

Mini-Nap: Quick Reference Sheets

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INFANTRY UNITS

	Move Distance	Charge Distance
Infantry in Line	6 cm	6 cm
Infantry in Column	6 cm	9 cm
Infantry in Square	Can't	Can't
Light Infantry in Skirmish Line	18 cm	6 cm

CAVALRY UNITS

	Move Distance	Charge Distance
Heavy Cavalry	15 cm	30 cm
Medium Cavalry	20 cm	30 cm
Light Cavalry	25 cm	25 cm
Light Cavalry in Skirmish Line	30 cm	25 cm

ARTILLERY UNITS

	Move Distance	Charge Distance
Unlimbered Artillery Prolong	1 cm	Can't
Foot Artillery Redeploy	15 cm	Can't
Horse Artillery Redeploy	20 cm	Can't

Test for extending a charge, reacting, feint charging, etc, etc, requires:

Unit Type	On the dice
Guard	1 or more
Elite	2 or more
Veteran	3 or more
Trained	4 or more
Untrained	5 or more

A unit successfully extending its charge *must* first move (not charge) a minimum move directly forward thus:

Unit Type	Additional Movement
Infantry	1D6 cm
Light Cavalry	1D6 cm
Medium Cavalry	2D6 cm
Heavy Cavalry	3D6 cm

REACTIONS

- An infantry skirmish line **Fall-Back** is **12 to 18 cm**
- A cavalry skirmish line **Fall-Back** is **18 to 30 cm**
- A cavalry unit **may** attempt to Opportunity Charge an enemy unit moving **within 12 cm**
- A horse artillery unit **may** attempt to Fire and Flee **12 to 20 cm**
- An artillery unit **may** flee to a nearby friendly square
- Formed infantry **may** attempt to form an Emergency Square if the cavalry started its charge from **over 12 cm away**; other formed infantry **may** attempt to form an Emergency Square if **within 6 cm** of friend contacted by cavalry

If testing for British Infantry (not KGL) in column formation	+1 to the dice throw
If testing for Austrian Infantry in column formation	+1 to the dice throw

- A feint charge is **6 to 12 cm** back then pivot

COMMAND RADIUS

Commander's Rating	Command Radius
Excellent	18 cm
Good	16 cm
Average	14 cm
Poor	12 cm
Dreadful	10 cm

- If any part of a unit is within the command radius above then that unit is **in command**
- If a unit is outside the command radius above but no more than 24 cm away then that unit is **in command but cautious**
- If a unit is more than 24 cm from both that unit's Division and Corps command stands that unit is **not in command**

A unit in command but cautious must **test to initiate a charge or an opportunity charge**. Otherwise, any unit in command but cautious is unaffected and still moves, reacts, fires, returns fire, etc, as normal. Any unit not in command **cannot initiate a charge or opportunity charge** (can counter-charge) at all and **must test to fire** (including return fire). Otherwise, a unit not in command is unaffected and it still moves, reacts, etc, as normal as per the rules.

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For Infantry Units or Cavalry Units firing small arms; **small arms range is upto 4 cm.**

In Line	2 Dice
In Skirmish Line	2 Dice
In Column	1 Dice
In Square	1 Dice

For Artillery Units:

	Firing Close Range Upto 20 cm	Firing Medium Range 20 cm to 40 cm	Firing Long Range 40 cm to 80 cm
Light Guns	2 Dice	1 Dice	0 Dice
Medium Guns	3 Dice	2 Dice	1 Dice
Heavy Guns	4 Dice	3 Dice	2 Dice

The only modifiers for small arms and artillery are:

If firing Guard rated Infantry	+1 Dice
If firing British (not KGL) artillery	+1 Dice
If firing French Guard rated or French Elite rated artillery	+1 Dice
If firing at any square or at a column	+1 Dice

Throw the determined number of dice, and sum the dice. The number of hits is determined thus:

Dice Sum	0-5	6-11	12-17	18-23	24-29	30-35	36-41	42-47	48+
Hits	0	1	2	3	4	5	6	7	Etc

One hit equal the loss of one strength point on the target unit, and losses are removed as they occur.

HAND-TO-HAND COMBAT PHASE

The stages are:

1. First, any **friendly formed infantry** units that are in close proximity **must** join in
2. Next, any **friendly formed cavalry** units that are in close proximity **may** join in
3. Next, any **friendly solid squares** that are in close proximity **may attempt** to join in
4. Next, any **enemy formed infantry** units that are in close proximity **may** then join in
5. Next, any **enemy formed cavalry** units that are in close proximity **may** then join in
6. Next, any **enemy solid squares** that are in close proximity **may attempt** to join in
7. Then, all hand-to-hand combats are then resolved
8. Then, any resulting break-throughs are then resolved

Impact round:

Throw a set of dice if:

- If your unit outflanks an enemy unit
- If you are Infantry in a solid Square (not an emergency square) vs a Cavalry unit
- If you are formed Cavalry vs any unit not in any type of Square
- If you are Lancers vs an Infantry unit in any type of Square

Unit Type	Required On The Dice
Guard	1 or more
Elite	2 or more
Veteran	3 or more
Trained	4 or more
Untrained	5 or more

Melee round:

First, both sides throw one set of dice. Then, throw a set of dice if:

- If you are Infantry in any type of Square vs a Cavalry unit
- If you are formed Cavalry vs a non-Cavalry unit not in Square
- If you are a Formed unit vs an Unformed unit
- If you are Infantry in Column vs an Infantry unit in any type of Square

Break-through Phase

If the player elects to **Rally Back**, an infantry unit by **3 cm to 6 cm**; a cavalry unit by **6 cm to 12 cm**

If the player elects to **Stop and Rally** a unit it remains in its current position; can only pivot about its centre by upto **90 degrees**

If the player elects to **Rally Forward**, an infantry unit by **upto 6 cm**; a cavalry unit by **upto 12 cm** from its current position