

Brigades and Batteries

15mm Napoleonic Miniatures Rules

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1 Introduction

1.1 Background

These rules are intended for use at conventions, where a fairly simple set of rules is usually needed, where there is a referee running the event, and where the scenario is a traditional 2-sided linear battle.

1.2 Game Size

The rules are intended for division-sized battles, where each player commands 1-3 brigades of about 4 units. A game this size should take about four hours to play, under average convention conditions (exclusive of setup/takedown), with 3-6 brigades per side.

1.3 Pre-Measuring

Pre-measuring distances and ranges is allowed at any time.

1.4 Game Scales

- Each figure represents 20 infantry or cavalry, or 5 gunners.
- A gun model represents 2 actual guns.
- One inch represents about 15 paces.
- A turn is an undefined amount of time, but about 15 minutes seems right, all things considered.
- The rules use 10-sided dice (D10) for all random events.

1.5 Troop Types

- Cavalry: Cavalry are divided into:
 - Light cavalry, such as hussars, chausseurs, light dragoons, and lancers,
 - Heavy cavalry, such as line or heavy dragoons,
 - Cuirassiers, heavy cavalry on the largest horses, with the troopers wearing body armor.
- Infantry: Infantry are divided into:
 - Light infantry, who are trained to operate in close or skirmish order,
 - Line infantry, who are trained to operate in close order only.
- Artillery: Guns are divided into:
 - Light (4# shot or lighter),
 - Field (9# shot or lighter), and
 - Heavy (12# shot or heavier).
 - The rules ignore howitzers. Howitzers were usually attached to artillery batteries. In these rules, just treat them the same as any other gun in the battery.

1.6 Units

A typical unit is:

- a battalion of 16-36 figures of infantry,
- a regiment of 12-24 cavalry figures,
- or a battery of 2-6 gun models (4-12 actual guns).

All the figures in a unit must have the same morale grade; attached grenadiers or lights are considered the same as the rest of the unit, for the sake of simplicity.

1.7 Morale Grades

There are six morale grades: A (the best), B, C, D, E, and F. Grade D troops are "average"; Grade F troops are raw recruits.

1.8 Formations

Infantry may form

- Column, a formation up to 8 figures wide.

- Line, a formation 9-24 figures wide.
- Extended line, a formation wider than 24 figures.
- Square, facing out in all directions.
- Skirmish order (if light), a formation with the figures at 2X normal frontage.

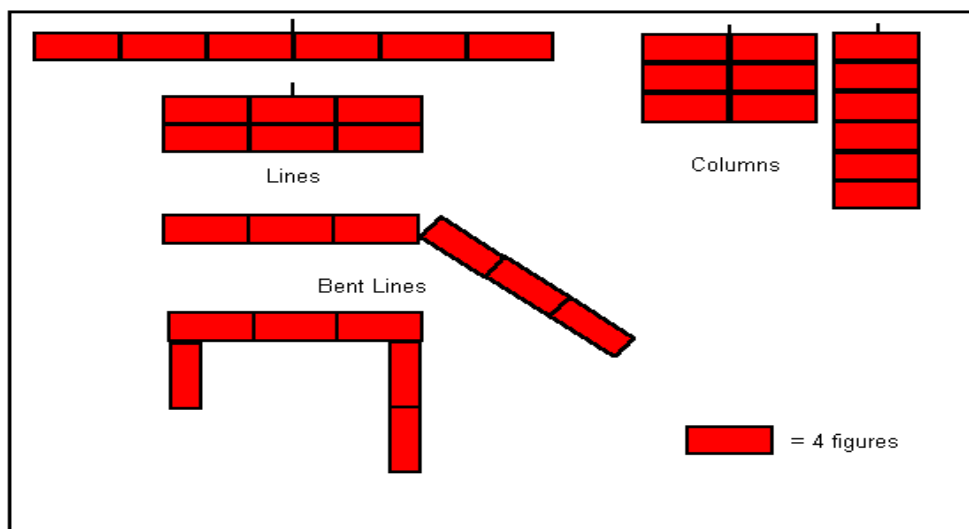
Cavalry may form either line or column. However, it moves the same whatever its width of formation. It is only necessary to keep the stands of the unit touching and the figures facing the same way.

Artillery has two "formations":

- Limbered (may not fire, moves at full speed), or
- Unlimbered (may fire, must move by man-handling).

1.9 Bent Lines

An infantry unit may form a bent line. If in a bent line, it may not move until it changes formation back to a straight line. An enemy unit may not claim a flank or rear charge unless it is attacking the far end of a bent line, not one of the inside angles.



Lines and Columns

1.10 Mounting Figures

The frontages below are really guidelines rather than hard-and-fast rules. You should be able to use other basing systems, as long as frontages are consistent.

- Infantry should be mounted at 3/8" frontage per figure (see Optional Rules for 2-rank line).
- Cavalry should be mounted at 1/2" frontage per figure.
- Guns should be mounted at 1" width per model.
- Limbers should be 1" width per model.
- Skirmishers occupy 2X normal frontage.

Typical stand depths are 1/2" for infantry, 1" for cavalry, and 1-1/2" for artillery.

Typically, infantry are mounted 4 figures on 1-1/2" X 1/2" stands, cavalry are mounted 3 figures on 1-1/2" X 1" stands, and guns are mounted 1 model plus 4 gunners on a 1" X 1-1/2" stand. However, you may mount your figures in any desired multiple of figures per stand, as long as the width per figure is correct.

40mm is very close to 1-1/2", so if you use 40mm bases, your troops will match this basing system.

1.11 Generals

A brigadier general is given command of a specific set of units (his brigade), and cannot influence other units. One general on each side is designated the "C-in-C", who may influence any unit.

Generals may be mounted as desired, but usually 1" X 1" is used.

A general is given a charisma rating, which he adds to morale scores of units to which he is attached. Roll 1D10 to determine charisma:

1-3:	+0
4-8:	+1
9-10:	+2

1.11.1 Command Radius

A general is also given a Command Radius of 12". If a general is attached to a unit, he may add his charisma to its morale test scores; however, his command radius then drops to 6". Units outside their general's command radius suffer morale penalties. Measure command radius from the head of the general's figure (which is why mounting does not matter) to the nearest point of the target unit.

1.12 Natural Hits

In shooting or combat, a natural 1 is always a miss, a natural 10 is always a hit. This does not apply to morale tests: Modifiers may make it impossible to pass or fail a test.

