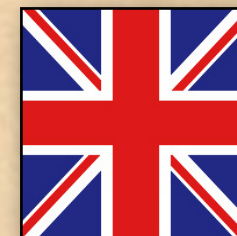




Tactiques Napoléon 1801 - Alexandria



Général de Division Menou vs. Lieutenant-General Abercrombie
13 & 21 March, 1801



◆ Night Turn
◆ Dawn Turn

7:30	8:00	8:30	9:00	9:30	10:00	10:30	11:00
11:30	12:00	12:30	13:00	13:30	14:00	14:30	Rest & Refit
4:30	5:00	5:30	6:00	6:30	7:00	7:30	8:00
8:30	9:00	9:30	10:00	10:30	11:00	11:30	12:00
12:30	13:00	13:30	14:00	14:30	15:00	15:30	16:00

Scenario

- The Battle of Alexandria is split into two separate scenarios with a special Rest & Refit Phase occurring between the two.

Mandara:

- First Turn: 7:30
- Last Turn: 14:40
- Turns: 15
- The French player sets-up first.

Alexandria

- First Turn: 4:30
- Last Turn: 16:00
- Turns: 24
- The British player sets-up first. The French player determines start time, which can be from anywhere between the 4:30 Turn to no later than 6:00 Turn.

- Alexandria Dawn:** All British units begin the Alexandria portion of the battle not on alert. British units not on alert may not fire or move.
 - British units become alerted:
 - At the beginning of any British Turn in which a French unit is within 2 hexes of it.
 - When a French or British unit fires, Assaults or Charges within 6 hexes of it.
 - All British units are alerted at the beginning of the 6:00 Turn.
 - Remove MASK markers from any alerted unit.
- Surprise Attack:** The French player may initiate Surprise Melee attacks against un-alerted British units.
 - Before resolving any Melee against a non-alerted British unit, roll a d10:
 - If the result is odd the Surprise fails; resolve the Melee regularly.
 - If the result is even the Melee is automatically successful on the 7+ Attacker Victor margin column.

Terrain

- **Roman Camp:** All hexes of the Roman Camp are considered Strongpoints and Fortifications.
 - The Roman Camp may only be Assaulted via its main gate and cannot be Charged.
 - Units in the Roman Camp may form a Multi-hex Formation with increments evenly distributed among the three Camp hexes.
- **Sand Hills:** Due to the undulating nature of the terrain, LoS is limited to 3 hexes maximum if observer and target are on the same level.
 - Roll 1d10 every time a Charging cavalry unit or stack moves across a crest hexside. If the result is odd, Normal cavalry immediately becomes *Tired* (before Charge is resolved). If the roll is even, there is: No Effect.
- **Fortifications:** Redoubts and Fleches are Fortification hexes.
 - Fortifications have 1 intrinsic infantry unit and 1 unlimbered artillery unit. They may never move or change facing.
 - Fortifications are oriented facing a hexside with 3 front and 3 rear hexsides. Infantry may fire in any direction. Artillery may only fire through their front hexside.
 - The intrinsic infantry always takes the first casualty loss from Musketry, Artillery Fire or Melee.
 - Friendly units which stack on top of a Fortification do not benefit from any Fortification modifiers but are considered to have Supported Flanks.
 - Friendly units which stack underneath a Fortification (1 unit only) are taking refuge and benefit from a - 2 Fortification Cover modifier. They may not Fire but may defend in Melee.

Rest & Refit

- The Mandara scenario is played through to its conclusion after which a victor (if any) is determined.
- Both players conduct the following sequence of actions simultaneously during the Rest & Refit Phase:
 - All units are removed from the map. Remove all *Disruption* and *Tired* markers.
 - All unhorsed and lightly wounded Leaders return to play.
 - Commands recover all of their accrued Fatigue.
 - Play resumes with the March 21st 4:30 Turn.
- **Victory Results:** After the battle of Mandara is finished and a victor (if any) is determined, use the following rules to establish Deployment and OdB for the Alexandria scenario on March 21.
 - The victorious army recovers 2/3rd (round up) of casualties (including artillery increments) suffered.
 - The defeated army recovers half (round up) of casualties (including artillery increments) suffered.
 - If Mandara results in a Draw, both armies recover half (round up) of casualties suffered.
 - If Mandara was a British victory, refer to **British** setup on the Alexandria Deployment Tables.
 - If Mandara was a French victory, refer to **French** setup on the Alexandria Deployment Tables.
 - If Mandara was a Draw, refer to **Draw** setup on the Alexandria Deployment Tables.

