

Grande Armeé Index

Notation

Location of information is listed by rule number and by page number from the first printing of the rules (e.g., F5.0 18).

A rule number prefixed by 'Er' (e.g., ErF5.0) means the information is in the Grande Armeé errata (release date 6 Aug. 2004), and the page number is the page number in the errata. The rule number listed in this case is the rule that is affected by the errata.

Abbreviations used:

arty. or arty = artillery	elim. or elim = eliminated	subcmdr. or subcmdr = subcommander
bty. or bty = battery	inf. or inf = infantry	supp. or supp = suppressed
cav. or cav = cavalry	phs. or phs = phase	vs. or vs = versus
cmd. or cmd = command	pls. or pls = pulse	
cmdr. or cmdr = commander	proc. or proc = procedure	

The Index

	Rule	Page		
6" rule, artillery exempt from	H14.0	35	Artillery, attached to infantry can't attempt escape	I3.1 39
6" rule, arty may ignore enemy arty target within 6"	ErF5.0	1	Artillery, attached to infantry, behavior in combat	H12.32 34
6" rule, cav may ignore enemy infantry in town	H14.0	34	Artillery, attaching to infantry	I3.1 39
6" rule, closest enemy in front w/in 6" takes priority	H14.0	34	Artillery, attacker may continue move after escape	H12.312 34
6" rule, Guard/Elite ignore '1' & '6' move roll effect	H14.1	35	Artillery, basing	A3.0 3
6" rule, if enemy in 6" must attack closest to front	I2.2	37	Artillery, bonus die for French Old Guard firing	F6.0 18
6" rule, move roll '1' or '6' supercedes force status	H14.1	35	Artillery, bonus die for vulnerable target (defined)	F6.0 18
6" rule, move roll of '1' forbids closure with enemy	H14.1	35	Artillery, bonus die, max of one allowed per bty.	F6.0 18
6" rule, move roll of '1' or '6' all other status	ErH14.1	1	Artillery, cannot end turn in town	H7.0 31
6" rule, move roll of '6' must attack nearest enemy	H14.1	35	Artillery, cannot move to contact other units	H12.1 32
6" rule, restrictions on movement	H14.0	34	Artillery, contact to attached fights infantry instead	I3.1 39
6" rule, takes effect as soon as move within 6"	H14.0	35	Artillery, contacting two stands simultaneously	H12.33 34
6" rule, unit must move toward nearest enemy	H14.0	34	Artillery, effects of skirmish attack on	E4.22 16
Adjust, force status defined (all attack, full move)	G4.21	23	Artillery, escape move ignores terrain cost	H12.311 33
Adjust, force status defined (move arty, comdr)	G4.21	23	Artillery, escape move is half normal move	H12.311 33
Aide de camp, deploys only during control segment	ErJ5.1	2	Artillery, escape resolution procedure if unattached	H12.31 33
Aide-de-camp, control num 2 and radius mult. 1.5	G5.41	25	Artillery, exempt from 6" rule	H14.0 35
Aide-de-camp, deploying	G5.41	25	Artillery, final shot may be made if suppressed	F6.2 19
Aide-de-camp, only Napoleon himself may deploy	G5.41	25	Artillery, final shot target must be in frontal arc	H12.3 33
Aide-de-camp, rolling for availability to Napoleon	G5.4	25	Artillery, final shot, hits on 4-6 vs inf, 5-6 vs cavalry	F6.2 19
Aide-de-camp, same CP cost as general to deploy	G5.41	25	Artillery, fire blocked by other units	F4.0 17
Armies, multiple on a side, how to do CP rolls	G7.0	26	Artillery, fire saving throws defined	F6.11 19
Army break point, calculating as % of units	L2.0	49	Artillery, flank & retrograde move costs 1x	H6.3 30
Army commander influence optional rule	N2.0	58	Artillery, foot only moves half if fires same pulse	H10.0 32
Army commander, add CPs to rally try within radius	K6.0	48	Artillery, French Old Guard, +1 to hit, not extra die	ErF6.0 1
Army commander, costs 3 CPs to move	H16.0	36	Artillery, grand battery, can't move if any fired/supp.	ErG5.53 1
Army commander, limit half radius for CPs to rally	ErK6.0	1	Artillery, grand battery, new force status effects rule	ErG5.55 1
Army commander, max 3 CPs add to rally attempt	ErK6.0	1	Artillery, grand battery, new movement rules	ErG5.53 1
Army commander, playing when not on table yet	G9.0	27	Artillery, hit number starts at 6+ in combat	I4.3 40
Army commander, radius defined	C2.0	10	Artillery, if out of cmd. can't fire except final shot	F6.2 19
Army commander, rating	A6.4	6	Artillery, impassable terrain blocks escape move	H12.311 34
Army commander, replacing a fallen	J5.3	46	Artillery, labels	A2.1 3
Army morale check, allocate CPs for at turn start	D5.0	13	Artillery, line of fire is as wide as artillery base	F4.0 17
Army morale check, calculating modifier from CPs	L3.1	51	Artillery, max one stand attached per infantry stand	I3.1 39
Army morale check, modified roll of <=14 to pass	L3.0	51	Artillery, may choose target if none within 6"	F5.0 18
Army morale check, roll each turn after breakpoint	L3.0	51	Artillery, may escape unlimited times in pulse	H12.313 34
Army morale check, setting CPs aside for	L3.1	51	Artillery, may ignore enemy arty target within 6"	ErF5.0 1
Army morale, Guard unit rout counts as lost unit	L3.2	51	Artillery, may interpenetrate units when moving	H11.0 32
Army morale, reinforcements add to when arrive	L3.3	51	Artillery, may only attach to infantry in its own force	I3.1 39
Army types, Napoleonic & Traditional	A5.0	4	Artillery, must declare all fire on target before resol.	F3.0 17
Artillery, 1 attacker may contact 2 artillery stands	I3.0	39	Artillery, must shoot closest target if within 6"	F5.0 18
Artillery, 2 contacted stands fight together in combat	I3.0	39	Artillery, no cost to change face at move start	H6.2 30
Artillery, attached does not add SPs to combat	I3.1	39	Artillery, no fire over or through intervening units	F4.0 17
Artillery, attached in combat suffers fate of infantry	I3.1	39	Artillery, only one final shot allowed per pulse	F6.2 19

