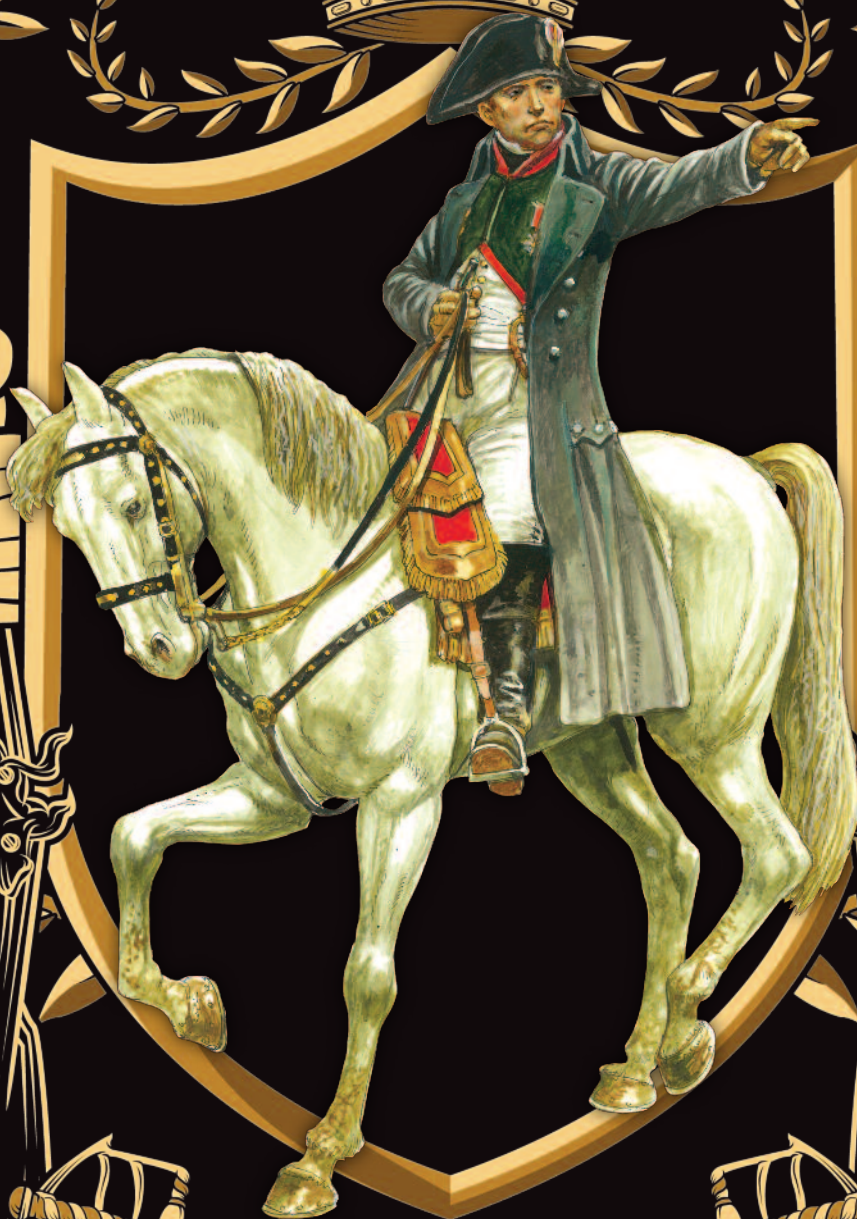


BLACK POWDER™

SECOND EDITION



WARLORD
GAMES

BLACK POWDER

SECOND EDITION

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Photograph of Lieutenant General Sir George Brown G.C.B. & officers of his staff, 1855 by Roger Fenton. Library of Congress, Prints & Photographs Division, [digital ID number, cph 3a47708]

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Black Powder is a game for militarily inclined gentlemen with straight backs, bristling beards and rheumy eyes that have seen a thing or two. If tales of battle and glory in days-gone-by stir nothing in your breast, if the roar of cannon does not quicken the pulse and set a fire in the belly, then stop reading forthwith. Ours is not an adventure to be embarked upon by the faint hearted. Put down this book and be glad that you have spared yourself the discomforting spectacle of grown men attempting to relive the great conflicts of history with armies of toy soldiers.

So heft your muskets and prepare for battle. The library or billiard room will serve as our battlefield, or else some similarly spacious and secluded refuge. Ensure that children are safely put to bed and lie safely beyond earshot. Secure the doors against the intrusion of womenfolk as yet unfamiliar with the conventions of war. Ready your armies for the long march to glory.

And finally, let us remember that the ideal accompaniment to the journey may be found in good brandy, fine cigars, and the companionship of like-minded enthusiasts.

There is not a piece of constructive legislation in the world, not a solitary attempt to meet a complicated problem, that we do not now regard the more charitably for our efforts to get a right result from this apparently easy and puerile business of fighting with tin soldiers on the floor.

H.G. Wells





Dutch troops firing away at the French on the fields of Waterloo.



*Bavarian Cuirassier Regiment D'Arco
(War of Spanish Succession)*



"Onwards! We'll fight them in Tel El Kebir!"

CONTENTS

CHAPTER 1 – BLACK POWDER . . . 6	Game Rules 26	Moving Commanders 39
What is Needed to Play? 8	Preparing to Play 26	Terrain 40
The Army 10	Sequence of Play 27	Woods 41
Models 10	Measuring Distances 27	Rough Ground 42
Organising the Army 11	Learning the Game Rules 27	Obstacles 42
The Unit 11	An Important Principle 27	Impassable Terrain 43
Brigades and	Command 28	Embellishing the Tabletop 43
Brigade Commanders 11	Orders 28	Shooting 44
The General 12	Further Rules about Orders . . . 29	What is Ranged Fire? 44
Fighting Qualities 12	A Few Words	When to Shoot 44
The Unit's Leader 14	about Charge Orders 30	Visibility 44
Size of Units 14	Brigade Orders 30	Range 45
Standard Units 14	Command Bonuses	Measure Distance 46
Small & Large Units 16	and Penalties 31	Pick a Target 46
Artillery Units 17	Blunders 32	Units that are not Clear Targets . 47
Tiny Units 17	The General 32	Shoot 48
Other Units 17	Initiative Orders 33	Morale Saves 49
Casualty Markers 18	Free Moves 34	Casualties 50
Staff Rating 18	The Follow Me Order 34	Shaken Units 50
Bases for the Models 19	The Rally Order 34	Disorder 50
Bases for Commanders 19	Compulsory Formation Changes . 35	Disorderly Retreats 51
Formations 20	Troops that Leave the Table . . . 35	Further Rules for Shooting . . . 52
Regulars and Irregulars 20	Moving Units 36	Enfiladed Targets 52
Formations 20	The Proximity Rule 36	Skirmishers 53
Changing Formation 24	Interpenetration of Units 37	March Columns 54
Formation and Tiny Units 24	Changing Formation 37	Closing Fire 54
Front, Flanks and Rear 24	Moving Artillery by Horse 38	Closing Fire with Cavalry 54
Artillery 25	Manhandling Artillery 38	Traversing Targets 55
Brigade Formations 25	Units That are	Artillery 56
	Out of Formation 38	



Afghan regulars fire their weapons with deadly skill.

Overhead Shooting	56	Victory	82	Superbly Drilled	105
Shooting at Skirmishers	56	The End	82	Terrifying Charge	105
Artillery Ranges	56	Broken Brigades	83	Tough Fighters	105
Shooting Artillery	57	Units From Broken Brigades	84	Unreliable	105
Canister	57	Commanders		Untested	106
Guns as Targets	57	From Broken Brigades	85	Valiant	106
Hand-to-Hand Combat	58	A Broken Army	85	Wavering	106
How Combat Works	59	Winners and Losers	85		
Charge!	59	Objectives	85	Useful Rules For Commanders 108	
State your Intention to Charge!	59			Randomly	
Troops Forbidden		CHAPTER 2 – ADVANCED RULES .86		Generating Commanders	108
from Charging	59	Special Formations	88	Rules for Generals	110
Measuring the Charge	60	Battalion Squares	88	Commander-in-Chief	110
Position the Charging Unit	60	Units with the		Battlefield General	110
Uncertain Contacts	62	‘Form Square’ special rule	89	Warrior General	110
How Many Units can Contact	62	Mixed Formation	90	General with ADCs	111
Charging More		Brigade Squares	91		
Than One unit at once	63	Arsenal	92	CHAPTER 3 – SCENARIOS112	
Skirmishers and Charges	64	Howitzers	92	Battle of Elixheim	116
Charge Responses	65	Machine guns	94	Battle of Clifton Moor	120
Turn to Face	65	Rockets	95	Raid on Fort Ligonier	126
Evades	66	Buildings	96	Battle of Chinsurah	134
Cavalry Counter-charge	66	Building Blocks	96	Battle of Bunker Hill	138
Combat Engagements	67	Moving Into/Out of Buildings	96	Battle of North Point	144
Fighting Combat	68	Troops Occupying a Building	97	Quatre Bras	150
Morale Saves	69	Shooting From a Building	98	The Eve of Waterloo	162
Shaken Units	69	Fighting From a Building	98	Battle of Kernstown	170
Casualties	69	Combat Results and Buildings	99	Battle of Antietam	176
Supports	70	Break Tests for		Battle of Dead Man’s Creek	182
Combat Results	71	Units in Buildings	99	Action on the iNyezane	190
Defeated Troops	71	Tall Buildings	99		
After Combat	72	Setting Buildings on Fire	99	Quick Reference Sheets196	
Draws	72	Useful Rules	100	Index	198
Victorious Units	72	Bloodthirsty	100		
Commanders	74	Brave	100		
Models	74	Crack	101		
Vulnerability	74	Determined Charge	101		
Joining Units	75	Elite	101		
Bonus Attacks		Fanatics	101		
From Commanders	75	Ferocious Charge	101		
Break Tests and Shaken Units . .76		First Fire	102		
Tests from Shooting	77	Form Square	102		
Tests from Closing Fire	77	Freshly Raised	102		
Tests by Units		Heavy Cavalry	103		
Defeated in Combat	77	Lancers	103		
Tests by Units in Drawn Combat	78	Marauders	103		
Tests for Supporting Units	78	Mounted Infantry	103		
The Break Test	78	Poor Shooters	104		
Retiring Units	80	Reliable	104		
Units That Hold Their Ground	80	Sharp Shooters	104		
Defeated Cavalry	81	Steady	104		
Shaken Units	81	Stubborn	104		



Chapter 1

Black Powder



THE SUBJECT OF our game is battle – battle fought out on a tabletop using armies of model soldiers painted to represent the forces of the warring powers of our chosen era. That era is defined by the title ‘*Black Powder*’ encompassing a past age when warfare was conducted with muskets and cannons and fuelled by nothing more sophisticated than gunpowder, strong liquor and raw courage. We shall stretch our definition a little to include the wars of the latter half of the nineteenth century, affording ourselves the liberty of fielding forces from the colonial conflicts of Victorian times. Thus we place the War of the Spanish Succession (1701-1714) at the beginning and the Second Sudan War (1896-1898) at the end of our era – an age when the destiny of nations lay in the hands of fighting men armed with black powder and cold steel.

Today, thousands of enthusiasts enjoy collecting model soldiers and

fighting tabletop battles. It is a hobby that appeals to both old and young – to seasoned veterans and novices alike – and to a growing cadre across the entire globe. Nevertheless, there may be some amongst our readership who have yet to rise to the challenge of recruiting and commanding miniature armies. Suffice

Nothing except
a battle lost
can be half as
melancholy as
a battle won.

Duke of Wellington

to say that tabletop generals have been refighting old wars (and occasionally inventing new ones) since the earliest of times. Prior to the Second World War, large lead or tin toy soldiers were commonly pressed into service. In more recent years plastic models have joined the

miniature ranks. Today’s model warriors are invariably sculpted with consummate skill and offer a tremendous and ever growing choice of subject matter.

Old hands, the seasoned veterans of many a miniature campaign, might reasonably question the need for yet another book about their favourite hobby. Doubtless there are some whose

requirements are well served by other highly-detailed, meticulously researched, and well-proven rule-sets. To adherents of such, the authors would reply that this modest volume is not presented in any spirit of rivalry or competition. It attempts to deal with the subject in an individual and entertaining fashion that will hopefully stimulate and encourage others to pursue their interest using whatever models and rules they happen to prefer.

Our game, the *Black Powder* game, is nothing more than the realisation of the rules and conventions that we happen to have arrived at over many years of warfare, written up and presented to our fellow gamers for their interest and enjoyment. This latest revised edition incorporates some minor changes in play that we have broadly adopted since publishing the first *Black Powder* book, but no attempt has been made to change the style of the game or the general sweep of the rules. We have steadfastly resisted all suggestion to add complication or

Everyone rolls a 1 sometimes!

IN 1897 WINSTON CHURCHILL was taking part in an action against rebellious tribesmen in the Mamund Valley, Afghanistan. His outnumbered unit was falling back from an attack when a fellow officer, Lieutenant Hughes, was shot and killed. Churchill ordered some men to carry his body when suddenly, Churchill wrote: "a scattered crowd of tribesmen rushed over the crest of the hill and charged sword in hand, hurling great stones." At this time the men carrying Lieutenant Hughes body dropped it and ran. Churchill saw "the body sprawled upon the ground. A tall man in dirty white linen pounced down upon it with a curved sword." Unable to contain his emotion, Churchill says he: "forgot everything else at this moment except a desire to kill this man." Standing about twenty yards away, he: "pulled out my revolver, took, as I thought, most careful aim, and fired. No result. I fired again. No result. I fired again. Whether I hit him or not, I cannot tell. At any rate he ran back two or three yards and plumped down behind a rock." Churchill now found himself alone with the enemy rushing toward him and so he once again turned round and "retreated" post haste. Undoubtedly a great leader, but perhaps not a great shot.



Sturdy militia hold their ground awaiting relief from Redcoat volleys.



Cavalry, infantry and zouaves advance to the front.



further detail, preferring to allow players the option of tailoring the rules to their own satisfaction instead. To this end, some sections have been expanded with further ideas and options, generally speaking where we have spotted good ideas that we feel deserved to be shared more widely.

Before getting to grips with the rules of play, we shall be entirely honest about our aim. The *Black Powder* game is first, foremost and most decidedly an entertainment. Naturally, we wish our game to be a tolerably convincing representation of real battle; however, no pretence is made to simulate every nuance or detail of weaponry, drill, or the psychology of warfare. We leave these matters to more complex rule-sets that are primarily concerned with such things. Nor have we attempted to define and regulate every detail of play – it is taken as read that participants are sensible types, who will quickly resolve any doubts and incongruities in an appropriately sanguine fashion. We realise that this goes somewhat against the spirit of many rulesets, which courageously attempt to be both definitive and comprehensive. Our looser approach reflects the origins and practical application of our game – a game played between friends in a spirit of mutual empathy.

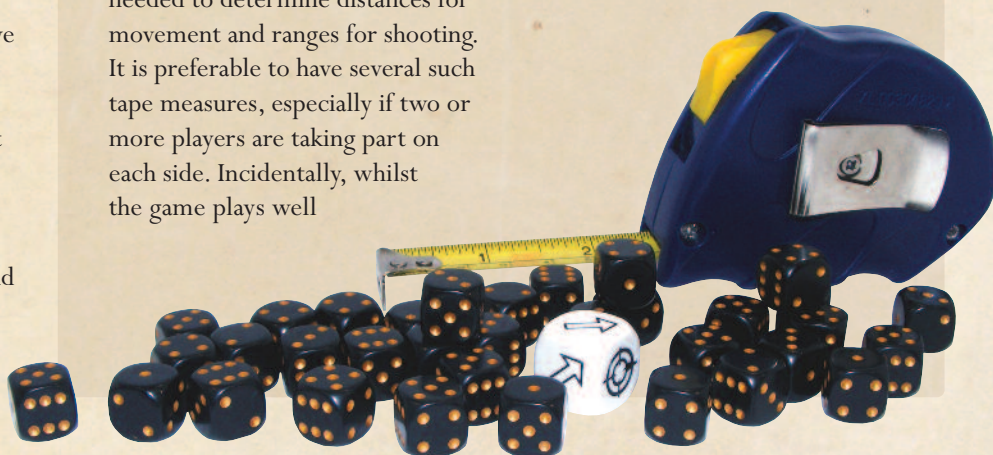
WHAT IS NEEDED TO PLAY?

Aside from a tolerably bristling upper-lip, model army and an opponent similarly provisioned, it will be necessary to find a good-sized table and preferably some model trees and such like terrain. There is more written elsewhere in this book concerning how one might go about putting together individual armies and running games. For now let us indulge ourselves and imagine that we already possess two forces eager to do battle.

Players will also need a number of ordinary six sided dice – a dozen should just about do, but the more the better. A tape measure marked in inches will be needed to determine distances for movement and ranges for shooting. It is preferable to have several such tape measures, especially if two or more players are taking part on each side. Incidentally, whilst the game plays well

enough with one player per side, our experience is that two or three per side makes for a much more enjoyable evening. Encourage your friends to start collecting – today they are merely friends, tomorrow they might be important allies.

Although it is not an absolute requirement, where possible we generally play games with the benefit of a third party, or umpire, whose job it is to interpret the rules when necessary, impose their own should they feel the need, and otherwise help out to ensure the game proceeds at a pace. We find games are far more entertaining when fought in this way.



Peninsular War Portuguese
Line Infantry Regiment



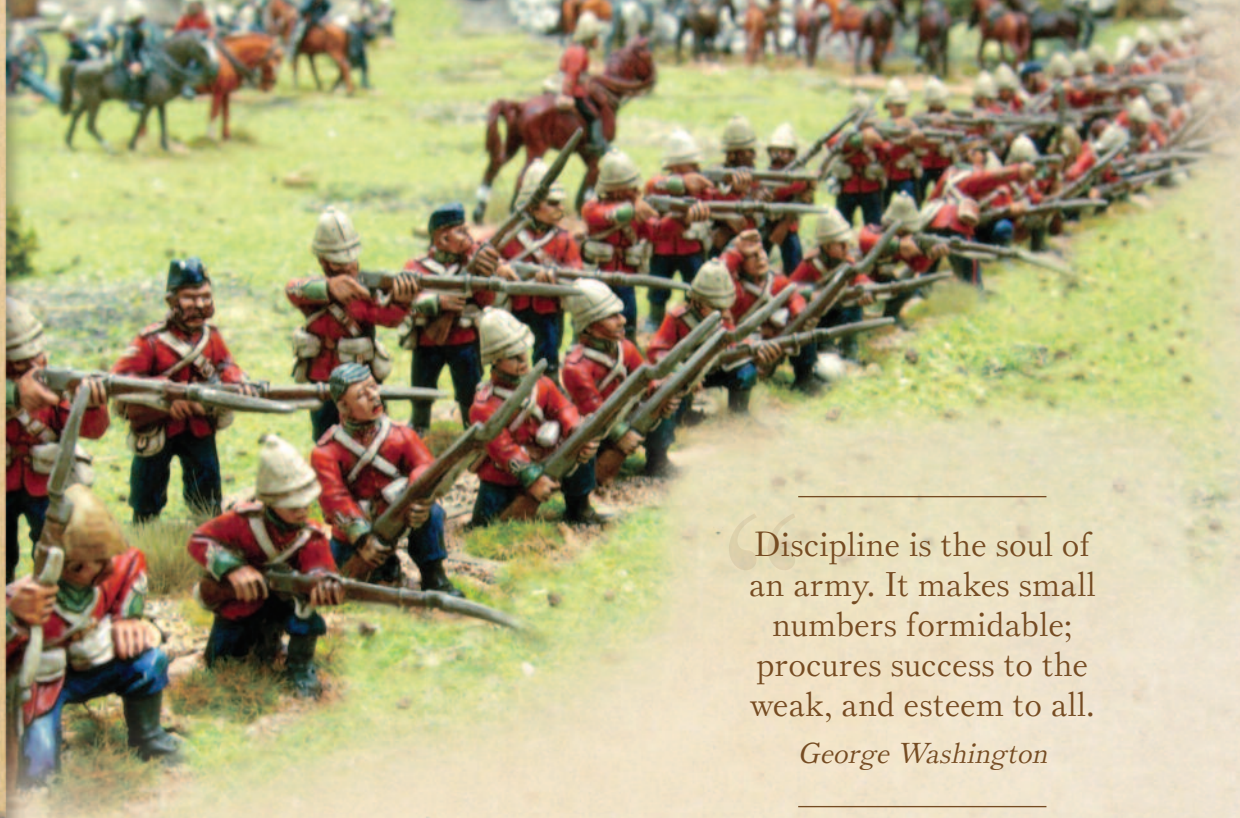
Never fight against heavy odds, if by any possible manoeuvring you can hurl your own force on only a part, and that the weakest part, of your enemy and crush it. Such tactics will win every time, and a small army may thus destroy a large one in detail, and repeated victory will make it invincible.

Stonewall Jackson



French Infantry Regiment (War of Spanish Succession)

The Army



Discipline is the soul of an army. It makes small numbers formidable; procures success to the weak, and esteem to all.

George Washington

BEFORE IT IS possible to play a game of *Black Powder* it will be necessary to muster an army in miniature. The choice is immense – our subject covers almost two hundred years of military endeavour – but for now we shall confine ourselves to considerations that affect all armies equally.

The first thing the prospective player must consider is whether to collect just one army or two. If friends or associates also wish to collect and play, or already do so, then it is

sufficient to raise a single force to oppose them. Conversely, those who have yet to persuade a friend to recruit an army might choose to collect two opposing sides from the onset.

Either way, it is the usual practice to fight battles between armies that faced each other in real life. Anyone collecting a Prussian army of the Seven Years War would be comforted to know they have a collaborator collecting Austrians to fight against. Similarly, a player who nurtures an enthusiasm for

American Confederates must either seek out a supporter of the Union to oppose them, or kindle a flame for both Yankees and Rebs and collect both.

MODELS

The game can be played with models of any size or scale, but for the most part we have settled upon models that are 28-30mm tall to illustrate this book. This is by far the most popular size



amongst collectors of model armies, affording sufficient detail to reward careful painting, making it possible to readily distinguish the various troops and flags, and at the same time conveying a pleasing sense of weight in the hand. No sleight is intended to collectors of models of smaller or larger sizes – and our game will prove no less satisfactory when played with such – but our choice is for models of the size stated.

The majority of collectors purchase models as metal or plastic castings which they proceed to assemble and paint, making banners as required, and mounting the finished pieces onto bases for ease of handling. For those who do not wish to go to all this effort, it is possible to buy models that have already been painted. Some will gladly pay a professional artist to paint their collections for them; though they will need deep pockets, for such skills are not purchased cheaply. Models painted to the highest artistic standard are always in demand amongst serious collectors of whom there are a growing number. However, it must be said that the majority of players prefer to paint their own models, and most enjoy doing so – for there is undeniably something satisfying in completing each new regiment and adding it to the growing army.

ORGANISING THE ARMY

Whatever army the player chooses to collect, be it a British army of Napoleonic times, American Colonists of the Revolutionary War, Zulus from the end of the nineteenth century, or perhaps Prussians from the time of Frederick the Great, it will be necessary to organise the troops into bodies of men which we will henceforth refer to as ‘units’. These units are in turn formed into larger groups called ‘brigades’. A number of brigades make up our army.

THE UNIT

Each unit of model soldiers represents a typical fighting formation of its day – for example a battalion of Redcoats or a regiment of Union infantry. The term ‘unit’ is admittedly rather a bleak piece of jargon; however, it has the advantage that it allows us to devise rules in an even-handed manner without distinguishing between the varied military terms used in different armies. During the game itself we would encourage players to use the actual terms and titles appropriate – ‘Forward the 45th Foot!’ having a far better ring to it than, ‘Forward that infantry unit!’