2 Movement and Maneuver

2.1 Turn Sequence

- 1) Roll for initiative. High-scoring side picks Side A or Side B this turn.
- 2) Side A does all movement; side B does evade moves.
- 3) Side B does all movement; side A does evade moves (legal even if the unit has already moved this turn).
- 5) Do all shooting. Troops test morale to charge home or vs. shooting hits. Troops being charged test morale if necessary. Note that a unit never takes more than one morale test during this phase.
- 6) Fight combats. Losing units test morale. Do pursuits and follow-up moves (see optional rules).

2.2 *Approaching the Enemy*

A unit may not approach within 2" of an enemy unit unless charging at that unit, it is routing back, or if the enemy unit is being charged by another unit, or is already in combat. In other words, you cannot simply walk past the enemy, brushing shoulders as you go by.

2.3 **Disordered, Steady, and Unsteady Troops**

A unit is disordered if it meets any these conditions:

- Due to terrain effects (including charging across or into disordering terrain)
- After fighting one round of combat
- Infantry starting a charge against cavalry
- Infantry not in a steady square are contacted by steady cavalry
- Infantry in square are contacted by steady enemy infantry
- Cavalry contacting a steady square

A unit is steady if it meets all these conditions:

- It is not disordered
- It is in good morale
- It is in close order
- It is Grade E or better

A unit is unsteady if it meets any of these conditions:

- It is Grade F
- It is disordered
- It is in shaken morale
- Charging into an obstacle, or divided by an obstacle
- It is skirmishers or gunners

2.4 Recovering from shaken or disordered Status

To recover from shaken and/or disordered status, the unit must stand still for a full turn. If it moves, shoots, or fights, it may not recover that turn. It may recover from both shaken and disordered status at the same time.

2.5 Skirmish Movement

Skirmish movement is slower than might be expected. This reflects lack of command control. However, skirmishing figures may move and face freely in any direction; they do not need to "maneuver". A skirmishing unit must maintain the correct spacing of its stands. It cannot have large gaps in its line, any more than a close-order unit may.

Special: A skirmishing unit may advance up to 8" if it has a series of columns behind it which are themselves advancing: The columns "push forward" the skirmishers. In this case the skirmishers must just move straight forward.

2.6 Charging

A "charge" move is simply a normal move that is made to contact the enemy. The last 2" of a charge move must be straight forward. Steady cavalry gets a charge bonus (see the Movement Chart). There are no countercharges.

Some units cannot charge:

- Gunners cannot charge
- Squares may not charge
- Skirmishers may not charge close-order troops
- Shaken units may not charge

2.7 Evading a Charge

Skirmishers, gunners, and limbered horse guns may evade an enemy charge. The evading unit moves away from the charge at least 1/2 an evade move, within a 45° arc to either side of the line of the charge. The unit must end the move facing away from the charge. The charger may continue his charge in a straight line if desired, or halt at point of contact. An evading infantry unit may shoot at 1/2 effect before evading.

2.8 Evaders Caught by the Enemy

A unit may not evade if enemy infantry starts its charge within 2", or if enemy cavalry starts its charge within 4", or if the enemy charge is first sighted within these distances.

2.9 Manhandled Gun Movement

Manhandled guns must wheel to change facing, and may not sidestep or oblique, but may back up at full speed. They take 1/2 move to turn about. It takes two figures to manhandle a gun model.

2.10 Pursuit

In the basic rules, there is no pursuit or following up of a defeated enemy, for the sake of simplicity. There is an optional rule which covers pursuit.

2.11 Movement Table

Troop Type	Move (Inches)
Inf. in Column	8
Inf. in Line or Skirmish	4
Inf. in extended line	3
Inf. in square	2
Inf. Evading	10
Hvy Cav. or Cuirassiers	10/16*
Light Cav or Leaders	12/20*
Light Guns	8 (4 prolonged)
Field Guns	8 (2 prolonged)
Heavy Guns	6 (1 prolonged)
Horse Guns	12 (4 prolonged)

* If steady cavalry launching a charge

2.12 Maneuver Table

Maneuver	Cost (X2 if unsteady or grade E-F)
Change Formation, Facing, and/or Frontage (once per turn)	1/2 move: Facing changes must be 90° or 180. A unit in extended line takes 1 move to change formation.
Sidestep:	1/4 speed
Oblique @45 degrees:	1/2 speed
Retire, same facing:	1/2 speed
Limber/Unlimber:	1/2 move
Reform from skirmish:	1 move
Pass Through (no cost to pass thru skirm./ unlimbered guns)	No cost, but one unit must stand still. You can move through friends but not charge through friends.
Emergency Square	Not possible!
Evade. Skirmishers, gunners, and limbered horse guns may evade.	Skirmishers and gunners. No evade vs. a steady cavalry charge starting or first visible within 4".

3 Shooting

3.1 Basic Procedure

- For infantry fire, roll 1D10 per four firing figures. Round up a final remainder of three figures. For example, an 11-figure unit would roll three dice when it fires, but a 10-figure unit would roll only two dice. (See also 2-Rank line in the optional rules.)
- For artillery fire, roll 1D10 per actual gun (usually 2 dice per model).
- A gun model needs at least 3 crew figures in order to shoot with 2 dice, and 2 crew figures to shoot with 1 die. A gun model served by only 1 crewman cannot shoot. If a battery has suffered some destroyed guns, reduce its fire by 1 die per actual gun destroyed.
- Cavalry cannot shoot.
- Modify the scores rolled according to the relevant shooting modifiers, and cross-index on the Shooting Table to see if the required scores to hit were achieved.
- Arc of fire is 45° to either side of the firing figure's front center.
- One rank of figures or gun models may fire.
- Infantry (if not charging) may make half a move and fire at a penalty. Artillery may not move and fire. Charging troops may not fire.
- A unit which wishes to evade may shoot at a penalty before evading.