Grande Armeé Index

Page 2
of 7

Artillery, outside subcmdr's rad. only fires final shot	H17.1	36	Cavalry, evasion movement procedure	H12.23	33
Artillery, pre-measuring is allowed before firing	F3.0	17	Cavalry, flank & retrograde move costs 2x	H6.3	30
Artillery, procedure for contacting in attack	H12.3	33	Cavalry, impetuous, optional rule for Brit & Ottoman	ErN4.1	3
Artillery, resolved left to right	F1.0	17	Cavalry, may evade unlimited times in a pulse	H12.23	33
Artillery, resolving final shot	F6.2	19	Cavalry, may not attack downhill (target lower elev)	H5.1	30
Artillery, resolving fire simultaneously	F1.0	17	Cavalry, may not attack unit in town or hard cover	H12.1	32
Artillery, resolving fire	F6.0	18	Cavalry, may not interpenetrate cav or inf in move	H11.0	32
Artillery, saving throws resolution vs arty. fire	F6.11	18	Cavalry, may try to evade if attacked by cavalry	H12.21	32
Artillery, stand only allowed one final shot per pulse	H12.313	34	Cavalry, no cost to change face at move start	H6.2	30
Artillery, suppression by skirmish attacks	J3.0	45	Cavalry, optional rule for attacking downhill, -1 to hit	ErN4.2	3
Artillery, target base must be partially within range	F2.0	17	Cavalry, prevents all skirmishing within 2"	E3.2	15
Artillery, target is 'vulnerable' if used road rate	ErF6.0	1	Cavalry, retrograde movement loses 1 SP in rough	H6.3	31
Artillery, target must be partially within front arc	F2.0	17	Cavalry. labels	A2.1	3
Attached artillery, does not add SPs to combat	I3.1	39	Change face, allowed once per pulse at move start	H6.2	30
Attached artillery, suffers fate of infantry stand	I3.1	39	Change face, costs 4 pts if infantry in town or clear	H6.2	30
Attached officer, defined	G6.0	26	Change face, costs inf whole move if mud or rough	H6.2	30
Attached officer, may influence units within 3"	G6.0	26	Change face, either 90 or 180 degree rotation	H6.2	30
Attached officer, rolls casualty check each influence	G6.0	26	Change face, infantry uses whole move in mud	H8.0	32
Attaching, artillery to infantry	I3.1	39	Change face, no cost for artillery or cavalry	H6.2	30
Attaching, arty may only to infantry in its own force	I3.1	39	Change face, not allowed on bridge	H6.2	30
Attaching, max one arty stand per infantry stand	I3.1	39	Clear terrain, movement costs 1 point per 1"	H3.0	29
Attacking, out of cover, amended rules for	ErM2.7	2	Colored die, breaks ties in initiative	D4.0	13
Backward movement—see Retrograde			Colored die, ending turn with	B3.1	9
Baggage train, costs 1 CP to move	N5.0	59	Colored die, resolving ties with	B3.1	9
Baggage train, is captured if enemy contacts it	N5.0	59	Combat, -1 to hit if outside subcmdr's radius	H17.1	36
Baggage train, looting a captured	N5.0	59	Combat, 2 contacted arty stands fight together	I3.0	39
Baggage train, optional rules for including	N5.0	59	Combat, applying hits after saving throws done	I4.5	41
Base move, table by unit	H2.0	28	Combat, attached arty does not add SPs to	I3.1	39
Basic length of game, determining	B1.1	9	Combat, attacker advances after victory	I4.7	42
Basic length of game, weather effect on	C1.1	10	Combat, attacking out of cover, amended rules for	ErM2.7	2
Basing, artillery	A3.0	3	Combat, behavior of artillery attached to infantry	H12.32	34
Basing, cavalry and infantry	A2.0	2	Combat, cavalry, optional rule for downhill attack	ErN4.2	3
Basing, officers	A6.0	5	Combat, defender does not advance after victory	I4.7	42
Battle, ending, determining if pursuit happens after	L6.1	52	Combat, defender turns to face attacker	I2.1	37
Battle, ending, if neither army breaks	L5.0	52	Combat, determining who won	I4.6	41
Battle, ending, if one army breaks	L6.0	52	Combat, dividing hits between two attackers	I4.51	41
Battle, how it ends, flowchart	L1.1	50	Combat, dominant unit is attacker with most SPs	I4.1	39
Battle, how it ends, overview	L1.0	49	Combat, example of flanking in	I6.0	42
Blown cavalry optional rule	N4.0	58	Combat, falling back after losing, procedure for	J1.0	44
Bonus die, artillery if it is French Old Guard	F6.0	18	Combat, flanked, center must be behind target front	ErI4.32	2
Bonus die, artillery if target vulnerable	F6.0	18	Combat, hit number modifiers	I4.3	40
Break point, calculating army's as % of units	L2.0	49	Combat, mixed unit gets 1 bonus die	I4.2	40
Bridge, change face not allowed on	H6.2	30	Combat, multiple attackers get modifiers separately	I4.31	40
Bridging, rules for pontoon unit operations	M6.2	57	Combat, obstacle counts as cover for defender	I2.5	38
British cavalry, optional rule for impetuous	ErN4.1	3	Combat, outcome if a side got more hits, not broken	I4.62	41
British rocket batteries, rules for	M4.0	55	Combat, outcome if everybody breaks	I4.64	42
Broken—see Routing			Combat, outcome if only one side broke	I4.61	41
Casualty check, officer, procedure & conditions	J5.0	45	Combat, outcome if tie or no hits scored at all	I4.63	42
Cavalry, 6" rule, may ignore enemy infantry in town	H14.0	34	Combat, outcome if unbroken defender in squares	I4.621	41
Cavalry, basing	A2.0	2	Combat, procedure overview	I4.0	39
Cavalry, blown, optional rule for	N4.0	58	Combat, resolved starting at one end of table	I4.0	39
Cavalry, can evade if attacked by infantry	H12.21	32	Combat, roll dice equal to SPs plus bonus dice	I4.2	40
Cavalry, cannot end turn in town	H7.0	31	Combat, rolls of '6' always hit	I4.3	40
Cavalry, cannot get w/in 6" of new enemy in evade	H12.23	33	Combat, town effects on outcome	I5.0	42
Cavalry, dominant unit if cav & inf have equal SPs	I4.1	39	Combat, unit in town or hard cover is never flanked	I4.32	40
Cavalry, evade through other unit causes 1SP loss	H12.23	33	Combat, unit in town/hard cover does not flank	I4.32	40
Cavalry, evasion attempt procedure vs. cavalry	H12.21	32	Command phase, lightly wounded officer return	D1.0	12

