

## Lines of Battle

By David Kershaw (BGG kerpob2). Version 20150505.

### Introduction

Lines of Battle is a map-based wargame system to simulate Napoleonic-era battles.

The game consists of:

- These rules
- A map
- Some counters

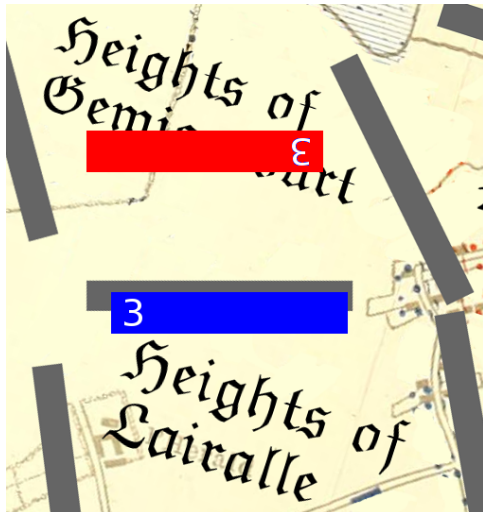
You will also need two regular six-sided dice (referred to as "D6"). The game may also call for the use of a "D3" - this is simply a random number between 1 and 3 (inclusive). It is often generated by rolling a D6 and dividing the result by 2, rounding up - so 1 or 2 gives 1; 3 or 4 gives 2; 5 or 6 gives 3.

### Map

The map is divided into **Areas**. Each Area can usually contain any number of units (of one side only), although **Terrain** can restrict the ability of units to enter an Area, their fighting ability, or even the number of units in the Area.

Between Areas with **open terrain**, the **Approach** is marked with a thick line. Only 1 Infantry unit of one side may occupy an Approach. It should be made clear by their positioning which Area they are from (and therefore facing the other Area).

*In this example, there are 2 Areas, and an approach between them. The British unit (red) is in the Area, while the French unit (blue) is occupying the Approach:*



An Area can have either open or **closed terrain**. Open terrain will be apparent as it has Approaches marked. Closed terrain has no Approaches, instead **arrows** will indicate where movement from the Area is possible. Closed terrain will usually confer penalties or advantages to movement and/or combat.

Approaches can also have terrain. **Approach terrain**, like Area terrain, will give penalties or advantages to movement and/or combat.

## Units

Each side has their own units (see summary on page 18). There are 3 basic types:

- **Infantry**: The mainstay of armies. They are unique in that they can change formation. They are assumed to be in **Column** formation in the Area, unless in **Square** (in which case a special marker will be placed on them), in the Approach, they are always in **Line** formation. Infantry in the approach are always only in Line formation. Infantry in the Area can never be in line formation.
- **Cavalry**: Mounted soldiers, they are more maneuverable than infantry. There are 3 types of Cavalry: **Heavy**, **Light**, and **Lancer**. Heavy cavalry are at an advantage in combat against light cavalry and lancers. Light cavalry are at a disadvantage if attacking infantry, while Heavy cavalry and Lancers are not. Cavalry only have one formation, and they cannot occupy the Approach.
- **Artillery**: Represents cannons and howitzers. They are vulnerable to infantry or cavalry if left alone. They can fire up to 2 Areas away, depending on terrain and elevation. Artillery are either **Deployed** (able to fire) or **Limbered** (have just moved, and cannot fire).

All 3 types (Infantry, Cavalry, Artillery) can be placed in Areas, and there is no limit to the number allowed in an Area (although all must belong to the same side). However, an Approach can only ever be occupied by one infantry.

**Infantry and cavalry both have a Rating**: This represents their staying power in combat. Most experienced units are 3, inexperienced are 2, while the worst are 1; the best veterans and most Guards are 4 or even 5.

A unit's rating is reduced through **hits** taken in combat and artillery fire. Hits are indicated by placing a hit counter on the affected unit. A Rating reduced to zero (i.e. the number of hits on the unit is equal to its Rating) means the unit cannot initiate an attack, or (for cavalry) counterattack. A unit that takes more hits than its Rating is eliminated ("routed"). Hits can be removed through **rallying**.

Artillery do not have a rating - a single hit will eliminate artillery.

Sample infantry:



These 3 infantry have the Rating on the left, so the first two have a rating of 3, and the bottom one has a rating of 2. The numbers on the right are unit designations for historical interest and to aid scenario set-up and reinforcements

Sample Cavalry:



As can be seen, cavalry are smaller units than infantry, which helps to differentiate them. Again, the Rating is on the left. The top two cavalry have a rating of 3, and the bottom cavalry has a rating of 4. The letters on the right show the type of cavalry:

- LC = Light Cavalry
- LN = Lancer
- HC = Heavy Cavalry

Sample Artillery:



Artillery are the smallest counter. The image above shows two artillery - the one on the left is deployed, and the number "5" is purely a unit designation for the scenario (artillery do not have a rating). The artillery on the right is limbered (and so cannot fire).

## **Game play**

The game is played in a series of turns. First one player performs a series of phases and then the other player does the same. Then it is a new turn. The game scenario will specify the number of turns, and what constitutes victory conditions.

### **A Turn**

Each player performs the following **phases**. First one player then the 2nd.

- A. Place reinforcements.
- B. Determine number of Command Points (CPs).
- C. Rally units.
- D. Move units using CPs, resolving combat as you go.
- E. All artillery fire.

#### **A. Place reinforcements phase.**

Reinforcements are placed in the **Reinforcement Area(s)** marked on the map. Artillery fire is not allowed from or into the reinforcement area, nor can units of either side move into the reinforcement area (although they may retreat there during combat). Reinforcements are specified in the scenario.

#### **B. Determine number of Command Points (CPs) phase.**

Roll a D3, and apply any modifiers from the scenario. This is the number of command points (CPs) you have this turn. Any command points left over from last turn are not retained.

Remove any counters on your units relating to movement or rally from last turn.

#### **C. Rally units phase.**

Expend 1 CP to remove a hit from an Infantry or Cavalry. Exceptions: Infantry in an approach, or units in an Area where an Approach is occupied by the enemy, cannot be rallied.

Units which have been rallied cannot be moved. A single unit can also only be rallied once in a turn. Place a Rallied marker on the unit to remind you of this.

Note that, subject to the above restrictions, infantry in square may be rallied.

#### D. Move phase.

Summary: Select a group of one or more units in an Area. Spend CPs to perform a number of **Actions** with those units, including formation change, movement, or attack. Repeat for another group of units until you have no command points left, or no longer wish to spend any. Note that moving into an Area that contains any enemy units, whether in the Area or on any Approach is an Attack and triggers Combat.

#### An Action:

Action	Infantry	Cavalry	Artillery
Move from one Area to another Area ( <b>no</b> enemy units present in destination Area, or in any Approaches in destination Area)	Yes	Yes	Yes
Move from one Area to another Area (enemy units <b>are</b> present in destination Area, or in any Approaches in destination Area)	Yes	Yes	No
Move from Approach to either adjacent Area, whether occupied by enemy units or not	Yes	No	No
Move from Area to Approach ( <b>no</b> enemy units present in Approach)	Yes	No	No
Change from or to Square formation (only possible in Area)	Yes	No	No

Number of actions permitted per move (and CP cost):

1, 2, or 3 actions resulting in no combat = 1 CP

4 actions resulting in no combat (cavalry only) = 1 CP

3 actions resulting in combat (cavalry only) = 2 CP

2 actions resulting in combat = 1 CP for cavalry, 2 CP for infantry (or mix of infantry and cavalry)

1 action resulting in combat = 1 CP

Exception: If the action(s) involves a unit in square formation moving/going into combat, the cost is always 2CP.

Artillery which moves more than 1 Area cannot fire in the Artillery phase (switch it to its "Limbered" side to remind you).