3.2 Shooting Table

Type of Fire	Range (Inches)	D10 Scores to hit Target Types			
		Normal	Skirm	Soft	Hard
Musket Fire – Close	4	7	9	9	10
Musket Fire – Far	8	9	10	10	NIL
Rifle Fire – Close	8	8	8	8	9
Rifle Fire – Far	16	9	10	10	10
Light Gun Canister	10				
Field Gun Canister	12	6	9	9	10
Heavy Gun Canister	16				
Light Gun Ballshot	24				10
Field Gun Ballshot	32	8	NIL	8	
Heavy Gun Ballshot	40				9

3.3 Shooting Modifiers

Ball vs. Dense:	+2	Evading:	-2
Shaken:	-2	Moving:	-2
Disordered/Skirmishing:	-1	In Square:	-1
Grade A-B:	+1	Grade E-F:	-1

3.4 Hits Against Guns: Counterbattery Fire

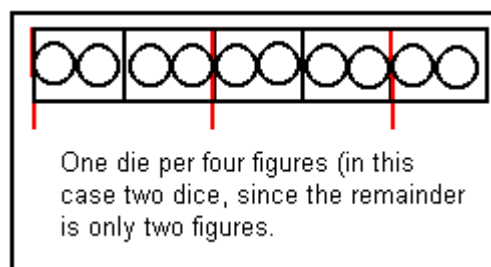
Roll again for each hit on a gun model, to see its actual effect:

- 1-4: Miss
- 5-7: Miss from ballshot, else gunner,
- 8-9: Gunner
- 10: 1 actual gun plus a gunner from ballshot, else gunner.

Counterbattery modifier: Add +2 to this roll if shooting ballshot at limbered guns.

3.5 Dense Targets

A "dense" target is a column of 3 or more ranks of figures, a square, or a line enfiladed at 22.5° or less onto its flank. Only ballshot gets a dense target bonus. Skirmishers and guns (whether limbered or unlimbered) are never dense targets.



Infantry Shooting: Dice per Unit

3.6 Ranges

Small arms has a close and far range. "Far" range is not the maximum for the weapon, but represents about the range where most volley fire would be opened up. Guns use only their "direct fire" ranges (600 paces or less); long-range "bombardment" type fire is out of the scope of these rules.

3.7 Shooting into a Combat

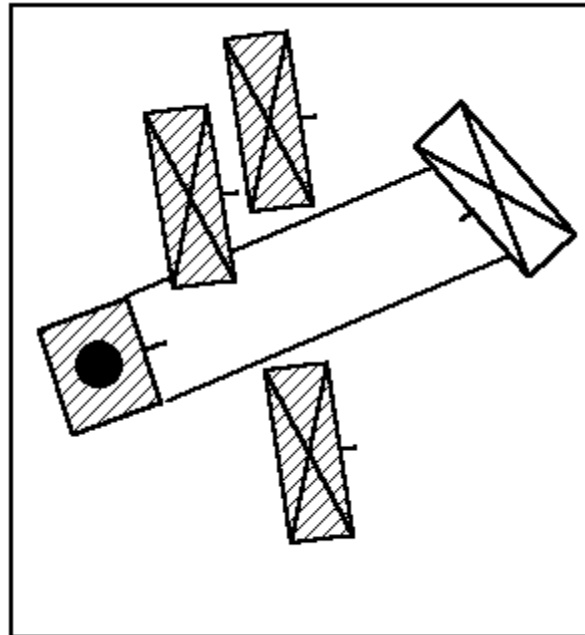
This is forbidden unless the target unit has a "hanging flank" of at least six figures. The hanging flank may then be shot at normally, and the target unit tests morale normally for shooting hits.

3.8 Priority of Fire

A unit must shoot first at any enemies charging it. If not being charged, and stationary, it may shoot at any target that passed through its range and arc of fire this turn. If it moved, it may only shoot at targets still in range and arc of fire at the end of all movement.

3.9 Danger Zones

For direct fire, friends overlapping a firing unit's frontage must be shot at first, by all figures or models that could hit the friend; any dice that miss may then be rolled against the intended target (credit to WRG for this rule). This also applies when firing through a gap between friends, so be careful!



Danger Zone

3.10 Splitting Fire

Normally, a unit must concentrate its fire onto one target. However, if there are figures or gun models which cannot hit the first target selected, they may shoot at some other target, concentrating as much as possible. This secondary target must be as close as possible to the main target. If a unit is being charged, it must split its fire as evenly as possible among all the targets charging it.

3.11 Overhead Fire

Ballshot may fire over friends on lower contours, as long as the distance from the gun to the near side of the friend is less than the distance from the far side of the friend to the target. Any troops may fire freely over enemy troops on lower contours.

3.12 Firing Through Enemy Units

Close-order targets stop fire (but see the optional rules for carry-through). Guns never stop fire; roll first to hit them, then roll dice that miss against the next target in line. Dice that hit the guns but score a "no effect" on the hit effects chart may not be rolled again. Skirmishers stop small arms and canister, but not ballshot. Artillery shoots ballshot through enemy skirmishers as if they were not there, but may not shoot through friendly skirmishers, even though there is no chance of hitting them.

4 Combat

4.1 Basic Procedure

- Roll 1 die per four eligible infantry or gunner figures in a combat.

- Roll 1 die per three eligible cavalry figures in a combat.
- Cavalry fighting against unsquared infantry in the open rolls one die per figure.
- A unit following up against a routing-back enemy does double hits (see optional rules).
- Round up a final remainder of 3 infantry or 2 cavalry.
- **The base chance to hit is 6-10.**
- Normally, count all the unit's figures in its first rank, regardless of overlap or actual contact (but see Squares in Combat below).
- When cavalry fight other cavalry, however, each unit may count the figures in its first two ranks. This accounts for the more "mixed-up" action in a cavalry fight.

4.2 Combat Modifiers Table

Flank/rear attack:	+3	Striking to flank/rear:	-3
Fresh cavalry vs. non-fresh:	+2	Unit is shaken:	-3
Steady cavalry vs unsquared infantry:	+3	Unsquared infantry vs. steady cavalry:	-3
Square vs. cavalry:	+3	Cavalry vs. square:	-3
Each morale grade higher:	+1	Each morale grade lower:	-1
Heavier cavalry, per level:	+1	Lighter cavalry, per level:	-1
Steady lancers, 1st round of the combat:	+2	Vs. steep slope/obstacle:	-1
Disordered vs. steady:	-2	2-rank infantry, not in cover:	-1
Cavalry caught stationary:	-2	Vs. soft/hard cover:	-2 / -3

4.3 "Heaviness" of Cavalry

There are three grades of cavalry heaviness: Light, heavy, and cuirassiers.

4.4 Cavalry caught stationary

Cavalry is considered caught stationary if it did not advance at least 2" straight forward on its most-recent move phase. This affects the first round of combat. (But note special case regarding "short charges".)

4.5 Multi-Unit Combats

If a unit is in combat with several enemies, divide its dice as evenly as possible among all the targets. Round dice toward targets with which the striking unit has the most figures in combat, if necessary.