Command phase, rolling for CPs	B2.0	9	Deploying general, limit one per two forces	G5.0	23
Command phase, rolling for initiative	B2.0	9	Deploying general, procedure	G5.1	23
Command radius, defined	G2.0	20	Deploying general, rolling for ratings	G5.2	23
Command radius, measured from base edge	G2.0	20	Detachment, cannot be reattached on day of battle	G5.311	24
Command radius, terrain & enemy does not affect	G2.0	20	Detachment, does not count when rolling for CPs	G5.311	24
Command, control test for subcomdrs without one	G4.0	20	Detachment, forming units must start in gen.'s rad.	G5.31	24
Command, issuing using CPs	G3.0	20	Detachment, forming	G5.31	23
Command, no CP cost if grabbing lapels	G3.1	20	Detachment, has free command on forming pulse	G5.311	24
Commands, +1CP for each 10" out of A.C. radius	G3.0	20	Detachment, must deploy general to form	G5.31	23
Contact, 1 attacker may contact 2 artillery stands	I3.0	39	Detachment, size limited to half of parent force	G5.31	24
Contact, 2 arty stands defend together in combat	I3.0	39	Detachment, units must be from one force	G5.31	23
Contact, across obstacles	I2.5	38	Detachments, only Napoleonic Armies create	A6.2	6
Contact, attacker squares up after defender faces	I2.3	38	Dominant unit, cav if inf and cav have equal SPs	I4.1	39
Contact, attacking artillery, procedure	H12.3	33	Dominant unit, the attacker with most SPs	I4.1	39
Contact, max 1 attacker per defender base side	I2.4	38	Edge of table, optional rule for crossing	N9.0	60
Contact, max 2 attackers per defender base	I2.4	38	Edge of table, unit that routs/falls back past is elim.	M5.0	56
Contact, may not move retrograde or sideways into	I2.1	37	Elevation, costs 1 point to move up or down 1 level	H5.0	30
Contact, moving into defined	H12.0	32	End of the Day, converging weak units of a force	L7.2	53
Contact, must be with closest enemy to front w/in 6"	I2.2	37	End of the Day, lightly wounded officers return	L7.1	53
Contact, overview of moving into	I2.0	37	End of the Day, procedure	L7.0	53
Contact, restrictions on moving into	I2.1	37	End of the Day, pursued army can't use procedure	L7.5	53
Contact, with attached arty attacks infantry instead	I3.1	39	End of the Day, SP recovery (stragglers)	L7.1	53
Contact, with two artillery stands simultaneously	H12.33	34	Ending game, die roll each turn after basic length	B5.0	9
Control segment overview	G1.0	20	Ending the day of battle, overview	L1.0	49
Control test, +1 to roll if w/in half army com.'s radius	G4.0	20	Ending, day of battle, determining if pursuit occurs	L6.1	52
Control test, move and fight normally if passed	G4.1	20	Ending, day of battle, flowchart	L1.1	50
Control test, must roll higher than control number	G4.0	20	Ending, day of battle, if neither army breaks	L5.0	52
Control test, resolving	G4.0	20	Ending, day of battle, if one army breaks	L6.0	52
Control test, subcmdr must if no army cmdr present	G9.0	27	Engineers, add 1 combat die if attached to infantry	M6.1	57
Converging weak units of a force at End of the Day	L7.2	53	Engineers, attached are eliminated if inf. unit routs	M6.1	57
Cossacks, cavalry may skirmish at SK2	E6.0	16	Engineers, attached can't detach on fall back of inf	M6.1	57
Cover, attacking out of, amended rules for	ErM2.7	2	Engineers, attached cost 1 CP to detach	M6.1	57
Cover, hard and soft defined	A7.1	7	Engineers, attaching to infantry	M6.1	56
CPs, allocate for army morale check at turn start	D5.0	13	Engineers, cost 1 CP to move	M6.0	56
CPs, allocating to add to initiative die roll	D4.0	13	Engineers, rules for	M6.0	56
CPs, allocating to wing commander player	G8.1	26	Escape, artillery may do so unlimited times in pulse	H12.313	34
CPs, army cmdr adding to rally try within _ radius	ErK6.0	1	Escape, artillery move ignores terrain cost	H12.311	33
CPs, army cmdr adding to rally try within radius	K6.0	48	Escape, artillery's attacker may continue move after	H12.312	34
CPs, army cmdr adds max 3 CPs per rally attempt	ErK6.0	1	Escape, arty attached to infantry can't attempt	I3.1	39
CPs, costs 3 CP to move army commander	H16.0	36	Escape, impassable terrain blocks arty escape mv.	H12.311	34
CPs, finding modifier for army morale check from	L3.1	51	Escape, move is half normal artillery move	H12.311	33
CPs, initiative roll of doubles gets more	D2.0	12	Escape, procedure for unattached attacked artillery	H12.31	33
CPs, initiative roll of doubles gets more	D4.2	13	Evade, attacker may continue movement after	H12.23	33
CPs, issuing a command using	G3.0	20	Evade, attacker may re-contact evading unit	H12.23	33
CPs, limits per turn, Nap=60, Trad=50	D3.1	12	Evade, cav may not move w/in 6" of new enemy	H12.23	33
CPs, remaining lost at end of turn	D2.0	12	Evade, cavalry can if attacked by infantry	H12.21	32
CPs, rolling for at turn start	D3.0	12	Evade, cavalry may do so unlimited times in a pulse	H12.23	33
CPs, rolling for in command phase	B2.0	9	Evade, cavalry may try to if attacked by cavalry	H12.21	32
CPs, setting aside for army morale at turn start	L3.1	51	Evade, cavalry movement procedure	H12.23	33
CPs, use of	D2.0	12	Evade, cavalry through other unit causes 1SP loss	H12.23	33
Day of battle, determining if pursuit happens after	L6.1	52	Evade, cavalry vs. cavalry attempt procedure	H12.21	32
Day of battle, ending if neither army breaks	L5.0	52	Evade, unit in combat may not evade later contacts	H12.23	33
Day of battle, ending if one army breaks	L6.0	52	Fall back, garrison does not if it loses a combat	M1.0	54
Deploying Aide-de-camps	G5.41	25	Fall back, infantry attacked by cav do not (squares)	I4.33	40
Deploying general, calculating command radius	G5.31	24	Fall back, interpenetration = -1 SP to both units	H15.0	36
Deploying general, costs 2CPs	G5.1	23	Fall back, unit that does so past table edge is elim.	M5.0	56
Deploying general, extra 1 CP per 10" outside rad.	G5.1	23	Falling back, distance = 3" + SP loss difference	J1.0	44