#### **Units that may move together:**

- Any units in the same Area
- A unit on the Approach may be part of the group, only if the first action takes the group to the Area that the Approach is facing.

As part of using actions, unit(s) may be “dropped off” at any point. Dropped off units may not perform any further actions this turn. All remaining units in the group must continue to perform the same action.

*Example 1 - An Artillery, Cavalry, and Infantry are selected from an Area. They may only move 1, 2 or 3 Areas where none are occupied by the enemy, since Artillery cannot be used to attack (unless the Artillery is dropped off as part of the move). Once this is done, the Cavalry move to a 4th Area on its own, leaving the Infantry and Artillery behind. All of this only costs 1 CP.*

*Example 2 - An Infantry and a cavalry start together in an Area and move 2 Areas for 1 CP. The next adjacent area is occupied by the enemy. The infantry may leave the cavalry behind and deploy on the Approach for free, as this is part of the 3 actions resulting in no combat. If the cavalry wished to attack, then they would have to leave the infantry behind on the 2nd action (in the Area, not deployed on the Approach), and use the 3rd action to attack - but the attack would mean that 2 CPs in total must be spent. Alternatively, the cavalry and the infantry could have been activated separately, with 1 CP to move and deploy the infantry on the Approach, and 2 CP to move the Cavalry 2 Areas and then attack.*

Once the unit(s) have completed their actions, they cannot have any more CPs spent on them for any further actions until next turn. You may wish to use markers to remind you which units have had command points spent on them.

Note on Infantry in square formation: Units often did move in cavalry-defensive formations (called “square” for convenience) which, while not great against infantry, and vulnerable to artillery, were defensive against cavalry. Units in square formation may move as part of a group, but would need to leave the group behind if they wished to use an Action change formation. Also note there is a minimum expenditure of 2 CPs if a square is moving.

## **Combat**

Combat is part of movement. When a unit(s) move into an Area which contains enemy units, whether in the Area of deployed on its Approaches, this initiates the combat sequence which must be immediately resolved. After combat is resolved, there may be no further movement or other action point expenditure by any of the units involved in combat.

Combat involves each side rolling a D6 and comparing the results. The following (cumulative) modifiers are applied to each player’s roll:

- All units + **rating** value - **hits** taken (e.g. a unit with a rating of 3 with 1 hit taken would give +2).
- Infantry in Line as the defender +1 (to be in line, a defender must occupy the Approach facing where the attack is coming from)
- Infantry in Line as the attacker +1 FOR THE FIRST ROLL ONLY (to be in line, an attacker must be moving from occupying the Approach to attack the adjacent Area)
- Infantry vs. infantry in Square +1
- Infantry in Square vs. Cavalry +4
- Infantry vs. Light cavalry +1
- Heavy cavalry vs. Light cavalry or Lancers +1
- Defending against an attacker coming from close terrain +1

Both sides roll a D6 and add their own modifier: the highest is the winner, the lowest is the loser.

*For example, a Light cavalry with a rating of 2 moves to an Area where an Infantry with a rating of 1 occupies the Approach facing the Area the Light cavalry moved from:*

*Infantry roll modifier = +3 (+1 for rating of 1; +1 for being in line; +1 infantry versus light cavalry)*

*Cavalry roll modifier = +2 (+2 for rating of 2).*

Combat rolls will cause **hits**. These are indicated by placing a hit counter on the affected unit. If a unit receives a number of hits greater than its rating, it is **eliminated**: Remove the unit from the game.

The combat process involves several distinct steps. In summary, these are:

- Attacker declares attackers, including one unit as the Lead attacker
- Defender may retreat before combat, provided no attackers are cavalry
- Defender declares a Lead defender
- Defender fires any artillery in the Area at the lead attacker
- Attacker declares if the attack was a feint (only possible if lead defender is infantry)
- Both sides roll their D6
- Defender announces a counterattack with any valid cavalry unit(s). Counterattack is then fully resolved.
- Attacker must retreat any zero Rating units, and may voluntarily retreat any others
- Defender may voluntarily retreat any units
- If both sides still present, then both sides roll their D6 and the process continues as above from that point.

In detail, this is the whole combat process (counterattack is italicised):

1. **Attacker declare attack** with at least 1 infantry and/or cavalry in Area and/or Approach adjacent to Area being attacked. All attacking units must have less hits than their rating, and part of the same group in movement.
2. **Attacker declare lead unit** (must be one in Approach, if present).
3. **Defender retreat before combat** (not allowed if cavalry are part of declared attackers): Defender may retreat any number of units.
  - 3.1. See Retreat rules.
  - 3.2. If all defenders retreat, combat is over - declared attackers advance into Area.
4. **Defender declare lead unit** (must be one in Approach, if present). Can be 0 rating unit. Cannot be Artillery. If the lead unit must leave a different Approach from the one where the attack is coming from, it suffers 1 hit.
5. **Defender's artillery fire** at Lead attacker. Each artillery hits on a D6 roll of 5 or 6:
  - 5.1. If the Lead attacker is reduced to zero rating they may not attack, and must mandatorily retreat (no defending infantry need occupy the approach). Further attackers must continue the attack, with a new lead unit, but may not feint.
  - 5.2. If the Lead attacker is eliminated then combat is over (no defending infantry need occupy the approach).
6. If the lead defender is infantry, the attacker may declare a **Feint** (not allowed if this attack is as a result of a counterattack): Combat is over and the Lead defender must occupy the Approach.

7. **Combat roll:** Lead attacker vs lead defender each roll D6 + modifiers:
  - 7.1. Draw: Lead attacker and lead defender each suffer 1 hit.
  - 7.2. Defender wins: Lead attacker suffers 1 hit.
  - 7.3. Attacker wins:
    - 7.3.1. Lead attacker was cavalry:
      - 7.3.1.1. Lead attacker suffers 1 hit.
      - 7.3.1.2. Lead defender suffers 2 hits.
    - 7.3.2. Lead attacker was infantry:
      - 7.3.2.1. Lead defender suffers 1 hit.
8. If Defending lead unit has been eliminated, Defender declares new lead unit:
  - 8.1. Must be unit in Area (not Artillery).
  - 8.2. If no units in Area, then one on another Approach is placed in Area as Lead defender and suffers 1 hit.
  - 8.3. If no defender units left then attacker occupies Area. See retreat rules if there is just defending artillery left. Combat is over.
9. **Counterattack** (optional): *Defender declares if any cavalry in Area (except Lead defender, if cavalry) with fewer hits than their rating wish to counterattack:*
  - 9.1. **Defender declares lead Counterattacker.**
  - 9.2. **Lead Counterattacker vs. Lead Attacker each roll D6 + modifiers:**
    - 9.2.1. **Draw:**
      - 9.2.1.1. *Lead Counterattacker and lead Attacker each suffer 1 hit.*
    - 9.2.2. **Counterattacker wins:**
      - 9.2.2.1. *Lead Counterattacker suffers 1 hit.*
      - 9.2.2.2. *Lead Attacker suffers 2 hits.*
    - 9.2.3. **Attacker wins:**
      - 9.2.3.1. *Lead Counterattacker suffers 2 hits.*
      - 9.2.3.2. *Lead Attacker suffers 1 hit.*
  - 9.3. *Counterattack mandatory retreat - Lead unit cannot continue counterattack if zero rating (hits equal the unit rating) - See retreat rules.*
  - 9.4. *If there are no counterattacker left (i.e. Lead unit was only unit and it has retreated or been eliminated) then the counterattack is over - proceed back to attack and step 10.*
  - 9.5. **Optional counterattack broken off - ALL counterattackers must retreat:**
    - 9.5.1. *See retreat rules.*
    - 9.5.2. *Counterattack over - proceed back to attack and step 10.*
  - 9.6. **Optional attacker retreat - ALL Attackers must retreat:**
    - 9.6.1. *See retreat rules.*
    - 9.6.2. *Counterattack, and combat, over.*
    - 9.6.3. *Optional - ALL counterattacking units may Attack Area attackers came from (designating a new lead unit, if wish). This is like a normal attack, starting from scratch, excepting a feint is not allowed.*
  - 9.7. *Counterattack continues - If either or both sides have lost their lead unit then first counterattacker, then attacker, declare new lead units. Return to step 9.2 and re-roll D6s.*
10. **Attacker Mandatory retreat:** Attacking lead unit with zero rating must retreat:
  - 10.1. See retreat rules.
  - 10.2. Designate a new lead attacker.
  - 10.3. If no units left, Combat is over.
11. **Attacker optional retreat** of any/all units - which must include the lead unit:
  - 11.1. See retreat rules.



