The Thin Red Line 1795-1815.

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Developed by Scott Laird and the Cheltenham Warchiefs and with the help of the Newcastle Occasional Wargamers.

Introduction to 'The Thin Red Line'

Introduction

This game system has been developed around the concept of creating a quick and easy game for Napoleonic warfare using the Flames of War mechanics. Although the rules may not be 100percent representative of the period they are as close as can be whilst remaining within the Flames of War system.

The Rule of Dice:

To help represent sheer grit and determination, luck, courage and crippling fear the rule of dice is used in *The Thin Red Line.* On a roll of a 1 on a d6 the roll fails, no matter what you were attempting and on a role of a 6 on a d6 you pass.

Game Scale:

The Thin Red Line is designed for two or more players and is fought at a Brigade level. Unit size is a battalion, two medium stands represent a Company, so six stands would be an under strength Battalion and two or more Battalions represent a Brigade. There is no real ground scale but 1 medium stand measuring 2" x 1¼" represents a frontage of approximately 12metres, about the same as one section of a French infantry company. The number of figures to a stand is not representational but 6 – 8 infantry figures and 3 – 4 cavalry is sufficient.

Unit Types:

- · Light Infantry: Special scouting forces that range ahead of the main fighting force
- · Line Infantry: These are your main fighting units and the core of all armies
- · Grenadiers: The elite, your heavy infantry, perfect for holding ground or assaulting
- · Light Cavalry: Your fast moving reconnaissance force, your 'eyes and ears'
- · Medium Cavalry: The mainstay of your armies cavalry these units usually have a musket
- · Heavy Cavalry: The shock troops of your army, it is a brave opponent who withstands a charge from these units
- · Light Artillery: The 2, 4, 6, 8pdr cannons attached to infantry brigades
- · Horse Artillery: 4/6pdr cannons with additional horse carriers to provide support for the mobile elements of the army
- · Heavy Artillery: The massive 9/10/12+pdr cannons and howitzers that clear the field of your enemies.
- · Command Stands: 3 types of Command stands, Colonels (Battalion level) Brigadier General (Army Commander), Divisional General (Russian Commander/Larger Games)

Basing Suggestions

Generals are based on large 2"x2½" stands with 3-4 models per stand:
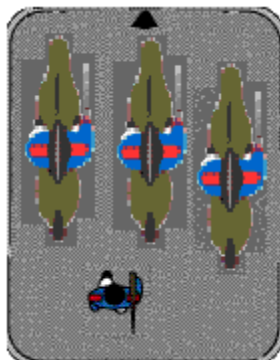
Colonels/Battalion commanders and Adjutants are based on medium 2" x 1¼" stands 2-3 models per stand:
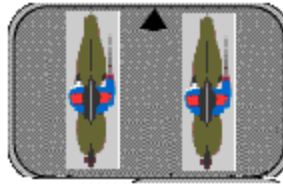
Line and Grenadier infantry are based on medium stands 2" x 1¼" with 6 figures per stand and Light infantry are based on small stands 1" x 1¼" with 3 figures per stand:
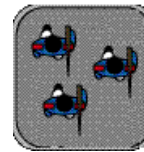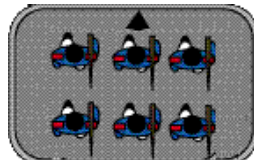
Medium and Heavy Cavalry are based on large stands 2"x2½" with 4 figures per stand:
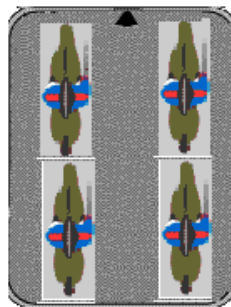
Light Cavalry are based on large stands 2"x2½" with 3 figures per stand:
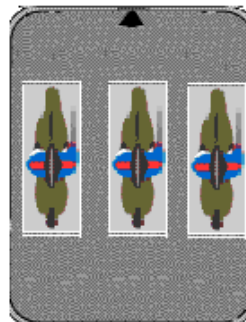
Light Artillery is based on 2 large stands 2"x2½" with 2 cannons and 4 crew figures
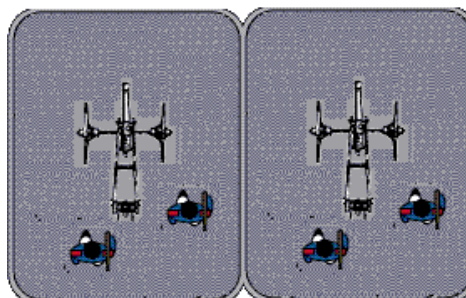
Heavy Artillery is based on 2 large stands 2"x2½" with 2 cannon and 6 crew figures:
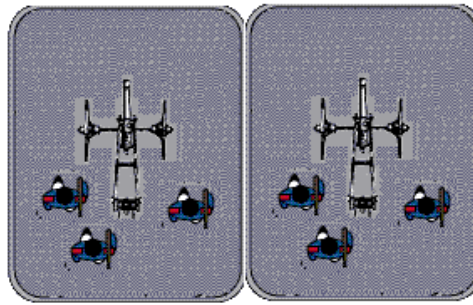
Example:

A Line Infantry Company

A Light Infantry Company

Half Battery

Full Battery
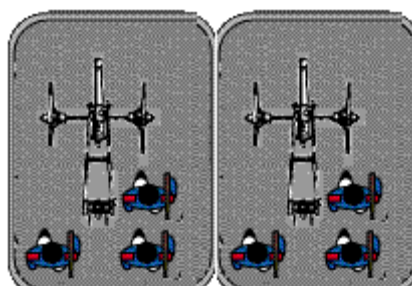
Start of the Game and Turn Sequence

Each player sets up their army according to the scenario guidelines.
Each turn is made up of three phases, Movement, Shooting and Assault; both players must complete each phase before moving onto the next phase.
At the start of <u>every</u> turn both players roll a d6, the player with the highest roll has the initiative.
Generals with a Higher Skill Rating gain +1 if the d6 roll is drawn, otherwise re-roll the result.
Having the Initiative allows players to go first in the movement, shooting and assault phases.
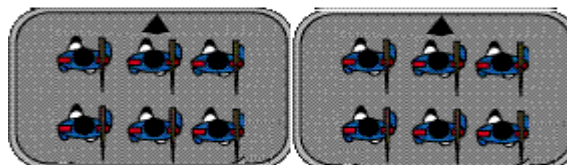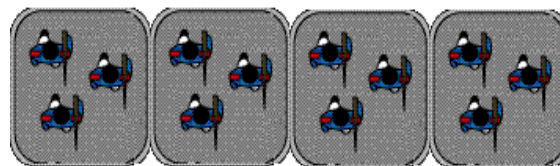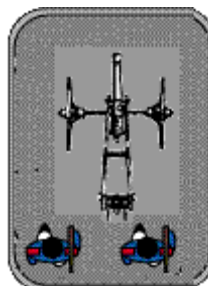Each phase is followed by the other player doing the same after the player with the initiative. i.e. one player moves followed by the other player moving, before you go onto the other phases.
All commanders move as if Light Cavalry, or at the same speed as any unit they join.
No orders need to be written. It is assumed that unit commanders more or less know their business and can usually be relied upon to make much the same sort of decisions as their superiors would if present and that they are in intermittent delayed contact with those superiors by means of messengers who are not represented on the table.

Movement Phase:

Firstly roll motivation tests for any 'disorientated' troops before you move, once passed they can act as normal.

Formations:
During the Revolutionary and Napoleonic Wars infantry and cavalry fought within 3 main formation types, Line, Column and Square. In The Thin red Line there are 4 formation types, Line, Column, Square and Loose, though not all formations are available to all troop types.