Victory Conditions - Mandara

- **French Immediate Victory:** If French player Shatters 4 or more enemy Brigade Commands before the British satisfy their Victory Conditions.
- **Draw:** Any other result.
- **British Immediate Victory:** If the British player Shatters 4 or more enemy Brigade Commands before the French satisfy their Victory Conditions. Capture of the French redoubt counts as 1 Shattered enemy Command for Victory purposes.

Victory Conditions - Alexandria

- **French Decisive Victory:** Accumulate + 9 VPs at end of any Turn.
- **French Tactical Victory:** Accumulate + 3 VPs at game end.
- **Draw:** Any other result.
- **British Tactical Victory:** Accumulate + 3 VPs more at game end.
- **British Decisive Victory:** Accumulate + 7 VPs at end of any Turn.

VP	Condition
+ 2	Per RR 1 Shattered enemy Brigade Command
+ 3	Per RR 2 Shattered enemy Brigade Command
+ 1	Per captured enemy Redoubt or Fleche

2 January 2023

Original Game Design by Jose Arcon

Tactiques Napoléon module by Jean Tessier

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Notes
Open Ground	1	1	1	1	24 incr.	3 hexes	0	Clear	~
Palm Grove	2	3	3	1	18 incr.	- 1 Hinder	0	Clear	~
Ruins	2	4	5	1	12 incr.	Blocking	- 2	Broken	General Terrain
Fortifications	+ 1	+ 1	+ 1	+ 0	12 incr.	- 2 Hinder	- 2	Broken	General Terrain
Roman Camp	All*	Impassable	Impassable	1	3 incr.	Blocking	- 3	Broken	General Terrain
Slope	+ 1	+ 2	+ 2	+ 0	~	Sloping	0	Clear	~
Road	1	1	1/2	1/2	March only	See OT	See OT	See OT	~
Bridge	+ 1	+ 1	+ 1	+ 0	March only	See OT	See OT	See OT	~
Marsh	2	3	All	2	12 incr.	Clear	0	Broken	Units gain <i>Disruption</i> entering hex
Canal	All	All	Impassable	+ 5	~	Clear	0	Broken	Units gain <i>Disruption</i> when crossing
Sea and Lake	Impassable	Impassable	Impassable	Impassable	~	Clear	0	~	~

* 2 MP cost when moving from hex to hex within the Roman Camp.



The two roads leading off the western edge of the map are the French Depot hexes.



The two road hexes leading off the eastern edge of the map are the British Depot hexes.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any one <i>Routed</i> unit to the map or erase up to one Low Ammo circle from any artillery unit that is In Command.
4	Rear Rank 28th!	The British 1/28th gain the *Elite* ability. Furthermore, should they choose to, they may automatically Form Up into Square formation with no Task Check roll required.
5	Desert Mirage	Unaccustomed to the desert landscape, one British Brigade Command (French player's choice which) has the Movement Allowance of its Leader and units halved this Turn.
6	Logistical Neglect	Undernourished and tired, one British Brigade Command (British player's choice which) gains 1 Fatigue.
7	British Initiation	One British unit (British player's choice which) has its Morale Value increased by + 1 for the remainder of the game. No unit may be chosen more than once for this Event.
8	Impetuous Stuart (Once per Game)	Stuart's Accepted Order is immediately changed to Engage, if not already and the French player moves Stuart's Brigade in the upcoming British Movement Segment instead of the British player.
9	French Dissent	All French Command Commitment, Order Acceptance and Leader Initiative rolls apply a - 1 modifier this Turn.
10	Abdullah Menou	Menou may not issue any Orders for the next hour (2 Turns).