- 11.2. If Attacking units are left, attacker declares new lead unit.
12. **Defender optional retreat** of any/all units - which must include the lead unit (if there are only Artillery left, they must retreat):
- 12.1. See retreat rules.
- 12.2. If any defending units are left, defender declares new lead unit (if from another Approach, this is placed in Area and suffers 1 hit).
13. **If Attackers and defenders remain, return to Combat roll step 7 above.**

Comment on counterattacks: The main role of a counterattack is to cause the attacker some disorganisation so their attack will be less effective. Note that this is a key difference with a standard combat roll: even if they lose, the counterattacker will inflict a hit. A really good counterattack might well annihilate the attackers altogether, and carry forward into the attackers' Area.

### Retreat rules

- Defender retreating from a standard attack:
  - Infantry: suffer 1 hit.
  - Cavalry: suffer 1 hit, unless retreating before combat.
  - Infantry on any Approach suffer additional 1 hit.
  - The attacker rolls to eliminate any retreating artillery: It is eliminated on a roll of 4, 5 or 6. Add the following modifiers to this roll:
    - +2 if the lead attacker is cavalry.
    - -2 if the artillery is limbered.
  - If the artillery is not eliminated ensure it is now on its limbered side.
  - If Attacker's lead unit was Cavalry - retreating infantry are all in square formation (unless retreated to close terrain).
  - May retreat to any valid Area:
    - Cannot be Area the Attacker came from.
    - Area and its approaches are unoccupied by Attacker's units.
    - Cavalry and Artillery may not retreat to close terrain.
    - Units unable to retreat are eliminated.
- Attackers retreating from a standard attack, or either side retreating as part of a counterattack:
  - If all are retreating, lead opponent from standard attack, if infantry, occupies Approach.
  - Infantry must retreat back to Area came from.
  - Cavalry may retreat to any valid Area (as per above)
  - If retreating from a counterattack, all units suffer 1 hit (the counterattacking units themselves, therefore, will not suffer additional hits for retreating)

### Example of a simple combat:

*A French infantry, deployed on the Approach of Area A, attacks a British infantry deployed in the adjacent Area B. Both units have a rating of 3.*

*First the attacker (French) declares a lead unit, which is the infantry, since it is their only unit!*

*The British may opt to retreat before combat, but decide not to (if they had decided to withdraw before combat, then according to the Retreat Rules, their infantry would suffer 1 hit).*

*Now the British nominate their infantry as their lead unit since, like the French, they only have one unit.*

*There is no artillery in Area B, so there is no artillery fire.*

Both sides roll a D6. The French get a modifier of +3 for their rating of 3, and also +1 as they are attacking from an Approach, and this is the first combat roll. So, the total French modifier is +4. The British have a modifier of +3 for their rating of 3 only.

The French roll a 3, which adding their +4 modifier gives a total of 7.

The British roll a 4, which adding their +3 modifier also gives a total of 7.

This is a draw, so both units take 1 hit.

There is no counterattack possible, as there is no cavalry in Area B.

The French do not have to mandatorily retreat, as their hits do not equal their rating. They also decide they will not optionally retreat. The British also decide not to retreat. As both sides are still in combat, they roll D6 again.

This time, the French modifier is +2 (3 rating, minus the 1 hit). As this is the 2nd combat roll, they no longer get the +1 for attacking from an Approach.

The British modifier is also +2 (3 rating, minus the 1 hit).

The French roll a 1, which adding their +2 modifier gives a total of 3.

The British roll a 6, which adding their +2 modifier gives a total of 8.

The British win, so the French take 1 hit (they now have 2 hits in total), while the British take no hit (leaving them with just the 1 hit from the last roll).

The French still do not have to mandatorily retreat, since their 2 hits are still less than their 3 rating.

However, they still decide that they will optionally retreat.

As the attacker infantry, the French retreat back to Area A (not the Approach). As they were the Attacker, they do not suffer any hits for retreating. Since the defending British were infantry, the British infantry must now occupy the Approach.

Combat is over. The French unit is in Area A, with 2 hits on it, and the British unit is in the Approach of Area B adjacent to Area A, with 1 hit on it.

#### Example of a more complex combat:

3 French units are in Area A. They are a Lancer and 2 infantry. All have a rating of 3. Three British units are in Area B. They are an Infantry with a rating of 3, a Light cavalry with a rating of 2, and an Artillery. The French attack the British with all 3 units.

First, the French declare the Lancer as their lead unit.

As the attackers contain cavalry, the British cannot opt to retreat before combat. The British declare their infantry as their lead unit.

The British Artillery fires at the French lead unit (Lancer), but rolls a 3, and misses.

Both sides roll a D6. The French get a modifier of +3 for their rating of 3. The British have a modifier of +3 for their rating of 3 only.

The French roll a 4, which adding their +3 modifier gives a total of 7.

The British roll a 3, which adding their +3 modifier also gives a total of 6.

The French have won. As this is a Cavalry attack, the British infantry take 2 hits, and the French Lancer also takes 1 hit.

The British now decide to launch a counterattack with their Light cavalry.

Both sides roll a D6. The French get a modifier of +2 for their Lancer's rating of 3 with 1 hit. The British have a modifier of +2 for their light cavalry rating of 2 only.

The French roll a 2, which adding their +2 modifier gives a total of 4.

The British roll a 3, which adding their +2 modifier also gives a total of 5.

The British have won. As this is a counterattack, the Lancer takes 2 hits, and the Light cavalry also takes 1 hit.

The Light cavalry do not have to mandatorily retreat, and the British decide to continue with the counterattack.

The French have a decision: Their Lancer now has 3 hits on it, which equals its rating of 3. If they retreat now, all units will suffer 1 hit, which will eliminate the Lancer, and both infantry will suffer 1 hit in retreat. If they stay on, then the Lancer will certainly be eliminated, even if it wins the next combat roll, but will at least inflict a hit. They decide to fight on, and the counterattack continues:

Both sides roll a D6. The French get a modifier of +0 for their Lancer's rating of 3 with 3 hits. The British have a modifier of +1 for their light cavalry rating of 2 with 1 hit only.

The French roll a 5, which adding their +0 modifier gives a total of 5.

The British roll a 3, which adding their +1 modifier also gives a total of 4.

The French have won. However, as this is a counterattack, they still suffer 1 hit. This takes the total hits on the Lancer to 4, which is more than its rating of 3, so it is eliminated. But the British Light cavalry suffers 2 hits - this takes it to a total of 3 hits, which is greater than its moral of 2, so it is also eliminated.

As the light cavalry is eliminated, the counterattack is over.

The French must nominate a new lead unit, so they nominate one of their infantry. The British already have their infantry nominated.

The French decide not to retreat. The British decide that they really cannot win this one, as their infantry already has 2 hits on it, and so decide to retreat both units (they could not just retreat the Artillery, as the optional retreat must include the lead unit). The infantry suffers a single hit for retreating. The artillery is eliminated unless it rolls 4, 5 or 6 on a D6 (if the Lancers had not been eliminated, then their presence, as lead unit cavalry, would mean that the Artillery would be eliminated on a roll of anything but a 6). The British fortunately roll a 5, and their Artillery is not eliminated, but can retreat.

