

Sound The Charge: 25mm Napoleonic Wargame Rules, Alexis's version

Introduction: This is a game of warfare in Napoleonic Europe using 25 mm size model soldiers. Each model = 40 infantry in 3 ranks, 20 cavalry in 2 ranks, 12 artillerists, or 6 cannon. Dice: 20-sided (D20) and 6-sided (D6). Troops: Infantry, heavy cav (HC), med. cav (MC), light cav (LC), and light, field, or heavy artillery. Units are battalions of infantry, groups of 1-4 squadrons of cavalry, or batteries of 1-2 gun models, each with 3/4 crew models. Morale grades: A, B, C, or D. The rules measure damage by removing models or placing counters (hits). Units fight until down to 25% strength (shattered). Formations: road column (1-4 inf or 1-3 cav models wide, 2 or more deep), attackcolumn (5-8 inf or 4-6 cav models wide, 2 or more deep), line (one deep), square, limbered, manhandled. If you mount your models at 1,5 cm width per infantry figure and 3 cm per cavalry figure, this will be the correct frontage for the ground scale if we assume an infantryman occupies about 1 pace and a trooper about 2 paces. Each gun model should have a 6 cm frontage. Bases are usually 2 cm deep for infantry, 4 cm deep for cavalry, 6 cm deep for artillery. For easy measuring: moves, fire, retreat: *use A5 paper*: 148 mm (=S) x 210 mm (=L).

Turn sequence and movement: Decide who goes first, then alternate active/passive sides each turn.

- 1) Active side rallies shaken units, then moves, then fires. Passive makes retreats after test and removes shattered units.
- 2) Fight one round of combat (simultaneous hits). Make retreats at once and remove shattered units (passive side first).

Troop Type	Column, Limbered	Line, Manh.	Road Column: column distance x 1,5. Squares: cannot move. In combat, count the face in contact plus the adjacent faces. Generals move 3L per turn, and may attach/detach during movement. The artillery notation is light / field / heavy. You can bend a line but that is a formation change. A bent line may not move.
Infantry	L	S	
HC, MC	2L	1L	
LC	3L	2L	
Foot Guns	L	S	
Horse Guns	2L	S	

Retreat moves: a retreating unit must move a 1L to 3L (your choice) away from the enemy within a 22.5° arc to either side. It may face the enemy or about face. It enters shaken morale status. It continues retreat and can't fire until it passes a rally from shaken test. A unit under attack from opposite sides cannot retreat and is eliminated, as is a unit that cannot retreat without contacting a new enemy unit. Units retreating off-table are eliminated. Retreating artillery limbers for free and ends the retreat limbered. Squares form column when they retreat. Active units may make voluntary retreats if not in combat, suffering 1 rout hit and becoming shaken. Light infantry and LC suffer no rout hits but still become shaken when they do voluntary retreats.

Firing: Roll one die per 4 infantry (rounding up a remainder of 3) or per 1 crew model. Infantry units may move and fire (if not charging). Arc of fire is 22.5° to either side. *Only front rank may shoot*. Ballshot may shoot over 1-contour obstacles and friends on lower contours if the target is 2X as far as the obstacle and at least S behind it. May shoot over low obstacles and enemy units on lower contours if the target is S beyond the obstacle. No other overhead fire is allowed. Ballshot may fire through enemy skirmishers (who then suffer no hits) at a penalty. If a unit suffers any hits, and now lost 25 pct ore more of models, it must take a morale test. If it must retreat, it suffers also a 1 rout hit. Dense targets: Squares, lines enfiladed at 22.5° or less, and units 2+ ranks deep. No shooting into a combat. No splitting fire if it can be avoided. Hits on artillery remove crew.

Combat: To attack with a unit, move its front into contact with the target. Artillery and squares may not attack. A charging unit may only wheel 45° at the start of the move and the target must be visible at the start of the move. Flank/rear attacks must begin the turn at least partly behind the target's frontage. Add up combat points (CP) vs. the enemy. More CP = advantage, same = even, fewer = disadvantage. To hit, roll 1D6 per 4 infantry, per 1 artillerist or 3 cavalry in the unit's front rank (*two deep*) regardless of actual models in contact. Round up a remainder of 3 infantry or 2 cavalry. Units under flank/rear attack still use their full front rank. If fighting several targets, divide the unit's dice as evenly as possible between all targets. If a unit suffers more hits than it inflicts, it must at once retreat (if now lost 25 pct), suffering 2 rout hits. Inf. losing to cav. suffers also one "pursuit hit" per 3 cav. Guns and steady passive infantry in line gets the defensive fire bonus on the 1st round of combat unless rifles or under flank/rear attack. *Base CP: HC = 5, MC = 4, LC/infantry = 3, inf w/o bayonets = 1, crew/skirmishers = 0.*

Fire	Close	Far	Shooting Modifiers	Combat Point Modifiers
Muskets	S: 5-6		Grade ^r A/B/C/D: +2/+1/+0/-1	Steady inf in line defensive fire: +1
Rifles	S 5-6	L 6	Firer moved or is in square: -1	Steady Inf attackcolumn charge: +1
Canister	S 4-6		Ballshot vs. dense target: +1	Atty def fire (lt/fld/hvy): +2/+4/+6
Ballshot	1L 5-6	2L/3L/4L 6	Vs. atty/skirmishers ^r : -1/-2	Per morale grade above enemy: +1
		Depending on caliber: light, field, heavy	Vs. soft/hard cover: -1/-2	Steady cav vs. non-square inf: +2
			Firer in bad going: -1	Steady lancers, 1 st round: +1
			Firing through skirmishers: -1	Under fl/rear attack, or shaken: -2
			Firer was interpenetrated: -1	Vs. obstacle or soft/hard cover: -1/-2
			^r rifles ignore	Inf in bad going: -1
			* Need 7 / 8 / 9 to hit? Roll a 6 then	Cav in or vs.bad going: -2
			4-6 / 5-6 / 6 to hit.	Cav vs. square/ inf vs. square: -3/+1
			* Atty can unlimber+fire in same turn	General with unit: +1

Combat scores to hit per die: advantage: 3-6; even: 4-6; disadvantage: 5-6; disadvantage by 3+ cp: 6.