4.6 Flank/Rear Attacks

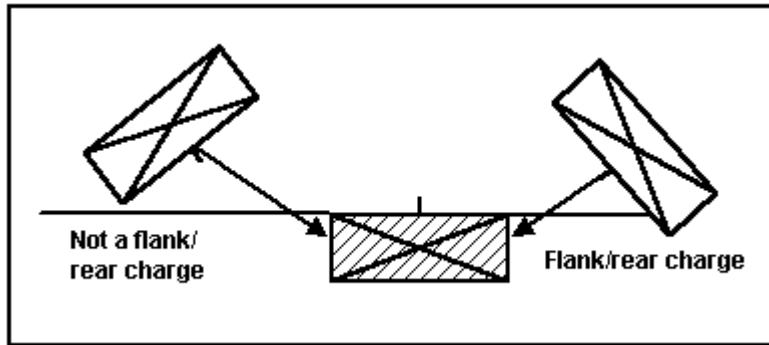
To be eligible for the flank/rear bonus, the striking unit must have started its charge move partly or wholly behind the target of the charge (see diagram below). If the unit is eligible for this bonus, it keeps it for the entire combat against the target unit in question.

4.7 Striking to Flank or Rear

If a unit is under a flank/rear attack, it may still strike normally at the enemy unit, using its normally-eligible front-rank figures. However, it suffers a penalty.

4.8 Contact at an Angle

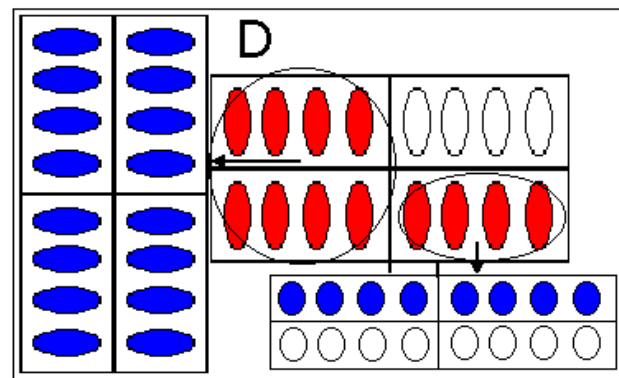
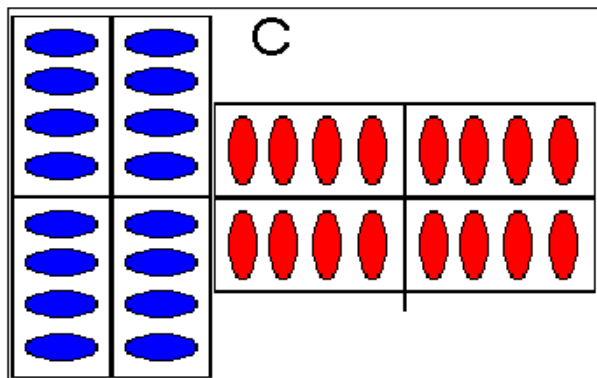
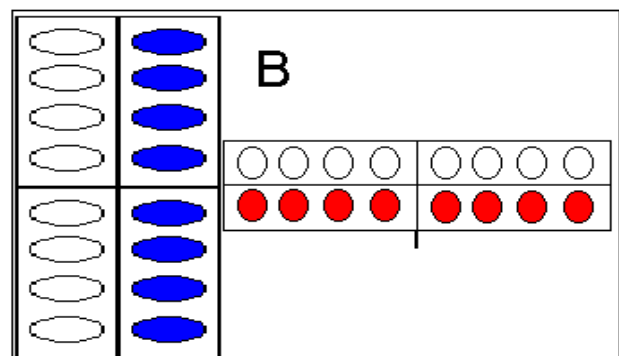
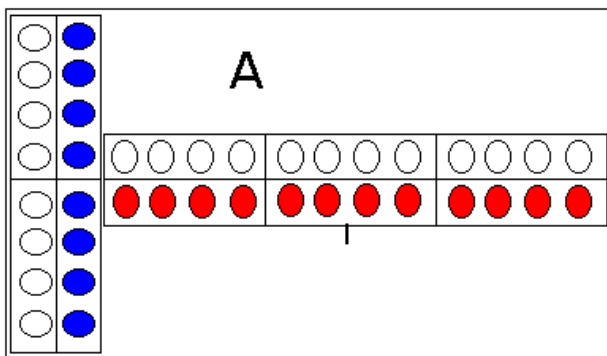
When one unit charges to contact with another at an angle, both units "freeze" in place at the point of contact. Neither may move or adjust figures (except to remove losses) until the combat ends.



Charge Moves and Contact at an Angle

4.9 Flank/Rear Attack Examples

The figures below show several examples of flank attacks. In each case, the colored ovals represent the figures in each unit which are allowed to strike.



Case A shows the most usual case, where one unit slams into the flank of another. Here, each unit strikes with all of its front-rank figures. The combat modifiers reflect the huge advantage that the flanking unit (blue) has over its target (red): The blue unit will get a +3 bonus, the red unit will get a -3 penalty. The target unit does not need to bother turning figures to face the attack.

Case B shows a case where cavalry attacks infantry on the flank. Since the unit types are mixed, each strikes with one rank of figures, just like case A.

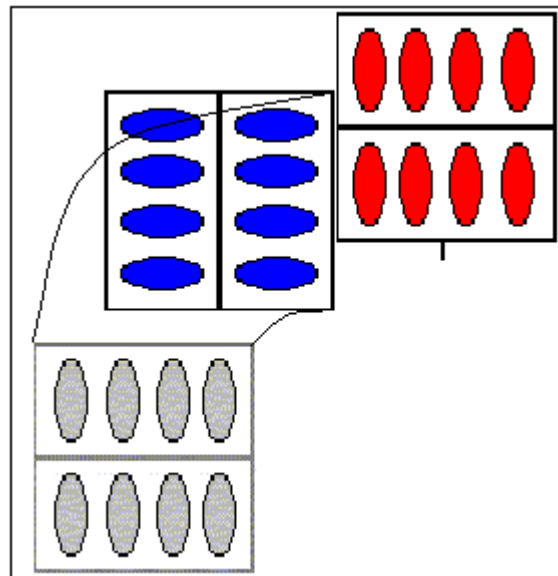
Case C shows a case where cavalry attacks cavalry. Since both units are cavalry, each may strike with the first two ranks of figures.

