

Absolute Emperor

Napoleonic Wargame Battles

QUICK REFERENCE SHEET

Turn Phases: Command, Movement, Shooting, Charges, Combat

Using Élan

A CC can choose to expend his own élan to influence the battle around him. Once per turn the commander may spend a point of élan to perform one of the following actions:

- Reroll an activation roll
- Recover a single unit one unit status step (disordered to halted; halted to fresh)
- Change his Orders
- Reroll one attack in the Shooting or Combat Phase

Movement

Miniature Size Conversion Table					
Figure Scale	Infantry Movement	Cavalry Movement	Charge Movement	Interaction Zone	Artillery
	Line/Attack Column/ March Column	Line/ Squadrons/ March Column	Infantry/ Cavalry		Canister/ Effective range
10/15mm	2/3/4"	4/4/8"	2/4"	2"	4/12"
25/28mm	4/6/8"	8/8/16"	4/8"	4"	6/18"
54mm	8/10/16"	16/16/32"	8/16"	8"	12/36"

Shooting

Absolutely no shooting into a combat.

Infantry Shooting Basics

- Infantry shooting range is 4".
- Infantry shoot 4d6 in Line.
- Infantry shoot 2d6 in Attack Column.
- Infantry shoot 1d6 in March Order.
- Infantry shooting from a BUA rolls 2d6 per side.
- Fresh and Halted units may shoot.
- Disordered units may not shoot.
- Infantry in Square formation cannot shoot.
- Infantry not in Square shooting at a Square: +1d6.
- Target partially blocked: -1d6
- Target in area cover: -1d6.
- Target uphill: -1d6.
- Target behind a wall, in BUA or fortification: -2d6.
- Shooting at a fortification: hit on 6 only.
- Infantry units that are under threat of cavalry charge may choose to voluntarily form Square rather than shoot.
- An infantry unit that shot normally, but then elects to form Square because of charging cavalry, can only do so on an activation roll. Failing the roll, the unit remains in its current formation and becomes disordered.

Artillery Shooting Basics

- Artillery shoots 2d6 per unit and hits on a 5+.
- Canister range is 6", effective (shot) range is 6–18".
- Artillery shooting at canister range counts both dice in determining results.
- Artillery shooting at effective range counts only the highest roll as its result.
- Artillery in grand battery (3 guns) rolls 6d6 and hits on a 4+; counting all six dice for canister, or the three highest dice at effective range.
- Artillery shooting at targets within cover, BUA, or fortifications rolls 1d6.
- Artillery shooting at artillery or a fortification hit on a 6 only.
- Artillery shooting at canister range against an Attack Column, March Order, flank or rear of a unit rerolls one unsuccessful hit roll.
- Artillery shooting at an enemy unit in Square: +3d6 (up to 3 hits may be counted for all ranges).

Charging

- Cavalry charges 8".
- Infantry charges 4".
- Only fresh units may charge.
- Halted and disordered units may not charge.
- To charge a flank, the charging unit must have at least one base behind a line extending from the front edge of the target unit.
- To charge the rear, the charging unit must have at least one base behind a line extending back from the flank edge of the target unit.
- Follow up charges cost one hit to the charging unit.

Combat

Combat Basics

- Infantry rolls 4d6 in Line.
- Infantry rolls 2d6 in Attack Column.
- Infantry rolls 1d6 total in March Order.
- Cavalry rolls 4d6 in Line.
- Cavalry rolls 2d6 in Squadrons.
- Cavalry rolls 1d6 total in March Order.
- Artillery rolls 1d6 total.

General Effects

- Charge, countercharge or reaction charge bonus: +1d6 (unless otherwise noted) in first round.
- Infantry receive no charge bonus when charging into cover.
- Cavalry attacking infantry not in Square: +2d6.
- Attacking a unit behind a wall or hedge: -1d6.
- Attacking uphill: -1d6.
- Infantry not in Square vs. cavalry: 1d6 total.

Infantry Square

- Cavalry attacking infantry Square: 1d6 total.
- Infantry Square vs. cavalry: 3d6 per side.
- Infantry attacking infantry Square: +2d6.
- Infantry Square fighting other infantry: 1d6 total per side.

BUA Combat

- Defending a BUA or fortification: 2d6 per side.
- Attacking a unit in a BUA: 2d6 total.
- Attacking a fortification: fight at one grade lower.

Artillery in Combat

- Infantry or cavalry attacking an artillery unit: +2d6.

State and Formation Effects

- Disordered units reroll one successful hit roll in combat.
- Attacking the flank or rear of a unit: +2d6.
- A unit cannot fight to its flank or rear.

Resolution

- **Unit Exhaustion:** Once a unit receives a cumulative total of 5 hits, its ability to continue the fight is reduced. To reflect this, a unit with 5 or more hits is reduced in effectiveness to the next lowest type: Veteran becomes Seasoned, Seasoned become Conscript, Conscript are reduced to reroll all successful hits.
- An infantry or cavalry division that receives a cumulative total of 8 hits is removed from play as effectively combat exhausted.
- Artillery are never halted. They become disordered with 2 hits, and destroyed if they receive a total of 4 hits cumulatively, in shooting; or take 1 or more hits in combat.

Extraordinary Resolutions

Every hit in a single Shooting or Combat Phase will result in an extraordinary resolution if one of the following totals occurs:

Shooting Phase

- 2 hits cause a unit to become halted.
- 4 hits cause a unit to become disordered (see page 31).
- 5+ hits cause a unit to take a waver test in addition to any above results.

Combat Phase

- 3 hits cause an infantry unit recoil from combat 1” and become disordered; cavalry withdraw and become disordered (see page 31).

Any Phase

- 5+ hits cause a unit to take a waver test in addition to any above results.

Post-Resolution Combat Results

After combat, there are tactical and doctrinal factors that may create a combat imbalance. Below are listed a number of special results of a resolved combat. Each must be enforced to add period realism.

- Cavalry that are successful in destroying their target unit make another charge straight ahead if there is another target unit in range. This combat takes place immediately.
- Cavalry that do not defeat their charge target must withdraw 8” after combat.
- Cavalry units that force an opposing cavalry unit to withdraw must charge the same target again as a follow-up charge once per turn (see page 25). The follow-up combat is conducted immediately, and costs the pursuing cavalry unit 1 hit point.
- Cavalry that are disordered or withdraws from combat cannot follow up charge.
- Infantry not in Square that lose to cavalry are destroyed and removed from play.
- Infantry units that win combat are no longer halted or disordered, even if they were so before combat, or were made so during the combat.
- Artillery that is contacted by charging cavalry or infantry is destroyed if it receives any hits. The cavalry may not make a breakthrough charge.
- Any unit withdrawing may deviate around friendly units or terrain if it is capable of fitting within the space proposed (changing formation if necessary).

Notes



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