Morale tests: units who received hits from fire (25% or more lost)/units retreated already, must test to rally this shaken troops.

Units *roll a D20* and must roll their number or less. *D grade: 14; C: 16; B: 18; A: 20.* Following **morale modifiers:**

for each casualty accumulated	+1	defending fieldwork, building, square	-2
general out of 2L range	+1	if general is with unit	-2
per enemy within S range	+1 (max +3)	per friend within S range	-1 (max -3)

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Units failing morale: (continue) retreat (between 1L and 3L distance) plus loss of 1 figure. If test succeeds, then unit stays in place (rallying). It can fire and melee in normal way.

Skirmishers: Skirmishers move free-form at L rate, but must stay within S of their unit command model. Space them at 2X frontage. If attacked, they may evade 1L. If the enemy contacts an evading unit the evaders are eliminated and the attacker may continue his charge. Skirmishers may not attack steady close-order troops frontally and must evade close-order attacks. Skirmishers never are influenced by bad going. Forming and reforming from skirmish order is a type of formation change.

Skirmish screens: Up to 4 models of a screen-capable unit may act as a screen. The screen must stay within S of the parent unit. It costs a quarter move to send out or recover a screen. The screen moves at the same rate as its parent. If the parent attacks or is attacked the screen joins it at once at no cost.

Attacking artillery: Artillery ignores bad going in fire and fight, but will move at half speed. Artillery with no defensive fire is eliminated in combat. When artillery gets a defensive fire, fight a normal round of combat. If the artillery loses they are eliminated. If they do not lose they suffer no losses. This represents the fact that either the attackers withstand the defensive fire of the guns and overrun them, or are driven back before combat. Gunners may evade attacks if they choose: L or foot gunners, 2L for horse.

Danger to generals: If a general is with a unit that suffers 2 or more fire or combat hits, he is killed on a 1. If with a shattered unit he must make a retreat move, being captured if no retreat move is possible.

Wheeling: Units wheel about one corner like opening a door. In bad going, units wheel at half speed.

Change formation (may include a change of facing): It takes a full move for a unit to change formation. A column may form line on the center or out to either flank. A line must form column around its front center. **Change of facing** costs ¼ move.

Limbering and unlimbering costs 1/2 move. Skirmishers form up with their unit command model in the front center (it does not move). **Sidestep, backstep, oblique:** Half speed. Quarter speed if in bad going.

Pass through a friend: units passing through moves at 1/2 speed (skirmishers full speed). The friend must remain stationary that turn and can only fire at -1 (see shooting modifiers). Retreating units flow full speed around (and not through) friends. They are not trying to keep formation and may use minor gaps or go around the edges of the friend.

Shaken: retreating unit, can't fire and if attacked, fights with -2; needs rallying.

Rallying and reforming: Shaken units must pass a rally test at the start of their turn to recover morale.

A unit is **steady** if it is in close order and not in bad going and not shaken (so 3 conditions).

Bad going: steep hills, woods, marsh, rough terrain, fieldworks and build up areas are bad going. Bad going reduces speed to half (except skirmishers) and has influence on fire and melee. All, except skirmishers and artillery, receive a reduction in fire-fight factors.

Obstacles: These are low walls, fieldworks, fences, hedgerows, etc. The unit must end its turn on contacting obstacle; fighting vs. obstacle is at a -1. Next turn (if eventually won melee) it may pass but counting bad going in fire and melee.

Rivers: The unit must end its turn on contacting river; next turn it may pass at half speed, counting bad going in fire and melee.

Command range: if your unit starts a turn with no general in 2L you must roll a 4-6 to move the unit. Measure the distance from the general's head to the nearest point of the unit, by any path that does not go through impassable terrain, or an enemy unit unless a friendly unit is closer to the path you are tracing.

2-Rank line (British and similar troops): Mount infantry using the 2-rank line at 2 cm per model. Two-rank infantry shoots with one die per three models, rounding up a remainder of 2 models. Steady cavalry gets 1 extra combat point against 2-rank line infantry unless the infantry is in square. 2-rank-line infantry rolls 1 die per 4 models in combat.

Units: infantry: battalion about 16 figs; cavalry: regiment about 12 figs; artillery: battery of 1/2 guns, each with 3/4 gunners. Two or more units form a **brigade**; two or more brigades a **division**; two or more divisions form a **corps**; two or more corps form an **army**. A **classic division** consists of two/three infantry brigades plus one cavalry brigade and one battery. Each brigade, division, corps or army needs a commander (**general**).

Point Values for Models

Infantry and Foot Gunners		Cavalry and Horse Gunners		Artillery and Support	
Grade A/B/C/D:	8/6/4/3	Grade A/B/C/D:	20/15/10/8	Light gun:	30
Light infantry or gunner:	+2	Heavy cavalry:	+2	Field gun:	40
Rifles:	+2	Medium:	+1	Heavy gun:	50
Skirmish screen capable:	+1	Light cavalry:	+0	Horse gun (light or field):	+10
2-rank line:	+1	Lancers (must be light cavalry):	+2	General:	50