Naturally, we are mindful that a real battalion would number some hundreds of fighting men, but the need to accommodate our battles on a tabletop means our units must be scaled down to something like a few dozen models. None-the-less, our band of model soldiers shall stand for whole battalion complete with its officers, troopers, standards, drummers and supernumeraries. Imagination must swell the ranks and add the scurrying of drummer boys, bawling of sergeants and the clatter of arms.

BRIGADES AND BRIGADE COMMANDERS

The army’s various units must be properly organised into brigades and each brigade assigned a senior officer model – or brigade commander – to lead it. There is no limit on how many, or how few, units constitute a brigade, but typically a brigade comprises between three and six units. The more units a brigade contains the harder it will be for its commander to co-ordinate its movement. It is up to the player to allocate units into brigades in a manner that will be most effective. We shall return to the rules for organising and commanding brigades shortly.



THE GENERAL

The entire army is led by an overall commander represented by a suitably impressive model or group of models. For the convenience of formulating rules of play we refer to this individual as the army's 'general', although naturally players will wish to endow their models with the correct rank and forms of address to which they are entitled. The general is not only the most important individual on the battlefield but also the piece that represents the player in person.

FIGHTING QUALITIES

We attribute appropriate fighting qualities to each of our units by categorising them into types and allocating game values that best reflect their abilities. These values determine how effectively each unit shoots and fights. Values vary from one type of soldier to another as one would expect. Game values for a range of different troops have been included in the accompanying scenarios at the back of the book. By way of example, the values for a British infantry unit of the American Revolutionary War are shown below.

GAME VALUES FOR A BRITISH INFANTRY UNIT OF THE AMERICAN REVOLUTIONARY WAR

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Infantry Battalion	Regular Infantry	Smoothbore muskets	6	3	4+	3	Crack, First Fire, Steady

Fighting fire with fire

MUCH HAS BEEN made of the mythical American rifleman coolly shooting down strutting 'Bloodyback' officers at near impossible ranges, whilst taking cover to fool the automaton Redcoats' return volley fire.

As with all myths, there is some truth in it. The American forces did field whole regiments of Rifles, drawn mostly from the frontier states. They could shoot very well indeed and many were skilled at field craft having honed their skills by hunting and fighting Indians. Fiercely independent souls, by their very nature they could not and would not take discipline, often drifting off during periods of inactivity leaving gaps in units at critical times.

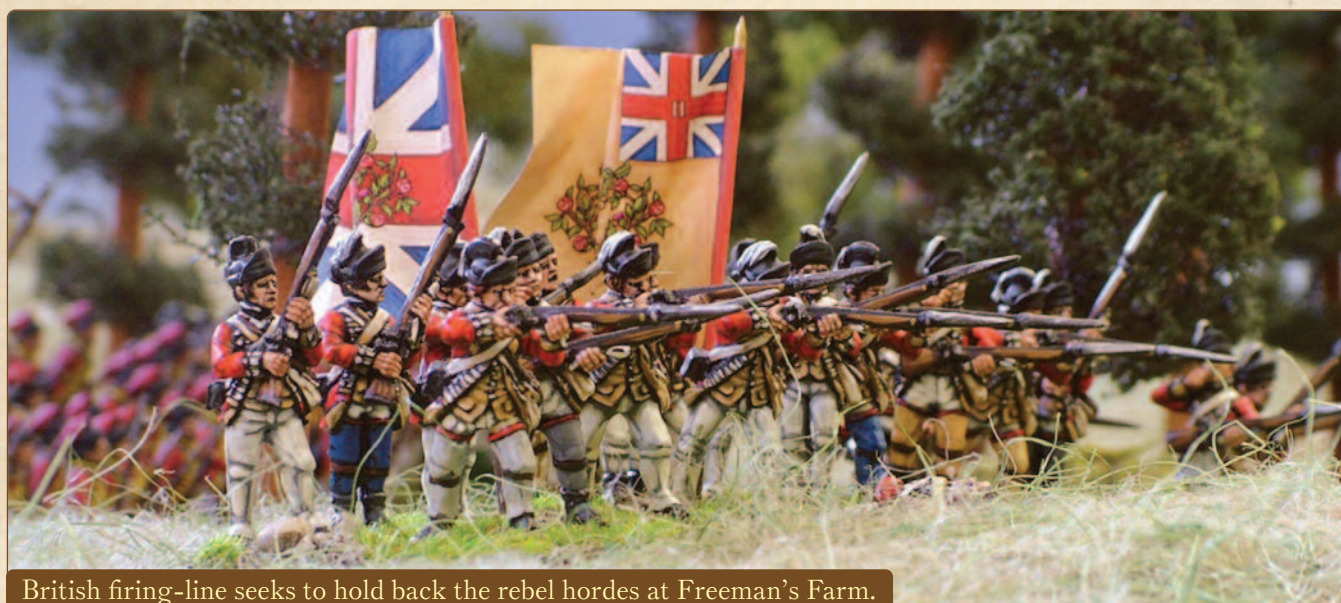
Washington tired of this and delivered this reprimand: "It is the general's orders, that, if any man attempted to skulk, lie down, or retreat without orders, he will be instantly shot down as an example. He hopes, no such will be found in this army, but, on the contrary, that every one, for himself resolving to conquer or die and trusting in the smiles of Heaven upon so just a cause, will behave with bravery and resolution."

Washington was trying to build a mirror image of the army he faced, not a rag-tag guerrilla force that could win skirmishes but lose a war.

Hard times indeed!



Rebel Officer (American War of Independence)



British firing-line seeks to hold back the rebel hordes at Freeman's Farm.



Spanish forces advancing to the drum.

Unit

The usual name for a unit of this army and type.

Type

We divide all units into broad types of which the most common are: Regular Infantry, Regular Cavalry, Irregular Infantry, Irregular Cavalry, and Artillery. These different types fight in different ways and have appropriate rules as explained throughout the book.

Armament

This indicates how the troops are principally armed. Most, though not all, troops are armed with some kind of ranged weapon such as a musket, rifle, or carbine. A few 'native' types may carry weapons for close quarter fighting, for example, sword and shield. All these things make a difference in the game as will be readily appreciated.

Hand-to-Hand Combat

This value shows how proficient the unit is at close quarter fighting. The average value is 6. The higher values represent

better, more efficient, aggressive or otherwise superior troops. Lower values represent poorly trained, badly motivated, timid or otherwise inferior troops. This is covered at length in the rules for fighting.

Shooting

This value shows how proficient the unit is at shooting at a distance. The average value is 3 for trained musketeers. The higher values represent better, more efficient or otherwise superior troops. Lower values represent poorly trained, badly motivated or inferior troops or else units with low shooting capability because they are either partially armed or equipped with relatively ineffective weapons. This is covered at length in the rules for shooting.

Morale

A unit's morale value indicates its ability to shrug off the debilitating effects of shooting or close combat. This value is expressed as the minimum dice score required to withstand enemy fire or attack. A value of 3+ is therefore excellent, as a roll of 3, 4, 5 or 6 will

succeed. A value of 4+ is good, 5+ average, 6+ poor, and a value of 0 indicates the unit is very fragile and no dice roll is permitted. This is explained at length under the rules for shooting and fighting.

Stamina

A unit's stamina value shows how many casualties it can take before it is 'shaken', at which point it becomes vulnerable to destruction or collapse. Casualty markers are used to represent the reduction of stamina as a result of close combat fighting or shooting. Most units have a value of 3 and can therefore suffer three casualties before they are 'shaken'. Once again, this is explained under the rules for shooting and fighting.

Special

Any special rules that apply to the unit will be listed here. These are rules that give the unit particular advantages or disadvantages, or which oblige it to behave in a particular way. This need not concern us for the moment – such rules will be discussed in due course.

THE UNIT'S LEADER

Wherever practical, units should include a distinctive commanding officer or standard bearer model to serve as the unit's 'leader'. During the game we will have recourse to arrange formations, measure distances or calculate targets from the centre of a unit's front rank. This is the normal position for the unit's leader. It is therefore helpful if this model is instantly recognisable.

Apart from the need to give each unit a recognisable leader model, it is left to the players to include standards, officers, drummers and such-like to represent their chosen subject. This is largely a matter of taste, but surely none would dispute that a unit requires its commanding officer as well as colours in the case of regiments that had them. Similarly, the addition of drummers, cornets, and junior officers will enhance the unit's appearance both on the tabletop and upon the shelves that constitute the army's barracks when not on active service.

SIZE OF UNITS

The number of models in each unit is not strictly defined by the games rules. Instead we assume our units, be they battalions of musketeers or warbands of fierce tribesmen, have roughly comparable frontages when arranged into their usual fighting formations. It therefore doesn't matter very much exactly how the models are based, whether individually or in groups, or how many models each unit includes. Indeed, an attentive reader will notice considerable variation in the photographs throughout this book. Our rules have been devised to allow us to

make use of our existing armies, based in a variety of styles, and varying in the number of models to some degree.

STANDARD UNITS

On the whole, all the close-fighting cavalry and infantry units in the game are considered to be of 'standard' size. This corresponds to the frontage occupied by a typical unit when it is deployed into its usual fighting formation, for example a line for an infantry battalion or regiment of cavalry.

Our standard size suits us because the majority of our units fit into it, but occasionally a unit might fall slightly short or exceed the dimensions indicated by a tad. On the whole, we don't let this worry us unduly, it makes very little difference to the game, and where an advantage might otherwise be conferred we are happy to make allowances. Players might prefer to be stricter about these things, but we have never found it necessary so long as it's clear that a slightly undersized – or oversized – unit is 'standard sized' despite its appearance.

One more thing needs to be said about standard sized units – namely that so long as both sides adopt the 'same' standard the actual size of your units doesn't matter at all. So, whilst we have gone for 200-250mm you might prefer to field units at 160-200mm, in which case your units would typically be slightly smaller than ours. This is especially useful if you are fighting on a smaller tabletop and doubly so if you are scaling down the distances given in the game for moves and weapon ranges.

On the other hand you might already possess forces with frontages greater than those given as our 'standard', and – again – it makes no difference so long as both sides are about the same. Astute readers will notice that the ranges of sizes suggested all conform to the proportions 4:5 or '+ a quarter', so 200mm + a quarter is 250mm. This is the kind of range variation envisaged for our units overall, and players making adjustments for their own preferred standard sizes might like to bear that in mind.

Our own standard sized units have a frontage of between 200mm and 250mm and typically look something like this unit of Russian line infantry...



When soldiers have been baptized in the fire of a battle-field, they have all one rank in my eyes.

Napoleon Bonaparte



*Napoleonic
French
Hussar*

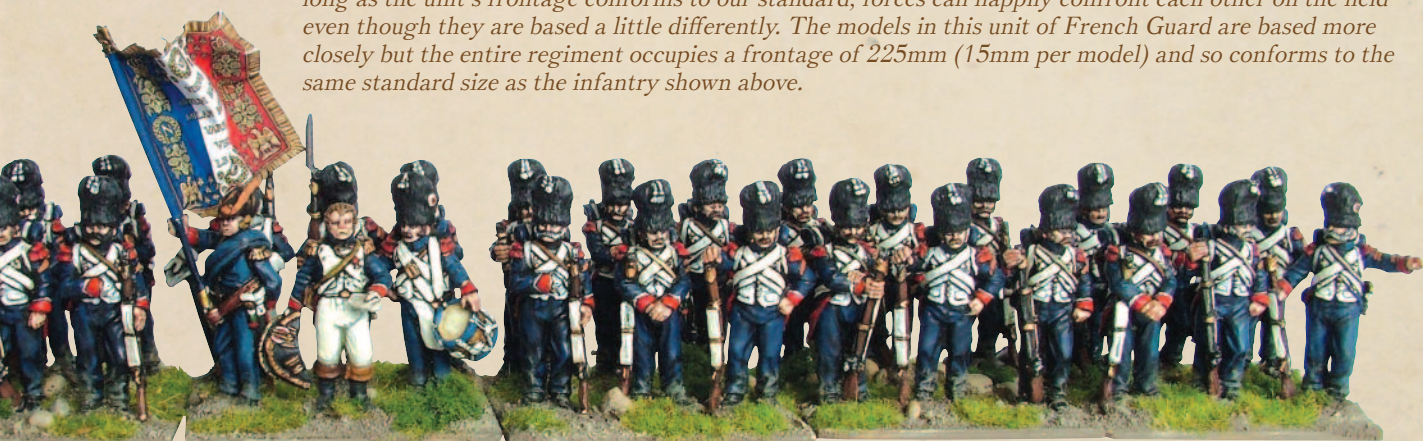




...and this regiment of Polish Line Light Lancers.



Some of our models are based more densely, mostly because they are older and typically smaller models that make a more convincing line of battle when arranged closer together. However, this doesn't matter at all so long as the unit's frontage conforms to our standard; forces can happily confront each other on the field even though they are based a little differently. The models in this unit of French Guard are based more closely but the entire regiment occupies a frontage of 225mm (15mm per model) and so conforms to the same standard size as the infantry shown above.



SMALL & LARGE UNITS

In reality not all units of troops were even roughly the same size, and so we make allowance for units that are either significantly smaller or significantly larger than standard. These represent actual historical formations that were small or large compared to a standard sized formation of the day, so they might not appear in some armies at all. In our rules small units have reduced fighting abilities and are less resilient, whilst large units have superior fighting abilities as you might expect – though they are rather unwieldy!

Some kinds of troops were more likely to take to the field in company sized – rather than battalion sized – units. For example, formations of light troops were often divided into separate small units, typically as skirmishers or scouts. It is also possible that once proud frontline formations suffer so many casualties over the course of a campaign that they are reduced to company strength. At the other end of the scale, some armies did field battalions that were considerably bigger than those in general use in the day. We are particularly thinking of Austrian line infantry of the Napoleonic wars with up to 1,200 men in a battalion, as opposed to their French equivalent's theoretical maximum of 840 (in practice likely to be far fewer). We are aware that organisational strength did vary throughout the Napoleonic wars, of course; these numbers are given purely to illustrate the differences we wish to represent.

As we discussed when we considered standard units, we prefer not

Where we wish to field formations that are or large, our own units have a frontage of between 120 and 150mm for small, and 260-325mm for large. Such units typically look like this:



A small unit of Napoleonic British riflemen.



A small unit of Crimean War British Hussars.

to be too strict about the exact sizes of our units, and are happy to allow a little lee-way where necessary. Players who wish to adopt their own standard sizes, rather than those suggested, will need to make the same adjustment for small and large units. As should be readily apparent, the small unit size is set at 60% of the minimum standard size with the usual + a quarter. The large size is set at 130% of the standard and + a quarter.

RECOMMENDED UNIT SIZES

Unit Size	Frontage in Line Formation
Standard	200-250mm
Small	120-150mm
Large	260-325mm

A large unit of Sudan War British soldiers.



The confusion of war

"I SHALL NEVER forget for some four thousand had come in behind and were busy with shield and assegai. Into this mass I rode, revolver in hand, right through the Zulus, but they completely ignored me ... I could see the Zulus running to complete their circle from both flanks, and alas their leading men had already reached the line of retreat long before I got there. When I reached the point I came on the two guns, which must have been sent out of the camp before the Zulus charged home. They appeared to me to be upset in the donga and to be surrounded by Zulus. Again I rode through unheeded, and shortly I was passed by Lieutenant Coghill, 24th, wearing a patrol jacket and blue britches."



ARTILLERY UNITS

Infantry or cavalry of one kind or another form the majority of our forces, but we must also make allowance for artillery. Our own preference is to have artillery units as a single gun model plus its attendant crew and – wherever possible – limber and team. If you wish to follow suit then an artillery unit will tend to come in at 60-80mm width depending upon the size of the gun model itself.

A very small gun, such as a battalion gun, might squeeze onto a frontage of as little as 40mm. Some of our players like to base the guns together with their crew, others go for separate crew models and don't base the guns at all.

Some players will no doubt prefer to field their artillery with two or three guns in a unit rather than one, and this certainly does look impressive! When fielding artillery batteries in this way it is suggested the unit frontages conform to that chosen for small infantry and cavalry units where possible.

A typical artillery unit looks like this:



TINY UNITS

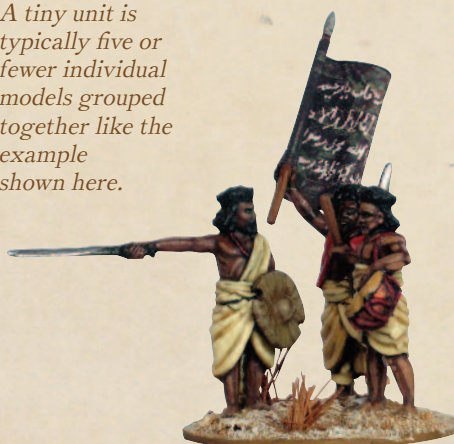
Tiny units are included to facilitate scouts, foraging parties, armed settlers and the like. They are not really fighting units or even likely to be parts of our armies, but sometimes feature in scenarios or have a role in a particular game.

OTHER UNITS

Occasionally we will want to include baggage or supply wagons, carriages, or even such exotica as elephants. These are assembled into units as is convenient, usually one large model making a unit together with crews, outriders and any other accompanying individuals or beasts.



A tiny unit is typically five or fewer individual models grouped together like the example shown here.



No plan of operations extends with any certainty beyond the first contact with the main hostile force.

Helmuth Von Moltke

CASUALTY MARKERS

The fighting effectiveness of real troops declines during the heat of battle due to degradation of their equipment, bodily fatigue, failing morale, and men or officers becoming casualties. We represent all these by means of casualty markers placed beside or behind the units.

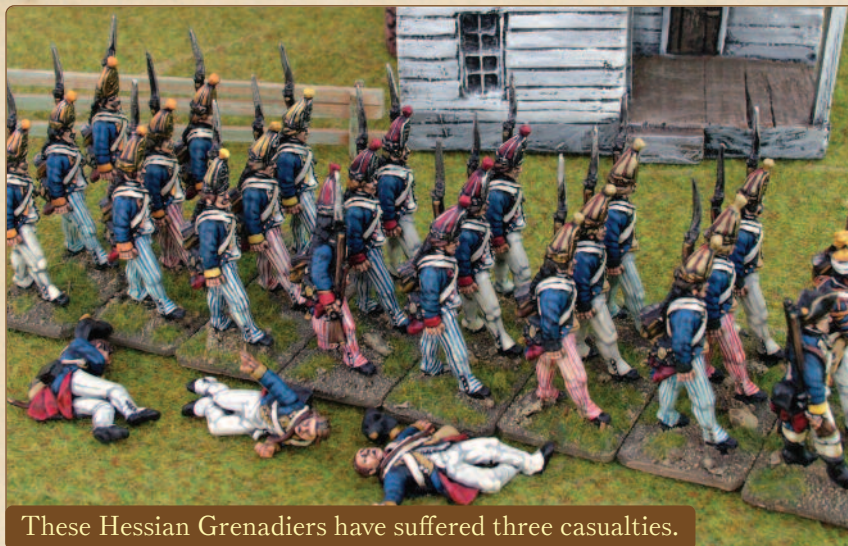
The number of casualty markers a unit can take before it is 'shaken' is referred to as its 'stamina' and depends upon the unit's size: standard sized units can suffer three casualties,

large units four, small units and artillery two and tiny units only one. This is explained together with the resultant effects later in the rules.

Although any kind of marker will prove perfectly functional, the approved manner of indicating casualties is with suitable models of dead or wounded combatants. Thus,

although it is possible to do without and instead employ some utilitarian device such as a card chit, it is far preferable to have sufficient models of dead or wounded soldiers even if practicality dictates that these are of a fairly generic nature. You'll see examples of such models used in some of the accompanying photographs.

CASUALTY MARKERS	
Unit Size	Stamina Value
Large	4
Standard	3
Small	2
Artillery	2
Tiny	1



These Hessian Grenadiers have suffered three casualties.

STAFF RATING

Brigade commanders have a far different role from that of their troops. In our game they are required to direct their

forces rather than fight and, for the most part, they do this by issuing orders to troops under their command. Sometimes they might intervene to lead units in person, or rush to rally units

that are flagging. We shall therefore assign a value to brigade commanders to represent the overall efficiency of the army's staff organisation and command structure. This value is the army's Staff Rating.

The same Staff Rating is usually applied to the whole army – so all the brigade commanders have the same Staff Rating. Ratings vary from 10 (the best) to 5 (the worst). This value reflects the efficiency of the command structure rather than the individual talents of each officer. The rating that we use for practically all games is 8, and this is the default value for all regular, professional forces. Armies with poor command structure can be rated at 7 and those with extremely effective command at 9, but such variations are best reserved for colonial actions and asymmetric games rather than regular battles.

However, on occasions it is useful to be able to distinguish between individual brigade commanders or varied ability within the same army, and the accompanying chart has been constructed with that purpose in mind.

STAFF RATINGS	
Staff Rating	Description
10	MILITARY GENIUS. A natural born leader, impossibly handsome, loved by his men, highly organised, courageous, with an instinctive feel for warfare.
9	GREAT. An extremely capable, trustworthy, forthright and popular commander with natural military aptitude.
8	GOOD. An able and confident leader respected by his peers.
7	AVERAGE. An honest if dull sort regarded as a safe pair of hands but unlikely to show much by way of dash or imagination.
6	POOR. An indecisive or reluctant commander prone to dithering and fearful of commitment to the extent of inactivity.
5	FOOL. A feckless blustering imbecile, justly despised by men and fellow officers alike, fearful and potentially treacherous, likely to be despatched back home by the first boat.
4 and less	UNFIT FOR DUTY. We shall not rate any of our staff below 5 – such incompetents can be assigned suitable non-combatant roles back home, elected to Parliament, appointed to the judiciary, or retired to a harmless life of inebriated anecdote.

BASES FOR THE MODELS

The models shown in this book have been mounted onto suitably decorated rectangular card, wooden or plastic bases. This makes the models easier to handle and less prone to being knocked over or damaged, and also allows us to more easily arrange the units into neat lines and columns. It is not strictly necessary to mount the models onto bases in this way, but amongst collectors who intend to take their troops into battle, it is the usual practice.

Some players like to mount every individual model onto its own base. This has the advantage that it allows a unit to adopt a convincing skirmishing formation simply by moving the models apart. On the whole, however, it is preferable to mount several models onto a larger base as this makes it quicker and far easier to move an entire unit. We have found the most convenient arrangement is a rectangle two models wide and two deep for infantry, and two

RECOMMENDED BASES FOR MODELS		
Type of Troops	Individual Base	Block (width by depth)
Infantry	20mm x 20mm	40mm x 40mm (2 wide, 2 deep)
Cavalry	25mm x 50mm	50mm x 50mm (2 wide, 1 deep)
Artillery	As required	—

wide and one deep for cavalry – this allows units to form a convincing ‘march column’ as described later, and to deploy quickly into ‘line’ when required. Small units that commonly employ a skirmishing formation are best based as singles or in pairs.

The table above shows the sizes of bases used in the majority of photographs in this book. These are the sizes we’d recommend. However, base size is not all that important, if you already own a collection based to your satisfaction then we suggest you leave it that way as it will make next to no difference in our game.

BASES FOR COMMANDERS

Our general and each of his brigade commanders are represented by either individual models or small groups mounted onto a single base. Ideally, these pieces should be readily distinguishable from the troops they command.

We do not feel the need to specify base dimensions for these models – players will no doubt prefer to adopt a size and shape they find serviceable – numerous examples are shown throughout the book.



Two variations of infantry base – on the left American Civil War troops on a narrow 15mm per man frontage, on the right the recommended 20mm frontage demonstrated by these splendid American Rebellion redcoats.



Artillery can be based, or not, as desired – and here we have a typical example.



Two variations of cavalry basing – on the left gallant British in the Sudan mounted on a narrow 20mm frontage, whilst on the right we have dashing Napoleonic French Cuirassiers on the recommended 25mm frontage.



