



NAPOLEONIC DBA RULES

By Steve Burt

Adapted from the De Bellis Antiquitatis rules for large scale battles of the Napoleonic period.

Armies are divided into Divisions which move as independent entities. Each Division contains 3-12 units (a "unit" in this context is a regiment of infantry, battery of artillery, or brigade of cavalry).

Procedure is first to throw a dice to see how many Divisions you can move (+1 or +2 for good generals like Napoleon, -1 for incompetents). Then move each Division in turn (Divisions CANNOT combine movement), dicing for each to see how many elements you can move - these can be combined in groups.

Sequence of play

Roll for Divisions which can move
Move each Division, dicing for number of elements
Both sides artillery fires (phasing player decides order)
Both sides infantry fires (phasing player decides order)
Melee (phasing player decides order)

Units in contact with the opponent may not be fired at.

Command and control

Represent the division commander with a command base of the appropriate type, moving as light cavalry. Units must be within 600 of the base, or they count double to move (300 if not in line of sight). Division commanders must be within 1200 of the army commander or they count double, too (likewise if the Army commander is not on the table yet). Commanders may not voluntarily enter melee, but if they do get involved, they fight as light cavalry (and have the same vulnerability). If a commander is killed, his division is demoralised. The commander himself may be moved whenever the division is moved, without using up any of the dice roll.

Interpenetrate

Line inf., or any mounted through light inf.
Light inf through any.

Can recoil through any except guns and hard cover

Buildings (Built-Up Areas)

Each building obviously represents a village at this scale. A defended building cannot be entered. If undefended, only infantry can enter buildings. Up to 2 elements per 60mm square. Defenders can face 2 sides or line up in two ranks.

Moves, Factors & Ranges

Type	Road	Good	Bad	Factor	Range
Line Inf.	400	200	200	3	100
Light Inf.	400	300	300	2	100 (200 if rifle armed)
Foot Gun	400	200	100	3	600
Horse Gun	400	300	100	2	400
Heavy Cav.	400	400	200	4	-
Light Cav	500	500	200	3	-
Cossacks	500	500	300	2	-
Wagon	300	200	NA	1	-

Special Notes:

- Lancers move and are fired at as light cavalry but fight as heavy

Tactical Factors:

Each extra element shooting at this one	-1	Defending obstacle/uphill of enemy	+1
Each element outflanking this one	-1	Shot at in bad going	+1
Militia	-1	Artillery under half range	+1
Unarmoured cavalry under ranged fire	-1	Line infantry in melee in two ranks	+1
In melee in bad going and not light inf	-2	Guards	
		In building/redoubt (inf. Only)	+2

Combat Results:

Less, but more than half (Default - recoil)

Line inf	Recoil
Light inf	Destroyed by any mounted in good going
Foot gun	Destroyed by any in contact, ignore ranged fire
Horse gun	Destroyed by any mounted in contact, ignore ranged
Mounted	Destroyed if in bad going

Less than half (Default - flee 600 paces)

Light inf	Destroyed by any mounted
Light cav	Destroyed by light cav, cossacks, guns
Cossacks	Destroyed by cossacks, guns
Others	Destroyed

Outcome Moves

Heavy cavalry whose opponents recoil or are destroyed must follow up. Others MAY follow up, but don't have to. Artillery do not recoil because of ranged fire.

Demoralisation

When a division has lost 1/3 strength (rounded to nearest unit), it is demoralised. A demoralised division, and units in it, cost double to move (Remove the command base to show this).

If a division loses 2/3 strength, it is broken. Units of a broken division suffer a penalty of -1 on all dice rolls for the rest of the game, and count as two divisions demoralised for army morale purposes.

When an army has had 1/3 of its divisions demoralised, it is demoralised (all command costs doubled - remove C in C figure). All division commanders now pay double costs to move their units (quadruple if demoralised).

An army which loses half its divisions is beaten.