National Modifiers



- French infantry may Fire with up to 2 increments only.



- French infantry must pass a Task Check to change into Line formation.



- British cavalry apply a - 2 Recall Task Check modifier.

Armée de l'Orient



Général de Division Menou : 1/~ /1 Command Range: 12 MPs

Chef de Brigade Bertrand : 3/~ /1 Chef d'Etat-Major: + 2 MPs

Escadron de Guides + 6 (x .5) x 2 (□♦□)

Division Reynier

Général de Division Reynier : 4/~ /1 Command Range: 7 MPs

Artillerie à Pied - R + 6 x 2/8 x 4 (□□) ○○○

Brigade Friant ○○○○○○○○ RR: 2

Général de Brigade Friant : 4/~ /1 □□□□♦□□□

1er Bn./25e demi-brigade de ligne + 5 (x 1) x 2 □□♦□

2e Bn./25e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

3e Bn./25e demi-brigade de ligne + 5 (x 1) x 2 □♦□

1er Bn./61e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

2e Bn./61e demi-brigade de ligne + 5 (x 1) x 2 □□♦□

1er Bn./75e demi-brigade de ligne + 5 (x 1) x 2 □□□♦□□

2e Bn./75e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

Artillerie à Pied - F + 6 x 2/8 x 4 (□) ○○○

Brigade Damas ○○○○○○○○ RR: 2

Général de Brigade Damas : 3/~ /0 □□♦□□

1er Bn./13e demi-brigade de ligne + 5 (x 1) x 2 □□□♦□□

2e Bn./13e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

1er Bn./85e demi-brigade de ligne + 5 (x 1) x 2 □□□♦□□

2e Bn./85e demi-brigade de ligne + 5 (x 1) x 2 □□□♦□□

Artillerie à Pied - D + 6 x 2/8 x 4 (□) ○○○

Brigade Bron ○○○○○○○○ RR: 1

Général de Brigade Bron : 2/~ /0 □□♦□

7e Regt. de Hussards + 6 (x .5) x 2 □□□♦□□

22e Regt. de Chasseurs + 5 (x .5) x 2 □□□♦□□

Corps de Dromadaires + 6 (x .5) x 1.5 □♦□

Mamelukes [+ 6] (x .5) x 2 (□♦)

Inf Art

Redoubt + 6 x .5 x 2/9 x 4 (inf □ - art □)