Case D shows a slightly more complicated case, where infantry and cavalry are both attacking a cavalry unit. The blue cavalry, since it is fighting cavalry, may strike with its first two ranks of figures. It gets a +3 bonus for a flank attack. The blue infantry strikes with its first rank of figures. It gets no bonus. The red cavalry splits its front-rank figures and puts half against the blue infantry (with no penalty) and half against the blue cavalry (with a -3 penalty). Since it is cavalry, it may also allocate half its second-rank figures to fight the blue cavalry (with a -3 penalty).

What happens if these combats last more than one round? None of the units are adjusted, nor are figures turned to face their attackers. Continuing rounds are simply fought just the same as the initial round. Of course, in case D, if one or the other blue unit happened to rout out of the combat, then the red cavalry would be able to recalculate how many of its figures could strike against the surviving blue unit.

4.9.1 A Poorly-done Flank Charge

The figure below shows a badly-executed flank charge.



The blue unit wheeled during its charge so as to hit the red unit on the flank. However, it did not start its charge behind the red unit's frontage line. Therefore, this is treated as a frontal charge in all respects, just as if the blue unit had simply charged into the front of the red unit. The only small difference is that if the red unit had been infantry, it might not have been able to do a very good defensive fire.

The colored ovals indicate which figures in each unit may strike (two ranks, since each is cavalry). Neither unit gains a flank bonus or suffers a flank penalty.

4.10 Squares in Combat

When a square fights infantry, count only the figures on the face of the square in contact with that enemy unit. When a square fights cavalry, count all four faces of the square.

4.11 Overrun Attacks

If a close-order infantry or cavalry unit charges into guns or skirmishers, any gunner or skirmishing figures they contact are simply wiped out. The chargers may continue their charge unabated into any other target in their charge path. Gunners and skirmishers occupying houses or fieldworks may not be overrun; you must fight them.

Fresh Cavalry

Cavalry is rated as "fresh" on its first round of combat of the game, if it is steady and has not fought any other combats previously that game.

5 Morale

5.1 States of Morale

There are two states of morale: Good and shaken. A "routing" unit will either end the move in shaken status, or be out of the game. Thus there is strictly speaking no "routed" status in morale.

5.2 Basic Procedure

- To test, roll 1D10 and modify as applicable.
- If the final score meets the score to pass, the unit passes; otherwise it fails and must roll on the rout chart.
- "Natural scores" do not apply to morale tests: Modifiers may make it impossible to pass morale.

5.3 Shattered Units

If a unit suffers enough losses, it can no longer function, and is removed from play at the end of the current phase. This is called being shattered. If a unit suffers 3/4 losses, it is shattered.

5.4 When To Test

A unit must test morale under these conditions:

- 1) If it suffers at least two shooting hits in one phase.
- 2) If charging home frontally against a steady infantry unit, or at hard cover (take after shooting).
- 3) If infantry (including artillery) are charged successfully by a steady enemy.
- 4) If the unit loses more hits in a round of combat than it inflicts.

Normally, a unit charging home against an unsteady unit, or making a proper flank/rear charge, would not need to test morale. However, if the charging unit suffers two shooting hits during its charge, it must test. Cavalry charging other cavalry does not test morale unless it suffered two shooting hits during the charge.

Simultaneous Tests: If two enemy units need to take the same type of test at the same time, the Side B unit must test first. For example, if a Side B unit launches a charge at a Side A unit which is itself charging some other unit, the Side B unit must test to charge home first, due to losing the initiative that turn.

5.5 Scores Needed to Pass Morale (1D10)

Grade A:	0
Grade B:	1
Grade C:	2
Grade D:	3
Grade E:	4
Grade F:	5

5.6 Morale Modifiers

In steady square or hard cover, vs. shooting hits:	+1
If the unit is shaken:	-2
Each 2 hits suffered this phase (rounded down):	-1
Each 25% total losses suffered:	-2
Foot charging home vs. hard cover or steady foot:	-2
Foot meeting successful charge by steady infantry:	-3
Cavalry charging home against a steady square:	-4
Foot meeting successful charge by steady cavalry:	-4
Charged on flank or rear this turn:	-2
Unit is testing vs. losing a combat:	-3
General with unit/no general in Command Radius:	+?/-1

5.7 Morale Failure Results: Routing

When a unit fails a morale test, it will have to make an enforced retreat, and will also suffer extra hits, which represent fatigue, confusion, and desertion. Upon ending its rout move, the unit will be shaken. The number of rout hits suffered will depend on the severity of the rout, and the size of the unit (see the failure results table below). Use the size of the unit at the time the test is taken to determine the number of rout hits.

5.7.1 Morale Failure Results (1D10)

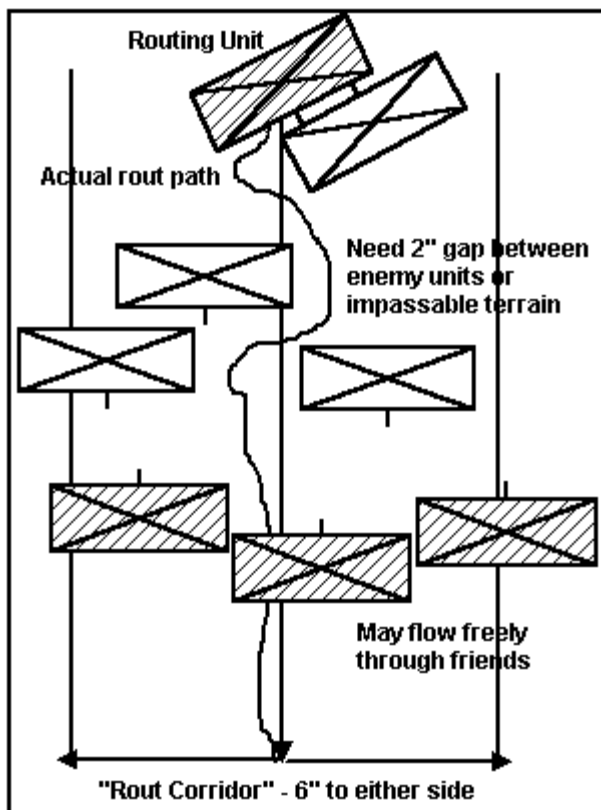
Die Score	Rout Distance	Rout hits Suffered by Unit Size	
		17 or more Figures	16 or fewer Figures
0 or less	Unit is shattered and removed from play		
1-2	18"	6	4
3-4	12"	5	3
5-7	8"	3	2
8-9	6"	2	1
10 or more	4"	1	0