The British have four Areas they can retreat to from Area B:

Area A is where the French attack came from, so this is not allowed.

Area C is occupied by French units, so this is not allowed either.

Area D has no units in it, but it is close terrain (a wood), so only the infantry may retreat there.

Area E has no units in it and is open terrain. Both the infantry and the artillery may retreat to this area.

The British decide to retreat the Infantry to Area D, and the artillery to Area E.

The combat is over. Area B now contains two French infantry, with no hits on them. Area D contains the British infantry, with 3 hits on it. Area E contains the British artillery.

#### Historical example: D'Erlon's assault at Waterloo and the British heavy cavalry counterattack.

The actual combat described below took approx 30 minutes from start to finish.

5 French infantry (Donzelot, Bourgois, and Marcognet), all rating 3, attack into an Area with the Approach occupied by a British moale 3 infantry, while the rest of the Area has 1 British artillery, 1 British rating 3 infantry, 1 Dutch rating 2 infantry with 1 hit on it, and 1 rating 4 British heavy cavalry (the Union brigade).

The British artillery causes 1 hit on the lead French infantry, which then loses in combat to the lead British infantry (on the Approach). With 2 hits, the French retreat this unit and nominate a new lead infantry. This new lead infantry draws with the British lead infantry in the Approach (both take a hit). The Lead British unit now has 1 hit on it, while the French lead unit has 1 hit. Neither side retreat and the French attack again, and lose, and now have 2 hits. Then the British declare a cavalry counterattack.

The British heavy cavalry beat the French lead infantry which, with 4 hits (2 original hits, plus 2 from the cavalry counterattack), is now eliminated. The cavalry also take a hit. Rather than continue, the French retreat and the 3 remaining units each suffer 1 hit, retreating back to join the unit with 2 hits that retreated earlier. The British cavalry may now launch an immediate attack on the French Area, which it does. It wins its first attack, inflicting 2 hits on a French infantry, but suffers another hit. The French don't want to risk any more of this and retreat. All the French units take a hit in the retreat, which takes the lead unit to 4, eliminating it. The remaining French forming square as they retreat. The Cavalry have won the day, although they have 2 hits and are ripe for attack, standing alone in the Area the French came from. Of the 5 French

*infantry, two have been eliminated, one has 3 hits, and two have 2 hits. Next CP the French will use to send in some cuirassiers and other cavalry, which will likely eliminate the British Heavy cavalry.*

#### **E. Artillery phase.**

Both players fire any artillery (not allowed if on its limbered side) they wish, active player first. Each Artillery selects 1 target and fires at it, rolling to hit. Each artillery may only fire once in this phase. A single unit may be targeted by more than one artillery.

#### Valid targets:

- The Approach facing the Artillery Area is always valid and the roll to hit is 5 or 6 on a D6.
- The Area adjacent to the Artillery Area is valid if any Approach between the Areas is the same height or lower than both of the Areas. The roll to hit is 5 or 6 on a D6 - excepting a square as a target, which is hit on a 4, 5, or 6.
- Other Approaches in an adjacent Area, any Area 2 Areas away, and all their Approaches are all valid targets provided. The roll to hit these targets is a 6 - excepting a square as a target, which is hit on a 5 or 6.

If deployed Artillery (i.e. not on their limbered side) are the target (at any distance) and are hit, they have a saving throw of 4, 5, 6. This save prevents them being hit; otherwise 1 hit eliminates them. Limbered artillery have no save.

Certain terrain may prevent artillery fire, as specified in the scenario. A common example may be an Approach with trees, which prevents fire from one Area to another; or a forested Area, which cannot be fired into.

After all artillery have fired, players may both voluntarily change any limbered artillery to deployed or vice versa.

**Now it is the other player's turn.**

## **Optional rules**

### **Rally and move.**

This rule simply combines the Rally phase and the Move phase, and is purely for convenience to speed up game play. So, you can move and rally in any order. But remember that a unit which has rallied cannot move; and a unit which has moved cannot rally.

### **Horse artillery:**

These are never limbered (unless using Road movement).  
They cannot fire further than the adjacent Area and Approach.  
In combat retreat, the roll to eliminate them suffers a -2 penalty.

### **Heavy artillery:**

These are always limbered, even if they only move 1 Area.  
They hit on a roll of 5 or 6, irrespective of range.  
In combat retreat, the roll to eliminate them gains +1 bonus.

### **Road movement:**

Units moving by road (every move must be along the road) may move an extra Area (4 for infantry/artillery, 5 for cavalry), provided there is no combat as a result. Infantry in square, or deployed on the Approach, may not use road movement.

### **Unreliable cavalry:**

Certain cavalry units (such as British heavy cavalry) may be unreliable: If they roll equal to or less than their rating minus any hits, they must counterattack immediately in a combat, and if the counterattack is successful they must make the same roll or else immediately attack the Area the attackers retreated to.

### **Common Terrain effects:**

#### Group of buildings (such as farm complex):

Only 1 unit may occupy (at the end of the turn - any number may move through as a group).  
Artillery in buildings cannot fire.  
Any hit, from combat or artillery, is saved on a roll of 4, 5, or 6.  
Defender receives +2 bonus against cavalry attack.  
Cavalry attacking out of area - defenders receive +2 bonus, for first roll only.

#### Wooded Area:

Cannot be targeted by artillery.  
Artillery in wood cannot fire.  
Any hit, from combat or artillery, is saved on a roll of 5 or 6.  
Defender receives +2 bonus against cavalry attack.  
Move into wood costs 2 actions for infantry, 3 actions for cavalry or artillery.  
Cavalry in wooded area cannot counterattack.  
Cavalry attacking out of area - defenders receive +2 bonus.

#### Marshy/river Approach:

Costs +1 action for infantry to cross, +2 actions for cavalry or artillery.  
Defender in Approach, or Area behind approach receives +1 bonus.

### Wooded/hedged Approach:

Blocks artillery fire between Areas, unless firing Area is higher than both Approach and target Area. If Approach is lower than both Areas, then it does not block fire.

Costs +1 actions for cavalry to cross, +2 actions for artillery.

Defender in Approach, or Area behind approach receives +1 bonus.

### **Leaders:**

Each side can have leaders. Leaders are represented by named units on the game map.

Leaders must be stacked with a single unit. If there are 2 leaders stacked on a single unit, the leader with seniority takes precedence, and the other leader's effects on the unit are ignored.

In the Place reinforcements phase, all leaders of the Active side may move up to 3 areas to a new unit, provided they do not pass through an Area containing enemy units.

If a unit suffers a hit, it is possible the leader will be wounded (see below) on a roll of 1 on a D6 per hit taken.

### Wounded leader: Roll another D6:

1-3: Minor wound. Remove leader for this number of turns, then replace on any friendly unit.

4: Serious wound. Remove leader from game, but they will recover for another day.

5: Mortal wound. Remove leader from game. They die within the week.

6: Killed. Remove leader from game.

If a unit is eliminated, the leader is immediately moved to the nearest unit without a leader within 3 areas: If none are available, move the leader to the Reinforcement area. If there is no valid move to the reinforcement area, the leader is captured (remove leader from the game).

