

Fate of Battle: Look, Sarge, No Charts: Napoleonic Wars

Unit Roster for those misguided souls who just **must** have a chart

Unit Name (Infantry, Cavalry, and Artillery)	Movement						Defense				Hill		Fire				Morale			Melee			Skirmish
	Open	Road	Wood	Rough	Col	Strt	Open	Light	Med	Hvy	Fire	Melee	Short		Long		Col	Line	Sq	Col	Line	Sq	Bases
	<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>						Rng	AF	Rng	AF	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Leader	Echelon	Movement				Radius	MV
		Open	Road	Wood	Rough		

Who Rolls First in Melee?

Attacker is attacking Defender's	Defender's Condition		
	Good and behind prepared defenses	Good, Pinned, or Disrupted	Retreating
Front	Defender attacks first	Both attacks are simultaneous *	Attacker attacks first
Flank or Rear	Both attacks are simultaneous *	Attacker attacks first	Attacker attacks first

* In situations in which attacks would normally be simultaneous (even a frontal attack), cavalry charging an infantry unit not in square or a cavalry unit that is not counter charging attacks first.

- Conditions that "halve" fire:
- Damaged
 - Column or square (fire only)
 - Firing from town (fire only)
 - Outside front arc (fire only) (optional)
 - As indicated on roll-to-stand die
- With two or more "halves" units conduct half FIRE only on black cards, but may still melee halved on any color card.
- Adjustments to defense factor (-2):
- Fire or melee from flank/rear
 - Fire when target is in square
 - Melee against limbered artillery
- Long-range fire only inflicts a morale check; however, (optional rule) long-range artillery fire against columns or squares inflicts hits.
- Artillery movement
- Half move to limber or unlimber
 - Prolong 1/3 movement

1	2	3	4	5	6
PIN Retreat or PIN	Retreat or OK	Retreat or OK	OK or OK	OK or OK	Random Order
Halt Charge Cav or Arty or Halt	Charge! (straight)	Charge! (straight)	Charge! (straight)	Charge! If Rash then Scatter!	Charge! (up to 45 degrees)
 or Fire x2 in line	 or Fire 1/2 vs Cav.	 or Fire x2 in line	 or Fire x2 in line	 or Fire If > 3"	 or Fire If > 3" or Fire 1/2 vs Cav.
 or Counter Charge	 or Stand If > 3"	 or Counter Charge	 or Stand If > 3"	 or Stand If > 3"	 or Counter Charge or Fire
Vs. Inf > 6' 1 or 1	Vs. Inf > 6' 1 or 1	Vs. Inf > 6' 1 or 1	Vs. Inf > 6' 2 or 1	Vs. Inf > 6' 2 or 1	Vs. Inf > 6' 3 or 2
Stand No Fire	Stand No Fire	Retreat or Full Move Away	Stand, No Fire or Stand & Fire	Stand & Fire	Stand No Fire
Halt @ 3" & Fire	Halt @ 1.5" & Fire	Halt @ 1.5" & No Fire	Close or Halt @ 1.5"	Close	Halt @ 1.5" & Fire
1	2	3	4	5	6

Morale Checks (and 1d10)
Cavalry Breakthrough (NO d10)

Roll to STAND
For Infantry: d10, blue, and purple
For cavalry: d10, yellow, and purple
For artillery: d10, red, and purple

Roll to CLOSE (and 1d10)