· **Column:** The basic formation for moving, when in Column stands must be ranked in a line with only 2 stands, facing the intended direction of movement and all other stands placed behind in a column. Alternatively Austrian and Russian units can form a column 3 stands wide and British units can form a column 1 stand wide. Only the front stands can fire when in column (no one can see through the men in front, command stands do not count as the 1st company)). Units firing at Battalions in Column formation received a +1 to hit as the Battalion is so densely packed. Column formation allows units to move 'at the double'. A column is usually only one company wide and 3 or more companies deep. Any other formation, unless a square, is a line.
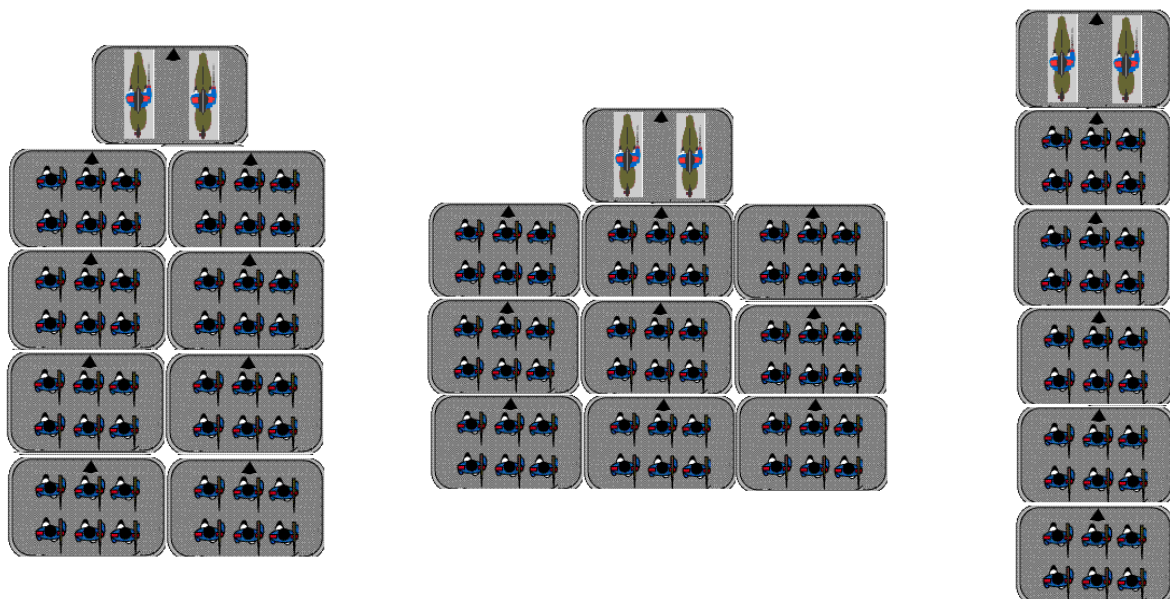
Line: The basic formation for infantry when fighting. Stands are placed at least 2 stands wide for Line infantry and 4 stands wide for Light infantry to be 'in line formation' however the line can be as long as the player wishes. Units in Line formation at least 4 stands wide for Line infantry and 8 stands wide for Light infantry gain a +1 ROF. Battalions must be in Line to Assault.
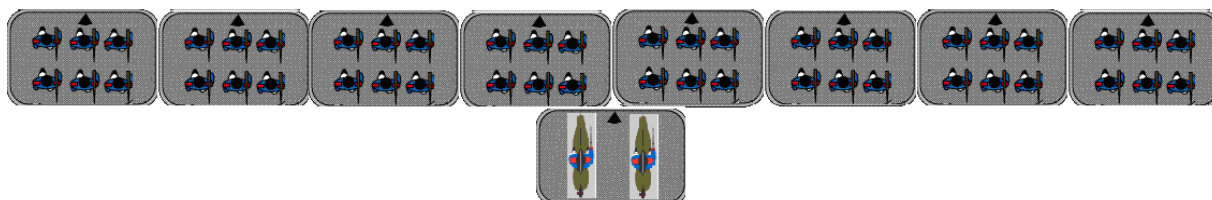
Loose Formation: Light Infantry and Cavalry are adept are roaming over large areas and dispersing in the face of enemy fire, as such platoons of Light Infantry and Cavalry can disperse, allowing a 2" gap to form between infantry platoons and 4" between cavalry squadrons. The enemy suffers -1 to hit loose formation units. Allied infantry can fire THROUGH their own Light Infantry. However, they suffer -1 to hit. When in Skirmish formation they block LOS to units behind them. Troops in Loose formation when forced to fall back may move through friendly units without the usual disorientation checks.
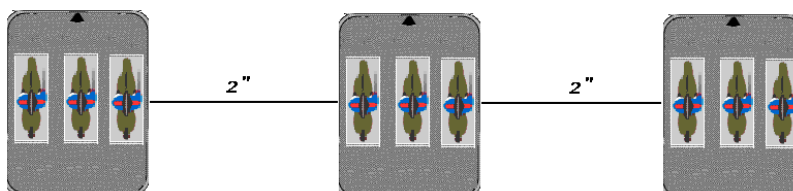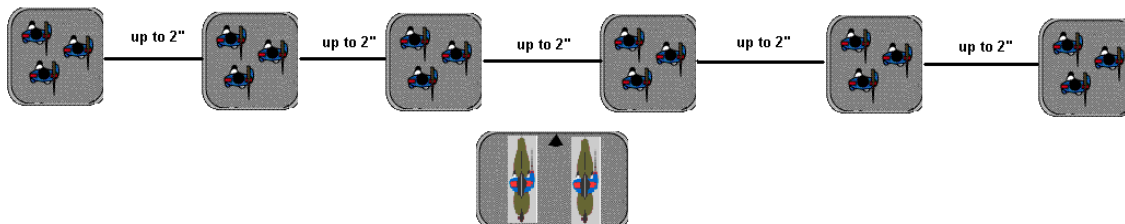
Square: The anti-cavalry formation, when faced with a cavalry threat infantry can attempt to form a square. You can form a square in two ways, either forming it at the beginning of your movement phase or rolling a skill test when cavalry assault. Being in square means cavalry must pass a motivation check to attack if the test is failed the cavalry remains 2" from the square. Infantry squares cannot change formation as along as there is a cavalry stand within 2". Units attempting to fire at a square receive a +2 to hit.
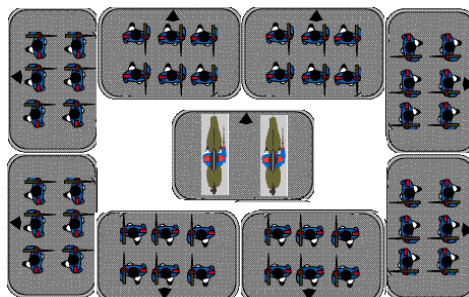
Movement is measured in inches, you do not have to move to the full amount listed, but no stands may exceed the amount listed when moving.

	Light Inf	Inf/Gren	Light C.	Med C. Horse A	Heavy C.	Light A.	Heavy A.
Column	6"/12"	6"/12"				5"*/3" ***	
Line	6"	4"	10"	8"/3" ***	6"	6"**/3" ***	5"**/2"***
Loose	6"		12"	10"	8"		
Square	Immobile	Immobile				Immobile	Immobile

*Only if still attached to an Infantry Battalion.
** Horse drawn artillery
*** Man handled artillery

Command Stands: Commanders follow the same formation as the unit they command/are attached too The General of your army is an important figure.
You can attach your General to either a Cavalry Troop or Infantry Battalion.
When attached they allow you to re-roll any failed motivation and skill check as well as allowing nearby brigades to re-roll motivation within 8" and Adjutant can be sent to attach to either a Cavalry Troop or Infantry Battalion or to replace a dead officer and he allows the unit to re-roll motivation but not skill test.

 Examples of movement

The Battalion starts the movement phase in column formation, allowing it to move 6" or double move at 12".
If it wants, it can end its movement in column or it can end in another formation after moving no more than 6".

This Battalion begins its turn in a Column.

It ends its turn in Line formation with the unit having moved no more than 6" as allowed by column formation. Next turn it can turn back into column but will only be allowed to move 4" forward.
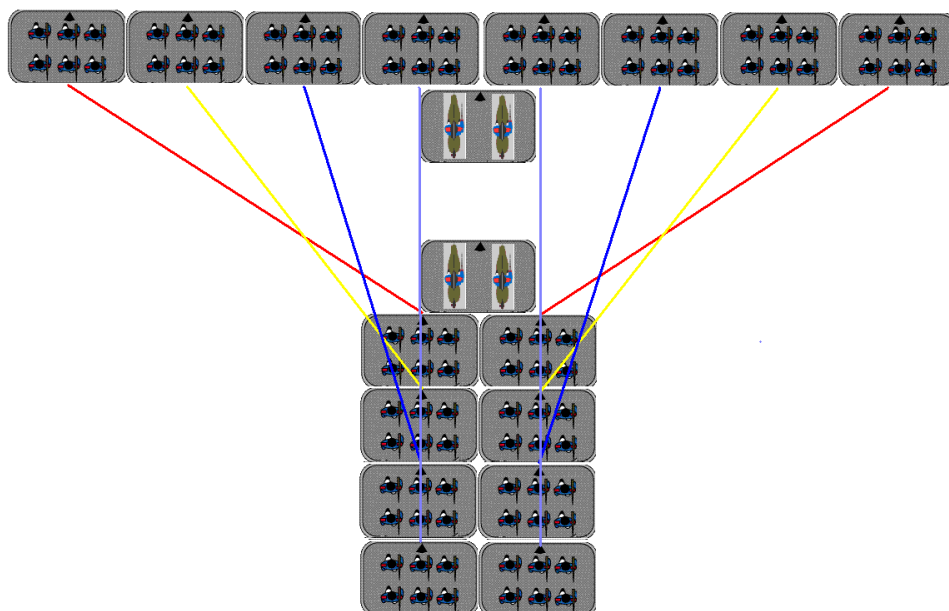
A unit wishing to form square will spend its entire movement allowance moving into the formation. I.e. the unit will not be allowed to move before it forms square.
However a unit is permitted to move into a new formation from the square position.

There is no movement allowance for stands in this situation, the only rule is that the unit must form their new formation with the furthest forward stand in the direction the unit wishes to go being either the front of the column after the officer or middle of the line.

In this example the unit can either be forming square with the flank and rear platoons moving into square around the furthest forward stands or moving back into line from square with the reverse of this previous move!
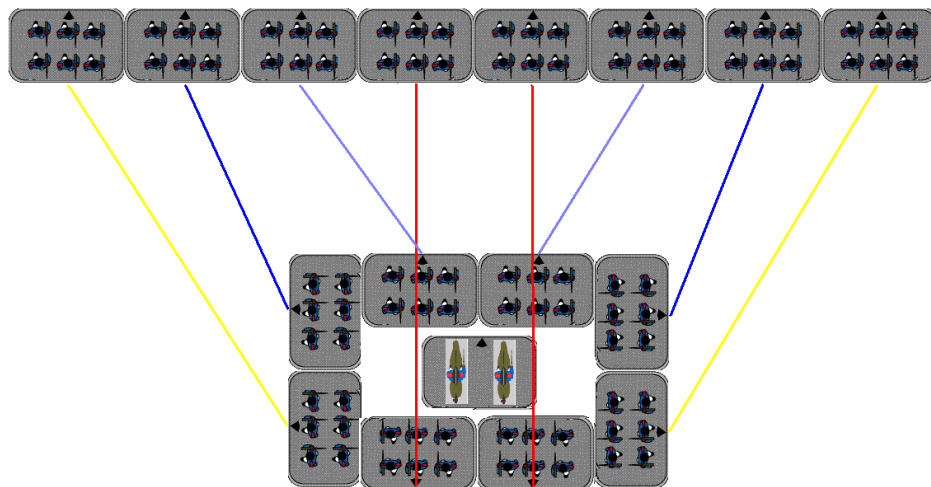
This is to represent a unit changing formation but still gaining ground by moving forward into it.

Units can move 360 degrees there is no need to turn. You are only limited by movement allowance of the unit type and formation they start the turn in

Move at the Double

Units can move at the double (double their normal movement rate) in column formation, but the unit cannot shoot or assault that turn, it cannot change formation either. However units that moved at the double can be shot at with double normal fire rate.

Moving and Shooting:

Units that have moved cannot sustain the same amount of fire as they would otherwise be able too. As such when a unit moves its ROF is reduced to 1. This includes all Infantry stands and shooting by Cavalry and Artillery. Grape shot however is still highly effective even when rushed, but the amount of fire is reduced. As such Grape shot ROF is reduced to 2 when shooting after moving. If Stands already have a ROF 1, like most infantry, then a modifier of -1 is added to the 'to hit' roll. For example a 4+ to hit would now be a 5+.

In this example this Battalion receives +1 ROF for being in Line Formation of 4 or more stands wide. So this unit will receive 8 shots if stationary that turn. If it moves but remains in the same formation it receives only 4 shots due to the reduction in ROF.
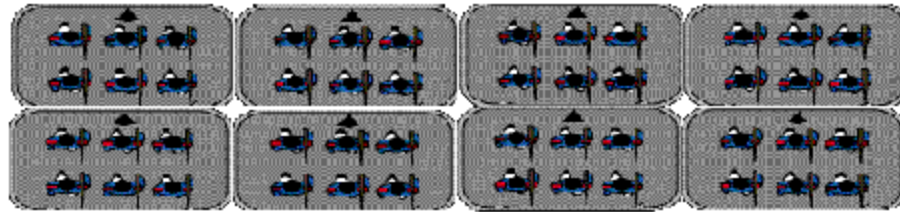
This Light Infantry Battalion in Loose Formation has a ROF 1. After moving they suffer a -1 to their 'Hit' roll. This would also affect Infantry in a Line Formation of less than 4 stands wide.
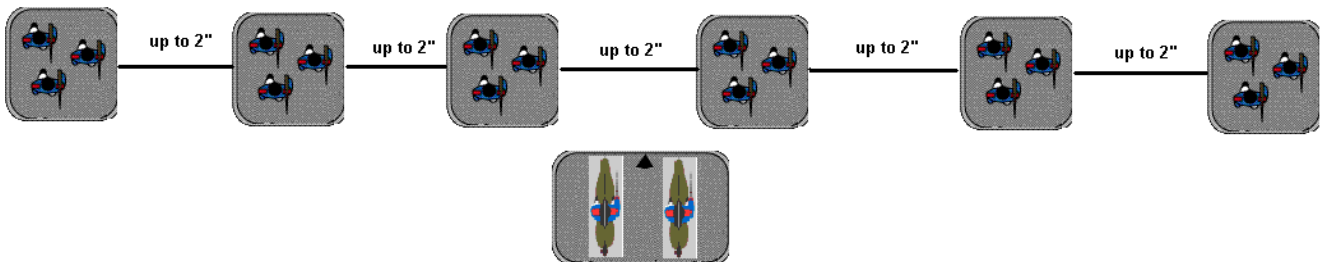
Attached Companies

Battalions can have attachment companies of Light Infantry, Grenadiers or Artillery. These units are part of the Battalion for motivation and skill checks but can move separately and fight assaults as well as shoot independently. They have different options to normal units.