Grande Arme Index

Page 4
of 7

Falling back, penalties for interpenetration	J1.1	44	Generals, uses for (detachmt, grand btty, replacmt)	G5.3	23
Falling back, penalties for obstacles/rough terrain	J1.1	44	Grabbing the lapels, to issue a free command	G3.1	20
Falling back, procedure after losing combat	J1.0	44	Grand battery, can't move if fired or suppressed	ErG5.53	1
Fast infantry, defined	H2.0	28	Grand battery, combat versus	I3.2	39
Final shot, artillery may make even if suppressed	F6.2	19	Grand battery, creating	G5.52	25
Final shot, artillery target must be in frontal arc	H12.3	33	Grand battery, defined	G5.5	25
Final shot, artillery, only one allowed per pulse	F6.2	19	Grand battery, does not count when rolling for CPs	G5.5	25
Final shot, artillery, resolving (4-6 vs inf, 5-6 vs cav)	F6.2	19	Grand battery, firing restrictions	G5.54	26
Final shot, only one allowed by arty stand per pulse	H12.313	34	Grand battery, force status effects, new rule	ErG5.55	1
Flank movement, 1x normal cost for artillery	H6.3	30	Grand battery, max of one allowed per side	G5.5	25
Flank movement, 2x normal cost for inf & cav	H6.3	30	Grand battery, max one target per two batteries	G5.54	26
Flank movement, can't do obliquely	H6.4	31	Grand battery, may not disband during day of battle	G5.5	25
Flank movement, can't use road rate	H6.3	31	Grand battery, moving	G5.53	25
Flank movement, cannot contact enemy	H6.3	31	Grand battery, must have general or aide-de-camp	G5.5	25
Flank movement, must be straight sideways	H6.3	30	Grand battery, must remain in base-to-base line	G5.53	25
Flanked, cannot be by unit in town or hard cover	I4.32	40	Grand battery, must start with at least 4 stands	G5.5	25
Flanked, defined for combat modifier	I4.3	40	Grand battery, new movement rules, supercede old	ErG5.53	1
Flanked, defined	I4.32	40	Grand battery, no stand in it may attach to infantry	I3.1	39
Flanked, example in combat of	I6.0	42	Grand battery, rules for starting game with	G5.51	25
Flanked, inf attacked by cav cannot be (squares)	I4.33	40	Ground condition, defined (Hard, Soft, Mud)	C5.0	11
Flanked, unit center must be behind target front line	ErI4.32	1	Guard, rout counts as lost unit for army morale	L3.2	51
Flanked, unit in combat in town/hard cover is never	I4.32	40	Hard cover	A7.1	7
Flanks, defined for units	A8.0	7	Hard cover, cavalry may not attack target in	H12.1	32
Flowchart, victory	L1.1	50	Hard cover, gives +2 on skirmish defense	E9.0	16
Fog, die roll for burning off	C7.0	11	Hard cover, unit in cannot flank or be flanked	I4.32	40
Fog, subtracts 6" from army commander radius	C2.0	10	Hard cover, unit inside cannot make skirmish attack	E9.0	16
Fog, subtracts 6" from visibility	C2.0	10	Hard ground, changes to soft after 2 turns precip.	C5.0	11
Force status roll, +3 for aggressive subcommander	G4.2	22	Hard ground, defined (normal move)	C5.0	11
Force status roll, -1 if only cav/artillery visible	G4.2	22	Hills, defining	A7.0	6
Force status roll, -2 for cautious subcommander	G4.2	22	Hit number, can never be higher than '6' in combat	I4.31	40
Force status roll, by subcommander if on his own	G4.2	21	Hit number, combat modifiers	I4.3	40
Force status roll, by subcommander if on his own	G4.2	21	Hit number, starts at 4+ for inf/cav in combat	I4.3	40
Force status, 6" rule, move roll '1' or '6' supercedes	H14.1	35	Hit number, starts at 6+ for artillery in combat	I4.3	40
Force status, defined	G4.21	23	Hit number, two attackers get modifiers separately	I4.31	40
Forces, counting for day of battle	A6.3	6	Hits, applying in combat	I4.5	41
Forces, defined	A6.2	5	Hits, dividing between two attackers in combat	I4.51	41
French Old Guard arty, get +1 to hit, not extra die	ErF6.0	1	Howitzer batteries, Prussian, rules for	M3.0	55
Front, defined for units	A8.0	7	Inactive, force status defined	G4.21	23
Game, determining basic length	B1.1	9	Infantry, arty attached to can't attempt escape	I3.1	39
Game, ending with die roll after basic length	B5.0	9	Infantry, arty may only attach to in its own force	I3.1	39
Game, weather effect on basic length of	C1.1	10	Infantry, attaching artillery to	I3.1	39
Garrison, cannot rally, when routed it's eliminated	M1.0	54	Infantry, basing	A2.0	2
Garrison, definition	M1.0	54	Infantry, cavalry attacked by can evade	H12.21	32
Garrison, doesn't fall back if loses in combat	M1.0	54	Infantry, change face, cost whole move mud/rough	H6.2	30
Garrison, may never leave its location during battle	M1.0	54	Infantry, change face, costs 4 pts in town or clear	H6.2	30
Garrison, may not skirmish or be skirmish attacked	M1.0	54	Infantry, change of face in mud takes all move pts.	H8.0	32
Garrison, may recover SPs like other units	M1.0	54	Infantry, contact on attached arty attacks inf instead	I3.1	39
Garrisons, creating new ones	M1.1	54	Infantry, don't fall back if attacked by cav	I4.33	40
General, calculating cmd. radius when deploying	G5.31	24	Infantry, effects of skirmish attack on	E4.21	15
General, deploying costs 2CPs	G5.1	23	Infantry, fast defined	H2.0	28
General, deployment procedure	G5.1	23	Infantry, flank & retrograde move costs 2x	H6.3	30
General, deploys only during control segment	ErJ5.1	2	Infantry, labels	A2.1	3
General, extra 1 CP per 10" outside rad. to deploy	G5.1	23	Infantry, max one artillery stand may be attached to	I3.1	39
General, limit one per two forces, round up	G5.0	23	Infantry, may attack any unit, penalty if attacks cav	H12.1	32
General, only deployed by Napoleonic army	G5.0	23	Infantry, may not interpenetrate inf or cav in move	H11.0	32
General, ratings, rolling for	G5.2	23	Infantry, no arty stand in Grand Btty. may attach to	I3.1	39
Generals, only Napoleonic Armies deploy	A6.2	6	Infantry, optional stubborn defender rules in cover	N8.0	60