Division Lanusse

Général de Division Lanusse : 3/~ /2 Command Range: 7 MPs

Artillerie à Pied - L + 6 x 3/8 x 4 (□□) ○○○

Brigade Silly ○○○○○○○○ RR: 2

Général de Brigade Silly : 3/~ /0 □□♦□□

1er Bn./4e demi-brigade légère + 5 (x 1) x 2 □□♦□□

2e Bn./4e demi-brigade légère + 5 (x 1) x 2 □□♦□

1er Bn./18e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

2e Bn./18e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

Artillerie à Pied - S + 6 x 2/8 x 4 (□) ○○○

Brigade Valentin ○○○○○○○○ RR: 2

Général de Brigade Valentin : 3/~ /0 □□♦□□

1er Bn./69e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

2e Bn./69e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

1er Bn./88e demi-brigade de ligne + 5 (x 1) x 2 □□□♦□□

2e Bn./88e demi-brigade de ligne + 5 (x 1) x 2 □□♦□□

Artillerie à Pied - V + 6 x 2/8 x 4 (□) ○○○

Division Rampon

Général de Division Rampon : 3/~ /1 Command Range: 8 MPs

Artillerie à Pied - Ra + 6 x 2/8 x 4 (□□) ○○○

Brigade d'Estaing ○○○○○○○○ RR: 2

Général de Brigade d'Estaing : 3/~ /0 □□♦□□

1er Bn./21e demi-brigade légère + 5 (x 1) x 2 □□□♦□□

2e Bn./21e demi-brigade légère + 5 (x 1) x 2 □□□♦□□

Grenadiers Réunis + 6 (x 1) x 2 □□♦□

Grenadiers Grecs + 5 (x 1) x 2 □♦□

Artillerie à Pied - E + 6 x 2/8 x 4 (□) ○○○

Brigade Sornet ○○○○○○○○ RR: 2

Général de Brigade Sornet : 3/~ /0 □□♦□

1er Bn./2e demi-brigade légère + 5 (*x1*) x 2 □□♦□

1er Bn./32e demi-brigade de ligne + 5 (*x1*) x 2 □□□♦□□

2e Bn./32e demi-brigade de ligne + 5 (*x1*) x 2 □□□♦□□

Artillerie à Pied - So + 6 x 2/8 x 4 (□) ○○○

Cavalerie Roize

Général de Division Roize : 2/~1 Command Range: 7 MPs

Artillerie à Cheval - 1 +6 x 2/8 x 4 (□) ○○○

Artillerie à Cheval - 2 +6 x 2/8 x 4 (□) ○○○

1er Brigade ○○○○○○○○ RR: 1

Général de Brigade Boussard : 3/~0 □□◆□

3e Regt. de Dragons +5 ~ x 2 □□◆□□

18e Regt. de Dragons +5 ~ x 2 □◆□

20e Regt. de Dragons +5 ~ x 2 □□◆□□

2e Brigade ○○○○○○○○ RR: 1

Chef de Brigade Barthelemy : 3/~0 □◆□

14e Regt. de Dragons +5 ~ x 2 □□◆□□

15e Regt. de Dragons +5 ~ x 2 □□◆□

French Deployment - Mandara

- The French Redoubt deploys in hex 23/49.
- The following deploy within 24 hexes of the western map edge:
 - Chef de Brigade Bertrand
 - Brigade Friant (*less 2e and 3e/25e demi-brigade*)
 - Division Lanusse (*less 88e demi-brigade*)
 - Artillerie à Cheval - R
 - Brigade Bron

French Reinforcements - Mandara

Group A (+ 6) enters on hex 27/60 (western map edge).

- 8:00** - 88e demi-brigade

Group B (+ 6) enters on hex 27/60 (western map edge).

- 8:30** - 1er Bn./25e demi-brigade

Group C (+ 5) enters on hex 27/60 (western map edge).

- 9:30** - Cavalerie Roize, 2e Brigade

	RR	Infantry	Cavalry	Artillery	Total
Division Lanusse	4	3,200	0	14	3,480
Division Rampon	4	3,100	0	12	3,340
Division Reynier	4	4,400	0	12	4,640
Cavalerie Roize	2	0	850	6	970
Brigade Bron	1	0	650	0	650
Misc. Echelon Troops	0	0	100	0	100
	15	10,700	1,600	44	13,180

French Special Rules

- French replacement Leaders have 2/~0 Command Ratings.
- Heights of Nicopolis: Apply a +1 modifier to French Commitment Checks due to the presence of these defense works just off map.
- Corps de Dromadaires: This unit may mount and function as cavalry.
 - It requires 4 MPs to mount or dismount. Use a "Dromedary" counter to indicate the unit is mounted.
 - The Corps has a Movement Allowance of 12 when mounted and may not Charge.
 - The Corps may not enter Line or Column formations.

French Deployment - Alexandria

VC Level

Deployment

British

- Brigade Bron and any two French Divisions deploy within 16 hexes of the western map edge. The French player may use 24 MASK markers.

Draw

- Brigade Bron and any three French Divisions deploy within 16 hexes of the western map edge. The French player may use 24 MASK markers.

French

- Brigade Bron and any three French Divisions deploy within 24 hexes of the western map edge. The French Redoubt sets up in hex 23/49. The French player may use 24 MASK markers.

French Reinforcements - Alexandria

- The French player assigns an entry time and hex for every Division not deployed on the map. Only one Command may enter the map per Turn.
- The time allotted to the first Division to enter may be no earlier than 04:30 and no later than 06:00.
- Général Menou and the army echelon units may deploy or enter along with any Division.