Each leader may offer none, one or more bonuses, depending on the scenario. Some example leader bonuses:

- Commander: Adds 1 CP to the Army total.
- Incompetent: Removes 1 CP from the Army total.
- Efficient: Adds 1 CP only for use of unit(s) in the same Area as the leader.
- Buffoon: Adds 1 CP to the total CP cost of unit(s) in the same Area.
- Imbecile: Roll a D6: On a roll of 1-3, all CPs spent on units in his Area are lost and the units cannot move.
- Courageous: Adds +1 to combat roll of unit he is stacked with.
- Cowardly: Adds +1 to combat roll of any unit attacking the unit he is stacked with.
- Organised: Units moving with the leader may move 1 additional Area for free.
- Cavalryman: Must always be stacked with a cavalry unit.
- Dashing: Leader may move up to 4 Areas to a new unit.
- Stubborn: Units in same combat as the leader may not optionally retreat.

### **Unit attributes**

Certain units may be defined for special attributes. Examples are below:

- Heavy artillery: Always hit on a 5 or 6, whatever the range.
- Light artillery: Can only fire at adjacent Areas and Approaches.
- Fanatic: Unit may never optionally retreat.

- Fearful: Unit must always optionally retreat.
- Fire discipline: Unit in line gets +1 in combat.
- Ferocious: Unit in attack gets +1 in combat.
- Cuirassier: Saves on a roll of 5 or 6 per hit in combat with other cavalry.
- Imposing: Unit causes an extra hit, if it wins combat.
- Skirmishers/sharpshooters: Unit on Approach, or in close terrain, may attack one adjacent Area in the Artillery phase, hitting on a roll of 6.

## **Strategy tips**

Below are some tips that will help you understand some of the mechanics better and also improve your battlefield skill.

**A lone infantry in a clear area is very vulnerable.** A feint will draw the unit onto an approach. Then an attack from another approach will automatically inflict a hit and draw the infantry to that approach where, even if it survives, it will then be at risk from another attack on the original (or another) approach! On the other hand, infantry in close terrain are fairly safe on their own, since close terrain has no approaches.

**Even the weakest cavalry can save you.** They can prevent feints, and they can even the odds a bit through a counterattack - since even a losing counterattack inflicts a hit. A successful counterattack can be devastating.

**Do not be afraid to retreat.** The brutality of retreating, as a defender, is that all units suffer a hit. You may be tempted to stay on and trust to the gods of war. This might sometimes work, but will more often lead to worse losses than if you took it on the chin early and retreated. You can always rally.

**Massing artillery is a risk.** It is very tempting to mass your artillery close to the enemy and blast away. But in this game, areas can change hands very quickly. If this happens, you may lose all your artillery.

**Squares are a target.** A good defence against cavalry, squares might be considered a useful reserve. A +1 to the chance of artillery hitting them means that they become a magnet for any artillery in range and suffer accordingly.

**Keep a reserve for your final move.** There is nothing worse than a failed attack leaving an Area weak and you have run out of CPs, just knowing that your opponent is about to exploit it. Keep a strong unit back for just such emergencies and don't do a risky attack with your last CP.



## Quick Reference Sheet

<p><b>Turn Order (Player 1 then Player 2):</b></p> <ol style="list-style-type: none"> <li>A. Place reinforcements.</li> <li>B. Determine number of CPs.</li> <li>C. Rally units (1 CP per unit - cannot move).</li> <li>D. Move units using CPs (plus combat).</li> <li>E. All artillery fire (both players).</li> </ol> <p><b>Actions:</b>  Move from Area to Area (all units)  Move to attack Area (Infantry &amp;/or Cavalry)  Change to/from square (Infantry only)  Move to unoccupied Approach (Infantry only)  Move from Approach to own area (Infantry only)  Join attack from Approach (Infantry only)</p> <p><b>Combat Procedure:</b>  Announce lead units (Attacker first). Must be unit in Approach, if present.  Defender optional retreat (unless Attacker has Cavalry), otherwise declare lead defender.  Defending Artillery fire at lead attacker (5,6 to hit)  Attacker optional Feint (unless lead defender was cavalry): Lead defender occupies Approach.  Both sides roll D6 &amp; apply results  Defender optional Cavalry counterattack  Attacker mandatory retreat (if zero motale)  Attacker optional retreat (any/all units)  Defender optional retreat (any/all units)</p> <p><b>Counterattack Procedure:</b>  Declare counterattackers: Only Cavalry, not Lead  Declare lead counterattacker  Both sides roll D6 &amp; apply results  Lead counterattacker mandatory retreat if 0 rating  Counterattack optional break off (all retreat)  Attacker optional retreat (all retreat)  Continue counterattack process until counterattackers all broken off/eliminated, or else all attackers eliminated/retreat.  If counterattack broken off/eliminated, combat continues with Attacker mandatory retreat step.</p> <p><u>D6 results in Combat:</u>  Draw: Both sides take 1 hit.  Loser takes 1 hit, 2 if Winner was Cavalry.  Winner takes 1 hit if they are Cavalry.</p> <p><u>D6 results in Counterattack:</u>  Draw: Both sides take 1 hit.  Loser takes 2 hits.  Winner takes 1 hit.</p>	<p><b>CP usage:</b></p> <p><b>Define a Force:</b> Select any number of units in an Area, plus the unit from the Approach facing the Area the move is to.</p> <p><b>All units:</b>  1, 2, or 3 Actions with no combat: 1 CP  (Artillery have limbered marker if 2 or 3 Actions used)  1 Action resulting in combat*: 1 CP  2 Actions resulting in combat*: 2 CP  *Any artillery in Force must be dropped off.</p> <p><b>Force with Cavalry only:</b>  1, 2, 3, or 4 Actions with no combat: 1 CP  1 or 2 Actions resulting in combat: 1 CP  3 Actions resulting in combat: 2 CP</p> <p><b>Combat modifiers:</b>  + Rating (minus hits)  Approach +1 (first roll only if Attacker)  Infantry versus light cavalry +1  Heavy cavalry versus Light cavalry or Lancers +1  Defending against an attacker from close terrain +1  Infantry vs Square +1  Infantry in square vs Cavalry +4</p> <p><b>Retreat Procedure:</b>  <u>Defenders retreating:</u>  All units take 1 hit (exception: Cavalry retreating before combat, where attacker has no cavalry).  All units on Approach take 1 hit (additional)  Artillery eliminated on 4,5,6 (+2 if lead cavalry, -2 if limbered)  Cavalry/Artillery cannot retreat to close terrain  Lead attacker Cavalry: Infantry now in square  <u>Attackers retreating from combat, or counterattackers retreating:</u>  No effect.  Cavalry may retreat to any valid Area.  <u>Attackers retreating from a counterattack:</u>  All units take 1 hit.  Counterattackers may attack retreat Area</p> <p><b>Artillery (first active player, then other):</b>  vs. Adjacent Area/Approach/Lead Attacker = 5,6  Further Approaches/Areas = 6  +1 versus square. Artillery targeted save on 4,5,6</p> <p><b>End turn:</b> Remove all markers, except hits.</p>
--	--

**Quick summary of different unit types**

<b>Type</b>	<b>Combat bonuses</b>	<b>Movement</b>	<b>Other</b>
<b>Infantry</b>	+1 versus Light cavalry +1 in defence, if on Approach +1 in attack (first roll only) if on Approach +1 attacking infantry in square +4 if in square against cavalry	3 Actions.  1 CP if no combat, or combat into adjacent Area. 2 CP for combat against Area 2 Actions away.	Can form square in Area as 1 Action
<b>Light cavalry</b>	No bonuses	4 Actions.  1 CP if no combat, or combat into adjacent Area. 1 CP for combat against Area 2 Actions away. 2 CP for combat against Area 3 Actions away.	Cannot retreat into close terrain  Cannot occupy the Approach  Able to <b>counterattack</b>
<b>Lancers</b>	No bonuses, although note that infantry do not get a +1 versus Lancers	As per Light cavalry	As per Light cavalry
<b>Heavy cavalry</b>	+1 versus Light cavalry or Lancers  Note that infantry do not get a +1 versus Heavy cavalry	As per Light cavalry	As per Light cavalry
<b>Artillery</b>	N/A - Artillery cannot be involved in combat.  They do get a single shot against attackers into their area, if the defender has decided not to retreat before combat. Artillery scores a hit on the lead attacker on a 5 or 6.	3 Actions (limbered if they perform more than one action).	Cannot retreat into close terrain  Cannot occupy the Approach  Eliminated on retreat unless saved on a D6 roll of 4, 5 or 6 +2 to roll, if limbered -2 to roll, if lead attacker is cavalry

## **Quatre Bras scenario.**

The battle of Quatre Bras took place on 16th June 1815 between a French force, under Marshal Ney, and an Allied force, initially under the Prince of Orange, but later under the Duke of Wellington.