5.7.2 Rout Results Modifiers

Charisma value of attached leader:	+?
No general in command radius:	-1
Unit is at or below half strength:	-2
Grade A:	+3
Grade B:	+2
Grade C:	+1
Grade D:	+0
Grade E:	-1
Grade F:	-3

5.7.3 Rout Moves

When a unit routs, roll on the Rout Distance Chart to see how far it routs, and the "rout hits" it suffers (which may shatter the unit). Then move the unit so that it ends up the required distance straight back towards its baseline from its original position. A unit may choose to rout back more than the required distance, but no more than 18". It may follow any desired path to reach this location, so long as its "center of mass" does not go more than 6" to either side of a straight line back. This is its "rout corridor" (see diagram). A routing unit may flow freely through friends, and through 2" gaps between enemies or impassable terrain. If it cannot avoid such obstacles, it is shattered.



Rout Movement

5.7.4 Ending a Rout Move

When the unit completes its rout move, it normally stays in the same formation, but squares must end the rout move in column. It may end the rout facing either toward the cause of the rout, or directly away. When a unit ends a rout move, it may not move (voluntarily) or shoot for the rest of the turn, and is shaken until it recovers.

5.8 Army Baselines

In most games, each army sets up facing the other, and each army's baseline is the table edge behind its set up area. However, in some scenarios, you may have cases where forces arrive on different table edges, or where one force starts the game surrounded. If a force arrives from a different table edge, it should use that table edge as its baseline. If a force starts the game surrounded, its "baseline" becomes the center point of its position. If one of its units must rout past this point, then it does so normally, but suffers two extra rout hits. If the routing unit has no choice but to retreat past its center point and into the arms of the enemy units on the other side, then the unit surrenders and is removed from play.

6 Terrain Effects

There can be many types of terrain in a wargame; the rules below cover only the most common types. You should change or add to these rules as desired to fit a particular battle.

6.1 Woods

Woods are two contours high. Troops must be within 1" of the edge to see into or out of the woods. Troops concealed on the edge are not seen at more than 4" distance, unless they fire. They are then spotted. Visibility and maximum shooting range inside is also 4". Woods give no cover in combat, but soft cover vs. shooting. Woods are disordering (broken) terrain. Skirmishing infantry moves through woods normally. Other infantry move at half speed. Cavalry moves at 1/4 speed. Guns must be manhandled through a woods, at half speed.

Note on Charging to Contact in Woods: When a unit charges to contact in or into a woods, it may not claim any cover vs. the target's defensive fire.

6.2 Rough Ground

This is an area of light woods, scattered trees and brush, rocky ground, etc. Skirmishers move normally through rough ground; other troops move at 1/2 speed. Rough ground counts as disordering (broken) terrain. Each 1" of rough ground counts as 2" when firing ballshot through or across it.

6.3 Hills

Gentle hills have no effects other than to stop visibility beyond their crestlines. Infantry moves uphill on steep hills at half speed. Other troops move at half speed in any direction on steep hills. Cavalry is disordered upon climbing or descending a steep hill. Artillery may not unlimber on a steep slope of a hill, only at a topmost flat section.

6.4 Town Blocks

These rules represent a town or village by one or more "blocks". A "town block" is represented by a piece of grey or brown felt, usually with a model house on it to mark the terrain type. A village is usually made up of one or two such blocks. A town usually consists of two or more such blocks.

6.4.1 General Rules

- At the start of the game, the referee decides how many figures each block may hold. Usually this is 12-24 figures.
- A town block is one or two contours high.
- A road may run between town blocks, but not through one.
- It costs nothing to enter a town block, but 1/2 turn to emerge (unless routing out) or move between adjacent blocks.
- Only infantry may enter or attack a town block.
- One gun model may be placed in a town block at the start of the game, provided the force has had a full day to prepare the position. Such emplaced guns cannot leave or move about in any way during the game.
- When troops emerge, they may be in any facing or formation. They are disordered.
- A unit may detach part of its figures to hold a block. Treat the two parts as separate units until they can rejoin. They must rejoin as soon as possible if the garrison emerges. This will have to be regulated by the referee, as it is a rather unusual situation.
- Troops inside a block or contacting a block are unsteady.

6.4.2 Cover

- A town block gives hard cover vs. shooting.
- A town block usually gives soft cover vs. combat, but in special cases such as La Haye Sainte a block may be rated as hard cover.

6.4.3 When figures occupy a town block

- Place the figures as desired around the edges of the block. Their location and facing within the block is not important.
- If more than one unit can fit into the block, they are all treated as one unit while inside. Use the lowest morale grade among the units as the grade for the whole.

6.4.4 Combat involving town blocks

- All the figures in the block may fight; split them as evenly as possible to face all attacking units.
- Up to half the figures may shoot out any side of a block.
- When an infantry unit attacks a block, all of its figures may attack the block, regardless of the unit's formation or depth. The rules assume that attackers, like defenders, break up into small "semi-skirmish" parties to assault or defend individual buildings. If it attacks multiple blocks, of course, split its figures evenly between the blocks. Figures equal to 1.5 X the garrison size of the block may count as attacking any side of the block. For example, if the block can hold 24 figures, up to 36 figures may fight against each side of the block.
- If a unit is attacking a block, and is also in combat with some other unit, then half the unit's front-rank figures fight the "outside" unit, and the rest of the unit attacks the block. Obviously, it is dangerous to get yourself into this sort of situation.

- If a unit in a block is routed, it must vacate its current block, but may still be able to end its rout move in some other farther-back block. Measure the recoil distance from the center of its current block.

6.5 Obstacles

These are such things as streams, river fords, stone walls, hedges, ditches, etc. Each 1" of obstacle width usually counts as 2" for movement across it, but this may vary according to the scenario. Very thin obstacles such as fences and hedgerows usually count as 1" of terrain. A unit counts as unsteady while divided by an obstacle. Troops charging into an obstacle count as unsteady. If a unit manages to charge completely across an obstacle before contacting the target, it is not unsteady because of the obstacle. Some obstacles may give various levels of cover, and may be impassable to certain types of troops.

6.6 Plowed Fields

Very muddy plowed fields have the following effects: Ballshot counts each 1" of distance as 2" when shooting across a plowed field. If cavalry charges across at least 1" of plowed fields, roll a die: On an 8-10 the cavalry becomes disordered (and therefore unsteady). The rules assume that plowed fields contain small ditches and such obstacles that can normally be ignored, but which might disrupt a cavalry charge. Plowed fields do not count as broken terrain.

