

L'Armee Francaise Vol II

The Age of Honor

The Lacey Wars in Miniature based on Fire and Fury

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 dead, or high die roll off if both commanders attached or dead.

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 Bayonette. 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.	Partial Success. Units move half, 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
NonCadence Infantry	5/8"	10/16"	x 1/2	-2/-3"
Cadenced Infantry	6/9"	12/18"	x 1/2	-2/-3"
Light Infantry	8/12"	12/18"	x 1	-1/-2"
Cavalry	12/18"	15/21"	x 1/3	-2/-3"
Foot Artillery	6/9"	9/12"	x 1/3	-3/-5"
Horse Artillery	9/15"	12/18"	x 1/3	-3/-5"
Leaders and Staff	12/18"	15/21"	x 1/3	-2/-3"

Movement = 15mm/25mm"

- Minus 3 (5) inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to dismount/remount Dragoons.
- Minus half move to deploy into Mass or March Column.
- Minus half move to deploy in or out of Square, Urban Area, etc.
- Minus half move to Face to the Flank.
- **Light Infantry is NOT penalized when moving thru Rough Terrain (Movement Rate x 1).**

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 Prussian infantry in the WAS or SYW
+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

French Pistolier Cavalry – count as Trotter (with no fire) for melee when charging on a modified die roll of 10 and above. All other modifiers then apply, and the French remain Pistolier when countercharging.

Use first six Reserve Movement Modifiers for initiative die roll.

RESERVE MOVEMENT MODIFIERS

+3	Marlborough with Eugene, Charles XII, Frederick, etc Commanding
+2	Villars, Eugene, Vendome, etc
+1	Bouffler, Daun, Ferdinand, etc.
0	No Effect – d'Estrees, Saltykov, etc.
-1	If any General other than above or below
-2	Duke of Burgundy, Duke of Cumberland, etc Commanding, or Army Commander committed elsewhere or dead
+4	If Army Commander Attached to Brigade or Superseding Command
+6	First Turn of Game
+6	Successful Reserve Movement Previous Turn
Reserve Movement Failure on:	
+1	Previous Turn
+3	Two Previous Turns Ago
+5	Three or More Previous Turns Ago
-1	Unit Disordered

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Volley & Cannonade

	RANGE				
	2/3"	4/6"	8/12"	12/18"	18/27"
Russian Artillery	13/11	10/7	8/6	6/5	5/4
French/Austrian Arty	12/10	9/6	7/5	5/4	4/3
Other Artillery	11/9	8/5	6/4	4/3	3/2
Light Infantry	1	Heavy/Light			
Shock or Ottoman Foot	1	15mm/25mm"			
Fire by Rank Foot	1.5	FIRE POINTS			
Platoon Fire/Linear Foot	2				
Prussian First Fire	3				
Light or Pistolier Horse	0.5				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, at Square, Masse or March Column
x 1/2	Firing Unit Disordered, in Masse/Field Column or a Damaged Battery

DIE ROLL MODIFIERS

+1	Target limbered, changed Formation or Movement Mode, or About Facing
-1	Target is Light Infantry
-1, -2, -3	Target in Cover (per Scenario)

FALLEN LEADER TABLE

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

DIE ROLL MODIFIER

-2 Charismatic Leader

EFFECT ON TARGET	Desultory Fire: No Effect!	Lively Fire: Disordered or 1 Battery Silenced	Telling Fire: Disordered plus 1 Stand lost or 1 Battery Damaged	Deadly Fire: Disordered plus 2 Stands lost or 1 Battery Wrecked	Devastation: Disordered plus 3 stands lost or 1 Battery Wrecked
	FIRE POINTS				
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

NOTES:

- **Prussian First Fire** – Use 3 FPs per stand the first fire phase in a game a Prussian non-light infantry brigade issues fire during the WAS and SYW. Afterwards use Platoon Fire.
- **Changing Movement Mode** - Limbering, Unlimbering, Mounting or Dismounting Dragoons.
- **Gallop Cavalry** – **NO** die roll modifier for melee, positive or negative.
- **Irregular Troops** – Permanently Disordered for movement, fire and melee.

Bayonet & Sabre

DIE ROLL MODIFIERS

+1 or +2	Leader/Charismatic Leader Attached
-1	Outnumbered by the enemy 3:2 in Stands
-2	Outnumbered by the enemy 2:1 in Stands
-3	Outnumbered by the enemy 3:1 in Stands
-4	Outnumbered 4:1 or greater in Stands
+2	Cavalry charging Foot in open, not in Square from less than 5" distance
-3	Or from 5" or greater distance.
-1	One or more Brigades are Trotting Horse
-2	One or more Brigades are Pistolier Horse
-1	Pistolier Horse plus Other Horse Type in Melee
+1	One or more Brigades are Heavy Horse
+2	One of more Brigades are Armored Heavy Horse
+2	One or more Brigades are Shock Foot
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Light Infantry, Unattached or Silenced Battery (these modifiers not cumulative)
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	To Defender Outflanked
+3	Defender already in Square & attacked by Horse
-1	If already in Square and attacked by Foot
+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite

		EFFECTS
DIE ROLL DIFFERENCE	7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost 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: Mandatory breakthrough charge a half move towards closest enemy.
	4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present ATTACKER: Occupy enemy position or optional breakthrough charge a half move towards closest enemy.
	1 2 3	Withdrawal! DEFENDER: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater) ATTACKER: Occupy enemy position.
	0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate modifiers and fight again.
	-1 -2 -3	Withdrawal! ATTACKER: Retreat disordered until 2" (3" for 25 mm) from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
	-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater) One troop stand lost. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.
	-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost 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 horse unless secure flanks and additional die roll of 5 or less.