

The Age of Eagles

The Napoleonic Wars in Miniature based on Fire & Fury

2d Edition Tables and Charts

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached, or to the French if both commanders attached.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders.
- Reserve movement.
- Tactical movement.
- Move detached leaders.

Volley & Cannonade (2nd) Phase

- Resolve all enemy unit fire.
- Resolve all friendly unit fire.

Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs, applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn.

March Table

		Disorder	EFFECTS Good Order	Reserve Movement
DIE RESULT	10 or more	Elan. Brigade rallies and moves normally.	A la Bayonnette. Brigade moves normally.	Success. Units move normally. Non-Irregular units rally.
	7, 8, 9	Rally. Brigade rallies, and moves half, but cannot change formation.	En Avant. Brigade moves normally.	Success. Units move normally. Non-Irregular units rally.
	5, 6	Shaken. Brigade rallies but cannot move or change formation.	Cautious. Brigade may move half but cannot change formation.	Partial Failure. No movement but Non-Irregular units rally.
	3, 4	Wavering. Brigade remains disordered and cannot move or change formation.	Hold Ground. Brigade cannot move or change formation.	Failure. No change in unit status.
	1, 2	Broken. Brigade retreats a full move disordered and loses 1 stand.	Retire. Brigade retreats beyond enemy musketry range.	Failure. No change in unit status.
	0 or less	Routs. Entire brigade removed from play.	Fall Back. Brigade retreats a full move disordered.	Failure. No change in unit status.

Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Columnar Infantry	9"	12"	x $\frac{1}{2}$	-2"
Linear Infantry	6"	12"	x $\frac{1}{2}$	-2"
Impulse Infantry	9"	12"	x $\frac{1}{2}$	-2"
Cavalry	12"	15"	x $\frac{1}{3}$	-2"
Foot Artillery	6"	9"	x $\frac{1}{3}$	-3"
Horse Artillery	9"	12"	x $\frac{1}{3}$	-3"
Leaders and Staff	12"	15"	x $\frac{1}{3}$	-2"

- Minus 3 inches per unit penetrated for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to deploy into or out of Tirailleur.
- Minus half move to deploy into Masse or March Column, or to Face to the Flank.
- Minus half move to deploy out of Square, Town, etc.

TACTICAL MOVEMENT MODIFIERS

- +1/+2 Each Detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
- +2/+3 Each Attached Leader/Charismatic Leader. Max 4 pts
- +1 Unit in March Column or Square
- +1 Unit is Columnar or Impulse Infantry
- +2/-2 Unit is Fresh/Spent
- 1 Unsecured Flanks
- 2 Unit Disengaging (moving into Reserve Zone)
- 3 Unit is Disordered Cavalry moving into Charge Combat
- 1 Each Army Cohesion level

RESERVE MOVEMENT MODIFIERS

- +3 Napoleon with Berthier Commanding
- +2 Napoleon, Davout or Wellington
- +1 Archduke Charles, Suvorov, Lannes, etc.
- 0 No Effect if Kutusov, Barclay, etc.
- 1 If any General other than above or below
- 2 Archduke John, Cuesta, the Czar etc. Commanding, or Army Commander committed elsewhere or dead
- +1 If one of Napoleon's ADCs or any Army Commander Attached to Brigade or Superseding Command
- +4 First Turn of Game
- +4 Successful Reserve Movement Previous Turn
- +1/+2/+3 Reserve Movement Failure Previous Turn/Two/Three or More Previous Turns
- 1 Unit Disordered/each Army Cohesion level

Use first six Reserve Movement Modifiers for initiative die roll.

Age of Eagles, Version 2.0, published 31 October 2015.

Original Fire & Fury game mechanics and text, copyright 1990, used in Age of Eagles are republished with permission from Richard W. Hasenauer. All rights reserved.