1. **Light Infantry** may move freely in Loose Formation only and do not have to stay with the parent Battalion. But must remain within 2" of the parent Battalion to receive any benefits i.e. defensive fire, motivation bonus's etc

   · If within 2" of its own parent Battalion that is being assaulted, they may perform Defensive fire at the assaulting unit, as if they were the target. If the attachment is assaulted, the parent Battalion may not react.

   A Light Infantry Battalion may skirmish one company in a similar manner to a Line Infantry Battalion's 'Attached Light Infantry Company'. The skirmishing company may move freely in Loose Formation but must remain within 3" of the parent Battalion.
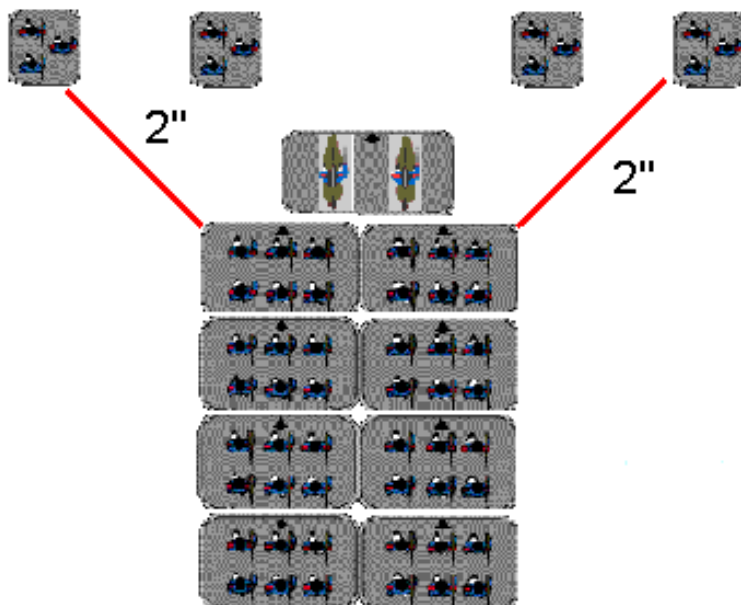
2. **Grenadiers** form up with the Battalion into column or line but can be anywhere in the Battalion. This can change from turn to turn without movement penalty. Though they must adhere to movement allowance rules.

3. **Artillery** must start the battle within 4" of their parent Battalion but can become separated during the battle and operate on its own becoming an independent Battalion for motivation checks and brigade motivation.
   If within 4" of the parent Battalion when they are assaulted it may conduct defensive fire providing it hasn't moved or fired grape shot last turn, contributing ½ ROF to the defensive fire. (*not Heavy artillery*)

   · They may shoot independently from the parent Battalion in all cases.
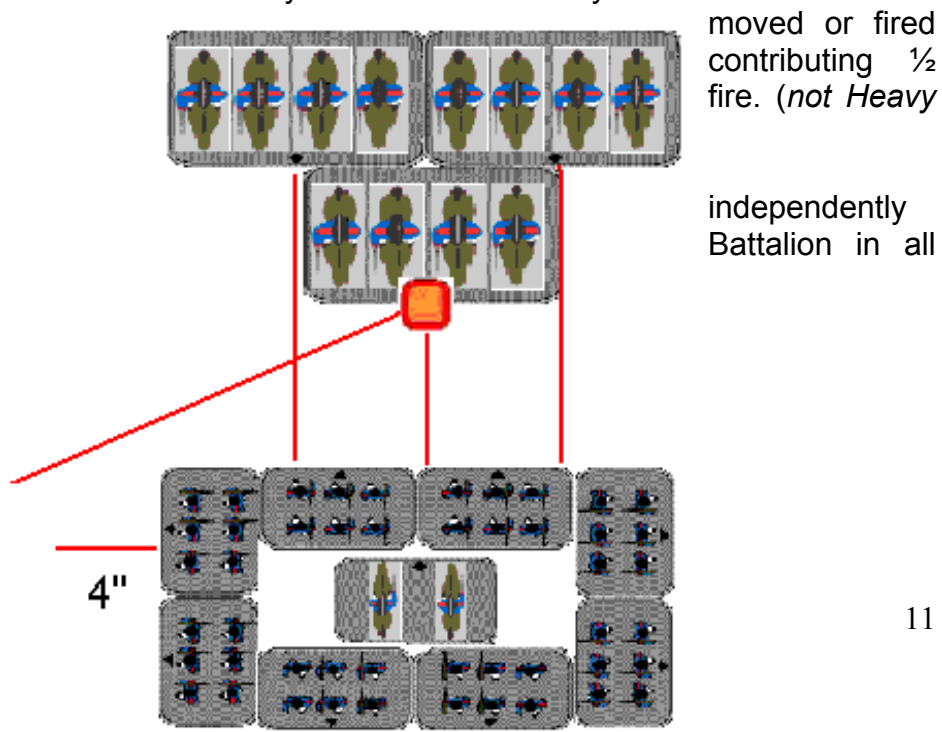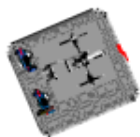
Limbering and unlimbering artillery

It takes the artillery battery's entire move to either limber or unlimber. An artillery battery may unlimber and fire but not limber and fire.
Artillery can be man handled in Open country only. Manhandled artillery may move and fire. Horse and Light artillery can be manhandled 3" a movement phase and heavy artillery can be manhandled 2" a movement phase.

Entering and Leaving buildings

Infantry battalions may only enter a building through an opening such as a window or door. To enter a building a battalion must start its movement adjacent to an opening

Battalions may only exit a building through an opening such as a window or door. Measure their movement from the opening.
Of course you cannot enter an enemy-occupied building. You must assault the troops inside to gain entry.
The number of stands in each building must be agreed on before the game.

Terrain:

Battles can often be won by just the deployment of troops and the use of terrain to help your battle plan. In *The Thin Red Line* terrain also has an important part in the outcome of games.

Terrain offers 2 effects to armies during a battle
1. Troops wishing to move through terrain suffer from having to slow down their advance to clamber over difficult ground and find away thorough thick forest to reach the enemy.
2. Terrain can offer cover and protection for advancing troops and can mask possible movement from enemy troops for surprise attacks.

There are three categories of terrain that units can encounter: Open-country, Rough Terrain and Impassable

Open country

Terrain that is rated as open country is basically level and gentle enough so that troops can cross it without much difficulty. It could be grassy or barren fields, expanses of firmly packed desert or farmland.

Rough Terrain

This terrain will limit the speed which cavalry and artillery can move. Rough terrain is likely to cause artillery to 'bog down' getting stuck in the mud or trapped on an obstruction. Rough terrain is rated as either *difficult going* or *very difficult going*.

Difficult going

Artillery attempting to move through this terrain must slow down or risk getting stuck. Obstacles such as shallow ditches, low walls and hedges are also difficult going.

Very difficult going

Buildings, swamp and dense woodlands are all very difficult going, as are obstacles such as banked hedge rows, drainage ditches and streams.
Foot soldiers in Line or Loose formations simply scramble around or over obstacles.

Impassable terrain

Some terrain is just so difficult it is impossible to cross, such as deep rivers, fetid swamps or cliffs. Impassable terrain stops all movement.

Linear obstacles

Some terrain features like hedges, walls and streams form a line running from one point to another. A unit can be on one side or the other but never actually in them.
Low walls and fences do not block line of sight and non skirmishing units behind these can be shot at using the shooting rules. Firer must be able to trace LoS to centre of targeted stand.
Hedges, hedgerows and high walls block line of sight.
Rivers are impassable unless by bridge or ford. Firer receives a +1 to hit against troops crossing as they are vulnerable. Troops moving over rivers via bridge must be in column formation.
Fords are passable sections of rivers or streams and slow down movement for artillery. Artillery move at half rate.
Infantry crossing at a ford must do so in column formation. Firer receives a +1 to hit against troops crossing as they are vulnerable.

Area Terrain

Terrain that occupies a large area on the table such as woodland swamps or snow is often represented by area terrain. Troops traversing through area terrain such as woodlands suffer from Disorientation. Troops positioned (hidden) in woodlands are not 'disorientated' until they move.

Infantry moving through Rough Terrain

Unlike artillery and cavalry, troops on foot can go just about anywhere. They can cross almost any obstacle and make their way through all but the most impassable terrain. Infantry companies in Line or Loose formations never become bogged down and do not need to take bogging checks regardless of the terrain encountered. They generally move at the same rate on roads, over open country and rough terrain. Units can not move at the double in Rough Terrain. Troops not in 'Loose Formation' become disorientated when moving through Rough Terrain.

Difficult Going

Gun crews have even more trouble handling their guns across rough terrain. All gun crews must pass a bogging check to cross Rough Terrain. Difficult going is the bane of all artillery teams. All cavalry, artillery and infantry in column formations must slow down to keep unit cohesion. All cavalry, artillery and infantry in column formation reduce their movement rate by 2".

Artillery need to take a bogging check for crossing Difficult Going, roll a D6 die

On a roll of 2+ the team continues moving without any problems.

A roll of 1 means that the artillery team has Bogged Down and may not move any further until it is freed.

Troops not in 'Loose Formation' become disorientated when moving through Rough Terrain.

Very Difficult Going

While gunners can move their guns through some obstacles, they simply can't move through very difficult going at all. All artillery may not attempt to cross 'Very difficult going' terrain. However, artillery may begin the game in 'Very difficult going' terrain - their crews having spent the time to haul them into position before the battle begins. Once there they cannot move since it will take just as many hours to haul them out again.

All cavalry and infantry in column formation must slow down to keep unit cohesion. All cavalry and infantry in column formation reduce their movement rate by 2".

Cavalry needs to take a bogging check for crossing Very Difficult Going, roll a D6 die

On a roll of 2+ the cavalry continues moving without any problems.

