

# Battles of Napoleon

# EYLAU 1807

## Procedure

1. Defensive Fire
2. Determine odds ratio
3. Check DR modifier
4. Roll 2 dice and apply result

If 2d6 result is:

9 or more, the defender holds the position and the attacker takes a 1 SP loss.

8, the defender holds the position and both defender & attacker take a 1 SP loss.

7 or less, the assaulted/charged unit(s) loses 1 SP (each) and retreats if assaulted by infantry. If charged by cavalry the charged unit(s) retreat and infantry unit(s) lose 2 SP (each). Charged cavalry units retreat and lose 1 SP.

If result of modified 2D6 is 12 or more, attacker checks for leader casualty.



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# Assault / Charge Table

Defending unit is	DRM
elite	+1
green	-1
russian	+1
under "Defend" order	+2
under "Hold" order	+1
under "Retire" order	-3
under "Regroup" or "Strategic Move" order	-2
charged from more than one hex	-1
in obstructed terrain	+2
charged through flank	-3
charged through rear	-2
in square formation assaulted by infantry	+1
infantry in line assaulted by infantry in column	-1
infantry in column assaulted by infantry in line	+1
in square formation charged by cavalry	+4
infantry in line / column charged by Lancers	-2
artillery alone in a hex	-5
has leader present	+ Lead. ranking

Assaulting / Charging Units	DRM
per lost SP due to preceding defensive fire	+1
is elite / French Guard Grenadiers	-1 / -2
is green	+1
is/are one or more cavalry at short distance (adjacent)	+2
is cavalry against infantry <i>not</i> in square formation	-3
is/are one or more tired cavalry	+2
is exclusively heavy cavalry against any other cavalry	-2
is charging / assaulting uphill	+2
is charging / assaulting downhill	-2
is in obstructed hex	+2
has leader present	- Lead. ranking

Odds DRM		
odds	inf assaulting	cav. assaulting
1:6 or less	not allowed	+4
1:5	not allowed	+3
1:4	+4	+2
1:3	+3	+2
1:2	+2	+1
1:1	0	0
2:1	-1	-2
3:1	-2	-3
4:1 or more	-3	-4

## Stand Table

A unit has to check when it suffers a \* result on the fire combat table or if a friendly unit in the same or an adjacent hex retreats or is eliminated.

elite unit / French Guard Grenadiers	+2 / +3
green unit	-1
russian	+1
adjacent or same hex friendly unit is eliminated	-2
adjacent or same hex friendly unit retreats	-1
unit is in obstructed terrain	+1
unit is in square formation	+2
inf./art. in non- obstr. hex & within 3 hexes of enemy cav.	-2
leader present	+ Lead. ranking

When the modified dice roll is smaller than 6, the lead unit loses 1 SP and the stack retreats.

## Square Roll

succeed on a 2D6 of 8 or more

distance of enemy cavalry is 3 hexes	-1
distance of enemy cavalry is 2 hexes	-2
enemy cavalry is adjacent	-3
leader in the same hex as unit forming square	+ Lead. ranking
unit forming square is elite	+2
unit forming square is green	-1

Modifiers are always cumulative