The French objective was to seize the crossroad of Quatre Bras in order to sever the Allied forces from the Prussians. To begin with, only a large Dutch/Nassau division stood in the way of 2 French divisions, with cavalry support. However, despite further French reinforcements, larger British and Brunswick reinforcements forced the French away from Quatre Bras and prevented a possibly catastrophic splitting of the Allied armies. The Prussians and Allies remained in contact, and were able to co-ordinate to defeat the main French army 2 days later at Waterloo.

### **Timing and victory conditions:**

The game starts on the 2pm turn. Each turn is half an hour, with the last turn being the 8.30pm turn. The French player starts first in each turn.

At the end of the game, victory points are allocated as follows:

- Eliminated enemy unit = 1 victory point per unit, of any type.
- Either side occupies Gemioncourt, Grand Pierrepont or Ferme de la Haute Censes = 2 victory points per Area.
- Either side occupies Thyle = 5 victory points.
- French occupy Quatre Bras = 10 victory points.
- French occupy any of the 3 wooded areas of Bois de Bossu (North, Mid, or South) = 4 victory points (only 4 points maximum, not 4 per area).

The side with the highest total is the winner.

### **Terrain:**

Woods on the map are close terrain and have the following effects:

- Cannot be targeted by artillery.
- Artillery in wood cannot fire.
- Any hit, from combat is saved on a roll of 5 or 6.
- Defender receives +2 bonus against cavalry attack.
- Move into/between wood costs 2 actions for infantry, 3 actions for cavalry or artillery.
- Cavalry in wooded area cannot counterattack.
- Cavalry attacking out of area - defenders receive +2 bonus.

Farmsteads on the map (Gemioncourt, Grand Pierrepont and Ferme de la Haute Censes) are close terrain and have the following effects:

- Only 1 unit may occupy at the end of a turn (although any number may move through together).
- Artillery in area cannot fire.
- Any hit, from combat or artillery, is saved on a roll of 4, 5, or 6.
- Defender receives +2 bonus against cavalry attack.
- Cavalry attacking out of area - defenders receive +2 bonus, for first roll only.

Thyle is the same as Farmsteads, except that up to 2 units may occupy it.

Marshy approaches have the following effects:

- Costs 2 actions for infantry to cross, 3 actions for cavalry or artillery.
- Defender in Approach, or Area behind approach receives +1 bonus.

Ridges block line of sight for artillery on lower terrain, or ridges of the same height. For example, Artillery on the Heights of Gemioncourt can fire at units on the Heights of Bati Saint Bernard, but they could not fire at units on the approach behind, or into the areas behind. Note that Delsot and the Heights of Lairalle are on higher ridges, so can fire (in the latter's case) over the Heights of Gemioncourt at units on the Heights of Bati Saint Bernard.

### **Units:**

The Allied player may place these units anywhere they wish on the map at the start (note that leaders, while listed, are optional):

#### 2nd Netherland Division (Perponcher):

- rating 2 Dutch infantry (Dutch/Belgian).
- Rating 2 Dutch infantry (Dutch militia).
- Rating 2 Dutch infantry (Orange Nassau).
- Rating 3 Nassau infantry.
- Dutch artillery.

The French player places these units in the French reinforcement area:

#### 5th French Division (Reille):

- Rating 3 infantry.
- Rating 3 infantry.
- Rating 3 infantry.
- Artillery.

#### 9th French Division (Foy):

- Rating 3 infantry.
- Rating 3 infantry.
- Artillery.

#### 2nd French Cavalry Division (Pire):

- Rating 3 Light Cavalry (Hubert).
- Rating 3 Lancers (Walthier)

### **Reinforcements and CPs (game length = 14 turns)**

2.00pm turn: Allies = D3 CPs; French = D3+2 CPs.

2.30pm turn: Allies = D3 CPs; French = D3+2 CPs.

3.00pm turn: Allies = D3+1 CPs; French = D3+3 CPs.

Allied reinforcements:

3rd Dutch-Belgian Cavalry Brigade (Van Merlen):

- Rating 2 Light Cavalry.

5th British Division (Picton):

- Rating 3 infantry (5/1 Kempt - British).

French reinforcements:

6th French Division (Prince Jerome)

- Rating 3 infantry.
- Rating 3 infantry.
- Rating 3 infantry.
- Artillery (6th).
- Artillery (Reserve).

3.30pm turn: Allies = D3+1 CPs; French = D3+3 CPs.

Allied reinforcements:

5th British Division (Picton):

- Rating 3 infantry (5/2 Pack - British).
- Rating 2 infantry (5/3 Best - Hannoverian).
- British artillery.

Brunswick Division (Prince Frederick of Brunswick):

- Rating 3 infantry (Br/1 Guard).
- Rating 2 Light Cavalry (Rauschenplatt).

4.00pm turn: Allies = D3+2 CPs; French = D3+3 CPs.

Allied reinforcements:

Brunswick Division (Prince Frederick of Brunswick):

- Rating 2 infantry (Br/2 Buttlar).
- Rating 2 infantry (Br/3 Specht).
- Brunswick artillery.

4.30pm turn: Allies = D3+3 CPs; French = D3+3 CPs.

5.00pm turn: Allies = D3+3 CPs; French = D3+3 CPs.

Allied reinforcements:

3rd British Division (Alten):

- Rating 3 infantry (3/1 British).
- Rating 3 infantry (3/2 British/Hannoverian).

5.30pm turn: Allies = D3+3 CPs; French = D3+3 CPs.

Allied reinforcements:

3rd British Division (Alten):

- Rating 2 infantry (3/3 Hannoverian).
- British artillery.

French reinforcements:

11th Cavalry Division (Kellerman):

- Rating 4 Heavy cavalry (Guiton).

6.00pm turn: Allies = D3+4 CPs; French = D3+3 CPs.

Allied reinforcements:

1st British Division (Cooke):

- Rating 4 infantry (1/1 Maitland).

6.30pm turn: Allies = D3+4 CPs; French = D3+3 CPs.

Allied reinforcements:

1st British Division (Cooke):

- Rating 4 infantry (1/2 Byng).
- British artillery

7.00pm turn: Allies = D3+4 CPs; French = D3+3 CPs.

7.30pm turn: Allies = D3+4 CPs; French = D3+3 CPs.

8.00pm turn: Allies = D3+4 CPs; French = D3+3 CPs.

8.30pm turn: Allies = D3+4 CPs; French = D3+3 CPs. END OF SCENARIO immediately after this turn.

### **Optional scenario rules:**

#### **Random reinforcement arrival.**

This rule allows you to make the British reinforcement schedule a bit unpredictable.

From 2.30pm onwards, roll a D3-1 and place that number of Allied units in the reinforcement Area, in the order in which they are listed in the reinforcement schedule.

#### **Better British staff.**

This rule assumes that the British were better organised at getting their reinforcements up.

From 2.30pm onwards, roll a D3+1 and place that number of Allied units in the reinforcement Area, in the order in which they are listed in the reinforcement schedule.