	RANGE					
	2"	4"	8"	12"	18"	
French Old Guard or Russian Artillery	13 / 11	10 / 7	8 / 6	6 / 5	5 / 4	FIRE POINTS
French Line/Young Guard or British/KGL Artillery	12 / 10	9 / 6	7 / 5	5 / 4	4 / 3	
Other Artillery	11 / 9	8 / 5	6 / 4	4 / 3	3 / 2	
2-Rank Linear/Impulse Infantry	2.5	1 Sk	Heavy / Light			
3-Rank Linear/Impulse Infantry	2	1 Sk	Sk - Skirmishers			
Columnar Infantry or Square/Tirailleur	1	1 Sk				
Cavalry	0.5					

EFFECTS

Volley & Cannonade

FIRE POINT MODIFIERS

x 2 Firing in Enfilade, Artillery at Masse, etc

x 1/2 Firer disordered, damaged battery or firing at skirmishers (2.1" to 4")

x 1 1/2 Firing in Grand Battery

DIE ROLL MODIFIERS

+1 Target limbered, changed formation or movement mode

-2 Target in Tirailleur formation

-1, -2, -3 Target in cover (per scenario)

Fallen Leader Table

DIE RESULT	EFFECTS	
	6 or more	5 or less
	Leader Survives	Leader disabled and replaced after one full turn.

DIE ROLL MODIFIER
-2 Charismatic Leader

FIRE POINTS	EFFECTS				
	Desultory Fire No effect.	Lively Fire Troops disordered or one battery silenced.	Telling Fire Troops disordered and lose one stand or 1 battery damaged.	Deadly Fire Troops disordered and lose two stands or 1 battery wrecked.	Withering Fire Troops disordered and lose three stands or 1 battery wrecked.
Less than 1	-	-	-	-	-
1	10 or less	11 or more	-	-	-
2	9 or less	10 or more	-	-	-
3	9 or less	10 or more	-	-	-
4	8 or less	9 or more	-	-	-
5	7 or less	8, 9, 10	11 or more	-	-
6, 7	7 or less	8, 9	10 or more	-	-
8, 9	6 or less	7, 8, 9	10 or more	-	-
10, 11	5 or less	6, 7, 8	9 or more	-	-
12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	-
15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	-
20-24	2 or less	3, 4, 5	6, 7	8 or more	-
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	-	-1 or less	0, 1, 2	3, 4	5 or more
	DIE RESULT				

Bayonet & Sabre

DIE ROLL MODIFIERS

+1 Leader Attached

+2 Charismatic Leader Attached

+1 Outnumber enemy 3:2

+2 2:1

+3 3:1

+4 4:1 or greater

+2 Cavalry charging Infantry in Open and not in Square from less than 5" distance

-3 or from 5" or greater distance

+1 Lancers charging Infantry in Open

+1 Heavy Cavalry

+2 Armored Heavy Cavalry

+1 Breakthrough Charge or Supported Formation

-2 Disordered Brigade, Non-Countercharging Cavalry, Tirailleur Brigade, or Unattached and Silenced Battery (either or) - **above not cumulative**

-1 Each Stand lost during Current Fire Phase

+1 to +3 Defending in or behind Cover

-3 Defender Outflanked or attacked in Rear

+3 Defender already in Square and attacked by Cavalry

-1 if attacked by Infantry

+2 Units are Fresh

-2 Units are Spent

+1 Units are Regular

+2 Units are Elite

Revised 5 November 2015

If any chart differs from any specific text in the rules book, the book has precedence.

DIE RESULT DIFFERENCE	EFFECTS	
	7 or more	4, 5, 6
7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands rout and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10. ATTACKER: Breakthrough charge a half move towards closest enemy.	
4, 5, 6	Driven Back! DEFENDER: Retreat Disordered/Silenced beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs and one battery is damaged if present. ATTACKER: Occupy enemy position or breakthrough charge a half move towards closest enemy.	
1, 2, 3	Withdrawal! DEFENDER: Troops retreat disordered 2" from the enemy. Batteries are silenced and retreat beyond enemy musketry/skirmish range or one-half move (whichever is greater). ATTACKER: Occupy enemy position.	
0	Locked in Combat! ATTACKER & DEFENDER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.	
-1, -2, -3	Withdrawal! ATTACKER: Retreat disordered until 2-inches from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	
-4, -5, -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	
-7 or less	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands rout and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	