Commanders can be based to taste, and lend themselves to scenes of camp life.

Formations



BEFORE OUR TROOPS are ready to take part in a battle, we must learn a little drill – so look smart and pay attention! Units can be arranged into a variety of formations. Some formations are better for moving and some are better for fighting. Different sorts of troops can adopt different formations.

REGULARS & IRREGULARS

In *Black Powder* we make a broad distinction between two kinds of troops: regulars and irregulars. Regular troops are expertly drilled soldiers able to assume a variety of formations. They are used to obeying orders and likely to be uniformly equipped and dressed. Just think of a battalion of British Red Coats or Napoleon's Old Guard.

Irregular troops might well be experienced and fierce fighters, but they are not drilled to manoeuvre in a uniform manner. Imagine a horde of Zulus or Abyssinian tribesmen – these are all irregulars. Irregulars are mostly a feature of colonial actions, and players whose main interest is – say – Napoleonic warfare or the American Civil War won't have much need for them.

Regular troops can change formation during the game. Any of these formations are permitted:

- March Column.
- Attack Column (infantry only).
- Line.
- Skirmish Order.
- Square (infantry only).
- Mixed Formation (infantry only – where allowed).

Irregular troops differ from regulars in that they have a default formation and cannot change except in specific situations – for example, moving through a dense wood in which 'skirmish order' is obligatory. Irregular units always revert to their default formations as soon as they get the chance.

The following formations are permitted:

- Warband (default).
- Skirmish Order (default).
- March Column.

FORMATIONS

Infantry and cavalry formations are explained opposite. Artillery pieces don't have formations as such, but can be either limbered ready to move or unlimbered and deployed for action. We shall address artillery later in the rules.

Skirmish Order: This is a loose formation often used by lightly armed troops for skirmishing and by other units infiltrating broken terrain. It is also sometimes referred to as open order.



When a unit forms into skirmish order, the models are spaced apart between 1"-2" so that they form a chain or loose mass. If your models are based into multiple groups then they can still form skirmish order – space the bases apart by between one and two base widths.

Line

This is any regular formation two ranks deep or, in the case of cavalry, one or two ranks deep. This is the best formation for shooting as it allows the unit to bring the most men to bear on the target. Ideally, a line should be a straight line, but if circumstances dictate that the line 'kinks' or bends then the unit counts as a line for shooting and combat, etc, but must expend a move redressing its formation before it can move further.

Attack Column

An attack column is a regular formation of infantry between three and six ranks deep with at least as many files as it has ranks (i.e., the column must be at least as many men wide as it is deep). This is the best formation for moving to close quarters.

Although the attack column may look like a solid mass, in broad terms it also represents troops advancing in successive waves, each wave reinforcing or relieving the wave in front.

In Napoleonic terms it represents a battalion advancing in column of

companies or column by division (usually two companies – i.e., two companies wide).

March Column

A march column is a unit arranged for moving quickly – quite literally for marching! A march column is an extremely poor formation for fighting purposes, and troops caught whilst marching will suffer badly as a result. A march column must be between two and four figures wide, and it must have more ranks than files (i.e., the column must be deeper than it is wide).



A unit in attack column formation

A unit in march column formation



A unit in line formation





Skirmish Order

This is a loose formation often used by lightly armed troops for skirmishing and by other units infiltrating broken terrain. It is also sometimes referred to as open order. When a unit forms into skirmish order, the models are spaced 1"-2" apart so that they form a chain or loose mass. If your models are based into multiple groups then they can still form skirmish order – space the bases apart by between one and two base widths.



Mixed Order

Some kinds of regular infantry can form into mixed order. In a mixed order formation a portion of a unit in line formation is detached to fight as skirmishers to its front. As close as possible to a third of the models in the

unit are detached to fight as skirmishers. The skirmishers and line still form a body, and the line may be separated from the skirmishers by no more than 2". Further rules for mixed order formations are dealt with later in the Advanced Rules section of the book page 90.



Warband

This is the default formation for most combative irregular units such as Sudanese or other wild tribesmen. These fierce warriors fight in a dense mass, either a formal arrangement of warriors or something more akin to a mob. The warband therefore forms a rough square or oblong between three and six ranks deep.



Square

A square is a solid, defensive formation that makes a regular infantry unit almost immune to close attack, especially from cavalry. The unit is arranged into a square with each side the same size as near as possible. Further rules for squares are dealt with later in the Advanced Rules section of the book page 91.

Squares at Waterloo — a double-edged sword

CAPTAIN MERCER OF the Royal Horse Artillery has left us a rich account of black coated Brunswick squares under attack. His detailed observations give us an insight into many aspects of Napoleonic warfare...

"The Brunswickers were falling fast-the shot every moment making great gaps in their squares, which the officers and sergeants were actively employed in filling up by pushing their men together, and sometimes thumping them ere they could make them move ... today they fled not bodily, to be sure, but spiritually, for their senses seemed to have left them. There they stood with recovered arms, like so many logs, or rather like the very wooden figures which I had seen them practicing at in their cantonments. Every moment I feared they would again throw down their arms and flee: but their officers and sergeants behaved nobly, not only keeping them together, but managing to keep the squares closed in spite of the carnage made amongst them. To have sought refuge amongst men in such a state were madness — the very moment our men ran from their guns I was convinced, would be the signal for their disbanding."

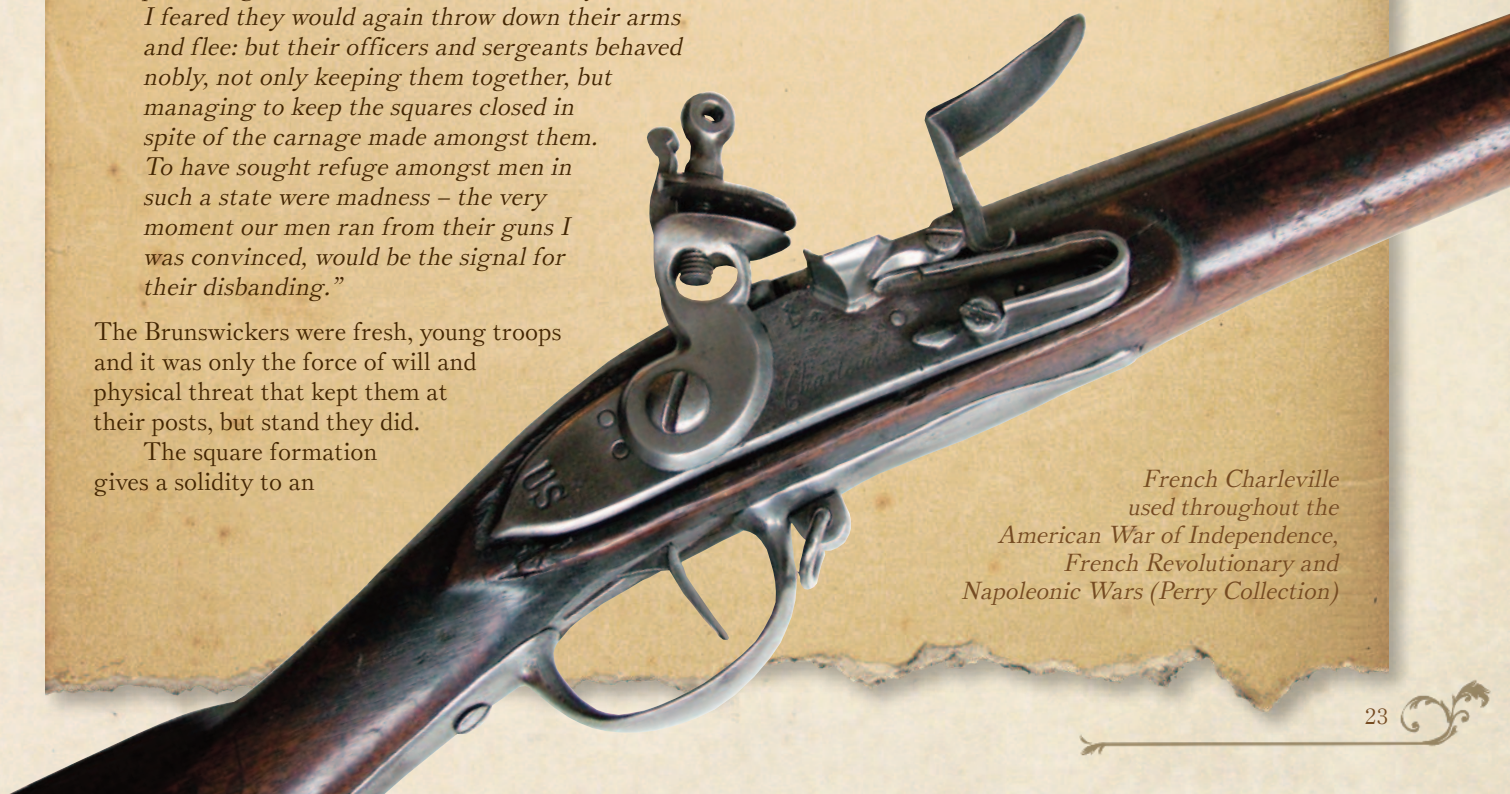
The Brunswickers were fresh, young troops and it was only the force of will and physical threat that kept them at their posts, but stand they did.

The square formation gives a solidity to an

infantry formation that ensures they are never outflanked or surprised, and its compact mass meant that command and control was easier to enforce.

Conversely, the tightly packed formation was clearly vulnerable to cannon ball or musket shot and the troops in this action took heavy casualties, though, by maintaining their ranks and files, saving themselves from a whirlwind of waiting French cavalry.

Mercer's comment that he would not risk sheltering in the square with his own troop is also interesting, suggesting strongly that the new recruits would have taken the artillerymen's withdrawal as an excuse to break and run. He may well have been right!



French Charleville used throughout the American War of Independence, French Revolutionary and Napoleonic Wars (Perry Collection)

CHANGING FORMATION

Changing formation takes up one entire move and in most cases requires a specific command when orders are issued, as explained in the game rules. We shall address the rules for giving orders and resultant moves in the following rules section. In this section we'll look at the procedures for reforming our units from one formation to another.

FORMATION & TINY UNITS

Tiny units don't have proper formations as such – they are too tiny – so they are always represented by troops in skirmish order. These units cannot reorganise into other formations, except that we allow them to form into a march column on a road or track. Like irregular units, tiny units will default to their standard skirmish formation at the first opportunity.

FRONT, FLANKS & REAR

The areas to the front, sides and rear of a unit form its front, left flank, right flank, and rear quarters. This is a useful concept because it allows us to penalise troops that are shot at from their flanks, and to reward units that are supported by friends to their rear, to give just two examples. These quarters, areas, or zones are most readily demonstrated by use of a diagram. Troops in skirmish formation have no flanks or rear. These troops are spread out sufficiently to be able to face whichever way they wish and for this reason we consider that the whole area around the formation counts as its 'front'.

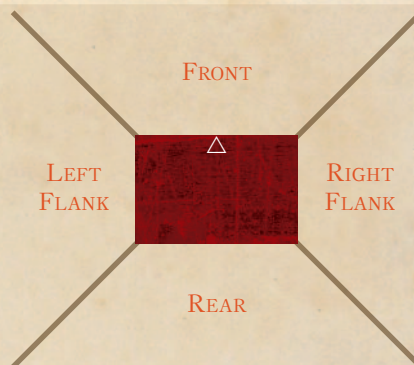
In the case of artillery, the front, flanks and rear are relative to the gun model (rather than its crew) or to its draught animals if it is limbered, as noted overleaf.

As you can, see the four quarters are determined by bisecting the corners of the outermost bases. In practice this need not be a precise matter and it is quite adequate to judge such things by eye.

When changing formation begin by selecting the model from the centre of the unit's front rank – i.e., the 'leader' model. The model is turned on the spot to face any direction you wish. Rearrange the rest of the unit around it so that the leader forms the centre of the front rank of the new formation or as close as possible, as shown here. If you have fixed your leader onto a base with other models then just pivot the base around the middle of the front rank.

A regular unit in march column can change formation upon its centre-front rank i.e., the leader as described here, or alternatively it can simply turn in place to face its left or right, thus forming a line. A regular unit in line can reverse this manoeuvre to form a march column. In either case it is necessary to reposition the unit's leader model to the front of the formation.

As you can, see the four quarters are determined by bisecting the corners of the outermost bases. In practice, this need not be a precise matter and it is quite adequate to judge such things by eye.



There was a high wind accompanied by a heavy rain, which the Highlanders, by their position, had in their back, whilst it was full in the face of the English who were blinded by it. They were, besides, incommoded with the smoke of our discharge, and the rain, getting into their pans, rendered the half of their muskets useless.

Chevalier de Johnstone, Falkirk 1746

The Peninsular War spawned some eccentric gentlemen

CAPTAIN-----, R.E. WAS a most singular character; who, when marking out the ground for the No.7, great breaching battery, very near the wall, which was always lined with French soldiers waiting for objects to fire at, he used to challenge them to prove the perfection of their marksmen, by lifting up the skirts of his coat in defiance, several times in the course of his survey; and then deliberately measuring the ground by prescribed paces, driving stakes, setting spades, &c.; and, when he had finished his task, make his 'conge' by again lifting the skirts of his coat and taking off his hat, amidst their ineffectual firing at him, although a soldier of our working party close to the captain was struck, in the act of stooping, by a ball on the pouch-belt where it crosses the bayonet-belt behind. The man screamed with agony, and the French laughed, but on examining him, he was found only to have been hurt by the concussion, both belts and his coat having been cut through as if slit with a penknife, without touching his skin.

ARTILLERY

These units are a little different to infantry and cavalry units in that they comprise separate gun, limber, crew and horses. Each gun model together with its limber, horses and crew is considered to be one unit (a battery).

When artillery is limbered and ready to move, the models must be arranged into a group with the horses pulling the limber and gun as appropriate. The crew models can be temporarily removed or placed behind the cannon.

When artillery is deployed to shoot, the crew are arranged around the cannon and the limber and horses are placed up to 3" behind or, if preferred, removed from the table until needed to move the cannon once more. Where necessary the 'front' of a deployed artillery unit is always worked out from the tip of the gun barrel. The 'front' of a limbered gun is worked out from the front horse or horses in the draught team.

Marlborough's Wars British Royal Artillerymen crew a 8-pounder cannon



Each army consists of a number of brigades, and each brigade consists of one brigade commander plus a number of units. There is no limit to the number of units that can form a brigade, nor to the type of units a brigade can contain. For example, a brigade could consist of four cavalry units and an artillery piece; or six infantry units and two cavalry; or one infantry unit, three cavalry and one artillery piece; or any combination or number of troops as the player considers to his best advantage.

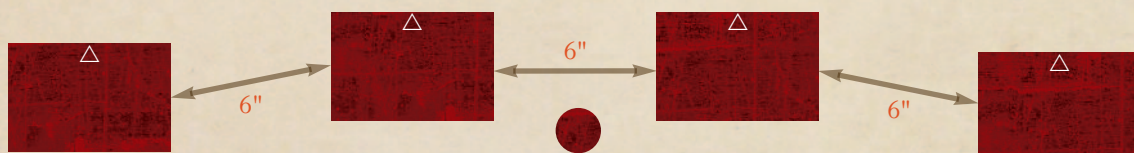
Units within the same brigade do not have to remain within any specified distance of each other. However, brigades must form a loose body with no unit divided by more than 6" if they are to be directed by means of a single command or 'brigade

order', as described in the Command rules that follow. Units within 6" can also offer support in hand-to-hand combat. The upshot of these factors is that units in the same brigade operate most efficiently when they remain as close as possible.

Brigade commanders are best placed close to the troops under their command as this makes it easier for them to issue orders. There is no obligation for commanders to remain within any specific distance of their men – it is up to the player to place his commanders where they can perform their duty most effectively. Commanders can't normally be shot at or attacked in the game – so don't worry about exposing them unnecessarily.

BRIGADE FORMATIONS

Every unit in the army must be allocated to a higher level of organisation, which we call a brigade.



Units arranged into brigade formation, within 6" of each other, and with commander close in centre.

Game Rules



FOR PURPOSES OF explanation we assume the game is played between two opponents. This assumption makes it easier for us to describe the various rules and procedures, and, in any case, this is a common and perfectly good way to play.

In blatant defiance of the principle outlined above, the authors far prefer to fight battles with two or three players on each side. Ideally there should be sufficient players for each to command a single brigade. Each player rolls dice for their own brigade(s), moves their own units, and tries to achieve the aims set by a battle-plan concocted jointly by the players before the game. The commander-in-chief model can be either controlled by one of the players (who therefore becomes that side's general) or control of the

great man can be passed between players as prompted by events.



*Wee Wullie,
a Black Watch
Highlander*

PREPARING TO PLAY

Before battle can begin, it is necessary to place whatever model terrain is required to set the scene of battle, whether this takes the form of woods, rolling hills, a sleepy Bavarian village or an African cattle station, one can go to great lengths to create a realistic battlefield layout.

Many would claim the spectacle to be as important as the game itself. However, given the exercise of a little imagination, it is perfectly possible to play a satisfactory game upon a flat tabletop. We won't concern ourselves with such matters here, but shall return to the theme of terrain and scenery later in the book.

A battle can begin with two armies lined up on opposing sides of the table. Many real battles began in a comparably formal manner after all. Other battles can start with one side surprising another whilst it is marching, or with one side defending a hastily fortified position, or perhaps with one side heavily outnumbered and awaiting imminent reinforcements. These are all situations common enough in the history of warfare. Indeed, there are countless

ways to fight a battle, but it is convenient not to worry too much about this for the present. For the moment, it suits our purposes to imagine that each side has deployed on opposite long sides of a typical table or area of floor, at least three feet apart if possible.

Blue Turn

1. **Blue Command** – Blue moves their units starting with initiative moves.
2. **Blue Shooting** – Blue shoots with their units.
3. **Hand-to-Hand Combat** – both sides resolve any hand-to-hand fighting.

Red Turn

4. **Red Command** – Red moves their units starting with initiative moves.
5. **Red Shooting** – Red shoots with their units.
6. **Hand-to-Hand Combat** – both sides resolve any hand-to-hand fighting.

SEQUENCE OF PLAY

The game proceeds by turns. In each full turn both sides take an individual or 'player' turn in the following manner:

We have dubbed the opposing armies 'Blue' and 'Red' for ease of reference.

As shown above, each full turn comprises of two player turns – the Blue turn and the Red turn – or if you prefer, French turn and British turn as appropriate for your chosen armies. In Blue's turn, Blue commands and shoots. Then Red takes a turn and commands and shoots, and so on. Hand-to-hand fighting is resolved after shooting during each player's turn.

The second and subsequent turns proceed in the same fashion as the first – commencing with Blue then Red, until the battle is judged to have ended.

To begin the first turn it will be necessary to decide which side goes first – which side is to be 'Blue' if you like. This can depend on the kind of game being played, as we shall see later, but for most purposes it is entirely adequate for each player to roll a dice, the highest scoring player deciding whether to take the first turn or defer to his opponent.

MEASURING DISTANCES

During the game it will be necessary to measure distances when issuing orders, moving units, shooting at the enemy, and in other situations too many to mention. Players are free to measure distances at any time they wish, whether it is their own turn or otherwise. Generally speaking, distances between models are always measured between the base edges rather than from the models themselves. There are a few exceptions to this convention. For example, it is usual to measure from a commander model's head when giving orders, and to measure from the barrel of a gun when shooting artillery pieces. Exceptions such as these are noted in the rules.

Soldiers' humour

[A]N ARROW CAME whizzing out of the sky and struck me in the hip. You ought to have heard Burke. "Haw! Haw! Haw! Lookit Oaks with a Cheyenne arrow stuck in his hind end." I'm not given much to swearing but that's one time I came pretty near shooting that god-damn Irishman. But Burke was alright [and] he grabbed the shaft and slowly worked it out. If left too long the blood-soaked sinew would loosen so badly that when the shaft was pulled out the arrow-head would stay.

*Indian Warfare On The High Plains,
1865-1879 by Thomas Goodrich*



LEARNING THE GAME RULES

It will be necessary to learn the rudiments of the game before committing your army to its first battle, but this need not be too daunting a task. Players don't need to memorize every rule beforehand, as that would be tedious. However, it is a good idea to read the rules through at least once to get a sense of how the game progresses.

The following rules sections start with command, in which we describe the procedures for giving orders and how to move units on the tabletop. Then we deal with shooting, and afterwards hand-to-hand combat. The rules for Break Tests are an important part of both shooting and hand-to-hand fighting. Rather than repeat the rules in each section they are described separately where they can most easily be referenced.

We have attempted to present the game in the order that seems the most

natural, as invariably battles start with movement, progress to an exchange of shots, and are often decided by hand-to-hand fighting.

AN IMPORTANT PRINCIPLE

Battles with model soldiers are supposed to be enjoyable affairs. All questions of victory and defeat pale as to nothing before this objective. Our rules of play have been formulated for our own games, and our aim is purely to explain, entertain and hopefully inspire other enthusiasts. We make no pretence that our game is superior to others, and invite the reader to adapt whatever portions of our game suit his purpose. Different players inevitably find interest and satisfaction in different things, so there is plenty to be gained by amending, or otherwise improving, rules that fail to meet with your approval.



*Napoleonic British
Royal Artillery limber*

Command



TO WIN A battle, especially a battle between well-matched armies equipped in a similar manner, it will be necessary to out-manoeuve as well as out-fight the enemy. Good generals will try to deploy their forces as rapidly as the terrain permits and in a fashion that ensures no troops are unnecessarily exposed to enemy action. It is important that infantry move to sound positions with a good field of fire where they are well supported by their fellows. A keen commander will search for weaknesses in the enemy's ranks that can be exploited by reserves held back for that purpose. And so on and so forth for the myriad opportunities and circumstances that determine the course of battle.

*Crimean War
British Lancer*



In real-life, soldiers don't make these kinds of decisions for themselves. Instead, battalions are directed by their leaders in accord with orders issued by generals and staff. The same is true in the *Black Powder* game.

Troops are moved in the Command part of the turn, in accordance with orders issued to them. Orders are issued on behalf of each of the army's brigade commanders as follows.

1. The player declares which brigade commander is giving the instruction.
2. The player indicates which unit is to be moved.
3. The player gives the unit an order to move.
4. The player rolls dice to determine if the order is issued successfully or not.

This is the basic method by which troops are moved in the *Black Powder* game.

ORDERS

Giving orders is one of the most important parts of the game and also one of the most colourful and entertaining aspects of play. When framing orders, participants are encouraged to use real-world terms in so far as possible and to bear in mind the character and spirit of the individuals on whose behalf they are speaking.

Before we go any further, we should state that any units falling into **disorder** cannot receive orders at all during the turn. Such units are stuck where they are whilst their officers try to restore order, or in some cases they might be permitted to make a disorderly retreat away from nearby enemy. The rules for disordered units are given as part of the rules for shooting because disorder often results from shooting. See page 50. However, for now we shall assume our troops are fighting fit and ready to receive the orders we give them!

Orders must be stated aloud, in good time, and in a straightforward,

robust fashion without conditions or vagaries. Orders must always be stated before making the requisite test for success. Failure to state an order before making a test is deemed a failed throw regardless of the dice roll and results in a **blunder** as described later. No military gentleman would ask to be pardoned such a fundamental error and would justly consider any offer to do so an affront to his honour.

Units don't need orders to shoot or to fight where they find themselves in hand-to-hand combat – they will do these things automatically. Units do need orders to move, and such orders must explain where the unit is to move to and by what route where there is any doubt. Units also need a specific order either to change their formation or to move into hand-to-hand combat, this is generally referred to as a charge. This is important to remember right from the start. If you want a unit to change formation you must give it an order to do so and state which formation the unit is to adopt. If you want a unit to charge an enemy you must say so when you give it an order.