#### **3rd British Cavalry Brigade arrives early.**

This formation, consisting mostly of King's German Legion light dragoons, arrived as darkness fell. They could have arrived earlier. They are a rating 3 light cavalry unit. Roll a D6. On a roll of 1, they arrive at 6pm, on a roll of 2, they arrive at 6.30pm, and so on up to a roll of 6 where they arrive at 8.30pm.

#### **Leaders.**

Play the game with leader counters. Each turn just roll a D3 for command points, as Leaders will modify the roll.

At start:

French: Ney (Commander); Reille (Commander); Foy; Bachelu; Pire (Cavalryman).

Allies: Perponcher (Efficient, Dutch only); Prince of Orange (Courageous, Dutch only).

3.00pm:

French get Jerome (Commander).

Allies get Wellington (Commander, Dashing); Picton (Organised, British only).

4.00pm:

Allies get Prince Frederick of Brunswick (Commander, Brunswick only)

4.30pm:

Allies get Alten (Commander, British only)

5.30pm:

French get Kellerman (Cavalryman, Organised).

6.00pm:

Allies get Cooke (Commander, British only)

Leader seniority:

Allies: Wellington, Prince of Orange, Picton, Cooke, Perponcher, Alten, Prince Frederick.

French: Ney, Reille, Jerome, Kellerman, Foy, Bachelu, Pire.

### **Guard cavalry available.**

The French guard light cavalry under General Lefebvre-Desnouettes was available to Ney, but could not be used without Napoleon's express permission. If Ney had this permission, then add 1 Rating 4 lancer and 1 Rating 4 light cavalry to the French forces at the start.

### **11th Cavalry Division complete.**

Only one brigade of this Division showed up. If both show up, then add a Rating 3 French heavy cavalry (Picquet) to the 5.30pm reinforcement.

### **D'Erlon's I Corps shows up.**

At 4.00pm, the lead formation of D'Erlon's I Corps was at Frasnes, some 4km from Quatre Bras, when he received Napoleon's order to march instead to Ligny. This optional rule suggests that he did not get this order, or else ignored it, and marched to Quatre Bras. Change the reinforcement schedule, and French CPs, from 5pm onwards (n.b. this will make the game very hard for the Allies to win - feel free to experiment with random ways to make this Corps arrive, or not. Perhaps D'eron sends only a single division, as he did to Ligny in reality):

5.00pm turn: Allies = D3+3 CPs; French = D3+4 CPs.

#### Allied reinforcements:

##### 3rd British Division (Alten):

- Rating 3 infantry (3/1 British).
- Rating 3 infantry (3/2 British/Hannoverian).

#### French reinforcements:

##### I Corps, 2nd Division (Donzelot & Corps commander D'Erlon - Commander):

- Rating 3 infantry (2/1).
- Rating 3 infantry (2/2).
- Artillery

5.30pm turn: Allies = D3+3 CPs; French = D3+5 CPs.

#### Allied reinforcements:

##### 3rd British Division (Alten):

- Rating 2 infantry (3/3 Hannoverian).
- British artillery.

#### French reinforcements:

##### 11th Cavalry Division (Kellerman):

- Rating 4 Heavy cavalry (Guiton).

##### I Corps, 4th Division (Durutte - Commander):

- Rating 3 infantry (4/1).
- Rating 2 infantry (4/2).
- Artillery
- Rating 2 lancers.

6.00pm turn: Allies = D3+4 CPs; French = D3+6 CPs.

#### Allied reinforcements:

##### 1st British Division (Cooke):

- Rating 4 infantry (1/1 Maitland).

#### French reinforcements:

##### I Corps, 3rd Division (Marcognet - Commander):

- Rating 3 infantry (3/1).
- Rating 3 infantry (3/2).

- Rating 2 light cavalry

6.30pm turn: Allies = D3+4 CPs; French = D3+6 CPs.

Allied reinforcements:

1st British Division (Cooke):

- Rating 4 infantry (1/2 Byng).
- British artillery

French reinforcements:

I Corps, 1st Division (Passage):

- Rating 3 infantry (1/1).
- Rating 2 infantry (1/2).
- Artillery.

7.00pm turn: Allies = D3+4 CPs; French = D3+6 CPs.

7.30pm turn: Allies = D3+4 CPs; French = D3+6 CPs.

8.00pm turn: Allies = D3+4 CPs; French = D3+6 CPs.

8.30pm turn: Allies = D3+4 CPs; French = D3+6 CPs. END OF SCENARIO immediately after this turn.

If using leaders, the French leaders are D'Erlon (commander), Donzelot, Durutte (commander), Marcognet (commander), Passage.

French seniority of leaders is: Ney, Reille, D'Erlon, Jerome, Kellerman, Passage, Marcognet, Foy, Bachelu, Pire, Donzelot, Durutte.



## Design Notes.

The inspiration for the look of this game comes from the Napoleonic games by Rachel Simmons: Bonaparte at Marengo and Napoleon's Triumph. I own the latter game, and have played it many times. However, I wanted a game that was closer to the feel of miniature wargaming.

I have played miniature wargames, using lead models, for 30 years with my interests moving from the world wars, through the American Civil war, and the conflicts of the Eighteenth century to the Napoleonic era. I have tried numerous rule books, and read even more books and articles about the period. Napoleonic warfare is a favourite among wargamers because the balance between the 3 arms of infantry, cavalry and artillery was more even than in any other period of history.

1. **Infantry** - the 3 key formations: Column, line and square.
  - a. **Line** is for combat, but was not mobile, at least in any other direction that the direction it was aligned with. The line is also only a formation for the open fields. In woods, towns, or other close terrain, infantry would deploy in whatever fashion suited the layout of walls and/or vegetation. Therefore, in the game the line formation is only for the Approaches between Areas. The line will also get a combat bonus of +1. This bonus is retained in defence, but is only for the first combat roll in attack - this is to represent the fact that the line was primarily a defensive formation.
  - b. **Square** is defensive against cavalry but formations could, and did, move in square formation. Some famous examples are Napoleon's large "brigade" squares in Egypt, or the 1814 battles of Fere-Champenoise. Because moving in squares was a tricky thing to do, you need to spend 2 command points on a square, where 1 would do for a formation in line or column. As well as being very defensive (although not impervious) to cavalry, the square was a liability against the other arms. It offered an excellent target for artillery, and the density of the men in it meant that a cannonball often did more damage than it would against a line or column. Against infantry it was also less useful, as less muskets could be brought against the enemy. The game gives artillery and infantry a +1 bonus against infantry in square. Against cavalry, the square gets a +4 which would fend off all but the best (or luckiest - think of the KGL at Garcia Hernandez) cavalry.
  - c. **Column** is meant to represent the other formations infantry were in when not deployed in line or square. It is a "reserve" formation, but also retains the mobility to attack. In an attack, infantry would frequently advance in column, and then deploy into line for the final contact. This was easier said than done in the heat of battle and doomed many an attack. In the game you should ideally seize the approaches and deploy in line there to launch attacks.
2. **Cavalry** - there are 3 main types: Light, Heavy, Lancer. A design principle behind cavalry is that in Napoleonic warfare they were very much one-shot weapons. An attack, even if successful, would likely be the end of the attacking cavalry as much as the enemy. To this end, cavalry suffer 1 hit, even if victorious. The other notable feature of cavalry is that the one shot, if successful, is very powerful. Units defeated by cavalry suffered terrible losses - so when cavalry win, their opponent suffers 2 hits, rather than the 1 that infantry inflict.
  - a. **Light** cavalry are the classic Hussars, Light Dragoons, Chasseurs a Cheval and other light types. Designed primarily for scouting and the destruction of already-fleeing enemy they can still be used for counterattacks in threatened areas. They therefore give a +1 to all opponents except other light cavalry and lancers.

