

The Campaigns of Napoleon

Exclusive Tables for **BONAPARTE IN ITALY [1796]**

For use with the 1x Consolidated Rules

MARCH ATTRITION TABLE

March Distance		Modified Die Roll												
French	Austrian													
0 – 1.5			0-6	7,8	9,10	11,12	13+							
2 – 3.5	0 – 1.5		0-2	3,4	5,6	7,8	9,10	11,12	13+					
4 – 5	2 – 3.5			0	1,2	3,4	5,6	7,8	9,10	11,12	13+			
5.5 – 9	4 – 5					0	1,2	3,4	5,6	7,8	9,10	11+		
	5.5 – 9							0	1,2	3,4	5,6	7+		

APs:	11+	7 – 10	4 – 6	1 – 3	Zero											
Forage:		13+	7-12.5	1 – 6.5	No LOC											
Size of Force in SPs	1-7	1-4	1-2			0	0	0	0	0	0	.2	.4	.6	.8	
	8-10	5-7	3-4	1-2		0	0	0	0	0	0	.2	.4	.6	.8	1.2
	11-15	8-10	5-7	3-4	1-2	0	0	0	0	.2	.4	.6	.8	1.2	2.0	2.0
	16-20	11-15	8-10	5-7	3-4	0	0	0	.2	.4	.6	.8	1.2	2.0	3.4	3.4
	21-30	16-20	11-15	8-10	5-7	0	0	.2	.4	.6	.8	1.2	2.0	3.4	5.4	5.4
	31-40	21-30	16-20	11-15	8-10	0	.2	.4	.6	.8	1.2	2.0	3.4	5.4	9	9
	41-48	31-40	21-30	16-20	11-15	.2	.4	.6	.8	1.2	2.0	3.4	5.4	9	12	12
		41-48	31-40	21-30	16-20	.4	.6	.8	1.2	2.0	3.4	5.4	9	12	20	20
			41-48	31-40	21-30	.6	.8	1.2	2.0	3.4	5.4	9	12	20	34	34
				41-48	31-40	.8	1.2	2.0	3.4	5.4	9	12	20	34	48	48
				41-48	1.2	2.0	3.4	5.4	9	12	20	34	48	48	48	

Increments: For each 0.2, eliminate 1 increment (see ¶268). Thus, 0.8 (800 men) = 4 increments.

Die Roll Modifiers (see ¶267):

- 1 For each Bonus Point of Force Leader
 - +0 – +4 Current Army Condition modifier
 - +1 For each MP* of Forced March undertaken (max +4)
 - +1 For each MP* of Extended March undertaken
 - +1 If weather is Heat, Rain (NA to Fortnight attrition roll)
 - +2 If weather is Mud (NA to Fortnight attrition roll)
 - 4 Starting Attrition modifier for a besieged Force
 - +7† If determining attrition during a 7-turn Fortnight.
 - +8† If determining attrition during an 8-turn Fortnight.
- * Round MPs used up
† +1 additional during November

REPLACEMENT TABLE

Die	French	Austrian
-5	•	-4/-2
-4	•	-4/-1
-3	•	-4/0
-2	•	-3/0
-1	•	-2/0
0	•	-2/0
1	0/0	1/0
2	1/0	3/0
3	1/0	4/1
4	2/0	5/0
5	3/0	7/2
6	3/1	8/1
7	3/0	9/2
8	3/1 (/1)	10/2 (/1)

Infantry/Cavalry (/Artillery points)

Each player rolls 1 die on the 1st game-turn of each Fortnight starting with Fortnight X, except as per ¶E30.

Modifiers (see ¶E31 and ¶E32):

- +1 Vienna Morale is -2 (applies to both rolls until 3 consecutive Fortnights w/out a critical battle)
- +2 Vienna Morale is -3 (applies to both rolls until 3 consecutive Fortnights w/out a critical battle)
- 2 After 3 consecutive Fortnights w/out a critical battle (applies to Austrian roll only; NA if Austrians capture Mantova during the period)
- 2 For each additional consecutive Fortnight w/out a critical battle (applies to Austrian only; max mod. -6)

WEATHER TABLE

Month	Frost	Snow	Mud	Rain	Fair	Heat
Apr	•	•	0, 1	2, 3	4 – 7	•
May	•	•	•	0, 1	2 – 7	•
Jun	•	•	•	0	1 – 6	7
Jul	•	•	•	•	0 – 3	4 – 7
Aug	•	•	•	0, 1, 2	3, 4	5, 6, 7
Sep	•	•	0	1, 2, 3	4, 5, 6	7
Oct	•	•	0	1, 2, 3	4 – 7	•
Nov	•	0	1, 2	3, 4	5, 6, 7	•
Dec	0, 1, 2	3	4	5	6, 7	•
Jan	0 – 3	4, 5	6	7	•	•

• = The indicated weather type is not possible.