A roll of 1 means that the cavalry has Bogged Down and may not move any further until it is freed.

Troops not in 'Loose Formation' become disorientated when moving through Rough Terrain.

Cover: Cover comprises features such as walls, ditches or other features that offer some form of real physical protection or hedges and woodlands which offer flimsy protection.

To claim protection from linear cover that cover must lay between the target and firer, and the target must be within 1" of the cover. If the firer and the target are both within 1" of the cover it is effectively cancelled out.

Troops at windows and doors count as behind cover from outside fire.

Hidden units: Troops can be hidden in buildings, woodlands, behind linear obstacles, such as hedgerows and high walls, crop fields, and depressions in the ground such as gullies or sunken roads and fortifications.

Visibility in the woodlands is limited to 5" because of the vegetation; troops inside the woodlands cannot be seen at all from outside unless they disclose their position by shooting. However, they can see just as far looking from the edge as they could in the open. The wood itself is of course visible, so can be fired on by artillery even if the presence of enemy troops is only suspected.

Infantry battalions and Light artillery behind abatis, barricades or fortified emplacements count as Hidden and 'in cover'. Heavy artillery behind fortified emplacements count as 'in cover'. **However, artillery that is behind fortified emplacements only has a 90 degree L.O.S to their front.**

Troops surprised by hidden troops become disorientated.

Hidden troops are automatically located if a unit moves to within 1" of the cover that is hiding them.

Hidden troops can be located by rolling a Skills Check if within 3" of a terrain feature that could hide troops.

Quality	D6 needed

Conscript	5+
Trained	4+
Veteran	3+

Shooting from in-cover and from within woodlands: Soldiers who are behind cover are not restricted in what they can see or fire at. In woodlands visibility and all firing ranges are reduced to a maximum of 5".

Hills are probably the most significant terrain feature on any battlefield, blocking the view of any battalion on lower ground while affording those atop them an enhanced view of the surrounding terrain.

TERRAIN TABLE

This table lists some of the more common types of terrain found on the battlefield of the world and how they are normally rated.

Terrain	Category	Line of sight (LoS)
Vegetation		
Field, grassland or steppe	Open-country	Does not block LoS
Standing crops or open scrub	Open-country	Does not block LoS
Woodlands:		
Thickets, Orchards, Olive groves or vineyards are features covering an area of 6"-12" x 6"-24"		
	Difficult	Blocks LoS

Woods are larger features covering an area of 12" - 36" x 24" - 48"

	Very Difficult	Blocks LoS

Hedges, Walls and Embankments

Hedges, walls or line of trees	Difficult	Blocks LoS

A line of trees block line of sight for the observers unless they are within 4" of the trees.

Banked hedgerows or Bocage	Very difficult	Blocks LoS

Banked hedgerows or Bocage is impassable to infantry in column, all cavalry and artillery.
Infantry in line formation reduce their movement rate by 2".
Hedgerows are so overgrown that battalions must start their movement adjacent to a Bocage hedgerow to cross it, and must stop their movement on reaching a Bocage or banked hedgerow. A Battalion's company can not end a turn sitting on a hedgerow. They must be on one side or the other. Gates and openings in Bocage hedgerows are Difficult Going. Like the hedgerows, teams must start their movement adjacent to a gate to use it, and must stop their movement on reaching a gate

Low embankment	Difficult	Blocks LoS
Steep embankment	Very Difficult	Blocks LoS

Rocks and Hills

Rocky ground	Difficult	Does not block LoS

Hills:

Knolls are small features covering an area of not more than 12" x 12" and 1" – 2" high

	Open-country	Blocks LoS

Hillocks are features covering an area of 12" - 24" x 12" - 24" and 1" – 3" high

	Difficult	Blocks LoS

Hills are larger features covering an area of 12" - 36" x 24" - 48" and 1" – 3" high

	Very Difficult	Blocks LoS
Cliff	Impassable	Blocks LoS

Sand, Snow and Mud

Flat, hard desert	Open-country	Does not block LoS
Firm sand or thin snow	Open-country	Does not block LoS
Soft sand, dunes, deep snow or mud	Difficult	Does not block LoS

Water features

Marsh, bog, stream	Difficult	Does not block LoS
Brook, drainage ditch, shallow river	Very Difficult	Does not block LoS
Wadi, Balka, ravine or gully	Very Difficult	Does not block LoS
Deep river, swamp or lake	Impassable	Does not block LoS

Terrain sizes are only suggested sizes and players are free to choose and vary as required.

Shooting Phase:

Shooting is conducted by firing a Battalion at a Battalion. You **cannot** split the fire of your Battalions. All targets should be declared before rolling or measuring. If the original target unit is destroyed before another designated unit has shot at them they can fire upon another target at the end of the phase once all other shooting is done. If the enemy unit is still on the board but has now moved out of range the shooting units shots are wasted.

After designating the Battalion you wish to fire at you must check to see you have Line of Sight (LOS) to your target as demonstrated below. Then you must see if the unit is in range.

In **_The Thin Red Line_ pre-measuring is NOT allowed**. Once you have made sure that you have LOS and range you then roll the amount of D6 as attributed to the stands Rate of Fire, with 1 d6 being rolled for each ROF so four stands with ROF1 would roll 4 d6. The number required to 'hit' depends on your unit type and other situational penalties. These are covered below.

The unit being shot at then rolls his saves, rolling one dice per hit. So if two of the four shots fired hit, the player would roll two dice. If any of these rolls are failed a wound is caused and a stand is removed. **All stands have 1 wound.**

Line of Sight:

LoS stands for Line of Sight. To be able to shoot at a target a stand must have line of sight to it. In *The Thin Red Line* all units have a 180 degree LOS from the front side their base.
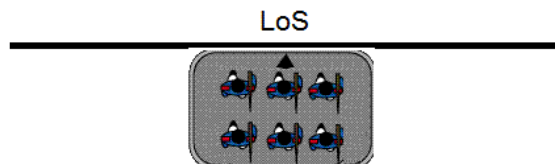
Stands can see through allied stands; however you cannot fire through allied stands unless they are allied skirmishers. So a line made of 4 stands wide and 2 deep only the front 4 stands can fire.
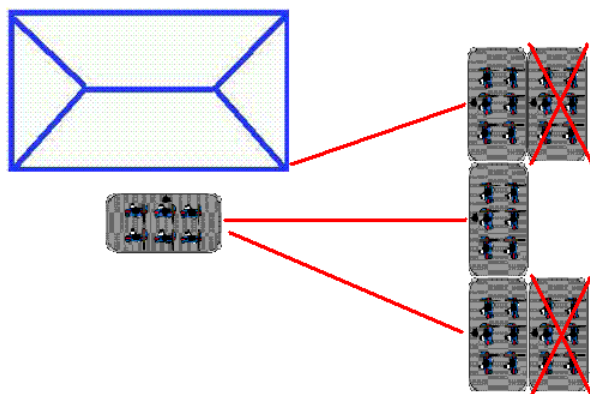
Shooting over friendly units:

Battalions on higher ground can shoot over the heads of friendly troops, even if those troops are moving. A battalion or artillery battery may fire over friendly troops at targets on higher or lower ground, provided that the line of sight passes above their heads. Batteries cannot fire grape over allied units.

Indirect firing

A Howitzer has an arched trajectory and therefore it can be fired over the heads of units that are a minimum of 4" in front of them. Howitzers do not require line of sight as long as the friendly unit being shot over can see the target unit. Howitzers suffer -1 to hit when firing indirectly.
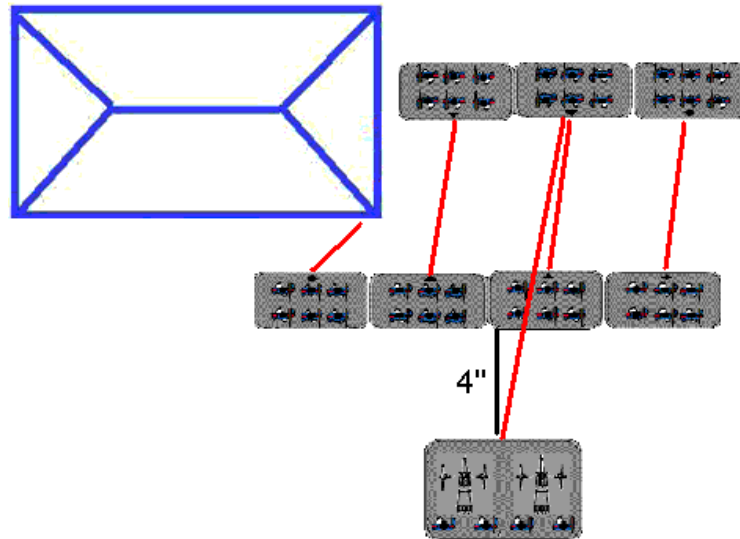
To have line of sight to a stand you must draw a straight line from the CENTRE of your stand to centre of the enemy stand. ie This stand of Light Infantry can 'see' a small part of the base however it cannot draw a line to the centre of the enemy stand and as such has no LOS to the enemy unit.
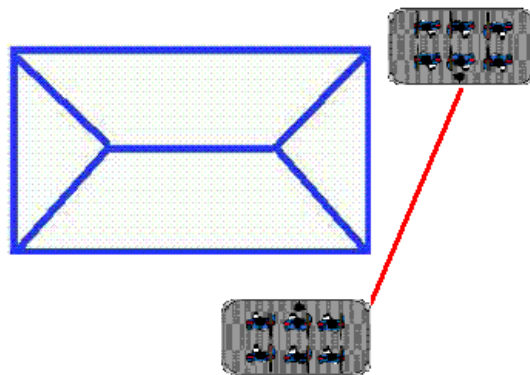
In this Example the unit does have LOS to the enemy unit:
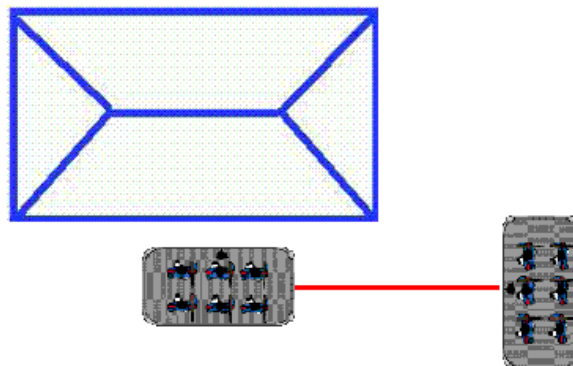
Some Battalions may be   placed so that one or more stands have site to an enemy stand but other do not. In these cases the stands that have LOS are the ones who can shoot.
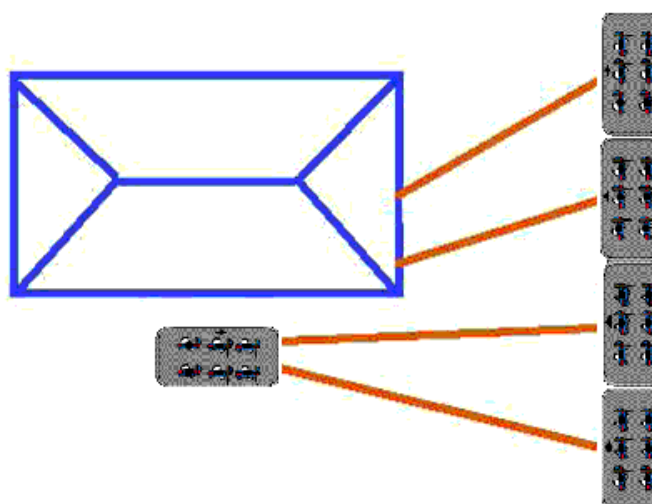
Generals and Shooting:

Brigade Command stands can not shoot. They may also not be targeted for shooting purposes as it was deemed un-gentlemanly to pick off the enemy leader from range. They may also not be used as a legitimate stand to measure distances to and from.