Orders can be framed in whatever fashion the player wishes within the guidelines given. Units will always attempt to obey their orders in the most direct and straightforward way possible. If a unit's move proves insufficient to carry out an order in its entirety, then troops will attempt to follow their instructions in so far as they can. For example, if a unit is ordered to charge an enemy but has insufficient movement to do so, then it will move as far as it can towards the foe even though it might end up perched a few inches in front of the enemy's guns. Such is war!

To determine if the stated order is successfully formulated and received, a test is taken as follows:

Roll two dice, add the scores together to get a result from 2 to 12 and check the number against the following:

- If the score is greater than the commander's Staff Rating then the test is failed and no order is issued. The unit cannot move unless it is entitled to a 'free move' in which case it can make one move (see Free Moves, page 34).
- If the score is equal to the commander's Staff Rating or one less, the order is issued and acted upon in due course – the unit can make one move.
- If the score is two less than the commander's Staff Rating, the order is speedily issued and acted upon immediately – the unit can make two moves.
- If the score is three or more less than the commander's Staff Rating, the order is issued in anticipation of events and hurriedly obeyed – the unit can make three moves.

Sometimes a single move will enable only part of an order to be fulfilled. Sometimes it will be possible to complete an order in a single move even where more moves are available. Such things are matters for the players to judge when formulating their instructions. Remember that orders must always be stated without conditions and cannot therefore be dependent upon the result of the dice or the number of moves available.

FURTHER RULES ABOUT ORDERS

Only one attempt may be made to give a unit an order each turn. Once a unit has been given an order, it cannot be given another order that turn. Once a unit has failed to receive an order, it cannot be issued another order that turn.

A brigade commander can only give orders to units within his own designated brigade. Refer back to the section on Formations for a description of brigades (page 25).

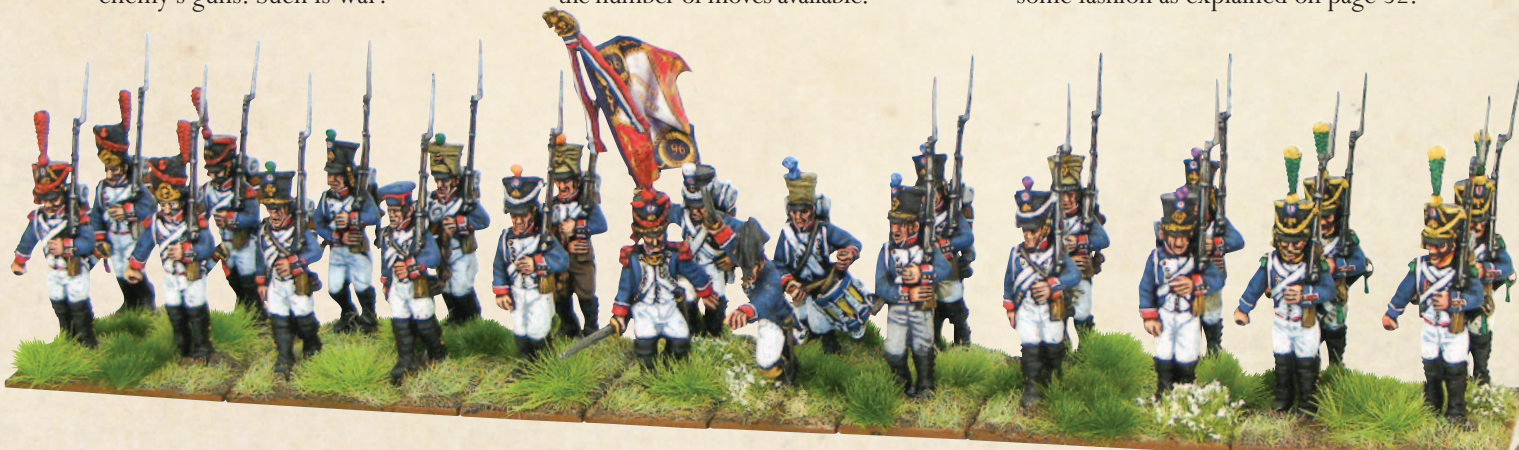
The army's general does not command a brigade or issue orders, but instead influences the chances of a brigade commander's success as described later (page 32).

Each brigade commander must complete issuing orders before another brigade commander can begin to give orders. It is not permitted for one commander to give an order, then a different commander, and then the first commander again.

Where several players are playing on one side, it is usual for them all to issue orders and make moves at the same time as this is only sensible – but each player must finish giving orders from commanders under their control one at a time.

If a commander fails to give an order then that commander cannot give any more orders that turn. This can sometimes result in some units moving and others not, or even for an entire brigade to not move at all. Such are the fortunes of war.

If a double 6 is rolled by any brigade commander when giving orders, the result is a blunder. Blunders result in units moving out of control in some fashion as explained on page 32.



Napoleonic French Line Infantry
(1807–1810)



Peninsular War French Line Infantry.

A FEW WORDS ABOUT CHARGE ORDERS

As we have already discussed, it is necessary to give a specific order to 'charge' if you want troops to charge into hand-to-hand combat. However, it is not necessary that the intended opponent is in sight of the unit when the order is given, and we don't worry whether it is possible to enact the charge at this stage. The important thing is simply that the unit has been clearly ordered to engage the enemy – charge!

It can often happen that a unit is ordered to engage an enemy that is concealed by terrain or other units when its move begins. This means a unit that suddenly finds itself confronted by previously concealed enemy will charge, assuming they have an order to do so.

A charge order can be framed in as specific or as broad a manner as you please; for example, 'Charge the Old Guard!' or, 'Advance to the ridge and charge any enemy that appear!' In the latter case the usual response would be to charge the closest enemy as this is

the simplest and most straightforward way of fulfilling the order. Remember, units will always try to fulfil their order in so far as they can and in the most direct and straightforward way possible. If you give a charge order, this means the unit will always move as far as it can towards the target in as direct a manner as possible regardless of the consequences.

In practice, it is often appropriate to give units charge orders simply to advance them as quickly as possible towards the enemy, with the potential of engaging in combat if you are lucky. Napoleonic French armies benefit from this sort of treatment as their traditional 'attack column' formation is ideally suited for a rapid advance into combat. In this situation a suitable order might be nothing more than 'Advance rapidly towards the enemy and charge!'

BRIGADE ORDERS

As described above, orders are issued to each unit one at a time. This is sometimes useful as it allows individual

units to be directed in a very precise fashion. However, it is often more practical to issue the same order to a group of units at the same time. This is called a 'brigade order'.

A brigade commander can issue the same order to any or all of the units in his brigade so long as all the units form a group with none more than 6" apart when the order is issued and none more than 6" apart once the order has been carried out.

It is important that the brigade be given the same order in broad terms – either all moving forward or all moving back or deploying as a group. This is why we have the rule that units given a brigade order must still form a group once they have moved. This 6" rule overrides any actual orders given – so if a mixed cavalry/infantry brigade were ordered to move at maximum pace forward, the cavalry would not be able to move so they were more than 6" from the infantry even where they had the movement to do so.

If you want part of a brigade to do one thing and the rest of the brigade to

do something else then it is usually necessary to give two sets of orders. In such a case, a brigade can be divided by more than 6" quite easily. This allows part of a brigade to hold a position whilst another part advances to take another, for example.

To issue a brigade order, the player simply indicates which units will receive the order and tests in the usual way. If successful, all the units are in receipt of the same order and all will attempt to carry it out. If unsuccessful then all the units have failed to receive an order and will not move that turn unless entitled to a 'free move' as noted below. When wishing to move several units together this is the usual means of giving an order.

COMMAND BONUSSES AND PENALTIES

In some situations it can be easier or harder for a commander to formulate an order, for it to be carried to its destination, or for it to be received and understood. We assume orders are relayed by couriers, aides-de-camp (ADCs) or the equivalent, though there is no need for these gallants to be represented on the tabletop. It can readily be imagined that messengers might be killed, delayed or distracted from their duty. To represent this we apply bonuses and penalties to the Staff Rating of the commander when giving an order.

Regardless of these or any modifiers – no commander ever has a Staff Rating better than 10 or worse than 5 – 10 is the best value possible and 5 is the worst.

SUMMARY TABLE OF COMMAND MODIFIERS

Here is an 'at a glance' summary of the command modifiers described above. Of course, players who feel the need to add more detail are quite welcome to devise further modifiers should they wish to do so.

Command Modifiers	
Per 12" distance from commander to unit.	-1
Enemy unit within 12" of unit receiving order.	-1
Attack Column.	+1
March Column/Limbered Artillery unless on road or track.	+1
March Column/Limbered Artillery on road or track.	+2

Distance

Measure from the commander model to the closest point on the unit he wishes to give an order. If a commander wishes to give a brigade order to several units, measure to the unit that is farthest away. If the distance is more than 12" then deduct one from the commander's Staff Rating for each full 12". For example: at 19" distance deduct one, at 38" deduct three, at 48" deduct four.

Measurements are normally made from the commander's head, as this simple convention frees us to place our commanders on whatever size and shape bases best suit them without appearing to confer any advantage.

Enemy Close By

If an enemy unit is within 12" of the unit you wish to give an order to then deduct one from the commander's Staff Rating. When enemy are this close, troops are less concerned with orders and more likely to behave instinctively as described later. If the commander is giving an order to

several units at once, deduct one if there is an enemy unit within 12" of any of them (i.e. only ever deduct one in total).

Attack Column

If a unit is in Attack Column add one to the staff value of the commander. If he is giving an order to several units at once, a bonus of +1 applies if all are in any of the following: Attack Column, March Column, or Limbered Artillery – otherwise no bonus applies.

March Column/ Limbered Artillery

If a unit is in March Column or is Limbered Artillery add +1 to the staff value of the commander in the same way as for the Attack Column. If the unit is also travelling along a road or track add +2. If the commander is giving a brigade order, the +2 bonus only applies if all units in the brigade are either March Column or Limbered Artillery and travelling along a road or track.

Napoleonic War Russian Pavlovsk Grenadiers



BLUNDERS

If a commander rolls a double 6 when giving an order, the result is a **blunder**! A blunder means the order has failed – but it also means that the order may have been misunderstood, spectacularly misinterpreted, or disobeyed in a surprising or fatal manner.

Players can choose to employ the blunder rule as described or not – we would not wish to impose it upon the unwilling! Experienced, determined, or uncommonly sanguine players may wish to further adapt the notion to more appropriately suit their chosen historical period. To make satisfactory use of the blunder rule, it is necessary to exercise some judgement – it being practically impossible to take every circumstance into account when deciding how a unit should act. For this reason, it is recommended that novice, innocent or nervous players ignore the blunder rule and treat a double 6 as a failed command role. Suitably forewarned, take a deep breath, roll a dice and consult the Blunder Results table.

It can often happen that units are obliged to leave the table as a result of a blunder. See the section entitled ‘Troops that leave the table’ on page 35.

THE GENERAL

Every army includes a single general representing not only the individual in overall charge but all necessary attendants, aide-de-camp, staff officers and other agencies of high command.

The general does not order troops directly, but instead can move to accompany one of the brigade commanders. This doesn’t necessary mean the general has turned up to direct matters in person. Moving the general model to accompany a brigade commander indicates that the commander has received direct instructions from his superior, probably via the offices of an ADC or an officer detached from the staff for just such a purpose.

To accompany a brigade commander the general model must be within 12" of the commander at the start of the turn. A general can only

BLUNDER RESULTS TABLE	
D6 Score	Result
1	RAPID RETREAT. The unit will attempt to make two moves away from the closest enemy they can see. They may not charge other enemy who lie in their path – but must avoid them in so far as possible. If no enemy are in sight, they make two moves towards their own rear or table edge as seems most appropriate. If a brigade order has been attempted, each unit will move as described.
2	RETREAT. The unit will attempt to make one move away from the closest enemy they can see. They may not charge other enemy who lie in their path – but must avoid them in so far as possible. If no enemy are in sight, they make a move towards their own rear or table edge as seems most appropriate. If a brigade order has been attempted, each unit will move as described.
3	MOVE TO LEFT. The unit will attempt to move to a position to its own left – making one move into its own left quarter as far as it can go. If an enemy unit presents itself, the unit can charge if the player wishes. If a brigade order has been attempted, each unit will move as described.
4	MOVE TO RIGHT. The unit will attempt to move to a position to its own right – making one move into its own right quarter as far as it can go. If an enemy unit presents itself, the unit can charge if the player wishes. If a brigade order has been attempted, each unit will move as described.
5	MOVE FORWARD. The unit will attempt to make one move to its own front – making one move into its own front quarter as far as it can go. If an enemy unit presents itself, the unit can charge if the player wishes. If a brigade order has been attempted, each unit will move as described.
6	CHARGE! The unit will attempt to charge the closest enemy it can see. To find out how far the unit moves roll a dice: 1-2: 1 move. 3-4: 2 moves. 5-6: 3 moves. If the unit cannot see any enemy then it must Move Forward one, two or three moves as described above. If a brigade order has been attempted, roll once to see how many moves are available and move each unit as described.

accompany one brigade commander each turn, even if several are within 12". At the start of the Command part of the turn either move the general into touch with the commander he wishes to accompany that turn, or move one of his ADCs into touch with the commander if such an individual is available.

When a brigade commander who is accompanied by the general issues an order the result can always be re-rolled once. It doesn’t matter whether the original score is sufficient to succeed or

not, or even if a blunder is rolled, the dice can be re-rolled if the general is present. The re-rolled score stands, regardless of whether it is a better or worse result than before.

Only one re-roll can be attempted in a turn, and in most instances a player will naturally want to re-roll a failed result. However, it is sometimes worth re-rolling a modest pass if a better result is likely to prove decisive. Such decisions are left to the player in the role of general. The fate of the army lies in your hands!

We sometimes employ separate model ADCs or runners to perform this role, rather than subjecting the general to the indignities of galloping around the battlefield in person. Either way, remember the general – or his surrogate – can only accompany one brigade commander in any turn.

INITIATIVE ORDERS

So far we have dealt only with orders issued by brigade commanders. The initiative orders rule allows a unit to move once without an instruction from a brigade commander. Initiative represents the unit's own officers taking matters into their own hands once the enemy are close by. Units that move using initiative cannot be given orders by their brigade commander that turn – the two are mutually exclusive.

Units using initiative must do so before any brigade commanders issue any orders. Thus, during the Command part of the turn, a player always begins with units that are moving on initiative. All the army's initiative moves must be completed before commanders begin to give orders. It is very important to remember this. Failing to do so results in much embarrassment and can lead to unseemly outbursts of which no more shall be said!

A unit can use initiative if there are enemy units within 12" of it at the start of the Command part of the player's turn. A unit using its initiative can move once just as if it had received

A friend in need

THE OFFICER CAME out, ran round and re-joined his men who, being screened by the angle of the church, kept up a brisk fire upon the enemy in the lane, and several times cleared the gap, where a French officer, rather below the middle stature, with stick in hand, exerted himself most gallantly to supply the gap; on which his men laid their firelocks and killed two and wounded three of this little band; but fortunately the British officer had picked up a *dragon carabine* on the road near Corunna which he retained as a 'friend in need.' This he had previously loaded with two small buttons from the collar of his regimental coat and having been supplied with French cartridges at the church, he was enabled to assist his men by discharging his carabine many times in defence of his post.



an order. The unit can move in the same way as if it had received an order to do so from a commander, but the unit is limited to a single move, and its move is also likely to be constrained by the proximity rule as explained on page 36. We won't concern ourselves over whether the unit can theoretically 'see' enemy within 12" or otherwise – we take it as read that the mere fact that enemy units are within 12" is sufficient to provoke an initiative move.

Units using their initiative are considered to be in receipt of an order just like troops issued an order in the regular way. They can therefore charge or change formation if that is what the player wishes to do. Note that units do

not have to use initiative just because they can – units can be given orders by their brigade commander instead, or some can be given orders and some moved on their initiative, as the player prefers. Bear in mind that a unit using initiative is limited to one move, so sometimes it is preferable to forego an initiative move in favour of issuing an order which could potentially give two or three moves.

Disorderly retreats are a special kind of initiative move that we shall encounter later. Normally, units cannot receive an order if there are disordered; however, disorderly retreats are special moves made by disordered units that cannot otherwise move as explained on page 51.



Few can resist the wonderful flags of the Bavarians.

FREE MOVES

As described in the preceding section, an initiative order is effectively a 'free move' because the unit always gets to move once. This section describes other kinds of free move that follow from failed orders. These free moves are exceptions to the normal ruling that units cannot move if an order is failed.

A unit in march column, infantry square or a limbered artillery piece can move once even when an order is failed – and must do so if this is compatible with its orders. Note that although infantry in square do benefit from the free move, their movement is quite severely restricted as explained in the Advanced Rules section: squares do not present a practical way of moving about the battlefield (see page 88).

Sometimes, several units will be included in the same order, some in march column/square/limbered artillery and some otherwise. In these cases, units entitled to a free move can move once when the order is failed – other units cannot.

A unit attempting to **evade** from an enemy charge will always move once, even where the order to do so is failed. Evades are special moves made in response to an enemy charge as explained on page 66.

If an order is blundered all free moves are lost. Resolve the result of the blunder in the usual way (see the Blunder rules).

THE FOLLOW ME ORDER

This is a very useful rule on occasions. Its true value will only become apparent in the heat of battle, so those eager to press on may wish to skip this (and the following) section if reading the rules for the first time. The basic notion is that the brigade commander dispenses with the formality of issuing an order and instead gallops up to a battalion shouting, 'Follow me lads!' in a spirited fashion and then leads them off in the desired direction.

Such that cannot go at speed over a couple of thousand yards to pounce upon the foe, is for nothing in the field.

Marshal de Saxe writing on cavalry in 'Reveries'

A commander can attempt to give a follow me order to a unit from his own brigade within 12". Commanders can only give a follow me order to one unit – not to a group of units. The player simply nominates the commander, the unit, and declares 'Follow me!'.

Once a commander gives a follow me order he can give no further orders that turn whether successful or

otherwise. The follow me order is always the last order the commander gives that turn.

A follow me order is given in the usual manner. Make the dice test to determine if the order is given successfully.

If the result is a failure then the unit does not move, and the brigade commander cannot move that turn either, having failed to reach the troops he intended to lead. Perhaps he had second thoughts. Maybe he was distracted by an important message or by the whimsical musings of his adjutant... we shall never know.

If the result is a pass then the commander model is moved to join the unit, and the unit together with the brigade commander can be moved up to three moves in any manner the player wishes. It is not necessary for players to state their intentions before moving, and the unit is free to charge or change formation if desired. The commander cannot move further that turn but remains with the unit that has been joined at least until such time as he is able to leave it in the following turn.

Note that some units may be entitled to a 'free move' as we have already explained – they move once even if an order is failed. However, if a unit fails to receive a follow me order it will lose its free move simply because it has no order to obey – watch out for this!

THE RALLY ORDER

This is another useful rule the value of which will become obvious once you have played a few games. A successful rally order enables a unit to remove casualty markers and restore much of its fighting spirit. The rally order is similar to the follow me order in the way it works.

A commander can attempt to give a 'rally' order to a unit from his own brigade within 12" and which has two or more casualties. A commander can only give a rally order to one unit – not a group of units. The player simply nominates the brigade commander and the unit, and declares, 'Rally round me lads!'.

Once a brigade commander gives a rally order he can give no further orders



Fuzzy wuzzies attempt to hamstring British cavalry; how unsporting!

that turn whether successful or otherwise. The rally order is always the last order the commander gives for the turn.

A rally order is given in the usual manner. Make the dice test to determine if the order is given successfully.

If the result is a failure then the unit does not move and the brigade commander cannot move that turn either – fate intervenes to thwart the commander’s best intentions (possibly the consequence of last night’s devilled kidneys).

If the result is a pass then the commander model moves to join the unit and one casualty is removed from the unit’s total. Neither the brigade commander nor the unit can move further that turn – the commander remains with the rallied unit at least until such time as he is able to leave it in the following turn.

A commander can give successive rally orders to the same unit over a number of turns, reducing its casualties each turn. However, it is not possible to remove the final casualty from a unit in any circumstances. A unit that has just one casualty cannot be given a rally order or have the final casualty removed.

Note that some units are entitled to a ‘free move’ as we have already explained – they can move once even if an order is failed. If a unit fails to receive a rally order it will lose its free move simply because it has no order to obey – bear this in mind!

COMPULSORY FORMATION CHANGES

This rule only affects irregular and tiny units and therefore won’t apply to many armies. Irregular units fight in quite a different way to regulars and their ability to move and change formation is limited in comparison.

If an irregular unit or any tiny unit leaves a road in march column then it will always reform into its default formation as its next move. This will be skirmish or warband in the case of irregular units and skirmish only in the case of tiny units.

A warband cannot adopt other formations except that it can go into



The Blue and the Grey trade hot lead.

skirmish formation if this is the only way it can enter a particular type of terrain – a wood, for example. If a warband in skirmish formation leaves the area of terrain that obliges it to adopt a skirmish formation then it automatically reforms into a warband as a compulsory formation change as its next move.

In the cases described above, a unit will do this regardless of the order it is given and for this reason we call this formation change a compulsory move. On the whole, it is a good idea to bear this in mind when issuing orders to such troops!

TROOPS THAT LEAVE THE TABLE AND ORDERS

Units can potentially leave the table either as a result of a blunder or following a Break Test should they be obliged to retreat. It is also possible for a player to order a unit to leave the table for some reason. The following deals with troops that leave the table.

A unit has left the battle and is removed in its entirety once any models stray over the boundaries of the tabletop to a degree that they would otherwise fall off the edge.

A unit that leaves the table cannot return at all if it is ‘shaken’ as described in the shooting and combat rules. A unit becomes shaken once it has sustained a critical number of casualties. Such units will always retire from the battle for good if they leave the table.

A unit that is not shaken can potentially return to the battlefield in some future turn. It must return at the same point on the table edge where it left, and it must be given a specific order to return. If several units left the table together, they can be given a single brigade order to return.

A commander attempting to order a unit to return to the battlefield must measure the distance to the point where the unit left the table edge. For example, if the unit left at a point 26" from the Commander, the penalty is -2 just as it would be for an order issued to a unit 26" distant.

A unit that returns to the table is formed up at the same point where it left, or as close as is practical should this prove impossible, in whatever formation the player wishes. This concludes the unit’s move for that turn: it cannot be given further orders though it can otherwise participate in the battle just like any other unit.



Napoleonic Russian Pavlovsk Grenadiers.

MOVING UNITS

A unit in receipt of orders can potentially move up to three times in a single turn as already described. The distance a unit moves in a single turn can therefore vary, depending whether it makes one, two or three moves. So an infantry unit with a move allowance of 12" at a time could move 36" in total assuming this were in accord with its orders.

The table below shows individual move distances of units in inches. This is quite straightforward. Foot troops and wagons move 12" at a time. Mounted troops move 18" at a time. Manhandled artillery pieces move up to 6" in total

MOVING UNITS TABLE

Infantry, Limbered Foot Artillery, Wagons	12"
Cavalry, Limbered Horse Artillery	18"
Manhandled Artillery	6"
Manhandled 'Battalion' Guns	12"

where permitted or 12" in the case of very small 'battalion' pieces.

As we have already mentioned, the movement distances given are quite long but happen to suit the dimensions of the authors' own tables where armies can be deployed six feet apart or more. Players who wish to slow down the pace a little may wish to reduce the move distances, in which case it would be wise to reduce the ranges of weapons in proportion.

When a unit moves, the individual models or bases are free to move in any direction or orientation, so long as the unit retains the same formation as a whole and (except where noted otherwise) no models move further than the distance allowed. This enables a unit to swing about, to reverse its facing, move directly to its left or right, move at an angle, go forwards or backwards, or make any comparable manoeuvre the player might wish. This rather free and easy method of moving is quite different to many sets of gaming rules and can take some getting used to – it is a 'no nonsense, just get on with it' method that gets the game moving along at a good lick!