- b. **Heavy** cavalry consist of the famous Cuirassiers, Carabiniers, and other designated heavy cavalry. Big men on big horses. They do not give a +1 to opponents.
- c. **Lancers** are an anti-infantry type. They therefore do not give a +1 to infantry opponents, but are still light cavalry as far as heavy cavalry are concerned, so would give +1 to heavy cavalry opponents.

Some of the key things that Cavalry lend to you are:

- They can prevent a feint.
  - They can stop opponents retreating before combat.
  - If they attack artillery, there is a greater chance the artillery will be eliminated attempting to retreat.
  - They can move further, and attack at a greater range than infantry.
  - They cause 2 hits if they win.
  - They force retreating infantry into square.
  - They are able to counterattack.
3. **Artillery** consisted of towed cannons. These had a range of about 1000m, but were much more effective as that range closed to around 300m, which was cannister range. At the scale of the game, 1000m is about 2 Areas, so it is quite simple to give artillery a better chance of hitting at a range of 1 Area versus 2 Areas. Artillery had limited mobility - if it gets caught in an offensive and forced to retreat there is a good chance it will be eliminated, near-certain if cavalry attack. Optional rules covers horse artillery, which was lighter but more mobile, and heavy artillery, which could punch harder at longer ranges (Napoleon's "beautiful daughters").

#### Other important features

1. **Command points.** Napoleonic command and control was via direct instruction and delegation. Army commanders could perform a limited amount of activity by galloping to a threatened sector, or else writing a note/verbal instruction for an aide to deliver. The game simulates this through the use of command points - so you will be unlikely to be able to order every unit to the maximum extent of its abilities every turn. A good commander focusses on what is important!
2. **Unit Rating and Rally.** Rating reflects a number of variables - generally it reflects experience, but may also be modified up or down if the unit is significantly larger or smaller than the generic size of 2000 for infantry or 1000 for cavalry. The reduction in rating for hits is not always going to be physical casualties, but could also be due to morale factors, such as being outflanked, having to retreat from defensive positions. In the case of cavalry, unit cohesion and the fatigue of the horses are also factors that will reduce rating - which is why cavalry always suffer a hit in combat, even if victorious.
3. **Movement.** Each turn is intended to be about 30 minutes. In that time a formation of infantry could likely march 3 areas, which is 1500m, but it would not be able to attack. Cavalry should be able to go further, but not that much. The principle in the use of commands and actions is to make movement straightforward, but moving into combat is harder (costs more CPs) at greater distances.
4. **Combat decisions.** Another design intention was to make the combat full of decision points. The main decision is for the defender deciding whether to retreat. Retreat is costly, as it inflicts a hit, so the defender has to weigh up losing a unit in combat versus saving a battered unit to fight on. You must have reserves in this game. A feint can easily draw a defender to an unfavourable approach, allowing an attacker to attack from another direction and get an immediate hit forcing the defender to redeploy to face. The principle of using D6 versus D6 in the combat was twofold: First, it is important to have some chance for either side to prevail, reflecting all the many micro-factors and

chances in combat that no simulation can ever cover. Secondly, it is fun to roll against an opponent - and extreme results, while rare, make a great story!

5. **Counterattacks.** This is the main use of cavalry. They might not win a counterattack, but they will at least inflict a hit, which might level up the combat odds a bit. This is something you will read about in accounts of Napoleonic battles over and over again - seemingly ludicrous attacks by cavalry, which almost always fail, but serve the purpose of knocking a threat on the head.

### **The map.**

The font used is Serif, which was used in Napoleonic times. The free program GIMP (GNU Image Manipulation Program) was used to prepare the map.

## **The battle of Quatre Bras, July 16th 1815.**

### **Historical briefing:**

When Napoleon returned from exile and seized power, the countries he had been at war with over the past years immediately re-mobilised for war. There were 4 main armies invading France: Austria, Russia, Prussia, and a polyglot Allied army under British command (hereafter called the "British army" for brevity).

Napoleon was badly outnumbered, but he had a small chance if he could grasp the initiative and defeat the enemies in detail before they could coordinate. The British and Prussians were the most prepared of his enemies, so he went for them first.

Napoleon's key problem was that his army was not the same as before. Many soldiers were inexperienced new recruits, and the officers were somewhat unreliable, well aware of Napoleon's perilous state and unwilling to go down with the sinking ship.

The British (under Wellington) and the Prussians (under Blucher) had their own problems too. Neither knew where the French would strike, both armies had large numbers of troops that had been under French command recently (as well as new recruits), and each commander was aware that alone they would be weaker than Napoleon.

Therefore, Wellington and Blucher took pains to keep their armies within communication, while Napoleon needed to strike while they were divided - and keep them that way.

Napoleon's basic plan was to drive up towards Brussels from the South and then pounce on whatever army he could. For this purpose he divided his army into 2 wings, with a powerful central reserve under himself. The idea was that each wing would pin Wellington and Blucher, keeping them apart. Then the reserve would then power into whichever army he thought he had the best chance of beating.

Ney took command of the Western wing, which was tasked with pinning Wellington's army. Ney was a somewhat impetuous officer, who had proved himself over a number of years, most notably in the 1812-13 retreat from Moscow. He was appointed on the 15th July - just one day before Quatre Bras - and so had very little time to get to grips with his formations, the strategy, or even organise a staff.

Ney moved North, brushing aside some Prussians, who fled East. Napoleon became convinced that the Prussians were his best bet for a major battle since they were closer, and he could rely on Blucher to stand and fight, even if this was not wise.

Meanwhile, Wellington was still unsure where the French were. He thought they were most likely to approach from the West, and so had his army in a large arc from the West of Brussels to the South where the link with the Prussians to the East was tenuously maintained.

In reality, Napoleon was approaching from the South! While Wellington was not in a position to realise this, the local commanders on the ground certainly were, and reacted accordingly. These were Dutch troops under the command of Perponcher, who reported to the Prince of Orange. They quickly realised that the French forces they had started skirmishing with were the main army and deployed their forces forward - away from where Wellington had intended them and instead to Quatre Bras. They also sent messages to Wellington, who realised his error and started rushing reinforcements forward.

Ney could see he had a Dutch division in front of him, but he had two divisions plus cavalry immediately available, and another 4 divisions arriving. He had received a message from Napoleon that the other wing was attacking Prussians and that he would come to Ney's aid when they were pushed away.

Unfortunately for Ney, Napoleon had other intentions that he failed to communicate effectively. Napoleon intended to decisively defeat the Prussians. He assumed that Ney was already in Quatre Bras and marching towards the Prussian flank. He also ordered one of Ney's corps, under D'Erlon, to come to his battle with the Prussians at Ligny - but didn't tell Ney.

Ney thought he simply had to keep the British away from the Prussians, and with his two corps he could easily manage that. He did not realise he was expected to come to the flank of Ligny. He did not know that half of his force had been diverted by Napoleon.

Then messages filtered through to Ney about the urgency with which he was expected to fall on the Prussian flank. The pressure he was under grew. Wellington was constantly being reinforced. He could keep Wellington away, but he did not have the force to drive through the Allies to Ligny. Where was D'Erlon?

Then Ney found out where D'Erlon was - marching away from him! He lost control and, despite the fact that D'Erlon could not reach him by now, countermanded Napoleon's order. D'Erlon also must have realised that he could not reach Quatre Bras, but bizarrely obeyed Ney over Napoleon and turned his entire corps (except one division) around, where it unsurprisingly failed to reach Quatre Bras until night-time.

Meanwhile, at Quatre Bras, Wellington had stabilised the situation and was counterattacking. By nightfall, the French were pushed back to their start positions. Ney had succeeded in preventing Wellington from assisting the Prussians, but the failure of either of his corps to help Napoleon meant that the Prussian defeat at Ligny was not catastrophic. The Prussians were still able to fight, and 2 days later they linked up with Wellington at Waterloo to end Napoleon's dream.