They may still be allocated hits after joining a unit and may be assaulted in combat.

Range:

Units have different ranges to represent the range of the weapons firing. **All Muskets and Rifles have a range of 12"**. Muskets were highly inaccurate and temperamental weapons and you want the enemy to be as close as possible to ensure your volley has effect. The range of artillery depends on the type of shot fired and the type of artillery firing.

	Cannon Range
Light Artillery	36"
Horse Artillery	36"
Heavy Artillery	48"
Howitzers	36"

Rate of Fire:

Different units have a different rate of fire or RoF. This is to represent skill, training and ability and the speed it takes to reload a weapon. The premier shooting formation was the line in which infantry were often drilled extensively in. RoF represents the amount of fire an individual stand can shoot at the enemy and is represented by a number such as 1 or 2. When shooting you roll an equal number of d6's for the units RoF characteristics. I.e. An infantry stand has a RoF of 2 when in Line Formation so when shooting you would roll 2d6 per stand.

Cavalry Shooting:

Shooting from a horse is a hard thing indeed and while possible requires a lot of training and skill to master. As such missile cavalry have a harder time hitting their targets and re-loading their guns. Each missile cavalry stand has a RoF of 1 whatever formation they are in. They also receive no modifiers positive or negative for their rolls to hit.

Artillery Shooting:
Artillery fired cannon balls when firing at range and canister or grape shot when the enemy was close. As such Artillery has two RoF characteristics the first is their 'cannon' RoF and the second is there 'Grape' RoF. Artillery units also have different ranges to represent the different firing lengths of the period. They also have a fire power rating for showing their ability to destroy troops in buildings or the buildings themselves.

	Range	Firepower	Grape Range	Cannon RoF	Grape RoF
Muskets	12"	6+	-	-	-
Light Artillery	36"	5+	12"	3	6
Horse Artillery	36"	4+	12"	2	4
Heavy Artillery	48"	3+	-	5	-
Howitzers	36"	3+	-	1	-

Grapeshot
Troops can only be graphed shot when they are within 90 degree LOS of the Artillery.

Howitzers
Were used for specialized jobs such as taking out large masses of men or destroying trenches and buildings

ROF 1 PER STAND each successful hit causes 3" diameter template to be placed whole on top of the middle of a stand. Units around suffer wound on 4+ and has increased firepower against buildings represented with its firepower 3+ each shot can be at a different stand but only those in the front sight.

Rocket Artillery
Rules follow Howitzers but ROF increased to 2 and stands hit on a 6+
Fire power 6+

Units that take casualties suffer -1 to morale tests for that turn. ***Not including assault***
Horses automatically fall back if hit (i.e. roll to hit them but don't roll for casualties)

Battalion Artillery
If within 4" of any friendly battalion that is Assaulted it may conduct defensive fire providing it hasn't moved or fired grape shot last turn, contributing ½ ROF to the defensive fire. (*not Heavy artillery)* This can only be performed once however the ½ ROF can be split between targets if you so wish.

Battalion artillery batteries may be combined into grand batteries if the Nation permits it. These are the only units that are allowed to be combined into grand batteries not attached artillery.

Hitting:
Once you have decided which enemy Battalion to fire at and have checked LOS and Range you must roll the combined RoF of your stands and attempt to hit your target. The roll to hit is representational of the skill need and the amount of fire possible. Remember being in different formations can modify the number needed to hit.
Infantry usually needs a 6+ to hit as the accuracy of the musket was terrible

Cavalry find it hard to fire from horse back and as such need a 6+ to hit.

Artillery needs a 4+ when firing cannon. 5+ if they have moved as well as having the ROF reduced and to represent the inability to hide or dodge from grape fire when firing grape the 'to hit' is only 3+.

To Hit:

Unit firing	To Hit:
Infantry	6+
Cavalry	6+ (no other modifiers)
Artillery	4+/3+ Grape shot

Allocation of Hits:
Hits are allocated before rolling saves.
Each stand in line of sight and range from the shooting unit must be allocated a Hit. If more hits are caused than stands then each stand must try and take 2 hits before moving onto another stand with officers being the last to have their allocation. This multiply goes up with more hits

e.g. A battalion of two companies gets hit 6 times, each company is hit once making 4, the officer then receives his one hit as it's the end of that multiply and then another stand takes another hit giving that stand 2 saves.

Saves:
All soldiers have a save; this is to represent to projectile causing minor wounds to the fleshy parts of the body or striking pieces of equipment. After allocating the Hits, saving rolls are made. Roll one dice for each Hit scored, if the result is equal to or above your score the Hit is saved. If the result is below your score the stand is removed as a casualty.
Saves are below.

Type:	To Save:
Infantry , General , Battalion CO's	3+
Cavalry	4+
Artillery	5+

Removing Stands
For each failed save, a stand is removed from play. These stands can only be stands within range of the weapon firing and within LOS. I.e. if a unit was hiding behind a building with only 2 stands visible they are the only stands that can be removed no matter how may hits or failed saves. Stands closet to the firer are removed first from the formation.

Fall Backs

During the Shooting phase if a unit takes any casualties or suffers from mass amounts of fire it will most likely result in them moving back to a safer place.
When a unit suffers a casualty from shooting it must take a motivation roll once that enemy unit finishes shooting at that unit. *This may be multiple times in the same shooting phase.*
If they fail the motivation test they fall back D3 times the number of casualties taken, else they stay standing.

If a unit falls back more than once in the same shooting phase or they suffer 50% casualties from the beginning of that turn, they automatically become disorientated and remain so until they pass a motivation test at the start of the subsequent turns.

If a unit suffers **6 or more hits** during the whole shooting phase it automatically falls back 3" and is disorientated. Also if a unit is force to fall back further than its maximum movement allowance including double move then it is regarded as being driven from the battlefield and destroyed. I.e. for infantry in Line formation their maximum movement allowance is 4" but the most they can go too is 12" in their movement chart, light Cavalry would be 12" as well.

Also if a unit is force to fallback through a friendly unit they have two choices, to make themselves automatically disorientated and stop in front of the unit they have moved into contact with or make the unit they have moved into make a motivation test if they fail they become disorientated.

If the unit is forced back into an enemy unit they count as being destroyed instead.

Example:

The veteran unit in line fires at the enemy unit, rated 'confident', in column. They have 8 shots because they are in a line 4 stands wide and haven't moved.

They normally need 6+ to hit but because they are firing at a column they receive +1 to hit. They also gain +1 due to being in rated 'veteran' and not moving, so they now need 4+

They roll 8 dice and get 4 hits. The enemy column rolls its saves and fails 1, this results in an immediate fall back roll. They need a 4+ to pass because they are 'confident' and there are no other modifiers. They roll a 3 and fail. They then roll a d3 and get a 3 which is multiplied by how many stands they lost so they fall back 3" directly away from the unit that caused the casualty.

They are now out of range of the infantry; however they are not out of range from the artillery, who now fire at them. They roll 3 dice as they are light guns and haven't moved. They need 3+ to hit as they are within 16" and the enemy are still in column (giving +1) they get 2 hits on the unit.

The unit rolls its saves and fails one. They roll their fall back roll and automatically fail rolling a 1. Once again they roll a d3 and roll a 2 which makes them fall back another 2" for a total of 5" in that one shooting phase.

The unit is now automatically disorientated and will have to pass a Motivation check at the start of its subsequent turns to act normally.

Summery of Shooting Phase:

1. Identify unit attempting to shoot
2. Identify unit you wish to shoot at
3. Check Line of Sight (LOS)
4. Check Range
5. Check Rate of Fire (RoF)
6. Roll amount of die equal to your RoF using the 'to-hit' table
7. Opponent assigns successful hits to the battalion hit, starting with closest stands
8. Opponent rolls his saves, using the 'to save' table
9. Stands that failed their save are taken off the table
10. Enemy unit takes any fall back rolls and hit marked up until end of whole shooting phase.
11. Repeat with all further eligible Battalions until end of shooting phase

Summery of Shooting Tables:

	Range	Grape Range	Cannon ROF	Grape ROF	FPW	Special rules
Musket	12"	-	-	-	6+	
Light Artillery	36"	12"	3	6	5+	
Horse Artillery	36"	12"	2	4	4+	Can move and shoot without reduction to ROF -1 to hit applies for moving
Heavy Artillery	48"	-	5	-	3+	Cannot move and shoot
Howitzers	36"		1		4(3)	Template weapon / disorientation
Rockets	36"		2		6+	Template weapon / disorientation

· **To Hit Table:**

Unit firing	To Hit:
Infantry	6+
Cavalry	6+ (no other modifiers)
Artillery	4+

· **To Save Table**

Type:	To Save from Shooting
Infantry	3+
Cavalry	4+
Artillery	5+

· **Shooting modifiers**

Firing	Modifier
At Square Formation	+2 To Hit
At Column Formation	+1 To Hit
Rifles skill	+1 To Hit
Veterans	+1 To Hit
Firing at troops crossing rivers	+1 To Hit
Jaeger skill	+1 ROF
In Line Formation 4 wide	+1 ROF
Firing at troops in cover	-1 To Hit
In-direct Fire (Artillery)	-1 To Hit
Firing through a friendly Skirmish line	-1 To Hit
Conscripts firing	-1 To Hit
Having Moved or Defensive fire	-1 To Hit or reduced ROF
Shooting over 16"	-1 To Hit

Assault Phase:

Assaults are desperate affairs, the order to 'fix bayonets' is often dreaded. Many bayonet charges do not result in many casualties with the defenders withstanding the assault for a limited period of time and the attackers falling back.

Infantry and cavalry **must be in Line to Assault.**

Firstly nominate the Assault target and the unit you are assaulting with.
Then measure the Assaulting stands into base contact with the enemy within their Assault range.

Assault Range:
>   Infantry can assault up to 4"
>   Light Cavalry can assault up to 8"
>   Heavy and Medium Cavalry can assault up to 6"
>   Artillery cannot assault but can attack back when assaulted

If you fail to reach an enemy stand then the battalion must go back to their pre-charge positions **but** still take defensive fire damage.