THE PROXIMITY RULE

When units are within 12" of an enemy, we oblige units to move more-or-less straight forward, or straight back if they are retreating. In practice units did not shuffle sideways in the face of the enemy and we shall not permit our troops to do so either.

If a unit moves to within 12" of any enemy unit, or finds itself within 12" of an enemy unit at the start of any move, all further movement that turn is constrained as follows whilst enemy remain within 12":

- The unit can only advance within its own front quarter as already established under Front, Flanks and Rear (page 24).
- or
- The unit can only retreat within its own rear quarter as already established under Front, Flanks and Rear (page 24).

These considerations override any order the unit has been given, so it is worth bearing the proximity rule in mind when issuing orders.

INTERPENETRATION OF UNITS

Units from the same side can pass through each other as they move, but cannot end their movement interpenetrated. If a unit cannot pass completely through another as it moves then the move is not allowed. Note that in this context we are considering the unit's entire movement be it one, two or three moves in length.

Note that interpenetration might sometimes represent units literally moving through each other, but in practice it is a convention forced upon us out of the necessity of moving each unit one at a time. We appreciate that in reality both armies would manoeuvre simultaneously, units wheeling and marching around each other with military precision. Such things may well be impossible in a game of model soldiers but only the most brutally insensitive would neglect to imagine the tramp of boots, clatter of hooves, and shouts of command as our models progress over the battlefield.

CHANGING FORMATION

As we have already seen, it takes a unit one move to change from one formation to another. If a player wishes a unit to adopt a different formation, this must

Turning gold into lead

TURNING GOLD INTO lead; an unusual and expensive form of grape shot.

On 8th November 1794, instead of firing grapeshot at us, they [the British] used large coins, which we found entertaining to collect while running to encourage the enemy to fire even more. At that time, we were receiving only paper money [and] were therefore grateful to the English for providing coins. I was able to pick up 287 of them, which later proved very useful. Some of us were very badly wounded, and those who were hit by those coins almost invariably died.



be stated in its order. For example, 'Colonel McBlaggart will order the 4th Foot to move out of the cover of the wood, form into line, and advance boldly towards the French!'

As already described, a unit changes formation upon the centre of its front rank (upon its leader model where it has one). This model or stand can be reoriented to face any direction, and the unit is arranged into its new formation around it. See the rules for Formations on page 20.

To continue our example, dice are rolled on behalf of the notorious

McBlaggart resulting in three moves – huzzah! The 4th Foot, who have already formed a skirmish group at the edge of a wood, make one move into the open, spend their second move reforming into line, and have a third move remaining to advance towards the enemy. Their movement complete, the regiment finds itself within range and ready to shoot upon the dastardly foe. McBlaggart twirls his mustachios in a satisfied manner and, fixing his opposite number with a twinkling eye, commends his troops upon their alacrity.



Ever watchful eyes spy out Victoria's regiments.

MOVING ARTILLERY BY HORSE

If artillery pieces are to move other than by manhandling, they must be provided with separate horse drawn limbers. These teams form part of the unit and are positioned behind and within 3" of the crew when the gun is deployed.

Alternatively, for the sake of convenience, horse teams can be removed once guns are deployed and replaced as guns are moved: this is often the most practical recourse on a crowded battlefield.

Horse artillery can limber or unlimber at the beginning or end of a move without penalty, and can limber at the start and unlimber at the end of the same move if desired. For example, a single move allows a gun to limber, move to a new position, and unlimber ready to fire. This ability to move and shoot within a single move makes horse artillery extremely mobile.

Foot artillery takes one whole move to either limber or to unlimber

and deploy ready to fire. For example, a gun that is already limbered can unlimber and is then ready to fire within a single move. If a limbered gun had two moves, it could move forward with the first move and deploy with the second.

Siege artillery takes two whole moves to limber or unlimber. These moves can be split over separate turns if necessary. A gun can't move or fire whilst it is halfway through limbering or unlimbering.

MANHANDLING ARTILLERY

Apart from very heavy artillery, such as siege guns, any deployed artillery piece can be manhandled by its crew if given an order to do so. If successful, this enables the gun to move up to a **maximum of one move** in total regardless of the degree of success, i.e., 6" for most artillery and 12" in the case of small battalion guns. A manhandled gun never moves more than **once** in the command phase.

As well as enabling a gun to move short distances, manhandling also enables the crew to bring the gun to bear in a new direction should this be required.

UNITS THAT ARE OUT OF FORMATION

A unit that has formed into a line that is not substantially straight – for example that has been formed behind the angle in a wall – must expend a move redressing its formation before it can move further. A proper line should be more or less straight, or gently curved if the situation demands it, but sometimes the constraints of the terrain will make this impossible, in which case the line can be bent around the obstruction with the accompanying provision that the unit must spend an additional move before it can move further.

In theory the same principle applies to other formations too, but the situation is not likely to occur with columns and never at all with units in skirmish order.



"Volley and fall on, boys! Huzzah!"

MOVING COMMANDERS

The term commanders is taken to describe both brigade commanders and the army's general.

Each brigade commander is allowed to move once after issuing orders and before the next brigade commander begins to issue orders. It is not necessary to give brigade commanders an order to move.

The army's general can also move once and does so after all brigade commanders have moved. As with brigade commanders it is not necessary to give the general an order to move.

COMMANDER MOVE DISTANCE

Commanders on foot	36"
Commanders on horseback	48"

A brigade commander who issues a successful follow me or rally order joins the unit that had received the order. As these orders have a maximum



range of 12" it should follow that commanders have sufficient movement to enable them to do this; however, for the avoidance of doubt, brigade commanders must be able to reach the units they are ordering when giving follow me or rally orders.

Aside from the follow me and rally orders, a brigade commander can join a unit in his brigade simply by moving into touch. The player moves the model so that it touches the unit and declares that the commander is joining it.

Brigade commanders who have already joined units do not normally move with them in the Command part of their own turn (the obvious exception being the follow me order). However, commanders who have joined units **do** move with them at other times, including during the opponent's turn and in the Shooting and Hand-to-Hand Combat parts of their own turn where the unit is obliged to move for whatever reason.

Generals do not give orders directly and so can't issue follow me or rally orders, but they can join friendly

units in the same way as brigade commanders, and may be obliged to do so if they get in the way of enemy troops as noted next.

Commanders are treated a little differently from units. As we shall see later, they are ignored when it comes to shooting, and in many other respects they are simply ignored by other units.

If brigade commander or general models get in the way of units of troops from either side then they can be moved aside by their player as convenient, up to a full normal move if necessary.

If models are obliged to move because of the movement of an enemy unit then they must join a friendly unit immediately – if unable to do so the brigade commander or general is deemed to have been killed or captured and is removed from the battlefield. See page 74 for more about such an unfortunate event. Note that a commander who has already joined a unit cannot be forced to move aside in this way – he is assumed to be part of the unit and can be arranged amongst its ranks.



Not a gentleman...

SOME SHODDY BEHAVIOUR by Prince Jerome at Waterloo...

Passing on horseback next to a prisoner and finding him too slow for his liking, he ordered him to hurry. Having perhaps not understood the prince's order, [the British soldier] did not obey. Immediately, the prince shot him with his pistol at close range. Then he turned his horse and addressed us in the rudest way: 'What are you doing there, sirs? Instead of walking casually, you should treat that wounded man!'

Terrain



TO COMPLETE THE rules for movement we must consider how terrain can affect the speed of troops or otherwise impede their progress. This is all fairly obvious stuff. Troops moving through woods move more slowly than troops moving over open ground. Watercourses of a

substantial size present obstacles that must be crossed. And so on. The rules that follow have been devised to be both practical and flexible without being unnecessarily complicated. If you are reading through the rules for the first time no harm will be done if you skip

this section — you can always come back to it later. The rules for incorporating buildings and fighting over built-up areas require somewhat more explanation, and are therefore dealt with separately as part of the Advanced Rules section on page 86.

Waterloo — all a bit much for the plucky Belgians...

WHEN WE HAD taken our fresh ground, a regiment of Belgians were marched a little to our right front, formed into square and ordered to lie down on the ground. All near them was going on with a degree of coolness at the moment; but they had scarcely complied with the order, when the enemy opened a brisk cannonade on two angles of the square. The first two or three shots were without effect, but at length a shell was so well directed into the centre of the corps that it burst immediately on alighting and killed a few men. On which alarm, the whole sprung to their feet and without regarding arms, order or regularity, fled like a flock of sheep; a volley was fired into them by one of the British regiments as they rushed from the field and their own officers cut amongst them with their sabres, to rally and save them from disgrace.

Sergeant William Clark, Scots Greys



Napoleonic British Rocketeer and horse



When Tommy meets Jack.

WOODS

It is fairly common for battlefields to include substantial areas of woodland where these form part of the natural topography as, for example, in the case of Europe and North America. On the tabletop, any wooded area must be clearly delineated in some fashion – for example, by a row of trees arranged to

form a boundary. The whole area delineated by this means is considered to be thickly wooded and, just as our regiments are represented by a handful of models, a scattering of model trees must substitute for dense foliage that in reality obstructs sight and movement alike.

Infantry in skirmish order can move within woodland at half pace –

each 1" of movement counts as 2" moved. Other troops cannot enter woodland except by means of roads or tracks that pass through them.

For example, a skirmishing infantry unit has a 12" move – the unit is 4" away from a wood – the unit moves 4" up to the wood and then 4" inside counting as 8" moved. The unit has expended its entire move – $4" + 8" = 12"$.



"Take the higher ground!"

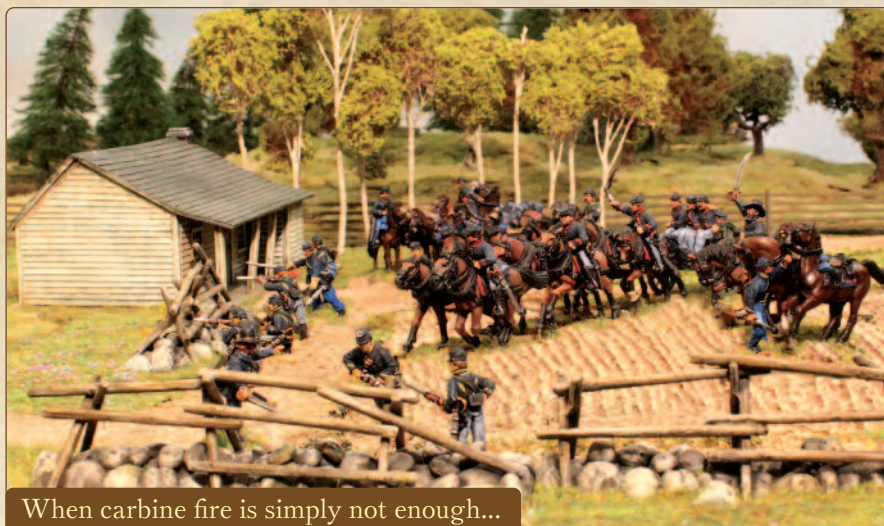
ROUGH GROUND

This covers areas of scrub, sand, heavily ploughed soil, bog, rocky ground, steep inclines and any comparable terrain. Areas of rough ground must be delineated in some suitable fashion.

Skirmishing infantry and skirmishing cavalry can move over rough ground without penalty – they simply treat rough ground as they treat open ground.

Other infantry or cavalry can move over rough ground at half pace – each 1" of movement counts as 2" moved. Artillery and wheeled vehicles such as wagons, cannot enter rough ground except by means of roads or tracks over it.

Ground can be designated as 'very rough' in which case troops move at one third pace – 1" counts as 3", or



'extremely rough' in which case troops move at a quarter pace – 1" counts as 4". In extreme cases rough ground may also be declared to be unsuitable for cavalry or suitable only for units in

skirmish order in the same way as woods. These options are up to the players when arranging the battlefield and depend very much upon the nature of the battle represented.



OBSTACLES

By 'obstacle' we mean any linear barrier that might reasonably be assumed to slow down a unit's progress but which is not actually insurmountable, for example, field hedges, substantial streams and ditches, dried up waterways, walls, stockades, and barricades. Features of this kind can be treated as purely decorative elements of the battlefield if desired, but they can equally well form part of the architecture of the game if this is preferred. It is, of course, essential to make it clear before the game begins where such features constitute genuine

obstacles and where they are merely an ornament.

An infantry or cavalry unit that wishes to cross an obstacle must give up 6" of movement to do so. If a unit does not have 6" of movement remaining then it will halt in front of the obstacle without attempting to cross.

If a unit wishes to charge an enemy behind an obstacle then the chargers must be close enough so that they can reach their enemy with 6" distance to spare in order to cross the obstacle. If unable to do so the unit cannot charge – although it can move up to the obstacle ready to charge in its following turn. In situations like this it is

best to leave a slight gap so that it is clear the unit has not charged into hand-to-hand combat.

Artillery, together with wagons and other wheeled vehicles, are not permitted to cross obstacles other than at gates, fords, and other places of access.

Although we have fixed the penalty for crossing an obstacle at 6", it would be perfectly easy to increase or decrease the penalty to represent obstacles that are harder or easier to cross. It really depends on how much detail the players want to go into. The standard 6" penalty will prove adequate as a benchmark.

IMPASSABLE TERRAIN

Before the start of the game players can agree that some terrain features are impassable as seems appropriate. Typical examples of features that are normally considered impassable are very steep slopes, cliffs, open water, ravines and such like. Buildings can also be treated in this way if they are essentially decorative and you don't want troops to occupy them during the game.

Rivers and areas of open water are usually considered impassable other than by bridge or ford. It is sometimes necessary to make provision for amphibious operations, delivering troops across water by boats for example, but this need not concern us for the moment.

EMBELLISHING THE TABLETOP

Incidentally, we very much enjoy adding all kinds of detail to our battlefields; for

example, winding tracks, low hedges, growing crops, scattered trees, farmyard carts, and locals grazing cattle or going about their business amidst the din of battle. Such things do help to create a sense of occasion. There is no need for

these decorative features to hinder the movement of troops in any way. Indeed, we do not consider it unreasonable for the odd tree, farmyard animal, or curious peasant to wander a few inches when military manoeuvres demand it.

Dirty tricks

ZULU WARRIORS CALL out their opponents for 'cheating' at war...

'They are continually making holes in the ground [trenches] and mounds left open with little holes to shoot through. The English burrow in the ground like wild pigs. Fight us in the open!' they cried.



British and French soldiers clash near Waterloo.

Shooting



AS THE *BLACK POWDER* rules cover a relatively long historical period, it is necessary to make provision for weapons as diverse as bows and arrows, smoothbore and rifled muskets, and artillery of different designs.

Fortunately for us these technological differences, although considerable, are largely ones of degree rather than kind – a little thought will therefore allow us to take satisfactory account of things.

Rather than complicate matters by trying to deal with everything at the same time, we'll start off by describing

the rules for basic firearms and artillery. We'll return to out-of-the-ordinary weapons and situations in the Advanced Rules section (page 86).

WHAT IS RANGED FIRE?

In the 18th century troops armed with muskets fought at relatively short ranges and commonly below 100 yards. By the mid-19th century the effective range of weapons improved with the general introduction of rifled muskets and

superior quality powder. By the late 19th century weapons had sights that were typically adjustable up to about 1,000 yards (900 yards in the case of the Enfield rifled musket, for example).

Despite constant improvement of this kind, it remained common for exchanges to take place at distances of less than 100 yards. In our game, ranged fire represents all shooting at distances in the order of 20 yards or greater. Shots fired at closer distances are considered to be part of hand-to-hand fighting.

WHEN TO SHOOT

Units armed with ranged weapons can shoot in the Shooting portion of their side's turn. Units already engaged in hand-to-hand fighting are not allowed to shoot – they are far too busy entertaining their enemies at close quarters.

Some units that are charged in the enemy's turn are able to deliver defensive fire as their opponents close into hand-to-hand fighting. This is dealt with under the rules for Closing Fire on page 54.

VISIBILITY

Before we can proceed further, it is necessary to introduce an important and fairly obvious concept – namely, a unit can only shoot at something it can see.



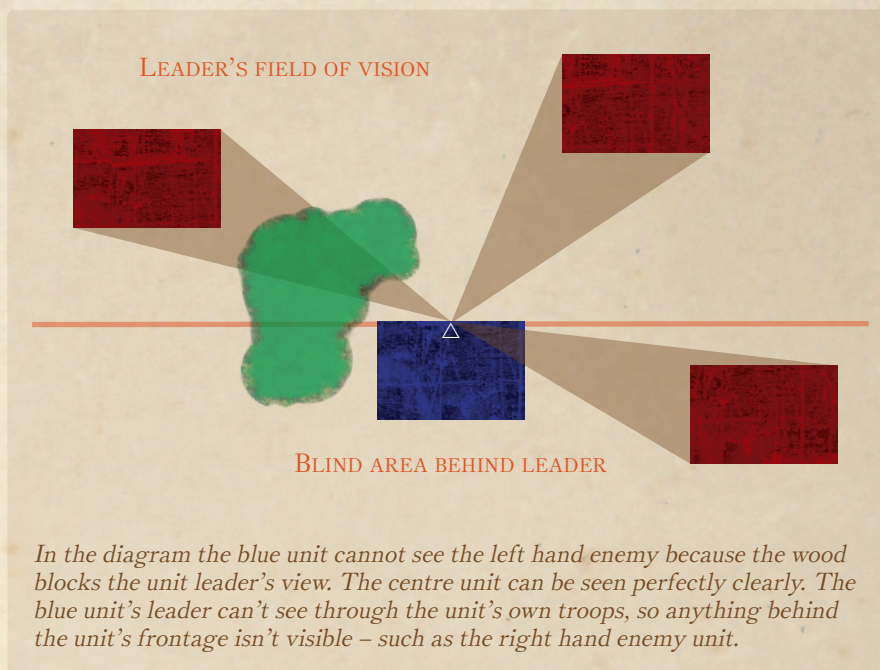
"Well done, the light Bobs, now let us do our bit!"

So what do we mean by 'see?' as, after all, our warriors are but dumb tin or lead and unhelpfully uncommunicative upon such matters.

In principle, when we talk about what a unit can 'see', we mean something a body of troops could clearly identify and take appropriate account of in real life, and – in respect of shooting – where the body as a whole also has a credible field of fire. Whether individuals can actually see other individuals is not important in this sense. If there is a wood or a hill lying between the shooters and their intended target then the unit cannot see because the hill or wood is in the way and either makes it impossible to properly identify the target or impractical to bring effective fire to bear. If an enemy unit is obscured by topography, by buildings, or by the formations of other units, then likewise we maintain that it is not possible to see in the sense described. These matters require some judgement within the rules, and players must learn to be sanguine about such things. A sense of cheerful generosity under heavy fire is an admirable quality and the mark of a gentleman.

For convenience of play, a unit's ability to 'see' is always judged from the centre of the unit's front rank – i.e., from the 'leader' model. This is yet another good reason for giving our troops distinctive looking leaders. The unit sees what the leader sees, and if the leader can't see then the unit can't see either. When deciding such things players are encouraged to place themselves as closely as possible over the table for a 'model's eye view' (dignity and sobriety permitting as always).

At this stage it is worth pointing out that models representing individual commanders can't be shot at and are simply ignored when it comes to deciding what a unit can see and any resultant shooting. Just imagine they are not there. This might sound a bit odd, but remember that commander models represent a small and mobile group of individuals dashing hither and thither about the battlefield. We can safely assume they go unnoticed amongst the mayhem of wounded stragglers, runners, medics and other supernumeraries whose participation we otherwise leave to the imagination.



Note that aside from artillery (which will be considered in due course) units are not permitted to see through or over the heads of other troops even where some models might be on slopes or occupying ramparts overlooking others. Any units that lie between the shooters and their enemy will therefore block the field of fire. This applies even if intervening units are in skirmish order and therefore dispersed with gaps between individual models.

RANGE

Right is a summary of the maximum tabletop ranges in inches for weapons most commonly carried by infantry and cavalry units. A selection of artillery pieces has been included for comparative purposes.

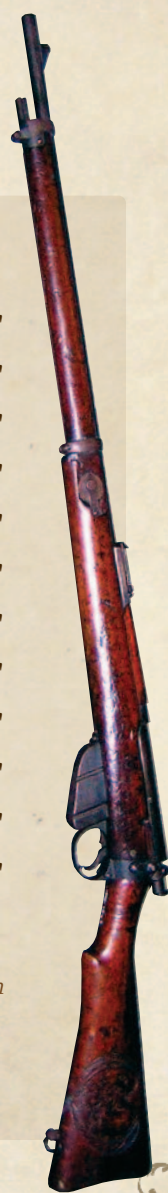
Note that ranges have been fixed in convenient steps relative to each other, to the size of the tabletop, and to the movement capabilities of troops. Ranges don't accurately reflect the relative actual ranges of different weapons – which would be far more extreme in reality. We have found that the ranges

given provide the most satisfactory results nonetheless. Players with limited space at their disposal will find it a simple matter to reduce both weapon ranges and troop movement in proportion if they wish to do so.

Weapon Ranges

Pistols, shotguns and thrown weapons	6"
Bow and arrow	12"
Smoothbore carbines	12"
Smoothbore muskets	18"
Rifled carbines	18"
Rifled muskets	24"
Breech-loading carbines	24"
Breech-loading rifles	30"
Bolt-action carbines	30"
Bolt-action rifles	36"
Light smoothbore artillery	36"
Smoothbore artillery	48"

Long Lee Enfield captured from the British by the Boers 1899-1902 (Worcester & Sherwood Foresters museum, Sherwood Foresters collection)

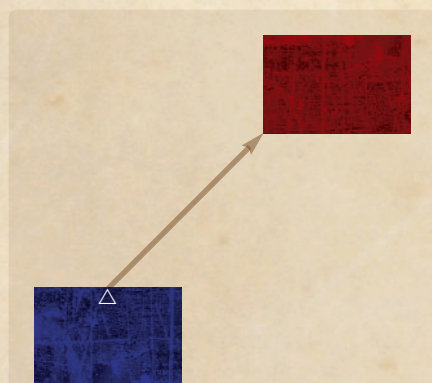




“Captain, throw down those damned fences at once!”

MEASURE DISTANCE

The distance to the target is measured from the model in the centre of the shooter's front rank (i.e., from the leader model) to the closest visible model in the target unit. It does not matter one jot whether other models are in range or not – distance is always measured from the edge of the leader's base to the base of the closest model in the target unit. If the distance to the target is within range when measured in this way then the whole unit is in range and can shoot.



Measuring range – measure from the leader model of the shooting unit to the closest model in the target – always measure distances base edge to base edge.

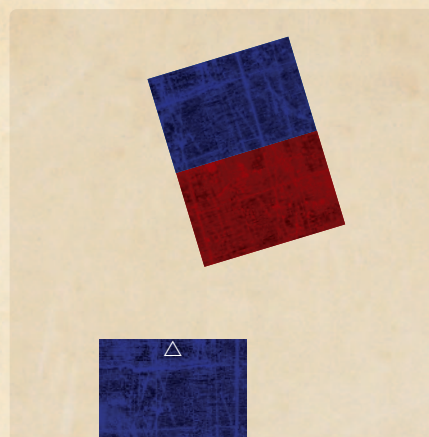
PICK A TARGET

Generally speaking – a unit always shoots at a single target. A typical target would be an enemy infantry, cavalry or artillery unit.

As already noted, individual commander models can't be shot at and

are always ignored when it comes to shooting. This doesn't mean they cannot be harmed though – the risks undertaken by commanders are discussed in more detail later on.