6.7 Hedgerows

Hedgerows block sighting if the target unit is within 4" of the hedgerow, and if the "seeing" unit is more than 1" from the hedgerow. Hedgerows give soft cover vs. shooting. Units may shoot through hedgerows if they are touching the hedgerow; they are then visible and may be shot at. Hedgerows are impassable until broken down. Only infantry may break down hedgerows. Roll for each stand spending a turn in contact; it breaks down its frontage on an 8-10. Treat that section as a low obstacle from then on.

6.8 Rivers

These are impassable except at bridges and fords. Troops may cross a bridge in a 3-4 figure wide column, or a 1-gun model-wide column. A bridge is considered disordering (broken) terrain.

6.9 Roads

A unit 3-4 figures wide, or limbered, and on a road for the whole turn gets a 4" movement bonus.

6.10 Fieldworks

Light works are treated as a type of obstacle; they generally give soft cover vs. combat and hard cover vs. shooting.

Heavy works give hard cover vs. combat and shooting.

All fieldworks are disordering (broken) terrain for troops inside or attacking them, and are passable only to foot, at a cost of 1" per rank crossing.

6.10.1 Shooting over or Past Fieldworks

Fieldworks may be shot over by troops on the same contour level, but any target past the works is considered protected by the works. If shooting over works on a lower contour level, the works protect figures within 4" of their rear edge.

6.10.2 Broken Ground Inside or Behind Fieldworks

All the area inside works is disordering (broken) ground. For linear works, the "broken ground" zone extends for 2" along the inner edge of the works.

6.10.3 Damaging Fieldworks

Heavy works may not be damaged within the scope of a game with these rules. Light works may be damaged by heavy ballshot: 10 hits will destroy 40mm (1-1/2") of light works. When destroyed, they still act as an obstacle, but they give no cover in combat, and only soft cover vs. shooting.

6.11 Abatis

This type of works provides no cover, but is impassable until removed. Roll a die for each stand of infantry or gunners spending a turn in contact with the abatis: On a score of 8-10, it removes its frontage of abatis. If the abatis is being defended at the time, the defenders may shoot. The attackers must be in good morale to try and remove abatis.

7 Optional Rules

7.1 Pass-Through Fire

Normally, units may only shoot at targets eligible at the end of movement (except for defensive fires vs. enemy charges). If using pass-through fire, then a stationary unit may shoot at any enemy unit which was eligible for at least half of its movement that turn.

Cavalry Bounce Rule

This rule simulates the sporadic nature of cavalry combats. If a cavalry unit fails to inflict more losses than it suffers, and it has not routed all of its enemies, and it has not itself routed, it must recoil 4". It may recoil more in order to keep from ending its recoil in the middle of another unit.

The winning cavalry unit, if not still engaged in combat with another unit, must roll to resist pursuit (see Pursuit below), or it must follow up the recoiling enemy unit. If the winner does follow up, it does not inflict double casualties in the next round of combat, because the loser did not rout, just got pushed back.

7.2 Elbow Room

This rule simulates the spacing that commanders had to keep between their units in order to maneuver effectively.

- A line must have 2" clear to its front and rear to change formation or about face.
- A column or square must have 2" clear to its flanks to do so.
- If there is not sufficient room, the unit becomes shaken if it changes formation/facing/frontage, and is unsteady for the rest of the turn.

Elbow room does not apply to or affect guns or skirmishers. If a unit waits until other units move out of the way before it maneuvers, it must pro-rate its own movement accordingly.

7.3 "Pinning"

This rule simulates the panic and confusion that a unit would suffer if it tried to maneuver when under fire or in danger from an enemy attack. If a unit changes formation, facing (including about face), or frontage within 4" of an enemy unit, it becomes shaken at once. Skirmishers and artillery will also pin enemy units.

7.4 Pursuit

This rule simulates the uncontrolled pursuits that units would sometimes enter, and the dangers of allowing this to happen.

- A unit may always choose to pursue (if allowed to do so). Cavalry must roll to resist pursuit, see below. Infantry only enter pursuit if they want to.
- Pursuit may occur when the unit routs all the enemies it is fighting in a single turn.
- Some pursuits are forbidden: Cavalry never pursues faster cavalry, nor does a unit pursue if all its targets were shattered this turn. Infantry never pursues cavalry, and gunners never pursue.
- To see if a cavalry unit enters pursuit, roll 1D10, needing a score of 1-4 to enter pursuit. Modify: -3 if grade E/F, +/-? if leader attached.
- A pursuer follows its slowest routing enemy.
- Turn all pursuers at once to face toward the units they will pursue, but do not move them yet. Mark them as disordered. Then finish the rest of the move.
- At the start of the next turn, before rolling initiative, move all pursuing units. This movement is simultaneous by both sides. If there is a referee, it is best to have the referee move all pursuing units.
- A pursuing unit will follow its rout target and stay in contact. The routing unit remains facing toward the pursuer, shaken, and a new round of combat is fought. If the router moved through a gap that was 3" or less

wide, then the pursuers must crash into one or both of those new enemy units. Treat this as a normal charge (that is, the target may need to take a panic test, etc.). The fresh enemy unit may do a defensive fire, but no other units. Note that the pursuers are unsteady. Other enemy units may not shoot at a pursuer, because it is assumed to be either in contact with its original target or quickly smashing into a fresh enemy unit.

- Pursuers do double hits if striking at the unit they had routed on the previous turn. If the target loses again, it routs again, and the cavalry must roll to enter pursuit again, losing yet another rout hit to disorganization if they do so.
- The pursuers may halt at the edge of impassable terrain.
- If the pursuer's target routed off the table, the pursuers will also pursue off the table. To return, roll 1D10 at the start of movement. On an 8-10 the unit reappears on the table edge, as close as practical to where it left. It is steady. It may move that turn, but not charge.
- If the unit stops pursuing, it is still disordered, and must spend a turn reforming before it is steady again.

7.5 Danger to Generals

If a general is attached to a unit that suffers 2 or more hits, roll a die: On a "1" the general is wounded or killed, and is removed from play.