Grande Armeé Index

Page 5
of 7

Infantry, retrograde movement loses 1 SP in rough	H6.3	31	Movement, into contact, overview	I2.0	37
Infantry, skirmish ratings	E2.0	14	Movement, into contact, restrictions on	I2.1	37
Infantry, slow defined	H2.0	28	Movement, may not sideways/retrograd. into contact	I2.1	37
Initiative, allocating CPs to add to die roll	D4.0	13	Movement, oblique, can't do to flank or rear	H6.4	31
Initiative, colored die breaks ties	D4.0	13	Movement, oblique, costs same as straight ahead	H6.4	31
Initiative, colored die ends turn if <= last pulse #	D4.1	13	Movement, oblique, defined (up to 45 deg off front)	H6.4	31
Initiative, ending turn with colored die roll	B3.1	9	Movement, oblique, forbidden in/through/from town	H6.4	31
Initiative, resolving ties using colored die	B3.1	9	Movement, officers may move 18" in any direction	H16.0	36
Initiative, roll 2 dice + 1 colored	D4.0	13	Movement, on roads (arty=2"/point, inf & cav=1"/pt)	H4.0	29
Initiative, rolling doubles gets more CPs	D2.0	12	Movement, overview	H1.0	28
Initiative, rolling doubles gets more CPs	D4.2	13	Movement, restrictions by 6" rule	H14.0	34
Initiative, rolling for in command phase	B2.0	9	Movement, retrograde, 1x normal cost for artillery	H6.3	30
Interpenetration, defined	H11.0	32	Movement, retrograde, 2x normal cost for inf & cav	H6.3	30
Interpenetration, on fall back = -1 SP to both units	H15.0	36	Movement, retrograde, away from enemy within 6"	H6.3	31
Interpenetration, only artillery may do so in move	H11.0	32	Movement, retrograde, can't do obliquely	H6.4	31
Interpenetration, penalties when falling back	J1.1	44	Movement, retrograde, can't use road rate	H6.3	31
Labels, officer	A6.1	5	Movement, retrograde, cannot contact enemy	H6.3	31
Labels, unit	A2.1	3	Movement, retrograde, inf & cav lose 1 SP in rough	H6.3	31
Length of game, determining basic length	B1.1	9	Movement, retrograde, must be straight back	H6.3	30
Lightly wounded officer returns to duty in cmd phs	J5.2	46	Movement, road, mud negates road move rate	H4.0	30
Lightly wounded officer, return at End of the Day	L7.1	53	Movement, road, spacing for infantry & cavalry	H4.0	29
Lightly wounded officer, return on 5+ in com. ph.	D1.0	12	Movement, roll only if unit is to be moved	H1.0	28
Line of fire, artillery's is as wide as artillery base	F4.0	17	Movement, rolling costs of through rough terrain	H3.1	29
Line of sight—See Visibility			Movement, straight ahead always permitted	H6.0	30
Looting captured baggage train	N5.0	59	Movement, summary of types	H6.5	31
Mixed brigades, get +1 on skirmish defense	E7.0	16	Movement, through officer, permitted by units	H11.0	32
Mixed unit, gets 1 bonus die in combat	I4.2	40	Movement, through town (treat as road)	H7.0	31
Morale check, army, calculating modifier from CPs	L3.1	51	Movement, unit need not use full allowance rolled	H1.0	28
Morale check, army, modified roll of <=14 to pass	L3.0	51	Movement, wheeling allowed multiple times/pulse	H6.1	30
Morale check, army, roll each turn after breakpoint	L3.0	51	Movement, wheeling	H6.1	30
Morale check, army, setting CPs aside for	L3.1	51	Mud, changes to soft after 2 turns norm. or sunny	C5.0	11
Movement	H	28	Mud, defined	C5.0	11
Movement, 6" rule, must go toward nearest enemy	H14.0	34	Mud, infantry change of face takes all move pts. in	H8.0	32
Movement, 6" rule, roll '1' = no closure w/enemy	H14.1	35	Mud, movement costs are doubled in	H8.0	32
Movement, 6" rule, roll '6' = attack nearest enemy	H14.1	35	Mud, negates road movement rate	H4.0	30
Movement, across obstacles	H3.11	29	Multiple armies on a side, how to do CP rolls	G7.0	26
Movement, allowed through routed unit w/o penalty	H11.0	32	Napoleon's Aide-de-camps—see Aide-de-camp		
Movement, artillery escape—see Escape			Oblique movement, can't do to flank or rear	H6.4	31
Movement, base move table	H2.0	28	Oblique movement, costs same as straight ahead	H6.4	31
Movement, cavalry evasion move procedure	H12.23	33	Oblique movement, defined (up to 45 deg off front)	H6.4	31
Movement, clear terrain costs 1 point per 1"	H3.0	29	Oblique movement, forbidden in/through/from town	H6.4	31
Movement, cost 3 CPs to move army commander	H16.0	36	Obstacle, contact across/crossing into contact	I2.5	38
Movement, cost may only be doubled once	H9.0	32	Obstacle, counts as cover for defender in combat	I2.5	38
Movement, costs 1 pt. to move up/down 1 elevation	H5.0	30	Obstacles, defined	A7.0	7
Movement, costs are doubled in mud	H8.0	32	Obstacles, defined	H3.11	29
Movement, die=6 on road full pulse & no enemy in 6"	H4.0	29	Obstacles, movement across	H3.11	29
Movement, enemy through officer (casualty check)	H13.0	34	Obstacles, penalties for falling back across	J1.1	44
Movement, equals base move plus die roll	H2.0	28	Officer, a fallen wing commander is not replaced	J5.4	46
Movement, flank, 1x normal cost for artillery	H6.3	30	Officer, attached may influence units within 3"	G6.0	26
Movement, flank, 2x normal cost for inf & cav	H6.3	30	Officer, attached, defined	G6.0	26
Movement, flank, can't do obliquely	H6.4	31	Officer, attached, roll casualty check each influence	G6.0	26
Movement, flank, can't use road rate	H6.3	31	Officer, casualty check procedure & conditions	J5.0	45
Movement, flank, cannot contact enemy	H6.3	31	Officer, End of the Day, lightly wounded returns	L7.1	53
Movement, flank, must be straight sideways	H6.3	30	Officer, enemy movement through (casualty check)	H13.0	34
Movement, foot arty moves half if fires same pulse	H10.0	32	Officer, lightly wounded return on 5+ in com. ph.	D1.0	12
Movement, interpenetration on fall back -1 SP both	H15.0	36	Officer, lightly wounded returns to duty in cmd phs	J5.2	46
Movement, into contact defined	H12.0	32	Officer, replacing a fallen army commander	J5.3	46

