered Artillery  -1 In Marsh/Wood/Town
-1 Irregular Cavalry/Militia        -1 Passive (Good order only P)             -1 Fragile (Disrupted only F)
-2 Spent

## Terrain – Additional notes:

| Type | Effects |
|---|---|
| Slopes | Blocks LOS through it. Units on hill can fire over lower friends if 3" gap on both sides of friends. |
| Wood/Town | Block LOS beyond 3" within it. |
| Stream | -1 Assault penalty applies if unit is within 6" of stream that attacker crossed. |
| River | Impassable to Art. Other halt full move. |
| Road | Doubles speed – but only if in column of march/limbered. |
| Bridge | Obstacle as per terrain it crosses, unless all are in column of march/limbered. |

**Difficult terrain**: Marsh, Woods, Town (not village / fort).    **Linear obstacle**: Stream, Steep slope (going up).
**Evade units moving within 12" (must be Undisrupted)**: Cavalry / Limbered Foot Art. / Horse Art: May evade Infantry. Light / Irregular Cavalry: May also evade Heavy Cavalry.   Irregular Cavalry: May evade all except Light and Irregular.   **Evading Cavalry becomes disrupted. Move= ½ to Full.**

## Turn Order:
Both players perform below steps (i.e. Player 1 does 1 to 5 then Player 2 does 1 to 5):
1. **Move units** – Command rolls.
2. **Move Generals**. Generals may become casualties if closer to enemy units than own. Previous Generals as casualties return within 6" of any own unit.
3. **Defensive fire**. Generals may become casualties (as per above).
4. **Offensive fire**. Generals may become casualties (as per above).
5. **Assault resolution**. Generals may become casualties (as per above).

## Interpenetration:
Moving normally: No effect
Moving to Assault: No effect
Retire Result: Units retreated thru are Disrupted