7.6 Command Initiative

Give each general 1-4 "command points" each turn. A general must "burn" a command point to cause one of his units to charge or perform a formation change. Units out of Command Radius may never charge or change formation, except to form square. Units may still do facing changes normally. Roll for command points as follows:

- 1-3 = 1 Pt,
- 4-7 = 2 Pts,
- 8-9 = 3 Pts,
- 10 = 4 Pts.

7.7 Voluntary Rout

If a unit has a general within 2", it may perform a voluntary rout move, just as if it had failed morale. It rolls on the rout distance chart, and suffers the full effects of the rout. This is usually done as an emergency move to get out of a very bad situation.

7.8 Carry-Through

The basic rules for shooting through enemy units are a compromise, for the sake of simplicity. If you like, you may assign a carry-through range for all fire, and roll dice that miss against the first target against rearward targets in the line of fire. Suggested distances might be:

- Small arms and canister, 4"
- Light gun ballshot, 6"
- Field gun ballshot, 8"
- Heavy gun ballshot, 10".

7.9 Two-Rank Line

Foot units organized in 2-rank line instead of 3-rank line gain advantages in firepower, but suffer in combat:

- Mount 2-rank line figures at 1/2" per figure frontage.
- When such a unit fires, roll 1 die per three figures, rounding up a final remainder of two figures. Note that this only applies to close-order fire. Skirmishers always roll one die per four figures.
- A 2-rank line unit in combat suffers a -1 penalty to hit, and cavalry fighting against a 2-rank unit gets a +1 to hit. A 2-rank unit in combat rolls one die per 4 figures.

7.10 Skirmish Screens

Up to 1/3 of a "screen-capable" unit (such as French or later Prussian infantry) may operate as a skirmish screen in front of its parent unit.

- No stand of figures in the screen may be more than 2" from the parent unit.
- If the parent unit is in column, the screen may move at column speed also.

- Shooting hits on the screen do not cause a morale test, and may be replaced at once from the parent unit. These hits do count against the total losses of the unit, however.
- The screen always has the same morale state of the parent unit.
- If the parent unit is charged, the screen rejoins it at once.
- The screen rejoins the parent at once (no movement cost) if the parent charges, is charged, or routs.

7.11 National Modifiers

You can use this rule to give your armies a certain "flavor", rather than treating them all generically the same. This rule is very much a suggestion; if you think "French" troops do not behave the way they are listed here, feel free to make up your own rule regarding them, for example.

Be careful, of course, not to make the national modifiers so overpowering that they take over the game or make certain troops invincible ("My British never rout!" may help your ego, but it's a great way to lose gamers).

The modifiers below apply only to grade A-E infantry unless otherwise stated. They will encourage players to use their troops the way "popular history" depicts them. (If you disagree with popular history, don't use this rule!) If your favorite nation is not listed here, please make up a rule to cover them, or use them as the nearest equivalent nation (maybe treat Italians as Spaniards, for example).

- **Austria:** Austrian armies used a conservative drill based on use of the column. They have one special formation, the "column masse", a sort of moving square. Austrian infantry gets a +1 on morale tests vs. shooting hits if in column, and a -1 vs. shooting hits if in line. This does not apply if the unit is charging or receiving a charge. Austrians may form "column masse", indicated as a column 4 figures wide, with the rear rank reversed. Treat a column masse as a column in all respects, except that it counts as a square (including becoming unsteady if charged by infantry) if attacked from the front or sides. If attacked from the rear, treat it as a column.
- **Britain:** The British used classic 18th Century training, relying on line rather than column, along with superior musketry. Their cavalry had high morale but was impossible to control. British infantry gets a +1 vs. shooting hits if in line. Steady British infantry gets a +1 to hit with musketry. British cavalry gets an additional -3 to resist pursuit, if the pursuit rule is used. British cavalry gets a +1 on morale to charge or meet a charge.
- **France:** The French armies relied on a spirited advance in column, with much shouting and yelling. French infantry gets a +2 on morale vs. shooting hits, if they are advancing full speed in column. This does not apply if they are charging or receiving a charge. All French infantry units may use skirmish screens.
- **Prussia, up to 1810:** Early Prussians used conservative 18th Century tactics, as practiced by Frederick the Great. Early Prussian infantry is immune to panic tests by enemy cavalry, if the testing unit is steady. Prussian infantry moves 1" slower than normal, due to their very precise reliance on properly dressed ranks.
- **Prussia, after 1810:** later Prussians used standard "maneuver in column" tactics. Later Prussian infantry gets a +1 vs. shooting hits if in column, and a -1 vs. shooting hits if in line. This does not apply if the unit is charging or receiving a charge. All later Prussian infantry units may use skirmish screens.
- **Russia:** The Russians are tenacious fighters who have very poor musket skills but are very stubborn in combat. This is due to their experiences with the savage Turks, who do not take prisoners. Russian infantry gets a -1 on all musketry. However, they also get a +2 on morale tests vs. losing a combat.
- **Spain:** The Spanish are rash, but not as well led as the French. Spanish get a +1 on morale vs. shooting hits, if advancing full speed in column. Does not apply if the unit is charging or receiving a charge.

7.12 Artillery Targeting

This rule seeks to limit somewhat the telepathic fire control which allows gun batteries to coordinate their fire on distant targets.

A gun battery must shoot either at the nearest eligible target, or at another eligible target within 12" of the nearest eligible target. If a general is attached to the battery, however, it may shoot wherever the player desires. Guns may do their targeting based on the next-nearest unit if the chance to hit the nearest unit is NIL.

In general, this should not place too much limitation of choice of targets, but will prevent a battery from taking a sudden potshot at a distant target simply for the sake of gamesmanship.

7.13 First Rout Off-table

The first time a unit is routed off the table, it may return to the table; use the same rules as those governing a unit which pursues off the table.

7.14 Old City Walls

Many European cities and towns still had some or all of their old Medieval walls. While not nearly as effective as true fortress walls, they could still pose an effective defense.

City walls are impassable unless breached. They give hard cover vs. shooting.

If heavy guns do 10 hits to a section of walls, they will breach a 3-inch section. The breach costs 4" to cross, and is passable only to infantry. The breached section gives hard cover vs. shooting but only soft cover vs. combat, the same as a town block.

Only one unit may assault or defend a breach. Each side may count up to four stands of troops in the combat.

A unit equipped with scaling ladders may attack a city wall. The attackers may only count stands with ladders in the combat. The defenders get hard cover advantage.

Walls and breaches are broken terrain to attackers and defenders alike, so no fire is steady. Troops scaling a wall must test to "charge home", because they are attacking hard cover.