Motivation Tests to Assault:
To assault takes a lot of courage. As such in certain circumstances a Battalion must pass a motivation check before assaulting. These circumstances are:

>   1. Infantry assaulting Cavalry
>   2. Infantry assaulting Artillery
>   3. Cavalry assaulting Infantry in Squares
>   4. Cavalry assaulting Artillery

Once a Battalion has passed its motivation check it is free to move up to its full assault movement. There is no need to make a motivation test if you are charging outside of the target unit's 180 degree frontal arc.

Light Cavalry
Are not permitted to charge squares unless armed with lances**.**

Defensive Fire:
Once the enemy Battalion has moved into contact with the intended target the defending Battalion gets to fire defensively if over half the assault distance away. For defensive fire a Battalion counts as moving except for units assisting in defensive fire i.e. attachments or battalion artillery who's ROF is 1/2
If the attacking Battalion suffers 1 unsaved hit or 6 hits the unit must pass a motivation check or return to their pre-charging position.
Artillery cannot contribute grapeshot unless they did not fire grapeshot in the shooting phase.
Defensive fire contributes ½ normal rate of fire rounded up. As the troops are taken by surprise and not all of them are ready to fire.

Contact

Combat cannot occur unless at least one stand can contact an enemy stand. Units can move as in the movement phase but must remain in formation. Only stand in contact can attack but stands within 2" of stands in contact can be removed as casualties.

Combat is conducted with the charger going first and getting a number of d6 for each stand in base to base contact according to the number of attacks they receive. To cause a 'kill' you must pass a skill test.

The Assaulting player is regarded as the 'Attacker' and the unit being assaulted as the 'Defenders'.

Skill Rating	D6 needed
Conscript	5+
Trained	4+
Veteran	3+

Fighting Assaults:

Once the assaulting unit has moved into contact and defensive fire has been resolved the true combat can begin.

The assaulting unit rolls one d6 for each attack from stands in base contact with the enemy unit, so two Grenadier bases would generate 4 attack dice. For every dice that passes a skill test a wound is caused on the assaulted unit, the defending player then rolls for saves if he has one. Stands that fail this save are removed from play as casualties.

Any stand within 2" of an enemy stand in combat can be removed, however those in base contact must be removed from play first.

Attacks per Stand:
The different unit types have a different number of attacks per stand, as shown in the table below.

Line Infantry	1
Light Infantry	1
Brigade CO	1
Battalion CO	1
Artillery	1
Grenadiers	2
Light Cavalry	2
Medium Cavalry	3
Heavy Cavalry	4

Save Table:

Infantry – All Types	None
Infantry In Square – All Types	3+
Brigade CO	None

Infantry – All Types	None
Artillery	None
Light Cavalry	5+
Medium Cavalry	4+
Heavy cavalry	3+

After being assaulted and taking casualties, the defending unit must take a morale test.

If the test is failed, the unit automatically **'Retreats'** the number of stands lost in this combat in inches, with a minimum of 1 inch. Cavalry **'Retreat'** in multiples of 3.

The attacking unit has the options of **'Consolidate'** or **'Pursuit'**.

The **'Pursuit'** move takes the attacking unit back into base contact and may attack again, as if it was a fresh combat, though the defending unit may not perform Defensive Fire and no pursuing stand may move further than the distance retreated.

If the defending unit passes its Morale Test it may choose to **'Retaliate'** or perform a **'Withdraw'**.

The **'Withdraw'** allows the defender to move out of combat while the attacker may only **'Consolidate'**. A **'Withdraw'** is performed in the same way as a **'Retreat'** though the unit may move back up to is full movement allowance.

'Retaliate' allows the defending player to move stands up to 4 inches into base contact with the assaulting unit. It may then fight in the same manner, however after casualties have been resolved no Morale test is taken by the assaulting unit. Both units automatically perform a **'Retreat'** and the combat ends.

Defending units that suffer no casualties automatically pass the Morale test.

Example:
Bobs Light Cavalry assault Paul's Line Infantry and has three in base contact. Rolling his 6 attacks Bob scores 2 wounds. With no save Paul removes 2 stands from base contact and takes his morale test, which he fails! He then retreats his Infantry 2 inches and Bob decides to Pursue.

This time with his 6 attacks Bob only scores 1 wound. Paul manages to pass his Morale test and elects to Retaliate. He moves his remaining four stands into contact and rolls his attacks, out of the four dice he scores 1 wound. Bob rolls for his save but fails it, so removes a stand. Both players then Retreat their units with Paul's Infantry having to move a minimum of 3 inches and a maximum of 4, while Bob must move his cavalry between 1 inch and 10 inches.