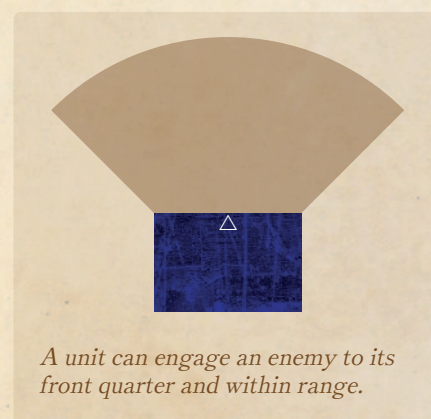
Enemy units already engaged in hand-to-hand combat can't be shot at either. We quite reasonably assume that such troops become intermingled making it impossible to pick out friend from foe. Enemy units engaged in hand-to-hand combat are always ignored when it comes to selecting a target, except that their presence can sometimes obscure other potential targets as noted below.



The uppermost blue and red units are fighting hand-to-hand combat and are considered 'intermixed' – the lower blue unit cannot therefore shoot at the red unit even though it is within sight and within range.

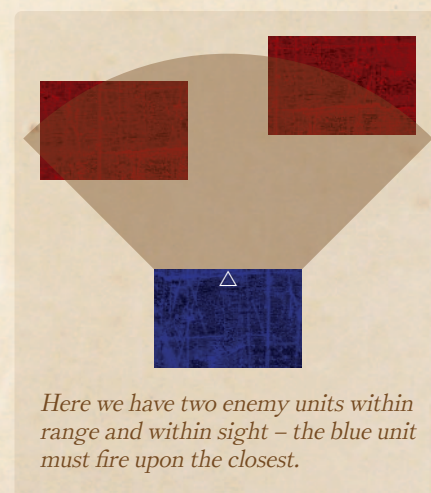
A unit can only shoot at a target to its front quarter. This can most easily be demonstrated by means of a diagram. Note that as range is measured from the leader model, the area

covered by a unit's fire has the shape shown with a slightly longer range to the unit's centre.



A unit can engage an enemy to its front quarter and within range.

A unit is not entirely free to shoot at any old enemy unit that happens to lie to its front and within range. In most situations a unit must shoot at the closest enemy unit in preference to a more distant one where several potential targets present themselves. If two units are equally close, the player can choose which to shoot at.



Here we have two enemy units within range and within sight – the blue unit must fire upon the closest.

UNITS THAT ARE NOT CLEAR TARGETS

Although troops must normally shoot at the closest enemy unit to their front and which they can see, we will make a few exceptions. These exceptions cover situations where the enemy unit is 'not a clear target'.

If the closest visible enemy does not present a clear target then it can be ignored in favour of the next closest enemy that does present a clear target. It is harder to hit an enemy unit if it is not a clear target – as we shall shortly discover.

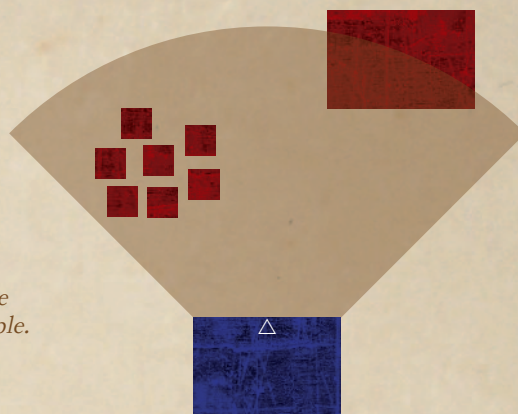
“What a pity,” some officers say. “The only troops we have are recruits!” As for me, I love the recruits. They do not know what danger is, and they stand up manfully in their first battle.

Prince de Ligne 1795

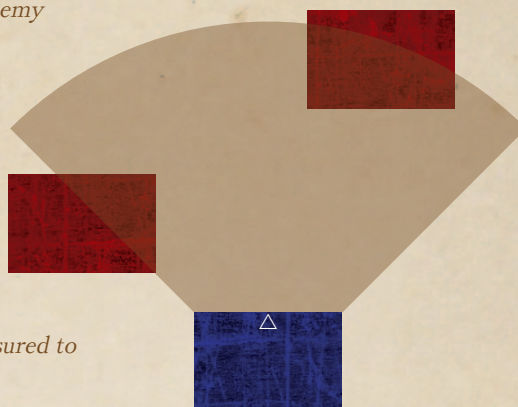
The following units do not present clear targets:

- All units in skirmish formation.
- All deployed artillery pieces.
- Units that are only partly within the shooter's front quarter as shown on the accompanying diagram.
- Units that are only partly in sight as shown on the accompanying diagram.
- Units occupying buildings or cover as shown on the accompanying diagram.
- Units that can only be seen through narrow gaps as shown on the accompanying diagram.

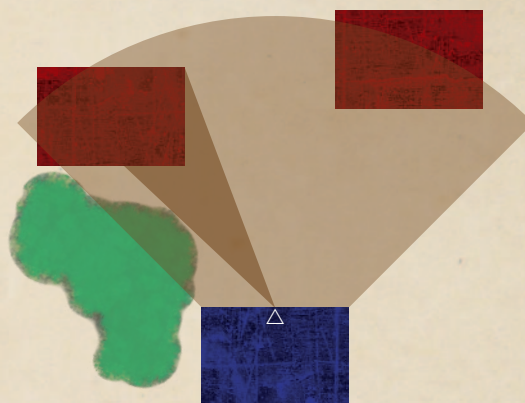
Here the closest target is a skirmishing unit and can therefore be ignored in favour of the more distant infantry unit. Skirmishers are not clear targets and can therefore be ignored in this way. Remember that a unit's leader cannot see right through a skirmishing unit's formation – the target must be clearly visible as in this example.



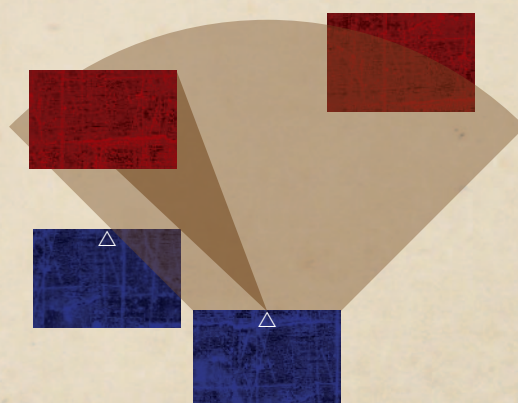
In this situation the closest enemy is partly outside the shooter's field of fire. If less than half the unit is within the shooter's front quarter it is not a clear target and can be ignored. The more distant unit is entirely to the unit's front quarter and can therefore be shot at – the fact that part of the unit is out of range does not matter – range is always measured to the closest part of a target.



In this situation the closest enemy is partly behind a wood and less than half is visible as a result. The target is therefore not a clear target and can be ignored in favour of the more distant but fully visible target.



In this situation the closest enemy is partly behind a friendly unit and less than half is visible as a result. The target is therefore not a clear target and can be ignored in favour of the more distant but fully visible target.



Sometimes a target can only be seen through a gap between friends, terrain, units in combat, or enemy units that are being deliberately ignored. It is obviously silly to allow a unit with a frontage of, for example, 12" to shoot through a gap of 1" or so, but where do we draw the line? Rather than overcomplicate matters the following rule will be found to cover these situations without too much fuss.

A gap of this kind must be at least 6" wide for any infantry or cavalry unit to shoot through, and at least 3" wide for a cannon to shoot through. In addition, if the gap is not at least as wide as the shooting unit, then the target is not a clear target and the appropriate 'to hit' penalty is applied. See the accompanying diagram for an example of how this works.

SHOOT

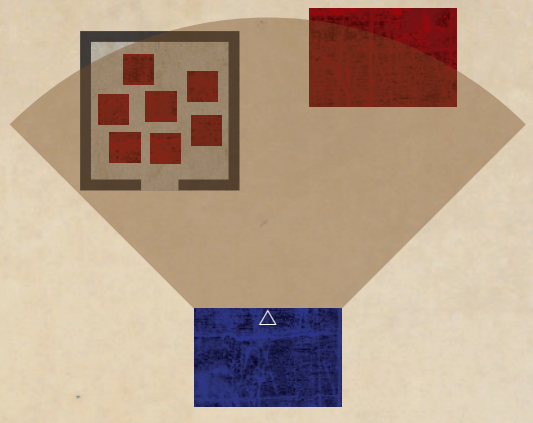
Dice are rolled to work out the effect of a unit's shooting. The number of dice rolled equals the unit's shooting value with the following additions/subtractions for unit size and formation. It is worth remembering that the typical shooting value is 3 so most units roll three dice if they are standard sized, large units roll four dice and small units roll two dice. These values are indicated as part of the unit's Fighting Qualities so there is generally no need to apply these modifiers during a game.

Units in march columns, attack columns, squares and occupying buildings can only shoot in a restricted fashion. Their shooting value is automatically reduced as shown on the Formation modifiers chart. Such formations are not ideal for shooting but sometimes troops are obliged to give fire as best they can.

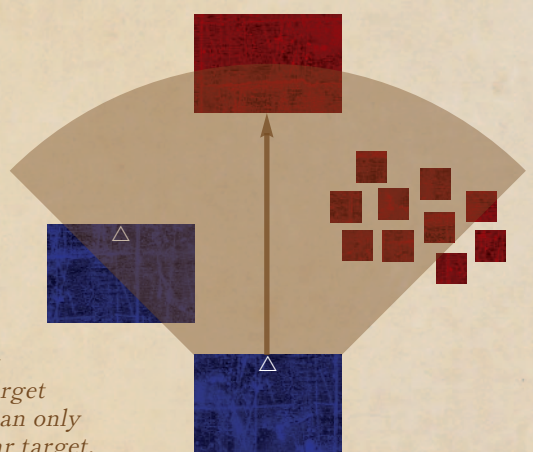
Roll the appropriate number of dice. Any dice scoring 4 or more indicate that the shooters have inflicted a hit on their target. So, three dice scoring 1, 5 and 6 = 2 hits; 4, 5 and 6 = 3 hits; 1, 3 and 3 = 0 hits.

In addition, if any dice score a 6, the target automatically becomes 'disordered'. Rules for disorder are covered later – for now it is worth bearing in mind that disordered units suffer penalties when moving, shooting, fighting and taking Break Tests.

Here the closest enemy unit has taken up position in a farmhouse – units occupying buildings and comparable cover are not clear targets. In this case the unit occupying the farmhouse can be ignored in favour of the more distant but fully visible unit.



In this situation the blue unit can see its preferred target but must fire through a gap between a friend and an ignored enemy skirmisher unit. The gap must be at least 6" wide to shoot through. If the gap is less wide than the unit's own frontage, the enemy is not a clear target. Note that in this example the more distant target can't be shot at if it isn't a clear target because enemy skirmishers can only be ignored in favour of a clear target. This is an example of how skirmishers can be used to draw the fire of enemy units whilst more vulnerable formations advance behind them.



UNIT SIZE MODIFIERS

Shooting Value	Unit Size Modifiers
+1	LARGE UNIT. The shooters are a 'large' unit.
-1	SMALL UNIT. The shooters are a 'small' unit.
1 Dice	TINY UNIT. Tiny units roll only one dice – their Attack value is always 1.



FORMATION MODIFIERS

Shooting Value	Formation Modifiers
None	MARCH COLUMN. Units in march column cannot shoot at all.
1 dice	ATTACK COLUMN. Units in attack column shoot using one dice.
1 dice	MIXED FORMATION. Units in mixed formations shoot using one dice – see the rules for mixed formations.
1/face	SQUARE. Units in square shoot using one dice from each face – see the rules for squares.
2/face	BUILDINGS. Units in buildings shoot using up to two dice from each face up to their shooting value total – see page 96.

In some situations it becomes easier or harder to score a hit. These situations are represented by adding or subtracting to the dice rolls as noted on the 'To Hit' Modifiers chart. For example, if shooters are disordered they suffer a -1 penalty and therefore require 5s or 6s to score a hit rather than 4s.

Regardless of these modifiers, a 6 always scores a hit and causes disorder, a 1 always misses. There is no such thing as either an automatic hit or an impossible shot.

MORALE SAVES

Every unit has a morale value as part of its profile. This value is a measure of a unit's ability to stand firm in the face of enemy fire or the threat of attack at close quarters. Morale can be thought of as a unit's resolve, determination or pluck. For most units this value is 4+, for poorer units it is 5+, 6+ or even '0', and for better troops 2+ or 3+. If a unit has a morale value of '0' no morale save is allowed – such units are extremely fragile and liable to crumble under fire.

To take a morale save the player simply rolls a dice for each hit inflicted on the unit. So, if a unit has suffered three hits the player rolls three dice, and so on. If a dice scores equal to or more than the unit's morale value then that hit is disregarded or 'saved'. If a dice scores less than the unit's morale value that hit is converted to a casualty and an appropriate marker is placed next to the unit – see Casualties on page 18.

For example: a unit suffers five hits from shooting and has a morale value of 4+. This is a great many hits – with grim determination five dice are rolled. The results are 2, 2, 4, 5 and 6 – which equals two casualties and three saves. two casualty markers are added to the unit.

If a unit has taken cover, or if it is occupying buildings or fortifications, it will be both protected from enemy fire and emboldened to some extent. Infantry units in a defensive square formation are also much more likely to fight on, whilst those in attack column formation are better able to withstand damage because

'TO HIT' MODIFIERS	
Dice Roll	Unit Size Modifiers
-1	SHOOTERS ARE SHAKEN/DISORDERED. The shooters are either 'shaken' or 'disordered' or both. These will be explained in due course.
-1	TARGET IS NOT CLEAR/SKIRMISH/ARTILLERY. Apply this penalty if the enemy is not a clear target as described above. Remember that this penalty applies to all units that don't present a clear target including all skirmishers and all fully deployed artillery pieces. Do not apply this penalty more than once – i.e., a half-visible skirmish target is still -1 'to hit' and not -2.
+1	CLOSE RANGE/CLOSING FIRE. If shooters are armed with firearms or artillery and the range to the target is 6" or less then the shot is considered to be at close range and it is easier to score hits. Closing fire is always given at close range as explained below.

MORALE DICE MODIFIERS	
Per 12" distance from commander to unit.	+1
Enemy unit within 12" of unit receiving order.	+1
Attack Column.	+2
March Column/Limbered Artillery unless on road or track.	-2

the surrounding mass makes it difficult for individuals to halt or flee. At the other end of the scale, units in march column are unprepared for fighting and may panic or flee when shot at by musket fire. To represent this, modifiers apply to the morale dice, as shown on the Morale Dice Modifiers table.

Regardless of these bonuses – a roll of a 1 will always fail a morale save and a roll of a 6 will always pass assuming the unit has a morale value of at least 6+ to start with.

If a unit is only partly within cover, consider what proportion of the unit is occupying cover relative to the shooter. If half or more of the target is behind cover then treat the whole unit as behind cover and apply the +1 modifier to all morale saves. If less than half the unit is behind cover then no bonus is normally permitted. A generous opponent might allow his

foe to extend the bonus to whatever portion of the remaining half unit can reasonably claim cover, for example, the bonus might be allowed for one out of every two hits if a quarter of the unit is within cover (i.e., half the normal requirement). Such courtesies, even amidst the bloodiest of battles, are entirely within the tradition of the proper conduct of warfare both in miniature and otherwise.

Napoleonic Prussian Landwehr with pikes and muskets (1789-1815)



Take cover!

IT IS OFTEN thought that cavalry caught out in the open by artillery would be sitting ducks, but this is not always the case.

Battery Sergeant Major S.W.Crowsley of the Royal Horse Artillery, whilst out on reconnaissance, recorded in his war diary: "I went back to my horse and shells began to fall near the house: found cover on the bank of a ditch near the wall. To say a dumb animal has no sense is all rot, as my horse, quite on its own, got down in the ditch (which was not above a foot deep) and then onto the bank where I was sitting and crouched under the wall for shelter."

So cavalry can occasionally claim +1 for hard cover!



Napoleonic British
Rocket Bombarding
Frame

CASUALTIES

Casualty markers represent men killed or wounded as well as other factors that affect a unit's ability to fight such as expenditure of munitions, exhaustion and loss of nerve. Although casualties are theoretically nothing more than markers indicating a unit's damage status, it is customary to employ actual models of slain and wounded combatants in this role. Such pieces look and feel much more appropriate than a card token, plastic chit, or any similarly cold and unfeeling device.

During the game our units will therefore accumulate a pile of casualties that tenaciously follow them about for the rest of the battle. Needless to say, it is important to keep track of these casualties and not to confuse one unit's casualties for another's! Some gamers will doubtless feel that this service can be provided equally well with pen and paper. This notion has a whiff of accountancy about it and can only be recommended to those irretrievably so inclined.

SHAKEN UNITS

Once a unit has taken casualties equal to its stamina value it is shaken. In most cases this value will be 3, meaning that once a unit has taken three casualties it is shaken; although some units will have higher or lower values depending on their size and type.

A unit can suffer more casualties than its stamina value, but these casualties

are only recorded for purposes of calculating Break Tests as explained later. For example, a unit that has suffered six casualties from enemy shooting is more likely to break and flee than a unit that has only suffered four casualties. Once these tests have been taken, all casualties in excess of the unit's stamina value are immediately discarded – they are not recorded from that moment on – i.e., only casualty markers equal to the unit's stamina value are retained to indicate that the unit remains shaken.

I don't see how we
could have an army
without music.

Frederick II of Prussia

For example, a unit has already suffered one casualty from earlier shooting and is unfortunate enough to suffer a further two casualties from musket fire and two more casualties from artillery fire. The unit has now suffered five casualties in total – four more casualty markers are therefore placed by the unit to bring the total to five. As the unit has a stamina value of 3 it is shaken, and because it has suffered further casualties a Break Test is required (as explained in the section on Break Tests and Shaken Units). Once this test

has been taken, all casualties in excess of the unit's stamina value are discarded – leaving three casualty markers in place to show that the unit remains shaken.

Shaken units suffer various penalties and may even break and flee from the battle altogether in some situations. These various penalties are included throughout the rules, but are also summarised together with the rules for Break Tests on page 76.

DISORDER

Disorder can occur as a result of shooting or during close combat – here we will deal only with disorder caused by shooting.

If a shooter rolls one or more 6s when rolling for hits, the target automatically becomes disordered. Note that shooting can disorder a unit even if it passes all of its morale saves and no actual casualties are caused.

Disordered units must be clearly indicated with a suitable marker. A cotton wool shell blast or cloud of gunpowder smoke works very well for this but any distinctive marker will do so long as it is readily distinguishable from other markers used to represent casualties.

A unit that becomes disordered remains disordered until the end of its own turn in most cases. However, a unit engaged in hand-to-hand combat will remain disordered until the end of a turn when it is no longer fighting. In addition, a unit making a disorderly retreat, as explained below, will also remain

disordered once it has done so. For all units that recover their order, remove any markers at the end of their turn.

Whilst a unit is disordered, the following restrictions apply:

- Whilst a unit is disordered it cannot be given an order by a commander or be included in a brigade order. A commander cannot give the unit a follow me or rally order. A commander who has joined a disordered unit can give other units orders as normal and can leave the disordered unit if desired.
- Whilst a unit is disordered, it cannot be given an initiative order except as described below for a disorderly retreat. This means the unit is unable to move automatically if there are enemy within 12" as already described in the section on Command.
- Whilst a unit is disordered it suffers a -1 dice roll penalty for shooting and combat as noted in the modifiers for each. This means it will normally require a roll of 5+ to score a hit rather than a 4+.
- Whilst a unit is disordered it suffers a -1 penalty on Break Tests as described in the Break Tests rules section. This means it is

more likely to break and flee from combat or following heavy casualties from shooting.

- Whilst a cavalry unit is disordered, it cannot respond to a charge with a counter-charge, evade, or turn-to-face move as described in the section on hand-to-hand combat.

Never interrupt your enemy when he is making a mistake.

Napoleon Bonaparte

It will be immediately apparent that, aside from the exceptions noted below, a disordered unit is unable to move in the Command part of its own turn, and it will shoot and fight with reduced effectiveness during the Shooting and Combat parts of the turn.

Take care to note that units fighting hand-to-hand combat cannot recover from disorder at the end of their turn whilst they remain engaged. This means that such units continue to suffer the associated penalties from turn-to-turn so long as combat lasts.

DISORDERLY RETREATS

As described above a unit that is disordered cannot be given an order either by a commander or an initiative order; however, we make a general exception which we call a disorderly retreat. This represents a unit falling back in disorder from a dangerous enemy, and it allows units to retreat from the direst of circumstances — albeit in a somewhat shambolic fashion.

If a player wishes, a disordered unit can use an initiative order to make a disorderly retreat. This is exactly like an ordinary initiative order, except that the unit can only be instructed to move away from the closest enemy. The unit will automatically make one move, and must attempt to move as far away from the closest enemy in as direct a fashion as circumstances allow.

A unit making a disorderly retreat does not recover its disorder at the end of the turn, it remains disordered and will automatically recover its disorder at the end of its following turn: assuming it does not make a further disorderly retreat.

Units making disorderly retreats can still shoot if able to do so, and they can be oriented to continue to face the enemy where this is sensible. The only penalty they suffer is that they are unable to recover from disorder at the end of the turn.



In Africa, the jungle is a very dangerous place!



Gallant Spanish show Tommy Atkins how it's done.

FURTHER RULES FOR SHOOTING

So far we have covered the basic process of shooting including how to work out hits, resolve casualties, and apply disorder where appropriate. As we have seen, units that have suffered casualties equal to their stamina become 'shaken', and shaken units that suffer further casualties are required to take a 'Break Test' that can cause them to break and run (this is covered in the separate section on Break Tests). None of this is especially complicated but it's a good idea to make sure you have a good idea of how all these things work before reading the rules that follow.

All the rules south of this point cover specific situations, formations, or different weaponry such as artillery.

These mostly take the form of exceptions or additions to the rules already described. Note that some further rules have been relegated to the Advanced Rules section rather than included here because they are specific to certain armies or periods, or they require a good working knowledge of the game and are therefore best digested at leisure in company with a good strong cup of tea.

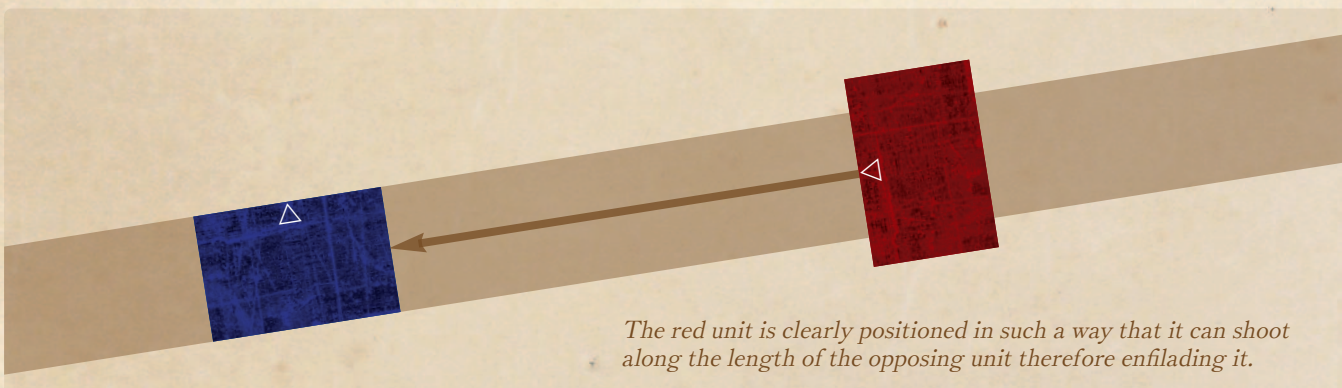
ENFILADED TARGETS

Only troops armed with firearms or artillery firing directly at a target can enfilade their enemy. Those throwing spears or shooting arrows cannot do this, and nor can cannons firing overhead at a target or howitzers or mortars that lob shots upon their enemy. Skirmishing

units cannot shoot enfilading fire either – their shooting is too scattered to take full advantage of their target's discomfiture.