Die Roll Modifiers:

- 1 If previous roll was 1 (before modifier)
- +1 If previous roll was 6 (before modifier)

ADMINISTRATIVE POINT POOL (§96)

See §100 for maximum accumulations

Army	LOC Distance in Primary Road Hexes					
	Austrian:	0-19	20-39	40-59	60-79	80
Dice Roll						
2	4	3	3	2	1	
3	5	1	3	2	1	
4	5	4	0	1	0	
5	3	2	1	1	1	
6	2	4	3	0	1	
7	2	4	3	0	1	
8	3	2	1	2	1	
9	3	1	2	2	0	
10	6	4	0	0	0	
11	2	0	0	0	0	
12	2	0	0	0	0	
Fortnight	22	18	12	6	2	

If the Army Commander is stacked with the Center of Operations, add 1 AP to the amount received (see §99).

Fortnight: Automatically receive the amount on the Fortnight line for the entire Fortnight.

Column Shifts:

1R If Vienna Morale is -2

2R If Vienna Morale is -3 or -4

French: Receive 3 APs per Fortnight if LOC is intact

Modifier: - Current Army Condition

VIENNA MORALE CHART

Condition	Change in Levels
French capture Mantova (see §E39)	-2*
French capture Austrian Major Person (see §396)	-1
French win Critical Battle (see §395)	-1
Austrians win Critical Battle (see §395)	+1
Austrians capture French Major Person (§396)	+1
Austrian Army Condition improves one level†	+1
Charles victorious in Germany (1 OCT) (§E42)	+1
Austrian Named Leader into Mantova (see §E40)	+1
Austrian Dispatch Distance into Mantova (§E41)	+1*
Bonaparte is eliminated (see §396)	+2

* Reversed if recaptured or condition no longer applies.

† Only applies if Morale is currently negative (see §E21).

Costs to Exit Enemy ZOCs

Enemy SPs:	1	2	3		
Enemy cav SPs:	Any	< 1	1 or 2	< 1	1+
Exiting unit type					
Infantry	+0	+1	+1	+2	+2
Cavalry	+0	+0	+1	+0	+2

TEC Notes:

- Terrain effects are cumulative for movement but not for combat.
- Use the Infantry column for artillery and bridge trains, and the Cavalry column for the Center of Operations. Cav. in a Force with inf. pays separate costs.
- Use the Cavalry column when tracing Dispatch Distance, except primary roads = 1 MP.

TERRAIN EFFECTS CHART

Hex Type	Cost		Forage Value	Affecting?	Additional Combat Effects
	Inf.	Cav.			
Vineyards	1	1	2	No	None
Gardens	1	1	1	No	None
Swamp	2	4	0	No	* 0.5 if attacking into or out of hex; Cav. * 0.5 if defending in hex
Mountains	4	6	0	Yes	Count 9 SPs max if attacking or pursuing into or if defending in defile
Hill	1.5	1.5	0.5	Yes	None
Secondary Town	Other terrain		3	No	Force in hex may always choose Pitched unless Vedettes or in Forage Mode
Primary Town	1	2	3	Yes	
Fortified Town	1	2	3	Yes	
Capital City	1	2	3	Yes	
Citadel	1	2	3	Yes	Same as Fortified Town & defender may avoid attack (constitutes state of siege) & no bombardment allowed against
Hexside Type					
Secondary Road	1	1	NA	No	None
Primary Road	0.5	0.5	NA	No	None
Secondary River	+2	+2	NA	Yes	Pursuit losses *2 if retreated through; counterattack not required across
Primary River	Only at bridge		NA	NA	Allowed only across bridge; counterattack not required across
Lake	Only at cause.		NA	NA	Allowed only across Causeway
Causeway	+1*	+1*	NA	Yes	* 0.5 if attacking across; counterattack not required across
Secondary Bridge	+1*	+1*	NA	Yes	None
Primary Bridge	+1*	+1*	NA	Yes	Pursuit losses *2 if retreated through
Pontoon Bridge	+1*	+1*	NA	Yes	Same as corresponding bridge
Enemy ZOC†	See above		NA	No	Pursuit losses *2 if retreated through

NA = Not applicable

* +0 if tracing LOC or Dispatch Distance, or if moving unit entered the hex before the bridge using a road

† A Force in Forage Mode exerts a ZOC only in the hex it occupies