Defensive Fire Flow Chart

```
                    ┌─────────────────┐
                    │ Attacker suffers│
                    │ 6 or more hits or│
                    │   any wounds    │
                    └────────┬────────┘
              ┌──────────────┴──────────────┐
         ┌────┴────┐                    ┌────┴────┐
         │   Yes   │                    │   No    │
         └────┬────┘                    └────┬────┘
         ┌────┴────┐                    ┌────┴────┐
         │Motivation│                   │ Resolve │
         │  Check   │                   │ Combat  │
         └────┬─────┘                   └─────────┘
              │     ┌─────────┐
              ├─────│  Pass   │
              │     └────┬────┘
              │          │   ┌─────────┐
              │          └───│ Resolve │
              │              │ Combat  │
              │              └─────────┘
              │     ┌─────────┐
              └─────│  Fail   │
                    └────┬────┘
                         │   ┌───────────┐
                         └───│ No Combat │
                             └───────────┘
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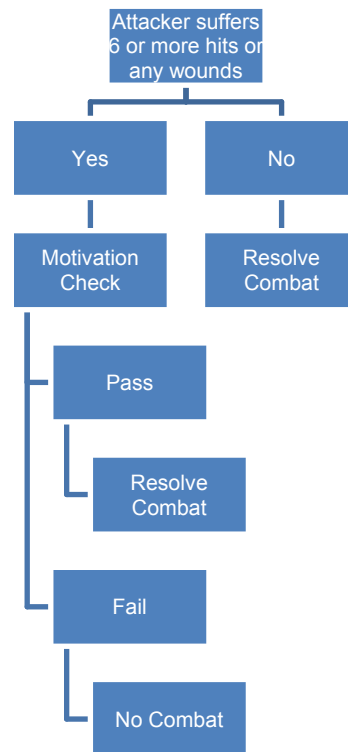
Resolve Combat Flow Chart

Flowchart

Has defending unit taken casualties
- **Yes**
  - **Motivation Check**
    - **Pass**
      - **Retaliate**
        - **Assault**
          - **End Combat**
      - **Withdraw**
        - **End Combat**
    - **Fail**
      - **Retreat**
        - **Attacker Consolidates**
          - **End Combat**
        - **Attacker Pursues**
          - **Resolve Combat**
- **No**
  - **Withdraw**
    - **End Combat**
  - **Retaliate**
    - **Assault**
      - **End Combat**
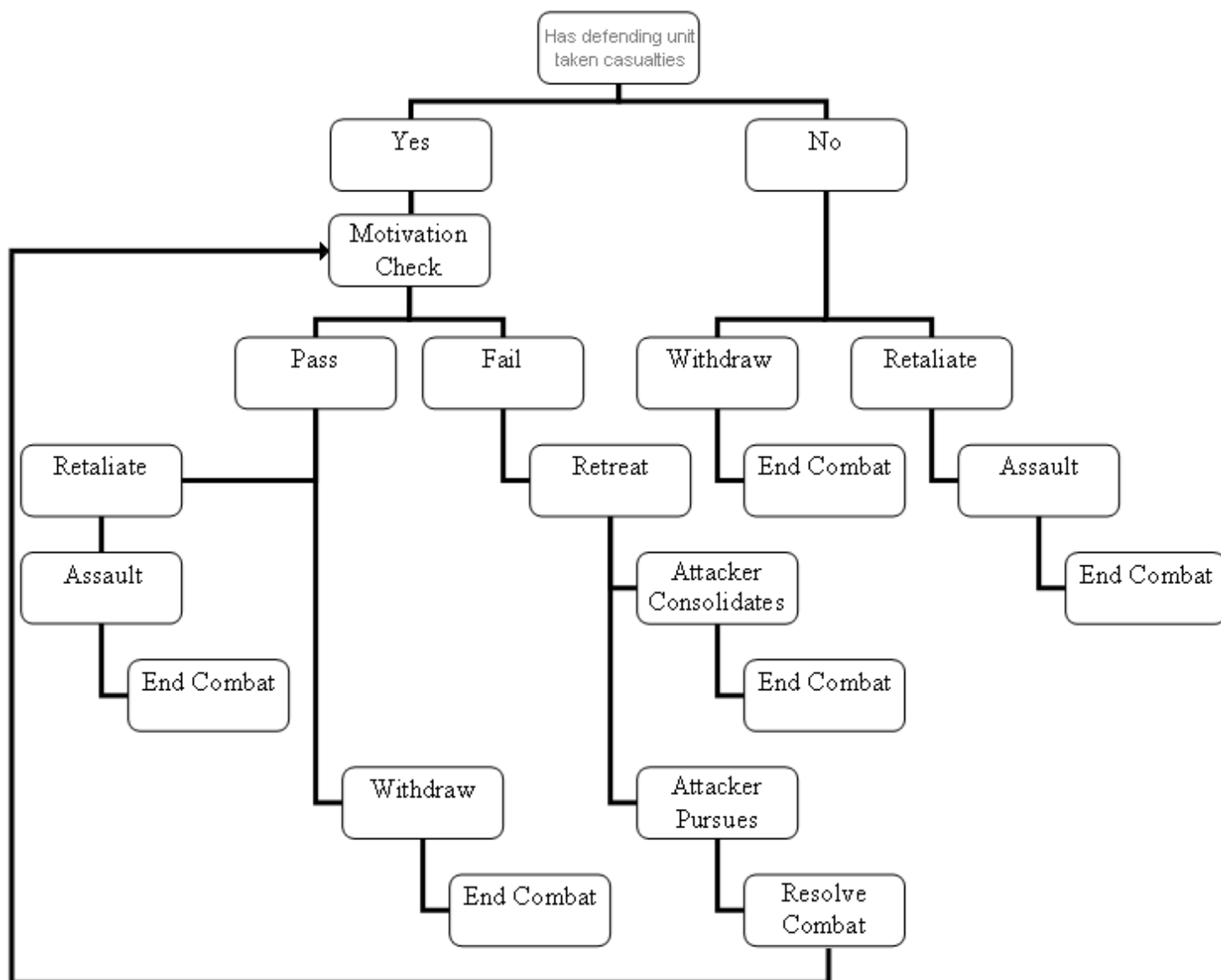
Consolidation:
The unit can consolidate its position allowing it to move only to reform its formation if it wishes too. This may cause the unit to gain a slight few inch forward. The new formation is to be centred on the middle or most advanced stand (being the front of a column, middle of a line or furthest part of a square)

Cavalry can make a 8" consolidate move representing the hit and run tactics usually used by the armies of the period but not after a breakthrough, the choice is either or

Consolidation does not allow you to move into a new enemy unit

Squares:
Squares were the premier way of Infantry defending itself against cavalry. To form a square you must do so at the beginning of the movement phase or pass a skill check when assaulted. If moving into a square when assaulted you cannot use defensive fire. If having moved into a square in the movement phase all stands can defensive fire, if you moved during the assault phase you can only defensive fire with stand with LOS to the assaulting unit. Cavalry must pass a Motivation check to assault a square if failed the stands are placed 2" away from the closest infantry stand in the square. If a cavalry stand is within 2" of an enemy square then that square CANNOT change formation as they are fearful of cavalry charging them as they change

formation. However stands can be moved to keep in square formation when stands are killed ending in smaller squares ultimately.

Whilst in square Infantry receive an save from each successful attack rolls.

Lances

Lances can become an upgrade for the appropriate cavalry choice.

Lances were designed specifically for dealing with squares and impact charge against cavalry.

For this reason against infantry squares lancers don't allow saves for infantry.

And when fighting other cavalry they receive +1 to hit if they charge (not counter charge), also when they are charged they have the save reduced by 1 for whatever type they are as lances aren't very good at close quarters (this includes combat against infantry).

Lines and Columns:

Attacking Lines and Columns is an easy affair and infantry are often swept away in the tide of horses and men in these formations. When infantry are in Line or Column charging Cavalry get a +1 to the skill check required to force a kill. So a 4+ becomes a 3+.

Artillery

If beaten in combat Artillery is automatically destroyed and the guns spiked. However if they suffer no casualties when assaulted they can counter attack as normal. Unit they loose a casualty or forced to make motivation check.

Breakthrough

Successful assaults leading to the destruction of targeted unit leave the opportunity for the attacker to breakthrough 6" within 180 degrees of the final assault position, this happens after the unit has been destroyed! Not when one side forces the other to fall back or they can consolidate by staying still and reforming into a new formation. (This may result in a few inch gained). Cavalry can breakthrough at the current formation they are in. Breakthrough only happens when the enemy is wiped out in the first round of combat

Assault Phase Summery:

1. Identify unit you wish to assault with
2. Identify unit you wish to assault
3. Roll any Motivation check required
4. Moved stands their assault distance, if unable to make contact with an enemy base they must fall back to their pre-charge position
5. Defensive fire
6. Combat, charger rolls 1d6 per stand in base to base with an enemy, needing a skill check to cause a wound.
7. If enemy destroyed rules for breakthrough are used
8. Defender takes away killed stands and takes a motivation check, if passed the defender can choose to fall back or counter attack, rolling 1d6 per attack, per stand in base to base with an enemy, needing a skill check to cause a wound.
   If failed defender Retreats number of stands lost in inches.
9. 8 continue until either a Battalion falls back or is destroyed.

Summary of Combat Tables

Attacks per Stand:

The different unit types have a different number of attacks per stand, as shown in the table below.

Line Infantry	1
Light Infantry	1
Brigade CO	1
Battalion CO	1
Artillery	1
Grenadiers	2
Light Cavalry	2
Medium Cavalry	3
Heavy Cavalry	4

Save Table:

Infantry – All Types	None
Infantry In Square – All Types	3+
Brigade CO	None
Artillery	None
Light Cavalry	5+
Medium Cavalry	4+
Heavy cavalry	3+

Skill check table:

Quality	D6 needed
Conscript	5+
Trained	4+
Veteran	3+

Motivation:

There comes a time when a soldier has had just too much and his nerve has broken. This can be for many reasons, his unit has been mauled by cannon fire, the bayonet or cavalry charge has broken their lines or he sees the rest of his Brigade running.

You must take a motivation check when:
· A Battalion has suffered 50% casualties (thereafter every turn) including attachments
· You must take a motivation check for the **whole** Brigade if 50% of the Brigade's Battalions have quit the field (either through motivation checks or casualties) if failed the Brigade quits the field and your opponent automatically wins.
· After every round of combat if you suffer casualties.
· If the Brigade Commander has died within 16"
· Infantry attacking either Cavalry or Artillery
· Cavalry attacking Squares or Artillery
· If you suffer any casualties from shooting or 6+ hits

Quality:	Motivation Roll:
Unsteady	5+
Steady	4+
Fearless	3+

Motivation table:
This table is to be used for all motivation rolls

Reason	Motivation modifier
Below half strength	-1
Disorientated	-1
Brigade/ Battalion Commander Dead	-1
Larger enemy battalions within 6" (cumulative)	-1
If in combat with multiply units	-1
Per company lost from shooting after the first.	-1
Cavalry charging infantry square	-2
Brigade Commander within 16'	+1
Larger Friendly unit within 6"	+1
For being in a Defensive Position	+1
At Full Strength	+1

Motivation Special Rules
If units under 50% of their starting size fail any kind of motivation test they are removed from the battlefield as they retreat from the field. If in combat, attacking units can only consolidate**.** If you fail a motivation test but are not under 50% you fall back your full movement allowance of your current formation
If in Square formation, you are immobile so if you fail a motivation check even if less than 50% the unit doesn't flee the battlefield it is instead regarded as being disorientated.

Disorientation

ROF is reduced by ½. Disorientated units roll a motivation test on their next turn. If successful unit returns to normality otherwise the effects of disorientation continue.

Officer Falling

When an officer dies men suddenly lack confidence and loose control of what they are doing and the outcome of the battle can become very different. When an officer is killed the unit may no longer change formation without passing a skill check as the sergeant tries to take control. However it still can conduct fire and assaults but now needs to pass a motivation check to assault.

Commanders:

The General of your army is an important figure.

You can attach your General to either a Cavalry Troop or Infantry Battalion.

When attached they allow you to re-roll any failed motivation and skill checks check as well as allowing nearby brigades to re-roll motivation 8" and Adjutant can be sent to attach to either a Cavalry Troop or Infantry Battalion or to replace a dead officer and he allows the unit to re-roll motivation but not skill test.

All commanders move as if Light Cavalry, or at the same speed as any unit they join.

Buildings

Breaching Buildings

Buildings in significant places and with large fields of fire were utilised by armies during the Napoleonic wars to protect flanks and disrupt enemy manoeuvres. To breach a building and thus rendering it almost useless to the defender has some simple steps.

1. Designate which building you wish to fire at
2. Designate which unit is firing at the building and check range.
3. Roll to hit
4. Determine Damage

You are able to fire at any building you can see. It does not have to have troops inside. Artillery are the only units that can breach buildings but Muskets can kill enemy companies within the building.

To hit the designated building roll on the normal shooting table. If there are troops inside do not add modifiers for them i.e. skirmish etc and troops inside cannot use **Light Infantry** special rule.

Determining Damage

Once you've rolled to hit roll a D6 for each successful hit 1-4 hits the building, 5-6 Hits the troops if any inside (else all hits hit the building). Buildings have 'wounds' which shows how much damage the building can take before it is breached.

They loose a wound for each successful hit.

Building type/size	Wounds
Small- i.e. Cottage, Barn, Town Buildings	10
Medium- i.e. Church, Large house, Town Hall	20
Large- i.e. Manor, Cathedral, Hougoumont	25
Massive- i.e. Fortress, La Haye Saint	40

Building sizes should be agreed before the Battle begins.

These rules cover general area terrain rather than specific areas of a building.
(*This is because it's to represents a building being breached not destroyed and it's simpler*)
Once a building has taken enough 'wounds' to be classed as **Breached** it now offers none of the benefits for the troops inside and the attackers suffer no modifiers i.e. FP test for shooting

Troops inside buildings
Troops garrisoning buildings gain protection from the shooting that normally outside would kill them. To represent this troops inside a building after they have taken saves any failed saves need a successful firepower test from the unit shooting before the stands are removed as casualties.
Troops inside buildings have a 360 degree LOS for shooting purposes but do not gain any special rules for shooting except for **Jaeger** and **Rifles** and do not benefit from any Formation. Artillery and cavalry cannot enter buildings this includes any attachments however artillery may still contribute defensive fire if within 4" of a friendly unit inside a building and providing they have LOS to the assaulting units starting position.

Assaults in Buildings
To assault a unit in a building you must move your teams into contact with the building whether this is a window of a cottage of the outer wall of a huge manor house it's all the same. Conduct combat as normal with the exception that troops inside the building do not move any bases during combat but always count as having the full strength of the Battalion in combat this is divided if involved in multiple combats.
Troops inside the building gain a special 5+ save in combat until they are forced to retreat 3" or more
(This can be cumulative rounds)
Troops in Buildings always get to conduct Defensive fire with the normal rules.

A French Line infantry Battalion (in line) assaults a Manor house, the 2 companies of British Line Infantry inside count as moving into contact. The French manage to get 3 stands into contact with the Manor house and roll 3 dice, 2 hit the British now roll their special save of 5+ succeeding in saving 1 and removing 1 stand. They now roll a motivation to continue the fighting and pass. They counter attack with the remaining 3 Stands and their officer inflicting 3 successful hits, killing 3 French stands. They now take their motivation and fail, they now Retreats 3" away from the building and no longer are in combat.

Cavalry and Artillery may not assault into buildings even if the building is breached.

Field fortifications
Fortifications are divided into permanent and field fortification. Field fortifications are extemporized by troops in the field, perhaps assisted by such local labor and tools as may be procurable. There were different types of field fortifications: redoubts and fleches.