An infantry or cavalry line, attack column, or warband formation is potentially enfiladed where enemy shooters are positioned to the unit's flank in such a way that they can direct their fire through the target's formation. Fire from this quarter is more effective simply because shots that fly past the closest men will very likely strike those behind, and so on.

We allow shooters to claim enfilading fire where they are positioned in the target's flank and aligned more-or-less at a right angle to it such that a straight line projected from the shooter's leader passes through the target's formation. The diagram below shows such a situation.



The red unit is clearly positioned in such a way that it can shoot along the length of the opposing unit therefore enfilading it.

A cannon can only enfilade a target when firing directly, as noted above, and only at 'short' range, in other words not beyond half its maximum range.

When shooting at an enfiladed target the player is allowed to re-roll any and all shots that miss. These misses may well strike men down the line! Take the dice that have scored misses and roll them again to see if any further hits are scored. For example, a battalion with three shots enfilades its target, requiring rolls of 4 or better to score hits. The dice are rolled scoring 2, 3 and 5 – one hit and two misses. However, because the target is enfiladed the player re-rolls the two misses, and this time scores a 4 and a 6. The two extra hits are added to the first making three hits and disordering the target into the bargain thanks to the '6'!

As well as enfilading from the flanks as described, a target is also enfiladed if it is in march column and is shot at from its front or rear quarter. This is simply the same situation turned through a right angle as will be immediately obvious.

A target in a mixed formation is treated as a line or column, whichever is its basic formation type. Rules for mixed formations are discussed later as part of the Advanced Rules and need not concern us for the moment.

It is worth saying that although enfilades should, strictly speaking, pass through the entire length of the target, if the target is an especially long line or column – for example if it is a large unit – then this requirement may be relaxed a little. So long as the shooters can draw their shot through a length of line equivalent to a standard unit's frontage we would not quibble to allow the enfilade, as common sense must readily admit.

SKIRMISHERS

Skirmishers do not have a tight arrangement of ranks, and a skirmishing unit's frontage extends

A test of nerve!

DURING THE FRENCH and Indian War, a British officer once challenged Major Isreal Putnam of the Massachusetts regiment to a duel. As the challenged party, he had the right to choice of weapons. Putnam proposed that they each sit on a barrel of gunpowder with a lit fuse. The one who stayed longest would be the winner. As the fuses burned down, the British officer could bear it no longer and jumped off his barrel and fled. Putnam calmly walked over and extinguished the fuse on his opponent's barrel before once more returning to sit on his as the fuse burned down. What Putnam knew which his opponent did not, was that the gunpowder had been swopped for some very explosive onions!

all around its formation. It is therefore necessary to calculate the shooting of skirmishers slightly differently to that of other troops.

To work out shooting for skirmishers, nominate a model from the outside of the unit's formation. This can be a different model each time the unit shoots – there is no need to use the same model each time. Shooting is calculated from this position – in effect making this the unit's leader for purposes of working out shooting for that turn. This makes skirmishers more flexible as it is usual to have a choice of targets depending on which model is the firing point.

Skirmishers shoot at the closest target to the nominated model by default. Alternatively, skirmishers can spread their fire against different targets if the player wishes. All shots must be allocated before rolling any dice to hit. The player allocates one shot to the target closest to the nominated model, then one to the next closest target, then the next closest, and so on until he has allocated all of his shots. If the player wishes he can allocate more shots to closer targets than to more distant ones and can always ignore the most distant targets altogether. For example, he

could allocate two shots to the closest target, one shot to the next closest, and none to targets beyond that. Remember, 'closest' in this context is always the target unit nearest the nominated skirmisher model and not to the skirmishing unit as a whole. This is intended to make it quite easy to direct fire as required.

One final word on skirmishers – and it is a very important one. Because skirmishing formations are very flexible it is occasionally possible to arrange units such that a single model – or perhaps a handful – is positioned to fire whilst the majority of the unit is plainly unable to do so, for example, if the unit is peeking out from behind a friendly infantry unit. In these cases it is quite unreasonable to allow a unit to shoot with full effect. We shall therefore reduce the number of dice rolled by such units in rough proportion to that part of the unit facing its foes. For example, where a unit has three shots in total, this is reduced to one shot if no more than a third of the unit can reasonably fire, and two shots if no more than two-thirds are able to do so. This does require judgement but there is no call for pettiness or exactitude regarding such matters – common sense must prevail.



Napoleonic British 95th Rifles infantry



Peninsular War British Line Infantry.

MARCH COLUMNS

Troops in march column formation cannot shoot at all – they have a shooting value of 0. A march column represents troops marching along with packs and weapons slung and quite unprepared for fighting.

Generally speaking, we would not recommend players employ march formations once troops are within sight of the enemy. When playing across very large tables it is useful to have the option, but woe betide the player who finds their marching troops drawn into a fight with the enemy. It is often handy to have units come onto the table in march formation – especially where one part of a force is marching to reinforce or relieve another – but it is vital to get such units into fighting order as soon as possible.

CLOSING FIRE

When a cannon or an infantry unit armed with firearms is charged to its front it can deliver closing fire against the enemy as described below. Only infantry units in line, attack column, square, or mixed formation can deliver closing fire in this way – warbands, skirmishers, and troops in march column cannot deliver closing fire.

A unit shoots closing fire exactly as it shoots in the Shooting part of its own turn. Work this out once a charging unit has engaged its enemy and before moving any other units. Work out closing fire at close range (up to 6") for firearms and for cannons.

Chargers who suffer so many casualties from closing fire that they are shaken must take a Break Test counting the unit as engaged in combat (see Break Test, page 76). If the result of this test is to force the unit to retire then the chargers are moved back the requisite distance without hand-to-hand combat being fought. Should chargers be unfortunate enough to be broken by closing fire, the unit is removed altogether. In both these situations the charge has failed – the attack has faltered without the two sides actually making contact. If insufficient casualties are caused to merit a Break Test, or if a Break Test is passed, the opposing units become engaged and both sides take part in the following round of hand-to-hand combat (see Hand-to-hand Combat on page 58).

A unit can only shoot closing fire once during any turn. A unit that shoots closing fire and breaks its target, or forces its enemy to retire, can't shoot again if charged by a different enemy in the same turn.

If a unit charges more than one enemy unit at once, as can occasionally happen as explained in the rules for hand-to-hand combat on page 58, then each charged unit can shoot closing fire at the charger but the charger is not considered a clear target to either (and therefore suffers a -1 to hit penalty).

Bear in mind that hits inflicted on chargers can potentially cause them to become disordered. Where this is the case they will suffer a combat penalty during subsequent rounds of hand-to-hand fighting.

CLOSING FIRE WITH CAVALRY

By default, cavalry units don't shoot even where armed with firearms, reserving such weapons for hand-to-hand fighting only. However, cavalry armed with pistols or carbines could – and sometimes did – receive a charge at the halt and instead deliver closing fire upon their enemies. This generally proved disastrous when put into practice, but for those who wish to buck the trend, we shall permit closing fire to cavalry with a shooting value as an alternative to the Cavalry Counter-charge (page 66).

TRAVERSING TARGETS

Sometimes you will get a situation where an enemy unit moves right across the front of one of your units thus affording it the chance to take a potshot as the enemy passes. This is similar in concept to closing fire, but it happens in situations where the shooting unit does not become engaged in combat. For example, an enemy cavalry unit charges straight past the front of your infantry on the way to engage your cavalry – surely your infantry will wish to fire!

In situations where an enemy moves across the front of a unit in this way and within 12", the unit that has been traversed can shoot if the enemy move across at least half of the unit's frontage. Work out the shot as soon as the enemy have moved as you would for closing fire. Apply casualties, disorder and any Break Test required at the end of the target's move. Note that range can be longer than closing fire (up to 12") – so only apply the +1 to hit modifier for shots up to 6" range.

A unit can only shoot once during a turn in this way and if subsequently

A tough decision

A FRENCH PRISONER on parole in England has a tough decision.

Everything was good until one day this man discovered how well disposed his niece was towards me. From then on, I was burdened with worries and threats. He even asked that I be sent to Wales (which is the Siberia side of England).



charged it won't be able to give closing fire. Basically, if the unit shoots as described then it has discharged its fire and won't be ready to shoot again until its own turn.

These situations are also seen where you have infantry in buildings and in squares. In these cases units can shoot from a side of the building or square if it is traversed in the manner described above – although only with the number of shots permitted to a single facing of a

square or building (normally one or two shots). See the separate rules for buildings and squares.

In the case of artillery units, the 'half frontage' rule is a little generous to cannons as they have only a small frontage, so it does allow them to fire at targets moving across their front more easily. We don't normally worry about this considering that any troops dallying about in front of the enemy guns deserve all they get.



See how they run!

ARTILLERY

Cannons, guns, howitzers and mortars were an important part of many armies. A few armies could also muster such infernal contraptions as rockets and primitive automatic weaponry such as the Gatling gun. Artillery has a role quite distinct from that of either foot or horse, so it is only right that we have particular rules for these weapons. It is convenient to deal with cannons before going on to describe the part played by howitzers, mortars and other artillery pieces. These more unusual weapons will be considered in the Advanced Rules section.

As we have already discussed, each gun forms a unit together with its crew, limber and horses as appropriate. Shooting is therefore worked out for each gun one at a time. A gun can only shoot when it is fully unlimbered and deployed for action.

A cannon can shoot at a visible target from within a cone projected 45 degrees either side of the direction the gun itself is pointing in. This is shown on the diagram below. Although this rather wide field of fire might appear overly generous, we must make allowances for the artilleryman's ability to bring his weapon to bear.

Visibility and range is drawn from the barrel of the gun in the same way as from the centre-front rank of an infantry or cavalry unit.

If there is a visible target within half range or less, a gun must shoot at the closest target in exactly the same way as described for infantry shooting. If there is no visible target within half range then a gun does not have to shoot at the closest target but can choose any visible unit as a target.

Although the rules for selecting targets and the modifiers already discussed for other shooting also apply to artillery, there are a couple of situations where we treat artillery differently. These are: overhead shooting and shooting through skirmishers.

OVERHEAD SHOOTING

A cannon is allowed to shoot over the heads of other units when either gun or target lies on higher ground in such a way that a line of sight can be drawn over the heads of intervening formations. The gun must still be able to 'see' its target as can only be judged by stooping over the table for a model's eye view.

A cannon can shoot over the heads of any units that are both further than

6" from the gun and further than 6" from the target. This 6" gap represents 'dead ground' – too close to either the gun or target to permit a clear shot as shown by the diagram below.

SHOOTING AT SKIRMISHERS

Because skirmishers fight in dispersed order with troops hugging the ground to make themselves difficult targets, we allow cannons to ignore enemy skirmishing units more than 12" away where the player wishes. The cannon simply shoots as if the skirmishers were not there, 'seeing' and shooting straight through their formation at a target beyond. No penalty is imposed for a target that is 'not clear' on account of the skirmishes and no account is taken of their presence.

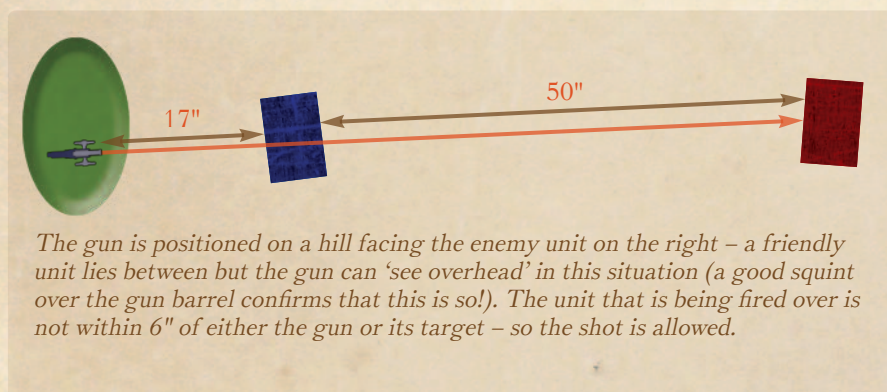
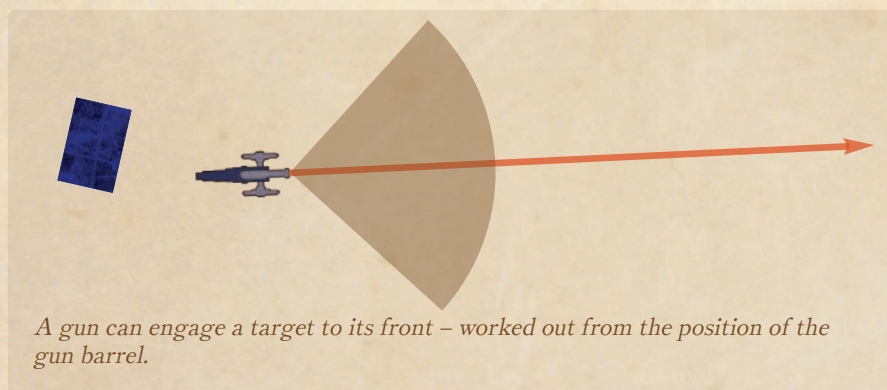
If a unit of enemy skirmishers is within 12" of a cannon then it is treated exactly as described for other shooters. This means the skirmishers can still be ignored in favour of a viable target that is further away, but the cannon is not allowed to shoot through their formation and the -1 'to hit' penalty is applied for a target that is not clear.

ARTILLERY RANGES

The table below summarises maximum ranges for cannons:

MAXIMUM CANNON RANGE TABLE	
Smoothbore Battalion Guns	24"
Smoothbore Horse Artillery	36"
Smoothbore Foot Artillery	48"
Smoothbore Siege Artillery	60"
Rifled Horse Artillery	48"
Rifled Foot Artillery	60"
Rifled Siege Artillery	72"

We have arrived at our ranges by setting convenient steps relative to other weapons, to the movement of our troops, and the size of table we typically use. They are not based on actual ranges, which would be far



greater, but so – for that matter – would be the size of a battlefield relative to even the largest of wargames tables. That said, we would encourage players to make whatever adjustments they feel best suit their purposes either to fit their tabletop or to reflect any specific details that have bearing on a particular conflict. Artillery certainly did improve considerably in terms of range and accuracy even over the course of the 18th century, but the same is also true of musketry and to some extent, troop manoeuvrability, so by using the same distances for range and movement we keep things in relative proportion.

To shoot a cannon the player rolls the number of dice equivalent to its shooting value. Most cannons have different shooting values at short range, medium range and long range. This is indicated as 3-2-1 where '3' is the value at short range, '2' is the value at medium range, and '1' is the value at long range.

ARTILLERY ATTACKS	
Short Range – up to 6"	3
Medium Range – up to half range	2
Long Range – over half range	1

Short range is always 6" or less for all artillery. Long range is greater than half the weapon's maximum range. Medium range is greater than 6" and up to half maximum range. For example, if maximum range is 48" then short range is up to 6", medium range is up to 24" and long range is up to 48".

SHOOTING ARTILLERY

Roll the appropriate number of dice for the weapon's range. Each dice that scores a 4 or more indicates a 'hit' in exactly the same way as with other shooting. Rolls of 6 also indicate that the target is disordered. All the usual 'to hit' modifiers apply together with the following additional modifiers:

ARTILLERY 'TO HIT' MODIFIERS	
Artillery shooting at a unit in attack column, march column, or infantry square.	+1
Artillery at long range (over half maximum range).	-1
Cannons shooting over other units as described above.	-1

The modifier for shooting at an infantry square is included here for the sake of completeness – the rules for squares are given in the Advanced Rules section on page 86.

As with all shooting, regardless of adjustments, a roll of a 1 always misses and a roll of a 6 hits and disorders the target.

When hit by cannon, a target's morale saving throw is reduced by one or two depending on range.

ARTILLERY MORALE DICE MODIFIERS	
Hit by artillery fire at long range.	-1
Hit by artillery fire at close or medium range.	-2

CANISTER

Canister was employed at quite long ranges against suitable targets from Napoleonic times onwards, but we assume its effect to be represented by the gun's normal shooting values as described above. The short range shooting value of a cannon already assumes that canister or some kind of dispersing shot is used. Should players wish to deny their cannons the option of using canister at short range then the medium range shooting value can be used instead.

Whilst on the subject of canister, we should note that it is not possible to shoot canister overhead. This is in any case impossible as any intervening target would inevitably be within 6" of either gun or target, but let us erase any nagging doubt on the matter before it threatens our composure!

GUNS AS TARGETS

If an artillery piece is shot at, the 'nearest point' of the unit is whatever portion of the gun model is nearest – crews, horses and limbers are ignored in this case. The reason for this is that artillery pieces become disproportionably huge compared to foot and cavalry regiments if fully represented with horse teams and caissons, but they do look very splendid and we would hardly want to discourage their presence!

It's the same story when deciding whether a gun is partly within a unit's frontal quarter or partly visible to shooters – just treat the gun model as if it were the whole unit. We have found this a practical method of dealing with guns as targets, and the same method may be extended to all types of artillery including Gatling guns and mortars for example.



*Marlborough's Wars French
12-pdr cannon*

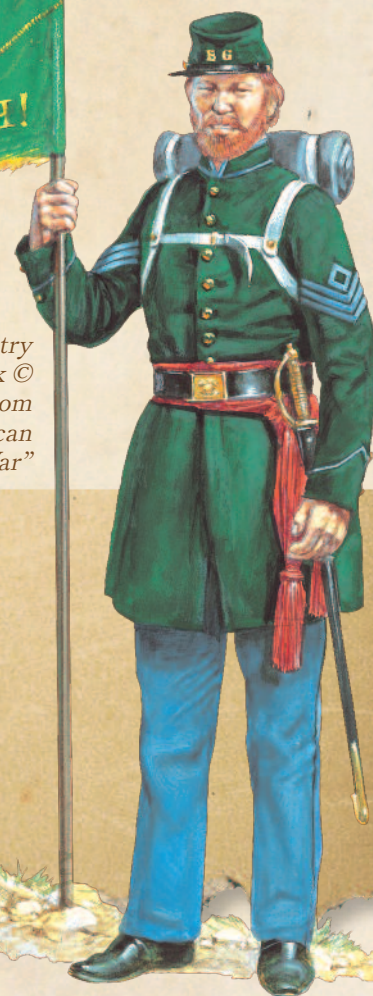
Hand-to-Hand Combat



PIERCE FIGHTING AT close range with shot and cold steel is dealt with by means of the rules in this section. We commonly call fighting of this kind 'hand-to-hand' combat, 'close combat', or even 'mêlée' should we be feeling particularly continental. The rules for hand-to-hand combat represent all fighting at decisively close range – blood-curdling situations where troops must kill or be killed, gallantly stand their ground or flee in disarray. Combat therefore encompasses devastating fire at very close range, as well as close quarter fighting with swords, lances, bayonets, strong language and so forth.



1st Sgt, I Co, 8th Alabama Infantry Regiment by Richard Hook © Osprey Publishing. Taken from "Men-at-Arms: Irish-American Units in the Civil War"



The fighting Irish

ON BOTH SIDES of the American Civil War the Irish could be relied on to be up for a fight!

In Company 1, 8th Alabama, 104 of the 109 men were Irish-born, and the men wore dark green uniforms; their banner was a Confederate battle flag on one side with a full-length figure of George Washington in the center. The reverse was green, with a harp, shamrocks, and the slogans, "Erin-go-bragh" and "Faugh-a-ballagh."

HOW COMBAT WORKS

Units initiate hand-to-hand combat by charging their enemy during the Command part of the turn. The opposing units are moved into contact to show that they are fighting at close quarters. The units that are fighting are said to be 'engaged in combat'.

In addition to units that are fighting, we permit nearby units to contribute even though they do not fight and are not 'engaged' as such – these are referred to as 'supports'. In this way we represent a general engagement at close quarters – a milling mass animated by the mayhem and confusion of battle!

Once a combat engagement has been fought, casualties are accrued to each side and the winning side is determined. Defeated units must then test to decide if they stand firm, retire from the fight, or break and flee. This is covered in the separate section on Break Tests on page 76.

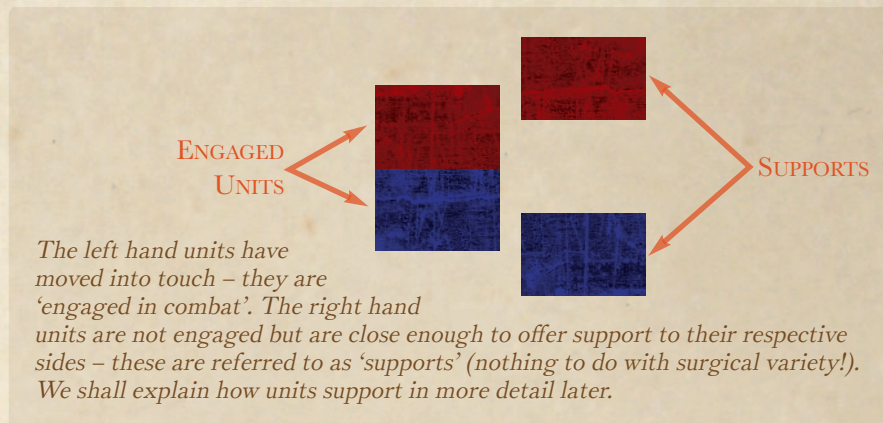
CHARGE!

A 'charge' is a move intended to bring a unit into contact with an enemy unit. Often a charging unit will make several moves one after the other, but only the final move into contact is actually a charge move. This move into contact doesn't necessarily represent a headlong dash at the awaiting enemy. A charge might equally represent a steady advance to within a few paces followed by an exchange of fire. Regardless of these considerations, the term 'charge' is a useful and dramatic one and therefore we shall not hesitate to employ it.

STATE YOUR INTENTION TO CHARGE!

A player who wishes a unit to charge must be sure to say so when giving orders in the Command part of the turn. A player who wishes a unit to charge on its initiative must state his intention before moving the unit.

Remember, unless a unit is specifically instructed to charge, it will not do so. It can happen that a unit is ordered to charge but subsequently finds it is



unable to do so because the distance is too great; in such a case the unit must try to fulfil its order in so far as it can but won't be able to charge into contact. As players are free to measure moves at all times this tends not to happen except where enemy are two or three moves distant and where fewer moves are obtained.

Some especially keen troops are an exception to the general rule in that they must charge where able to do so, the player and their leaders having no choice in the matter. These are extraordinary examples, however, and are covered by appropriate special rules.

TROOPS FORBIDDEN FROM CHARGING

In the following cases troops are forbidden from charging regardless of any instruction they are given to do so and regardless of any special rules that would otherwise allow or compel them to charge. They cannot be issued an order to charge and cannot use their initiative to charge either. The following units cannot charge come what may:

- **Shaken Units.** A unit that is 'shaken' cannot be given an order to charge.
- **Units in March Column.** Units in march column formation cannot be given an order to charge.
- **Artillery.** Artillery units cannot charge in any circumstances. Even the most

irascible artillerymen are happiest behind their guns and not chasing after the enemy.

- **Square.** Units in infantry squares cannot be given an order to charge.
- **Skirmish vs Line/Attack Column/Warband/Mixed/Square.** Units in skirmish order cannot charge units in line, attack column, warband, mixed or square formations except as noted in the rules for Skirmishers.

Note that, contrary to the expectations of some students of battle, there is no rule that forbids infantry from charging cavalry; however, in most situations this will prove a very unwise move indeed. Cavalry units can easily avoid infantry by evading or counter charging (usually with devastating results for the infantry). We will come to the rules for counter charges and evades in a moment.