Grande Arme Index

Page 6
of 7

Officer, replacing badly wounded or killed	J5.1	46	Reinforcements, add to army morale when arrive	L3.3	51
Officer, units may move through	H11.0	32	Reinforcements, check for arrival in command phs	M5.0	56
Officers, basing	A6.0	5	Reinforcements, effect on subcomdr. radius	A6.41	6
Officers, Labels	A6.1	5	Retrograde movement, 1x normal cost for artillery	H6.3	30
Officers, move 18" per pulse in any direction	H16.0	36	Retrograde movement, 2x normal cost for inf & cav	H6.3	30
Officers, Types in game	A6.0	5	Retrograde movement, away from enemy within 6"	H6.3	31
Orders, non-player wing commander issuing orders	G8.2	27	Retrograde movement, can't do obliquely	H6.4	31
Orders, wing commander player issuing to forces	G8.1	27	Retrograde movement, can't use road rate	H6.3	31
Ottoman artillery, get +1 on skirmish defense	E8.0	16	Retrograde movement, cannot contact enemy	H6.3	31
Ottoman cavalry, optional rule for impetuous	ErN4.1	3	Retrograde movement, inf & cav lose 1 SP in rough	H6.3	31
Ottoman infantry, optionally get bonus die in cover	N8.0	60	Retrograde movement, must be straight back	H6.3	30
Personality rating optional rule for human players	N1.0	58	Retrograde, wheeling permitted but costs double	ErH6.3	1
Personality, optional variable rating for subcomdr	ErN1.2	4	Rifle unit, optional rule for skirmish at SK3, 8" range	ErN11.0	3
Precipitation, causes cav. combat save vs. inf.	C6.0	11	Road, arty target is 'vulnerable' if used road rate	ErF6.0	1
Precipitation, effects of	C6.0	11	Road, move die = 6 if on full pulse & no enemy in 6"	H4.0	29
Precipitation, no skirmish in	C6.0	11	Road, movement on (arty=2"/point, inf & cav=1"/pt)	H4.0	29
Precipitation, prevents all skirmish attacks	E5.0	16	Road, movement, mud negates road move rate	H4.0	30
Pre-game preparation	B1.0	8	Road, movement, spacing for infantry & cavalry	H4.0	29
Premeasuring, permitted	A9.0	7	Rocket batteries, British, rules for	M4.0	55
Preparation, pre-game	B1.0	8	Rosters, example of marking	A4.0	4
Prussian howitzer batteries, rules for	M3.0	55	Rosters, playing without, using markers	N7.0	60
Pulse, defined	B0	8	Rosters, use and marking	A4.0	3
Pulse, overview of activities	B3.0	9	Rough terrain, penalties for falling back through	J1.1	44
Pursuit table	L6.21	52	Rough terrain, rolling movement costs through	H3.1	29
Pursuit, determining if happens after battle	L6.1	52	Routed unit, units may move through w/o penalty	H11.0	32
Pursuit, losses caused by	L6.22	52	Routing, 3" path required through enemy & terrain	J4.2	45
Pursuit, multiple armies on a side, effect of	L6.23	53	Routing, Guard unit counts as lost for army morale	L3.2	51
Pursuit, procedure overview	L6.2	52	Routing, no penalty routing through friendly units	J4.2	45
Pursuit, pursued army can't do End of the Day proc.	L7.5	53	Routing, unit that does so past table edge is elim.	M5.0	56
