The Age of Eagles
The Napoleonic Wars in Miniature based on Fire & Fury
2d Edition Tables and Charts

March Table

<table>
<thead>
<tr>
<th>Disorder</th>
<th>EFFECTS Good Order</th>
<th>Reserve Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 or more</td>
<td>Elan, Brigade rallies and moves normally.</td>
<td>A la Bayonnette. Brigade moves normally.</td>
</tr>
<tr>
<td>7, 8, 9</td>
<td>Rally, Brigade rallies, and moves half, but cannot change formation.</td>
<td>En Arvant. Brigade moves normally.</td>
</tr>
<tr>
<td>5, 6</td>
<td>Shaken, Brigade rallies but cannot move or change formation.</td>
<td>Cautious, Brigade may move half but cannot change formation.</td>
</tr>
<tr>
<td>3, 4</td>
<td>Waver, Brigade remains disordered and cannot move or change formation.</td>
<td>Hold Ground. Brigade cannot move or change formation.</td>
</tr>
<tr>
<td>1, 2</td>
<td>Broken, Brigade retreats a full move disordered and loses 1 stand.</td>
<td>Retire. Brigade retreats beyond enemy musketry range.</td>
</tr>
<tr>
<td>0 or less</td>
<td>Rout, Entire brigade removed from play.</td>
<td>Fall Back. Brigade retreats a full move disordered.</td>
</tr>
</tbody>
</table>

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 Disorder/Each Army Cohesion level

Use first six Reserve Movement Modifiers for initiative die roll.

L’ Armee Francaise

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Bayonet & Sabre

DIE ROLL MODIFIERS

+1 Leader Attached

+2 Charismatic Leader Attached

+3 Outnumber enemy 3:2

+4 3:1 or greater

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

-3 or from 5 meters or greater distance

+1 Lanciers 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 Unattacked 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

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

Volley & Cannonade

Range

French Old Guard or Russian Artillery
French Line/Young Guard or British/KGL Artillery
Other Artillery

2-Rank Linear/Impulse Infantry
3-Rank Linear/Impulse Infantry
Columnar Infantry or Square/Tirailleur

2.5
2
1

Cavalry

0.5

5

FIRE POINT MODIFIERS

x2 Firing in Enfilade, Artillery at Masse, etc

x1/2 Firing disordered, damaged battery or firing at skirmishers (2.1 to 4.0)

x1/2 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

<table>
<thead>
<tr>
<th>EFFECTS</th>
<th>DIE ROLL MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 or more</td>
<td>Leader Survives</td>
</tr>
<tr>
<td>5 or less</td>
<td>Leader disabled and replaced after one full turn.</td>
</tr>
</tbody>
</table>

FIRE POINTS

Less than 1

2

3

4

5

6 - 7

8 - 9

10 - 11

12 - 14

15 - 19

20 - 24

25 - 29

30 - 34

35 - 39

40 - 44

45 - 49

50 or more

10 or less -11 or more

10 or more

10 or more

11 or more

11 or more

10 or more

10 or more

9 or more -

9, 10 -

10 or more -

10 or more -

8 or more -

7, 8 -

7 or more -

6 or more -

5 or more -

-1 or less -

-1 or less -

0, 1, 2 -

3, 4, 5 -

4, 5, 6 -

5 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.

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.

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.

Locked in Combat!

ATTACKER & DEFENDER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.

Withdrawal!

DEFENDER: Retreat disordered until 2" inches from the enemy.

DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.

Driven Back!

DEFENDER: 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.

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.