Turn	Hex	Command
		~ Division Lanusse
		~ Division Rampon
		~ Division Reynier
		~ Division de Cavalerie

The British Army



Lt. General Abercromby : 3/~2

Command Range: 10 MPs

Adjutant-General Hope : 3/~1

Adjutant General: + 2 MPs

Royal Artillery Detachment 5 x 2/8 x 2 (□) ○○

1st Division

Lieutenant-General Abercromby : “

Command Range: 6 MPs

Ludlow's (Guards) Brigade ○○○○○○○○ RR: 2

Major-General Ludlow : 2/~0

□□◆

"Coldstream Guards" 2/2nd Foot *+ 6* (x 1) x 2 □□□◆□□□

"The Buffs" 1/3rd Foot *+ 6* (x 1) x 2 □□□□◆□□□□

Coote's Brigade ○○○○○○○○ RR: 2

Major-General Coote : 2/~0

□□◆□□

"Royals" 2/1st Foot + 6 (x 1) x 2 □□□◆□□□

"West Norfolk" 1/54th Foot + 5 (x 1) x 2 □□◆□□

"West Norfolk" 2/54th Foot + 5 (x 1) x 2 □□◆□□

"Gordon Highlanders" 1/92nd Foot + 6 (x 1) x 3 □◆□

Cradock's Brigade ○○○○○○○○ RR: 2

Major-General Cradock : 3/~0

□□◆□□

"King's Own" 8th Foot + 5 (x 1) x 2 □□◆□□

"1st Somersetshire" 13th Foot + 5 (x 1) x 2 □□□◆□□

"Royal Irish" 18th Foot + 5 (x 1) x 2 □□◆□□

"Perthshire Volunteers" 90th Foot + 5 (x 1) x 2 □□□◆□□

Reserve Division

Major-General Moore : 4/~1 Command Range: 6 MPs

Moore's Brigade ○○○○○○○○ RR: 2

Colonel Paget : 3/~0

□□◆□

Royal Corsican Rangers + 5 (*x1*) x 2 □◆□DC

"North Gloucestershire" 1/28th Foot + 6 (x 1) x 2 □□□◆□□

"Rutlandshire" 1/58th Foot + 5 (x 1) x 2 □□◆□□

11th Light Dragoons [+ 4] (x .5) x 2 (□◆)

Oake's Brigade ○○○○○○○○ RR: 2

Brig-General Oake : 3/~0

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"Royal Welsh Fusiliers" 1/23rd Foot + 6 (x 1) x 2 □□□◆□□

"2nd Somersetshire" 1/40th Foot + 5 (x 1) x 2 □□◆□

"Royal Highlanders" 1/42nd Foot + 6 (x 1) x 2 □□□◆□□□

Hompesch's Hussars [+ 4] (x .5) x 2 (□◆)

2nd Division

Lt. General Hutchinson : 3/~1

Command Range: 6 MPs

Cavan's Brigade ○○○○○○○○ RR: 2

Major-General Cavan : 3/~0

□□◆□□

"Inniskilling Fusiliers" 2/27th Foot + 5 (x1) x 2 □□□◆□□

"West Kent" 50th Foot + 5 (x1) x 2 □□□◆□□

"Cameron Highlanders" 1/79th Foot + 6 (x1) x 2 □□□◆□□

Royal Marines [+ 5] (x1) x 2 □□□◆□□

Doyle's Brigade ○○○○○○○○ RR: 2

Brig-General Doyle : 2/~0

□□◆□□

"Queen's Royal" 2nd Foot + 5 (x1) x 2 □□□◆□□

"Cambridgeshire" 2/30th Foot + 5 (x1) x 2 □□◆□□

"East Essex" 2/44th Foot + 5 (x1) x 2 □◆□

89th Foot + 5 (x1) x 2 □□◆□□

12th Light Dragoon Regt. [+ 4] (x .5) x 2 (□◆)

26th Light Dragoon Regt. [+ 4] (x .5) x 2 (□◆)