Pursuit, resolution of	L6.2	52	Russian artillery frontage, optional rule for 2" front	ErN10.0	3
Radius, army commander +6" for vantage point	C2.0	10	Russian infantry, optionally get bonus die in cover	N8.0	60
Radius, army commander defined	C2.0	10	Sappers—see Engineers		
Radius, army commander, visibility effect on	C2.0	10	Saving throw, add all values together, max save '5'	I4.4	40
Radius, arty outside subcomdr's only fires final shot	H17.1	36	Saving throw, vs hits in combat	I4.4	40
Radius, calculating subcommander's	A6.41	6	Saving throws, defined vs. artillery fire	F6.11	19
Radius, command, defined	G2.0	20	Saving throws, resolving vs. artillery fire	F6.11	18
Radius, commander's measured from base edge	G2.0	20	Sequence of play, summary	B0	8
Radius, commander's not affected by enemy units	G2.0	20	Skirmishing, mixed brigades get +1 on defense	E7.0	16
Radius, commander's not affected by terrain	G2.0	20	Skirmish, not allowed if outside subcomdr's radius	H17.1	36
Radius, determining army commander's	C2.0	10	Skirmish, optional rule for rifle unit, SK3, 8" range	ErN11.0	3
Radius, force units must be in subcommander's	H17.0	36	Skirmishing, cavalry cannot be attacked by	E3.2	15
Radius, if unit outside subcomdr's, to-hit -1 in combat	H17.1	36	Skirmishing, cavalry within 2" of attacker prevents	E3.2	15
Radius, unit outside subcomdr's can't recover SPs	H17.1	36	Skirmishing, cavalry within 2" of target prevents	E3.2	15
Radius, unit outside subcomdr's can't skirmish	H17.1	36	Skirmishing, Cossack cavalry may skirmish at SK2	E6.0	16
Rally factor, calculating	K2.0	47	Skirmishing, effects of attack on artillery	E4.22	16
Rallying, army cmdr adding CPs to rally try	K6.0	48	Skirmishing, effects of attack on infantry	E4.21	15
Rallying, army cmdr. may add CPs to half radius	G6.0	26	Skirmishing, garrisons may not do nor be target of	M1.0	54
Rallying, failed rally attempt eliminates unit	K4.0	47	Skirmishing, hard cover or town gives +2 on def.	E9.0	16
Rallying, garrison can't, when routed it's eliminated	M1.0	54	Skirmishing, infantry ratings	E2.0	14
Rallying, marking roster of rallied unit	K4.1	47	Skirmishing, must attack if attack is possible	E4.0	15
Rallying, overview	K1.0	47	Skirmishing, must be SK1 or SK2 to attack	E2.0	14
Rallying, rally factor of 7 or higher required to rally	K4.0	47	Skirmishing, not affected by blocked visibility	E3.0	14
Rallying, routed units, procedure	K4.0	47	Skirmishing, Ottoman arty. get +1 on skirmish def.	E8.0	16
Rallying, SP recovery table, how to use	K5.0	47	Skirmishing, overview	E1.0	14
Rating, army commander	A6.4	6	Skirmishing, precipitation prevents all attacks	E5.0	16
Rear, defined for units	A8.0	7	Skirmishing, ranges SK1=4", SK2=6"	E3.0	14
Recovering lost SPs, conditions for	K3.0	47	Skirmishing, resolution order from one edge of table	E4.2	15

