Fast-Play Grande Armée - 1

A SAMPLE TURN

A. Command Phase
1. **Both players roll for command dice (CDs)**
2. **Roll to determine initiative for the first pulse**

B. Pulses:
1. **Side with Initiative makes SK attacks**
2. **Simultaneous artillery fire**
3. **First Side Phasing**
   a) Control Segment: Issue CDs and take control tests
   b) Movement Segment: Move units
   c) Combat Segment: Resolve combats
4. **Second Side Phasing: repeat segments a-b-c, as above.**
5. **Remove suppression from artillery units**
6. **Roll to determine initiative for next pulse, and return to B. Or, if the turn ends, check against the Basic Length.**

Control Tests: Force Status

Commander may give up to 2 CDs to a sub-commander within 20". He may give 1 CD to sub-commanders within 40", and 1CD (at the cost of two) beyond 40".

Each sub-commander rolls 2 dice plus any CDs he may have been given. He then picks two of these dice and adds his modifier. Cross-index the roll with the correct column, below:

	Distance from Enemy Units	
Roll	*≤ 20"*	*>20"*
≤ 3	Withdraw	Hold
4-6	Hold	Hold
7-9	Active	Active
10+	Attack!	Active

*If no enemy within 20" of any unit in Force: May opt **not** to roll and choose "Inactive."*

Rolling for Initiative

1. Roll 2d6. The D4 serves as tiebreaker.
2. The lower-rolling player declares if he wants to use any CDs to re-roll (one or two.)
3. After he re-rolls, the higher-rolling player declares any re-rolls.
4. The re-rolled dice, even if lower than the original roll, must be used as the final Initiative rolls.

Skirmishing

1. Initiative side (only) makes SK attacks.
2. SK1 rolls 1 die; SK2 rolls 2 dice. Range is 6".
3. Each roll of 6 hits an Inf. or Art. unit.
4. Defender might get saves: if so, he must roll 4+.
5. No more than 1 SK attacker per target.

Artillery Bonuses:
If firing at a vulnerable target, or at target's flank or rear, re-roll any dice which miss.

Artillery Fire Re-Rolls:
* When firing on a unit that has cover
* When firing against an artillery unit (counter-battery fire)

Artillery Fire:

	Canister (2 dice)	Roundshot (1 die)	Hit #
Heavy (9-12 pdr)	0-6"	6-16"	4+
Light (6-8 pdr)	0-4"	4-12"	5+

Movement Allowances

Type	Base Move	When w/in 6" of enemy
Foot Arty and Fast Inf.	12	6 + 1 die
Slow Inf.	10	4 + 1 die
Light Cav.	16	10 + 1 die
Horse Arty and Heavy Cav.	14	8 + 1 die
Officers	18	18

Movement Summary:

Wheeling: Any unit may do so as a function of movement
Change Face: Cavalry: once, free, at the beginning of a pulse. Infantry: once, at beginning of pulse, for **three** movement points.
Retro/Flank Move:
Artillery: flank move or retrograde is free
Infantry and Cavalry: double cost to move.
Oblique: Up to 45 degrees, forward only, free. May move to contact.
Interpenetration: Friendly units may always interpenetrate, but an infantry unit must pay an *additional* 3" to penetrate a friendly infantry unit.

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Terrain Table

	Infantry	Cavalry	Foot Arty	Horse Arty
Rough	If no SK value, then prohibited. Oherwise move at 1/2.	Hvy Cav prohibited. Lt. Cav moves at 1/2.	Prohibited.	Prohibited.
Obstacle	Costs an extra 2" to clear.	Costs an extra 4" to clear.	Costs an extra 4" to clear.	Costs an extra 4" to clear.

Resolving Combat

To-Hit Numbers:

Unit	Rolling Against	Hits On
Infantry	Infantry, or *defending* vs. Cavalry	5+
Infantry	Any unit in cover, or *attacking* cavalry	6
Cavalry	Any unit in cover	6
Cavalry	All others	5+

Extra Dice:
* Army commander within 20" may add a CD.
* MX unit, not fighting in or for town.
* bonus dice given by a sub-commander, based on his Personality mod.

Re-Roll Bonuses: (Re-roll misses. They become hits if the re-rolls come up as 6. Might be done more than once.)

* Hvy Cavalry rolling against Lt. Cavalry
* Rolling against an enemy who is Flanked

Re-Roll Penalties: (Re-roll hits. They remain hits if the re-rolls come up 4+. Might be done more than once.)

* Rolling unit is Vulnerable
* Rolling unit outside radius of its sub-commander

Cavalry Evades

Each side rolls one die:

+1 if light cavalry
+2 if Cossacks

Artillery Escape

	Attacker	
Defender	**Infantry**	**Cavalry**
Ft. Artillery	7	6
Hs. Artillery	9	7

To Escape: roll ≤ than number on 2d6.

*If **either** die is odd, attacker takes 1 hit.*

Recovery

A unit may roll to remove hits if:

* It is at least 20" from any enemy units
* Its Force is "Inactive" in this Pulse.

Roll *less than the current number of hits,* on one die. If successful, remove 1 hit.

An army commander within 20" may contribute a CD for one re-roll per unit.

Officer Casualty

* When he used his Personality mod. to influence a combat.
* When an enemy unit moves through him.
* When within 1" of a unit that Breaks.

Roll two dice. An officer is killed on a roll of 12. If he was using his Personality mod. to give bonus dice, then he must add +1 to this roll for each "one" rolled on those bonus dice in the combat.

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