Redoubt was a separate defensive work (blockhouse or earthen works). The term redoubt was also often used in a very non-technical, but very traditional, sense to denote field works of strength, regardless of their actual outlines. The Great Redoubt (also called Raievski Redoubt) at Borodino in 1812 had the outline of a common lunette with auxiliary flanks. The redoubt was a well sited open detached field work.

The Flèche was a small "V"-shaped work constructed with the pointed end facing the enemy. It was used to cover the front of a battlefield, advanced posts, bridges, or roads into a town.

To build earth works you need engineers. Roll D3 for each company of engineers, this is the number of 8" abatis and barricades etc that your troops can be deployed behind or the number of earth works batteries can occupy.

Earthen walled Redoubt and Fleches should not exceed 4"/10cm in width or depth, nor 2"/5cm in height.
Abatis and barricades are modeled in sections on bases 8"/20cm long by 2"/5cm deep.

Block houses are fortified positions with overhead cover. They are commonly made of logs. They are almost invulnerable to enemy musket fire. Companies inside blockhouses automatically pass all Motivation Tests.

Table width	Fortification Points
4'/120cm	40 pts
5'/150cm	50pts
6'/180cm	60pts

Fortification Costs

Type	Category	Line of sight (LoS)	Cost per section
Abatis and barricades	Difficult	Blocks LoS	2pts
Low Earthen walled Redoubt	Difficult	Blocks LoS	6pts
Steep Earthen walled Redoubt	Very Difficult	Blocks LoS	8pts
Blockhouse	Very Difficult	Blocks LoS	10pts

Weather Table

2- Mud
Thick mud has hampered a swift attack and slowed your troops down. Roll a D6 for each unit each turn. On a 1 that unit moves at ½ speed. All Artillery shooting has ROF ½, rounding up.

3- Rain
Rain has begun just as it was looking good. Roll for each unit each turn, on a roll of a 1 the unit suffers ½ ROF for shooting that turn as your troop's powder has got wet.

4- 10 Fine
No effects good Fighting weather

11- Fog
At the start of each turn the person with priority rolls a D6 and times it by 5 that is the distance for LOS your troops have in the thick fog.

12- Sweltering Heat/ Freezing Cold
The sky has little cloud cover and the sun is in full view making a very hot and trying day or the weather has turned from being cold to foul and your troops are beginning to freeze and are unable to do much.
After turn 3 of the game roll a D6 for each unit each turn on the roll of a 1 that unit cannot move as it's too cold, suffering from heat exhaustion, or got stuck in thick snow.

Scenarios

Victory Points
During a game the victor is determined not by just wiping out the opposition as this rarely happened in the Napoleonic period. Instead completing your objective and forcing the enemy to withdraw is the key to a successful battle.

- 1 Victory point for each enemy Battalion that is forced to quit the field, destroyed or for each friendly Battalion left above 50%
- ½ Victory points for each enemy battery captured. ½ batteries do not count.
- 3 Victory point for each objective achieved
- ½ Victory Point for controlling each quarter of the board
- 1 Victory Point for capturing the enemy General.

Capturing Objectives
Objectives are represented by 2" by 2 ½"squares (or large bases) and they are placed within the limits of the Scenario. To control an Objective you must have a Battalion or Cavalry Troop within 5" and with no enemy Battalion within 5", and then you must stay within 5" for a whole round to capture it.

Setup
Before setting out troops each side must place scenery in a mutually agreeable fashion, then role for sides **before** rolling for scenario.

Scenario Special Rules
- **Reserves** - On your 3rd turn you roll a die for each Battalion not on the board on a 5+ the Battalion enters the field, on turn 4 you roll for each Battalion that isn't on the board but you roll 2 dice for each Battalion to enter the field and so on until the last turn.
- **Delayed Reserves** – Same as Reserves but the required roll is a 6+.
- **No Hope** – The army and units cannot flee off the table. But can retreat from combats etc
- **Not one step back** – No Battalion or Brigade motivation check is needed for 50% casualties
- **Hidden Deployment** – either side hasn't been able to assess their enemy or reccee the area. Place either a wall of boxes or some sort of screen across the table so that neither side can see each others deployment or write down your position of your troops on paper and then once each side is ready place each other model down following the plan.
- **Last ditch effort** - No Battalion or Brigade motivation check is needed for 50% casualties No motivation checks to assault

2d6 roll	Mission
2-4	Assault
5-6	Ambush
7	Breakthrough
8	Rearguard
9	Flank Attack
10	Last Effort
11	Hold the Line
12	Surprise Encounter

Mission: Assault

Overview:
Both sides have jockeyed for position to attack. However one side has decided to take the advantage and launch a quick attack to end the battle before the other can set them selves into a good position and the order to assault the enemy lines has been received from above before it's too late.
Both armies are attempting to defeat each other and force a rout.

Special Rules: None

Objectives:
You wish to assault the enemy and rout them off the field.

Deployment:
- Role for Attacker/Defender
- Attacker place 2 Objectives in Defenders deployment zone (*must be at least 8" from any table edge and 16" away from each other*)
- Both players roll a D6, the person with the lowest roll deploys first, taking it in turns to place 1 Battalion each.
- Both armies deploy their Infantry first, followed by Artillery and Cavalry and finally the General and Adjutant, who can be attached to any Infantry or Cavalry Battalion.
- Defender set's up forces up to 18" on
- Attacker set's up forces up to 12" on
- The attacker has seized the opportunity to attack first whilst the other side is setting up. The Attacker goes first.

Game-Length:

The Game lasts 6 turns after the 6th turn roll a D6 and on a 4+ another two turns are played. If one of the Objectives is captured the game ends immediately and the player with the most VPs wins the battle.

Mission: Ambush

Overview:
Whilst your advance party has been on the march they have been ambushed by the enemy. Your scouts have failed to spot them somehow. You must hold off the enemy for as long as possible to ensure that more troops can come and support them and reclaim the lost ground.

Special Rules:
Defender: Reserves
Attacker: Reserves

Objectives:
Attacker: You must cause as many casualties as possible
Defender: You must break through the ambush.

Deployment:
- The defender places half his Brigade, rounding down, in a column 12" wide from the centre of the table to his table edge.
- The attacker places half his Brigade, rounding down, anywhere on his half of the table 16" away from any enemy Battalion.
- Defender place 2 Objectives within the Ambushers deployment zone
- The Attacker gets the 1st turn

Game-Length:
The Game lasts 8 turns, until a player concedes defeat or the defender captures his objective.

Mission: Breakthrough

Overview:
Both sides have jockeyed for position and the order to assault the enemy lines has been received from above. Both armies are attempting to break through the enemy line and force an enemy rout. Both sides are the attacker in this mission.

Special Rules: None

Objectives:
You wish to breakthrough the enemy lines. You must attempt to get as many Battalions as possible off the enemy side of the board. For every Battalion that makes it off the board you gain an extra 1 VP.

Deployment:
- Armies can be deployed up to 12" from the edge of the board.
- Both players roll a D6, the person with the lowest roll deploys first, taking it in turns to place 1 Battalion each.
- Both armies deploy their Infantry first, followed by Artillery and Cavalry and finally the General and Adjutant, who can be attached to any Infantry or Cavalry Battalion.
- Both players roll another D6 and the person with the highest roll chooses whether to go have the first or second turn.

Game-Length:
The Game lasts 8 turns or until a player concedes defeat at which point a D6 is rolled and on a 4+ another two turns are played. After either the 8th turn or the 10th turn the Battalions that made it off the board are counted up. The player with the most VPs wins the battle

Mission: Rearguard

Overview:
Your battle line is crumbling, you have been tasked with forming a rear-guard and having a last-ditch attempt to stabilize the battle line, if you fail the battle is lost. Both sides know that this is the end game and will hold to the last

Special Rules:
Defender: Not One Step Backwards,
Attacker: Last-Ditch Effort

Objectives:
Attacker: Beat back your enemy and stabilize the line or hold them off long enough for the rest of the army to withdraw (*you must capture at least 1 to ensure that you can stabilize the line)*

Defender: Keep your momentum going and destroy your broken foe (*you must capture at least 1 to ensure that your attack has succeeded)*

Deployment:
- Both sides place 2 Objectives in each others deployment zone
- The defender places his whole Brigade up to 12" on and 12" from the side edges.
- The attacker places his whole Brigade up to 12" on
- Attacker gets the 1st turn

Game-Length:
The Game lasts until one Brigade is destroyed, or both objectives are captured

Mission: Flank-Attack

Overview:
You have managed to out-flank the enemy line, either from skilful manoeuvring or from another breakthrough down the line; you are now attempting to 'roll-up' the enemy battle line and win the day.

Special Rules:
Defender: None
Attacker: D6 Roll 1-4 Reserves, 5-6 Delayed Reserves

Objectives:
Attacker: Roll up the enemy's battle line (you must capture at least 1 objective to ensure that your attack has succeeded)

Defender: Capture your objectives and hold off the attempts to roll up your battle line

Deployment:
- Both players deploy 2 Objectives in each others table Quarters

- · The defender places his whole Brigade in one quarter of the table.
- · The attacker places half his Brigade, rounding down, on the on the opposite quarter. 16" away from any enemy Battalions
- · The attacker's reserves appear
  D6 Roll;1-2 empty right side quarter, 3-4 empty left side quarter and 5-6 behind enemy.
- · Attacker gets the 1st turn

Game-Length:
The Game lasts 8 turns, until a player concedes defeat or an objective is captured.

Mission: Last Effort

Overview:
Your army is surrounded with no signs of help; you must attempt to break out or suffer certain death

Special Rules:
Defender: Last Ditch Effort, No hope

Objectives:
Attacker; stop the enemy breaking through your ring and destroy them within the pocket

Defender; attempt to break out or cause as many casualties before you are wiped-out

Deployment:
- · Defender places 2 objectives within the Attackers deployment zone (*you must capture at least 1 to ensure that have broken out successfully*)
- · The defender places his whole Brigade into an 18" by 18"square centered on the middle of the table.
- · The attacker places his whole Brigade 16" away form the enemy anywhere on the table.
- · The Defender gets the 1st turn

Game-Length:
The Game lasts 8 Turns and a further 2 turns on the role of a 4+, or until one force is wiped out or an objective captured.

Mission: Hold the Line

Overview:
Your battle line is beginning to faultier, you have been tasked with plugging the gaps and steadying the line, if you fail the battle is almost certainly lost. Both sides know this is the crucial moment.

Special Rules:
Defender: Not One Step Backwards,
Attacker: Last-Ditch Effort

Objectives:
Attacker: Place 2 objectives within the Defenders deployment zone

(You gain an extra VP for each of your Battalion within the enemy deployment zone)

Defender: Prevent the enemy capturing the Objectives and entering your deployment zone. (*You gain 1 extra VP for each enemy Battalion not within your deployment zone*)

Deployment:
> · The defender places his whole Brigade up to 12" onto the board
> · The attacker places his whole Brigade up to 12" onto the board
> · Role to see who goes first. Highest going first.

Game-Length:
The Game lasts 8 Turns or until 1 objective is captured

Mission: Surprise Encounter

Overview:
Whilst on the march both sides have happened to stumble into each other unintentionally. They both now launch quick attacks.

Special Rules: Hidden Deployment

Objectives:
You wish to assault the enemy and rout them off the field.

Deployment:
> · Role for Attacker/ Defender
> · Attacker place 2 Objectives in Defenders deployment zone (*must be at least 8" from any table edge and 16" away from each other*) The Defender does like wise.
> · Both players roll a D6, the person with the lowest roll deploys first, taking it in turns to place 1 Battalion each.
> · Both armies deploy their Infantry first, followed by Artillery and Cavalry and finally the General and Adjutant, who can be attached to any Infantry or Cavalry Battalion.
> · Defender set's up forces up to 12" on
> · Attacker set's up forces up to 12" on
> · Both sides roll to see who has the first turn. With the highest going first.

Game-Length:
The Game lasts 6 turns after the 6[th] turn roll a D6 and on a 4+ another two turns are played. If one of the Objectives is captured the game ends immediately and the player with the most VPs wins the battle.

Rule updates
http://www.filefront.com/user/MOAW1