Grande Armee Index

Page 7
of 7

Skirmishing, resolution procedure	E4.2	15	Towns, only infantry may occupy	A7.2	7
Skirmishing, resolved simultaneously	E1.0	14	Towns, summary of effects and rules	M2.0	54
Skirmishing, restrictions	E3.1	14	Towns, unit inside cannot make skirmish attack	E9.0	16
Skirmishing, target must be in frontal perspective	E3.0	14	Turn to face, defender turns toward attacker	I2.1	37
Skirmishing, targets only attacked once per pulse	E4.1	15	Turn, CP limits per, Nap=60, Trad=50	D3.1	12
Skirmishing, units in hard cover can't make attack	E9.0	16	Turn, defined	B0	8
Skirmishing, units in towns cannot make attack	E9.0	16	Turn, ending with initiative colored die roll	B3.1	9
Slow infantry, defined	H2.0	28	Turn, ends if colored initiative die <= last pulse #	D4.1	13
Soft cover	A7.1	7	Turn, rolling for CPs at start	D3.0	12
Soft ground, defined	C5.0	11	Vantage point, adds 6" to army commander rad.	C2.0	10
Soft ground, turns hard after 2 turns norm. or sun	C5.0	11	Vantage point, adds 6" to visibility	C2.0	10
SP recovery table, how to use	K5.0	47	Vantage point, defined (highest level on table)	C4.0	11
SP recovery, at End of the Day (stragglers)	L7.1	53	Victory flowchart	L1.1	50
SP recovery, garrisons do so just like other units	M1.0	54	Visibility, 1" through woods or town	C3.0	10
SP recovery, unit must have lost at least 2 SPs	K5.0	48	Visibility, effects of terrain on	C3.0	10
Spanish infantry, optionally get bonus die in cover	N8.0	60	Visibility, not blocked by units	C3.0	11
SPs, recovering lost	K3.0	47	Visibility, vantage point adds 6"	C2.0	10
Squares, infantry attacked by cav are in	I4.33	40	Visibility, vantage point adds 6"	C2.0	10
Squares, infantry attacked by cav do not fall back	I4.33	40	Visibility, vantage point adds 6"	C2.0	10
Squares, infantry in cannot be flanked	I4.33	40	Vulnerable, defined for combat modifier	I4.3	40
Squaring up, done after defender turns to face	I2.3	38	Weather, conditions defined	C1.0	10
Stubborn defenders, get bonus combat die in cover	N8.0	60	Weather, effect on game basic length	C1.1	10
Subcommander on his own, defined	G4.2	20	Weather, fog effects defined	C2.0	10
Subcommander on his own, force status roll	G4.2	21	Weather, precipitation prevents all skirmish attacks	E5.0	16
Subcommander on his own, force status roll	G4.2	21	Weather, random start condition for scenario	N6.0	59
Subcommander on his own, inactive if no enemy	G4.2	21	Weather, variation, roll at start of turn	C1.2	10
Subcommander on his own, inactive if no enemy	G4.2	21	Wheeling	H6.1	30
Subcommander out of sight optional rule	N3.0	58	Wheeling, allowed multiple times/pulse	H6.1	30
Subcommander, arty outside radius can't fire	H17.1	36	Wheeling, retrograde permitted but costs double	ErH6.3	1
Subcommander, calculating radius	A6.41	6	Wing commander, defined	G8.0	26
Subcommander, combat unit not in radius -1 to-hit	H17.1	36	Wing commander, do not replace a fallen	J5.4	46
Subcommander, force status roll +3 for aggressive	G4.2	22	Wing commander, non-player, issuing orders	G8.2	27
Subcommander, force status roll -2 for cautious	G4.2	22	Wing commander, optional personality rule	ErN1.1	3
Subcommander, force units must be in his radius	H17.0	36	Wing commander, player as, allocating CPs to	G8.1	26
Subcommander, needs control test if no army cmdr	G9.0	27	Wing commander, player as, issues forces orders	G8.1	27
Subcommander, no SP recovery if outside radius	H17.1	36	Woods, 1" visibility through	C3.0	10
Subcommander, optional personality rating rule	N1.0	58			
Subcommander, optional variable personality rating	ErN1.2	4			
Subcommander, reinforcements affect radius	A6.41	6			
Subcommander, unit outside radius can't skirmish	H17.1	36			
Suppression, of artillery by skirmish attacks	J3.0	45			
Table edge, optional rule for crossing	N9.0	60			
Table edge, unit that routs/falls back past is elim.	M5.0	56			
Terrain, classes (Clear, Rough, Impassable)	A7.0	6			
Terrain, effects on visibility	C3.0	10			
Terrain, rolling costs of movement through rough	H3.1	29			
Town, 1" visibility through	C3.0	10			
Town, artillery cannot end turn in	H7.0	31			
Town, cavalry cannot end turn in	H7.0	31			
Town, cavalry may not attack target in	H12.1	32			
Town, must stop if not enough move to fully enter	H7.0	31			
Town, obliquing forbidden in	H7.0	32			
Town, treat as road for moving through	H7.0	31			
Town, unit in cannot flank or be flanked	I4.32	40			
Town, wheeling forbidden in	H7.0	32			
Towns, defined	A7.2	7			
Towns, give +2 on skirmish defense	E9.0	16			