

Avalanche Press

Napoleonic Battles Player Aid

Sequence of Play

1. Weather Phase. Players determine any applicable weather effects for the turn, per the game's special rules.

2. Reinforcement Phase. Players place on the map any reinforcements (17.0) which arrive this turn, per scenario rules. They may also roll against the Initiative ratings of their HQs to try to assign Unassigned or Reserve counters to formations (5.6).

3. Command Phase. Each player determines the command status (4.0) of his units. Players determine which formation leaders are within the Command Radii of their Army Commanders or HQs (4.2). Each player puts a number of such Formation Leaders equal to his Army Commander's and/or HQ's Initiative Rating in command (4.5). Players then roll one die against the Initiative Rating of each of their other Formation Leaders (4.53).

Those who roll less than or equal to their own Initiatives are in command. Those who roll over their initiatives are out of command. Subordinate Leaders who report to Out of Command formation leaders may roll against their own initiatives to put themselves in command. Flip all Out of Command leaders to their Out of Command sides. All units that either report to Out of Command leaders or are outside the Radius of their leader are Out of Command (4.6).

4. Order of Battle. The players determine which player is the first player (5.1) for this turn.

5. Activation Phase. The first player attempts to activate his formations by rolling against his Army Commander's Initiative rating (5.2). If he can activate one formation, he chooses a formation and takes an Action Phase with it (see 6). If he can activate two or more formations, then the first one he chooses must finish all its actions before another formation activates.

6. Action Phase. Each formation that activates takes an Action Phase, and can conduct the following actions, in this order:

A. Cavalry Charge Segment. Active, in-command cavalry units and cavalry leaders may charge (11.0) enemy units.

B. Artillery Segment. First, active, in-command artillery units may attach to, or detach from, infantry divisions in the same area with them (12.2). Then, active, in-command unattached artillery (even those that just detached this segment), may bombard enemy units (13.0).

C. Movement Segment. Active units and leaders (including any artillery that attached in the Artillery Segment) that did not charge or bombard this turn may move (9.0).

D. Assault Segment. Active, in-command infantry, attached artillery cavalry and leaders which didn't charge this turn may assault (14.0) enemy units.

No unit or leader may attack more than once per turn. However, units may defend as often as necessary.

7. Second Activation Phase. The second player now attempts to activate his or her formations, and each formation that can activate takes an Action Phase (see 6).

8. Third and Subsequent Activation Phases. When the second player finishes his activation phase, the first player tries to activate any of his formations that haven't activated yet this turn, and takes an Action Phase with each one that does activate. Players keep alternating and activating formations until all formations have activated, or both players fail on consecutive activation attempts (5.3).

9. Recovery Phase. Both players attempt to recover step losses of infantry divisions which are far from the enemy (16.0). They may also assign staff officers or "virtual" leaders (6.5) to formations whose Leaders have been killed, or to reinforcements with no leader.

10. New Turn. Flip out of command leaders to their front sides and start with the next turn's Weather Phase.

Combat Modifiers

Dice Quantity Modifiers (14.1, 8.3, 10.2):

- Area Morale advantage gets bonus dice equal to the difference.
- Flank or rear attack provides 125% of dice of assaulting unit(s).
- Highest ranking leader's tactical rating (limit one for each side).

To-Hit Roll Results:

Bombardment (13.2):

- Heavy or elite artillery: 5, 6
- Defending units densely stacked: 5, 6
- Artillery leaders present: 5, 6
- Defending units hit in flank or rear: 5, 6
- Defending units forced to form square due to a charge: 5, 6

Assault (11.3, 14.2):

- Elite unit: 5, 6
- Attacking unit's morale 2x defender's: 5, 6
- Heavy cavalry: 5, 6 (charge only)
- Combined arms firing: 5, 6
- Target area has only HQ, leaders or artillery: 5, 6

Movement (9.2)

Leaders/HQ:	4 MP
Cavalry/horse artillery:	3 MP
Artillery:	2 MP
Infantry:	2 MP
Infantry w/ att. artillery:	1 MP