Stuart's (Foreign) Brigade ○○○○○○○○ RR: 2

Brig-General J. Stuart : 3/~0

□□◆□

Minorca Foreign Regt. + 4 x .5 x 2 □□□◆□□□□

De Roll's Foreign Regt. + 4 x .5 x 2 □□□◆□□

Dillon's Foreign Regt. + 4 x .5 x 2 □□□◆□□

Inf Art

1 Fleche + 6 x .5 x 2/9 x 4 (inf □ - art □)

2 Fleche + 6 x .5 x 2/9 x 4 (inf □ - art □)

3 Fleche + 6 x .5 x 2/9 x 4 (inf □ - art □)

4 Fleche + 6 x .5 x 2/9 x 4 (inf □ - art □)

5 Fleche + 6 x .5 x 2/9 x 4 (inf □ - art □)

6 Fleche + 6 x .5 x 2/9 x 4 (inf □ - art □)

7 Redoubt + 6 x .5 x 2/9 x 4 (inf □ - art □)

8 Redoubt + 6 x .5 x 2/9 x 4 (inf □ - art □)

9 Redoubt + 6 x .5 x 2/9 x 4 (inf □ - art □)

10 Redoubt + 6 x .5 x 2/9 x 4 (inf □ - art □)

British Special Rules

- British replacement Leaders have 2/~0 Command Ratings.
- Lt.-General Abercromby commands both the Army and the 1st Division.
- Major-General Moore commands both the Reserve Division and one of its Brigades. If he successfully passes Leader Initiative he may immediately Accept that Order with no Order Acceptance roll required.
- British infantry units in Square formation may not move before changing to another formation.
- **Royal Navy:** Apply a +1 modifier to British Commitment Checks due to the presence of the Navy just off shore.
- **Gun Boats:** The following rules represent British gunboats located offshore and in Lake Maadieh:
 - The British player may fire his gunboats during a friendly Offensive Fire Phase.
 - When fired, the British player designates up to 3 separate French target hexes, located 3 hexes or less from the Mediterranean coast and up to 3 separate targets located 3 hexes or less from Lake Maadieh.
 - The British player rolls a 1d10 for each target hex applying any target modifiers. On a roll of "10" the target hex suffers 1 loss, a Special Loss roll and must make a Morale Check.
 - There is nothing the French player can do to return fire on the gunboats.

British Deployment - Mandara

- The following British Leaders and units deploy within 3 hexes of eastern map edge:
 - Adjutant-General Hope
 - 90th Foot
 - 1/92nd Foot
 - Royal Artillery Detachment

British Reinforcements - Mandara

Group A (+ 7) enters on the Aboukir road (eastern map edge)

- **7:40** - Cradock's Brigade
 - Lt.-Gen. Abercromby
- + **2 Turns** - Coote's Brigade
- + **4 Turns** - Ludlow's Brigade

Group B (+ 8) enters on the Coastal road (eastern map edge).

- **7:40** - Moore's Brigade
- + **2 Turns** - Oake's Brigade

Group C (+ 6) enters on the Rosetta road (eastern map edge).

- **7:40** - Cavan's Brigade
 - Lt.-Gen. Hutchinson
- + **2 Turns** - Stuart's Brigade
- + **4 Turns** - Doyle's Brigade

British Deployment - Alexandria

VC Level

Deployment

- British** - All British Leaders and units plus 6 Fleches and 4 Redoubts deploy anywhere within 16 hexes of the eastern map edge. The British player may use 30 MASK markers.
- Draw** - All British Leaders and units plus 5 Fleches and 3 Redoubts deploy anywhere within 12 hexes of the eastern map edge. The British player may use 24 MASK markers.
- French** - All British Leaders and units plus 4 Fleches and 2 Redoubts deploy within 6 hexes of the eastern map edge. The British player may use 12 MASK markers.

* In all of the above, at least 2 Fortifications must be set-up adjacent to the Alexandria Canal.

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1st Division	6	4,800	0	0	4,800
2nd Division	6	5,300	100	0	5,400
Reserve Division	4	2,500	100	0	2,600
Redouts and Fleches	0	1,000	0	40	1,800
Misc. Echelon Troops	0	0	0	4	80
	16	13,600	200	44	14,680