

The Age of Eagles

The Napoleonic Wars in Miniature based on Fire and Fury Tables and Charts (28mm scale / d10 die)

Play Sequence					March Table																																											
<p>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.</p> <p>1st Player Turn March (1st) Phase</p> <ol style="list-style-type: none"> Replace, attach & detach leaders Reserve movement Tactical movement Move detached leaders <p>Volley & Cannonade (2nd) Phase</p> <ol style="list-style-type: none"> Resolve all enemy unit fire Resolve all friendly unit fire <p>Bayonet and Saber (3rd) Phase Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.</p> <p>2nd Player Turn Resolve in same order as in first player turn.</p>					EFFECTS																																											
					Disorder		Good Order		Reserve Movement																																							
					10 or more	<i>Elan.</i> Brigade rallies and moves normally		<i>A la Bayonette.</i> Brigade moves normally		<i>Success.</i> Units move normally. Non-Irregular units rally.																																						
					7, 8, 9	<i>Rally.</i> Brigade rallies, and moves half, but cannot change formation.		<i>En Avant.</i> Brigade moves normally.		<i>Success.</i> Units move normally. Non-irregular units rally.																																						
					5, 6	<i>Shaken.</i> Brigade rallies but cannot move or change formation.		<i>Cautious.</i> Brigade may move half but cannot change formation.		<i>Partial Failure.</i> No movement but Non-Irregular units rally.																																						
					3, 4	<i>Wavering.</i> Brigade remains disordered and cannot move or change formation.		<i>Hold Ground.</i> Brigade cannot move or change formation.		<i>Failure.</i> No change in unit status.																																						
					1, 2	<i>Broken.</i> Brigade retreats a full move disordered and loses 1 stand.		<i>Retire.</i> Brigade retreats beyond enemy musketry range.		<i>Failure.</i> No change in unit status.																																						
0 or less	<i>Routs.</i> Entire brigade removed from play.		<i>Fall Back.</i> Brigade retreats a full move disordered.		<i>Failure.</i> No change in unit status.																																											
Movement Rates Chart					TACTICAL MOVEMENT MODIFIERS		RESERVE MOVEMENT MODIFIERS																																									
					<ul style="list-style-type: none"> +1/ Each detached Division to Army +2 Leader within Command Radius /Charismatic Leader. Max 4 pts +2/ Each Attached Leader/ +3 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 		<ul style="list-style-type: none"> +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/ Reserve Movement Failure +2/ Previous Turn/Two/Three or More +3 Previous Turns -1 Unit Disordered 																																									
<table border="1"> <thead> <tr> <th>Unit</th> <th>Basic</th> <th>Road</th> <th>Rough</th> <th>Fording</th> </tr> </thead> <tbody> <tr> <td>Columnar Infantry</td> <td>18"</td> <td>24"</td> <td>x 1/2</td> <td>-4"</td> </tr> <tr> <td>Linear Infantry</td> <td>12"</td> <td>24"</td> <td>x 1/2</td> <td>-4"</td> </tr> <tr> <td>Impulse Infantry</td> <td>18"</td> <td>24"</td> <td>x 1/3</td> <td>-4"</td> </tr> <tr> <td>Cavalry</td> <td>24"</td> <td>30"</td> <td>x 1/3</td> <td>-4"</td> </tr> <tr> <td>Foot Artillery</td> <td>12"</td> <td>18"</td> <td>x 1/3</td> <td>-6"</td> </tr> <tr> <td>Horse Artillery</td> <td>18"</td> <td>24"</td> <td>x 1/3</td> <td>-6"</td> </tr> <tr> <td>Leaders and Staff</td> <td>24"</td> <td>30"</td> <td>x 1/3</td> <td>-4"</td> </tr> </tbody> </table> <ul style="list-style-type: none"> • Minus 6 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 Tirallieur. • Minus half move to deploy into Mass or March Column. • Minus half move to deploy out of Square, Urban Area, etc. 					Unit	Basic	Road	Rough	Fording	Columnar Infantry	18"	24"	x 1/2	-4"	Linear Infantry	12"	24"	x 1/2	-4"	Impulse Infantry	18"	24"	x 1/3	-4"	Cavalry	24"	30"	x 1/3	-4"	Foot Artillery	12"	18"	x 1/3	-6"	Horse Artillery	18"	24"	x 1/3	-6"	Leaders and Staff	24"	30"	x 1/3	-4"	Use first six Reserve Movement Modifiers for initiative die roll			
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25/28mm Chart prepared by Dr. Alex S. Fabros, Jr., US Army (Ret)

Tables and Charts (28mm scale)

		RANGE					FIRE POINTS	
		4"	8"	16"	24"	36"		
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					
Columnar Infantry or Square Tirallieur		1	1 Sk	Sk - Skirmishers				
Cavalry		0.5						
FIRE POINT MODIFIERS								EFFECT S
x 2	Firing from Enfilade							
x 1/2	Firer disordered, damaged battery or firing at skirmishers (4.1" to 8")							
x 1 1/2	Firing in Grand Battery							
DIE ROLL MODIFIERS							EFFECT S	
+1	Target limbered, changed formation or movement mode							
-2	Target in Tirallieur formation							
-1-2-3	Target in cover (per scenarios)							
FALLEN LEADER TABLE							FIRE POINTS	
		EFFECTS						
DIE RSEUL	6 or more	Leader Survives						
	5 or less	Leader disabled and replaced after one full turn						
DIE ROLL MODIFIER							DIE RESULT	
-2 Charismatic Leader								
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								

10 or less								
9 or less								
9 or less								
8 or less								
7 or less								
7 or less								
6 or less								
5 or less								
4 or less								
3 or less								
2 or less								
1 or less								
0 or less								
-1 or less								
-1 or less								
-1 or less								

		EFFECTS	
		DIE ROLL DIFFERENCE	EFFECTS
BAYONET & SABRE			
DIE ROLL MODIFIERS			
+1 Leader Attached			
+2 Charismatic Leader Attached			
-1 Outnumbered by the 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 10" distance			
-3 Or from 10" 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, Tirallieur Brigade, or Unattached or Silenced Battery			
-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 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			
		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 4" 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! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.
		-1 -2 -3	Withdrawal! ATTACKER: Retreat disordered until 4" 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 more	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.