British Major coatee Sepoy Corp 1794 (Perry Collection)

MEASURING THE CHARGE

In order to charge home upon the enemy, the unit's leader must be able to see the enemy being charged. We have already talked about what a unit can 'see' when discussing the rules for Shooting on page 44.

When beginning a charge move, measure the distance from the centre of the front rank of the charging unit (i.e., the 'leader model' position) to the closest part of the enemy formation. Measure base edge to base edge exactly the same way as for shooting. If the unit's leader model is within one move of the enemy formation then the whole unit is allowed to charge. If the leader model is too far away to reach the enemy formation the unit cannot charge.

Note that the distance moved by individual models during a charge will often be greater than their usual move. This does not matter. The unit will move whatever extra distance is required to contact the opposing unit. Think of the unit quickening its pace as it approaches the enemy.

Measure the charge from the unit's leader model to the closest model in the enemy unit – base edge to base edge – this is exactly the same as measuring range for shooting.

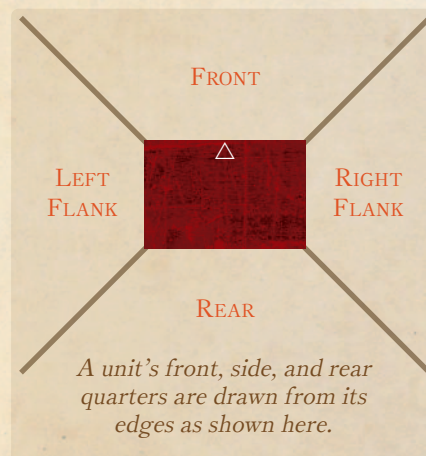


POSITION THE CHARGING UNIT

A charge can bring a unit into alignment with the front, side, or rear of an enemy formation. The rule for determining which face of the enemy receives the charge is a simple one and should pose no problems.

When a unit is given an order to charge it will always attempt to fulfil its order in the most direct way possible. Therefore, if a unit begins its turn to the front of an enemy formation it will attempt to charge to the front, if a unit begins its turn to the side it charges the flank, and if a unit begins its turn to the rear then it charges the rear. The

distinctions between front, side and rear quarters have already been explained and the accompanying diagram will serve to remind us how this works.



A spectacular cavalry melee.

War is a young man's game

IT MIGHT HAVE been called The Boys' War. Authorities differ, and statistics bristle in the controversy, but this is the offering of the Photographic History of the Civil War:

- More than 2,000,000 Federal soldiers were twenty-one or under (of a total of some 2,700,000).
- More than 1,000,000 were eighteen or under.
- About 800,000 were seventeen or under.
- About 200,000 were sixteen or under.
- About 100,000 were fifteen or under.
- Three hundred were thirteen or under – most of these fifers or drummers, but regularly enrolled, and sometimes fighters.
- Twenty-five were ten or under.
- A study of a million Federal enlistments turned up only 16,000 as old as forty-four, and only 46,000 of twenty-five or more.



When moving a charging unit into contact with an enemy, ensure that the greatest portion possible of both units come into contact. Move the charging unit the minimum distance required to achieve this. The accompanying diagram shows a situation where an attack column charges a line, maximising contact to its front as it does so.

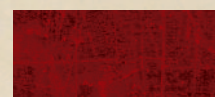
There will be occasions when a unit begins its turn to the front of an enemy but is unable to charge to the front of the opposing formation because another unit is already engaged. In these cases a unit ordered to charge won't be able to do so. Instead, it must attempt to move to support friends already engaged against the target unit. In such a case the unit is judged to be trying to fulfil its orders in so far as it can by moving into support.



CHARGE!



The blue unit is ordered to charge the red unit – the blue unit is within its charge distance measuring from its leader to the enemy unit – so the charge goes ahead!



The blue unit moves the shortest distance needed to bring as large a portion of both units' frontage into touch.



The unit is unable to complete its charge order because the enemy is already engaged to its front – the unit will move into support instead.

Please note that a unit that starts its turn in front of an enemy is not allowed to zip round the side and charge into the enemy's flank or rear. An order to do so will result in the unit moving into position to charge in its following turn, this being the simplest and most direct way of achieving the order it has been given.

Players may be reassured to know that it doesn't really matter if formations become a little ragged during play – battles can be rough affairs after all! However, it is convenient to retain the basic formations of the units throughout combat as this enables further charges to be worked out and

the path of retiring units to be clearly established. Regardless of appearances, it is enough to assume that units become intermingled to some extent. The mind's eye must paint a picture of bloody mayhem in defiance of our neat rows of model soldiers.



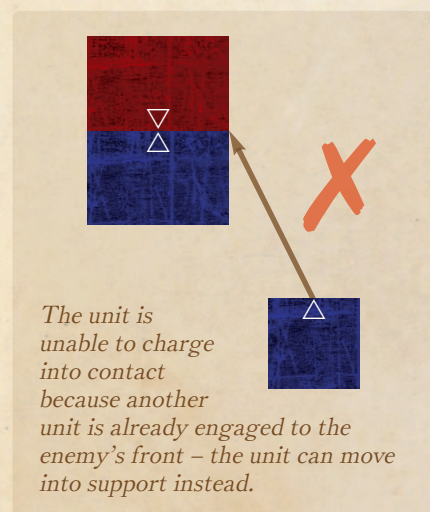
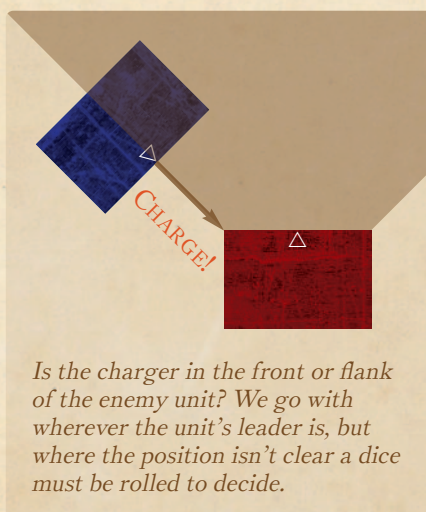
*Napoleonic
British Union
Cavalry*



A ferocious Sword&Sandals charge goes it.

UNCERTAIN QUARTERS

If a charging unit lies partly in one quarter and partly in another, then the unit counts as in the quarter containing the leader model at the start of the turn. If the unit doesn't have a recognisable leader model, use the centre of the unit's front rank to establish which quarter the unit is in. Amongst gentlemen this should be obvious enough. If this proves impossible one can only defer to the gods of war and roll a dice to decide – 1, 2, 3 one quarter and 4, 5, 6 the other.

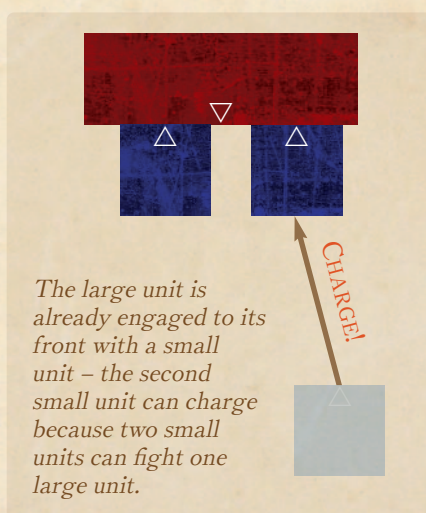


HOW MANY UNITS CAN CONTACT?

A unit can charge an enemy if there are no other friends already engaged to the same facing – be that the front, flank or rear. If there are already friends engaged against the same facing, then a unit can only charge in the situations described below.

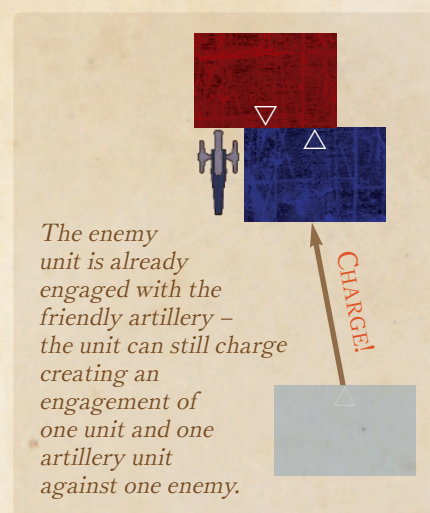
Units that can't charge because a friend is already engaged may still be able to lend support to the fight. The role of supporting units is described later. Most engagements take place between one unit on each side with other units lending support.

We do allow a unit to charge against an enemy where friends are already engaged to the front or rear if the enemy unit is a large unit, and both the engaged and charging units are small



units. The second small unit can charge so long as it can bring at least some portion of its frontage into contact. This results in an engagement between a large unit on one side and two small units on the other.

We also allow a unit to charge against an enemy where other friends



are already engaged to the same facing if the friends in question are either a tiny unit or artillery. This doesn't happen all that often because neither tiny units nor artillery units are likely to survive a round of combat. However, it can happen in some situations and we must be prepared!

CHARGING MORE THAN ONE UNIT AT ONCE

There are some other situations where enemy units are so arranged that it is judged impossible to charge one without also charging the other.

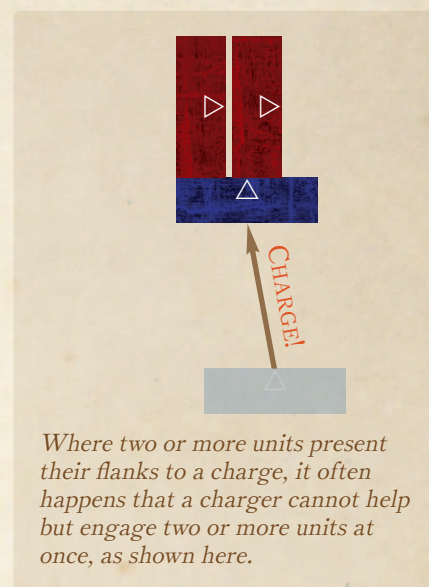
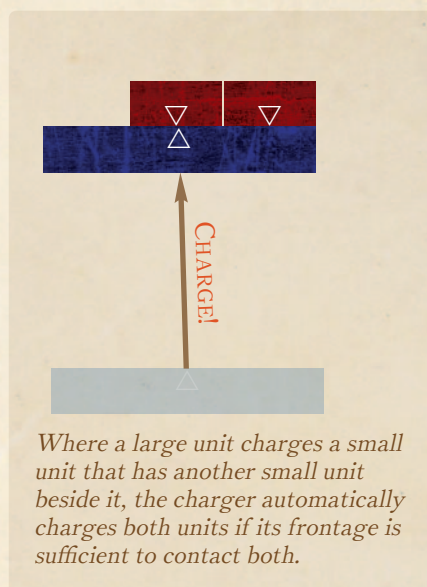
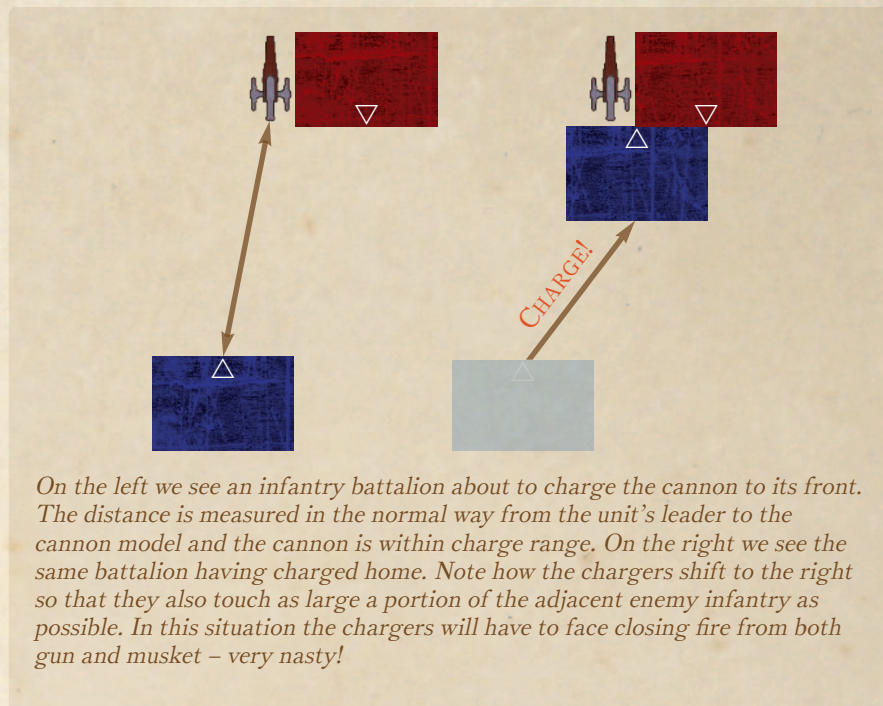
If artillery is positioned on the flank of an infantry or cavalry unit, then any enemy charging the artillery will automatically charge the adjacent unit and must maximise its contact against both. The chargers must fight the artillery piece and the adjacent enemy unit.

If a tiny unit is positioned on the flank of an infantry or cavalry unit, then any enemy charging the tiny unit will automatically charge the adjacent unit and must maximise its contact against both. This is exactly the same as described for an artillery unit.

If a large unit is charging a small unit that has either another small unit, an artillery unit, or a tiny unit on its flank, the large unit will automatically charge both adjacent units if its frontage is sufficiently long to contact both.

It can also happen that several enemy units present their flanks in such a fashion that a charger cannot help but move into touch with two or three or more enemy at once. The same would be true were the enemy units arranged into marching columns charged to their front or rear. The accompanying diagram shows this disastrous affair. Where a charge contacts units in this way any enemy covered by the chargers are engaged.

Bear in mind that where units have slightly different frontages it might be the case that a charger overlaps slightly onto an enemy adjacent to the enemy formation. This doesn't mean the overlapped enemy is engaged and it doesn't stop other chargers engaging the overlapped unit. These minor overlaps



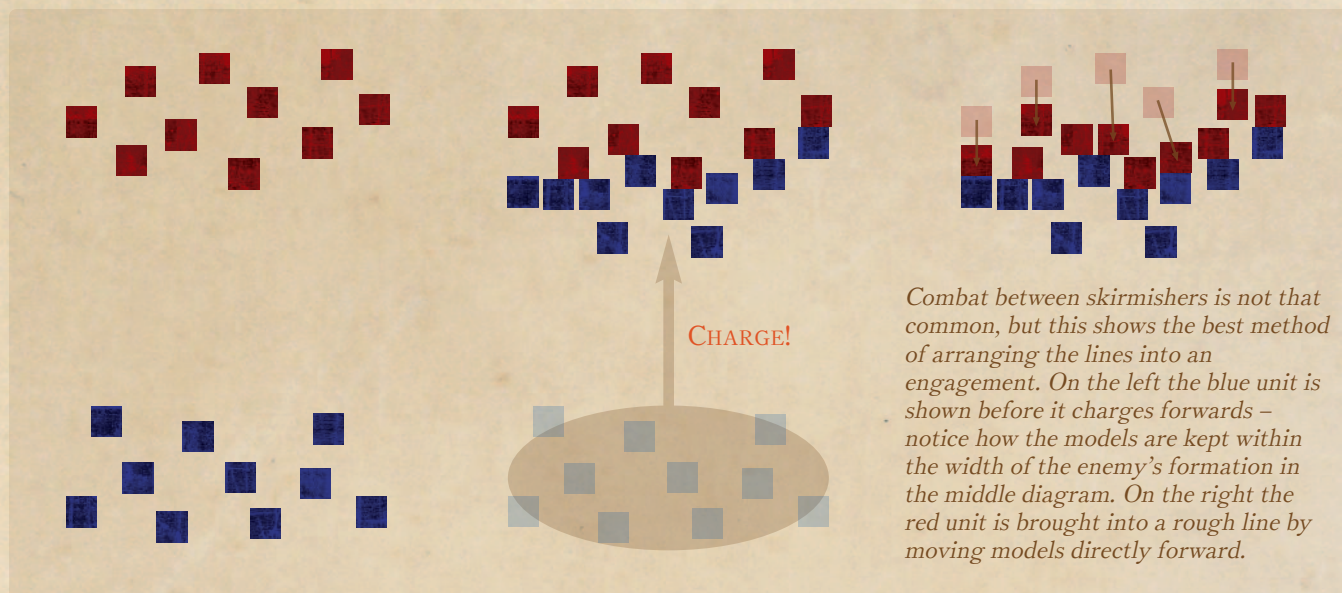
are generally ignored – the units concerned will contribute to the fighting as supports as described later. There will be situations – usually involving artillery or tiny units as described above – where two units are engaged by the same charge. In such cases there is no need to be exacting

about the alignment of the units concerned, so long as it is apparent that they have been positioned together. We must make allowances for the terrain as well as the practicalities of moving our models. The odd fraction of an inch must not be considered important in such cases.

A lot of black powder

FIRING ON BOTH sides was so inaccurate that soldiers estimated it took a man's weight in lead to kill a single enemy in battle. A Federal expert said that each Confederate who was shot required 240 pounds of powder and 900 pounds of lead.





Combat between skirmishers is not that common, but this shows the best method of arranging the lines into an engagement. On the left the blue unit is shown before it charges forwards – notice how the models are kept within the width of the enemy's formation in the middle diagram. On the right the red unit is brought into a rough line by moving models directly forward.

SKIRMISHERS AND CHARGES

As we have already seen, units in skirmish order cannot normally charge units in line, attack column, warband, mixed or square formations. However, there are some exceptional circumstances that will be dealt with here.

Skirmishers can charge units occupying buildings, artillery units, units in march column, and other units in skirmish order.

Skirmishers cannot charge a permissible enemy if they would be obliged to also engage an adjacent enemy that they are not allowed to charge. For example, they cannot charge a gun if a unit of line infantry is adjacent and would become engaged as a result of the charge.

Skirmishers can charge an enemy they are not normally allowed to charge if that enemy is already engaged to its front and the skirmishers are charging

the side or rear of the enemy formation.

Most charges by skirmishers will therefore be against other units of skirmishers and the rules that follow explain how to position such units. The same procedures apply whenever skirmishers charge or are charged.

When a unit of skirmishers charges, pick a model from the edge of the formation to be the 'leader' in the same way as for shooting. Make the charge measurement from this model. As skirmish units are often quite dispersed this can allow individual skirmishing models to move quite a long way when charging. We won't worry about this. They are skirmishers after all and presumably quite nimble fellows.

When skirmishers charge each other, or when skirmishers are charged by other troops, the two units are brought into contact in as satisfying a manner as can be arranged. The best way of doing this is to move the

chargers up against the enemy skirmish line and then to move opposing models that are behind the line as close as practical. This results in the units closing ranks and forming tighter bodies. It is not necessary to keep models 1" or 2" apart in combat, but they should be arranged in a raggedy fashion something like the diagram shown above.

Combat between opposing skirmishers can get a bit messy so it helps to think of the combat as taking place between two units in a line – albeit a raggedy line. If other units are to become involved, the players may be called upon to judge where a unit's flank lies. A useful way of doing this is just to draw a line between the models on the extreme edges of the formation ignoring any between, but common sense must prevail and we leave it to players to make whatever arrangement they feel best fits the circumstance.

Anglo-Zulu Wars
British Royal Marines



Duty

ON REACHING THE crest, I found the dead lying thick, many in the uniform of the NMP. In a patch of long grass, near the right flank of the camp, lay Colonel Durnford's body, a central figure of a knot of brave men who had fought it out around their chief to the bitter end. Around him lay fourteen Natal Carbineers and twenty NMP. Clearly they had rallied round Colonel Durnford in a last despairing attempt to cover the flank of the camp and had stood fast from choice, when they might have essayed to fly for their horses, which were close by at the picquet line.



Colonials trade shot toe to toe with the Lobsters.

CHARGE RESPONSES

Depending on the situation, a unit that has been charged can opt to make one of the following responses. A unit's default response is simply to stand and await the advance of the enemy, and sometimes this is the only practical option available. In the case of skirmishers, they will automatically close ranks ready to fight as described in the previous section unless they decide to evade or counter-charge as described below.

Other possible options are listed below and explained in the following sections:

- **Stand.** This is the default response and sometimes the only option available to a unit. The unit stands and prepares to fight in the ensuing engagement.
- **Closing Fire.** An artillery piece or an appropriately armed infantry or cavalry unit that is charged to its front can respond

with closing fire as explained in the Shooting section.

- **Evade.** Cavalry and Horse Artillery units that have been charged by infantry can choose to avoid combat by evading should they so wish. Infantry skirmishers charged by non-skirmishing infantry, or cavalry skirmishers charged by non-skirmishing cavalry, can also choose to evade. This is explained under Evade below.
- **Counter-charge.** A cavalry unit that has been charged to its front can elect to counter-charge assuming it would otherwise be allowed to charge the enemy unit concerned. This is explained under Cavalry Counter-charge below.
- **Turn to Face.** A cavalry unit that has been charged can turn on the spot to face the charging enemy. This is explained under Turn to Face below.

TURN TO FACE

A cavalry unit can turn on the spot to face a charging enemy unit regardless of whether the enemy is charging the front, side, or rear of the formation, assuming the unit is free to move in the fashion described. This allows a cavalry unit to present its front to an attacker and reflects the natural mobility of cavalry formations compared to closely packed infantry.

There must be room for the unit to turn to face — if there is not room then it is not free to do so. If the unit is disordered it is not normally allowed to move and therefore cannot react by turning to face. Note, as an exception, units with the Marauder special rule are allowed to face even though disordered — see Marauders page 103.

Bear in mind that a unit that turns to face one enemy may well present a flank to another!



The hit parade

IN THE DAYS when a mounted brass band accompanied a secret raid. Those were the days...

"I was about to turn in my saddle and direct the signal for attack to be given," Custer recounted, "when a single rifle shot rang sharp and clear on the far side of the village. Quickly turning to the band leader, I directed him to give us Garry Owen. At once . . . that familiar marching and fighting air sounded forth through the valley and in a moment were reechoed back from the opposite sides by the loud and continued cheers of the men . . . The bugles sounded the charge and the entire command dashed rapidly into the village. The Indians . . . quickly overcame their first surprise and in an instant seized their rifles, bows, and arrows, and sprang behind the nearest trees, while some leaped into the stream, nearly waist deep, and using the bank as a rifle-pit began a vigorous and determined defense."

Indian Warfare On The High Plains, 1865-1879 by Thomas Goodrich

Comanche Warriors



EVADE

As noted above, some units are allowed to respond to a charging enemy by evading. Evading units move away from chargers in an attempt to avoid fighting hand-to-hand combat. Units can evade whether charged to their front, sides or rear. However, units cannot attempt to evade if they are disordered, except for those with the Marauder special rule, which allows disordered units to move as explained on page 103.

The evade move can be attempted as soon as it has been established the enemy can charge into contact, before moving the charging unit itself.

A unit that successfully evades from contact with the enemy cannot evade again if charged by another enemy unit that turn. If charged a second time the unit is obliged to stand without making closing fire or any other response.

To determine how far the evading unit moves, the player issues an order in the same way as during the Command phase. In this case the order is simply 'evade'.

If the order is issued successfully, the unit is moved as far as possible one,

two, or three moves away from the chargers. In the case of an evade order, the evading unit gets a free move, so even if the command test is failed the evaders can still move once. This means evaders will move one, two, or three moves depending upon their command roll – unless a blunder is rolled (for which unfortunate occurrence see below!).

Once the evaders have moved, the chargers must complete their move in accordance with their orders, in so far as they can, in the usual way. They might be able to catch the evaders, or they might find the evaders have moved beyond reach. If evaders have moved through other enemy to their rear, then chargers can potentially charge these troops if their order has been framed in a suitable manner. For this reason it is important to phrase orders carefully when charging troops that are likely to evade.

Evaders are automatically destroyed if their enemy catch them. The unit is removed from the table on contact. Chargers are treated as having beaten their enemy in hand-to-hand fighting, and have the same options as described for victorious units. See page 72.

If chargers fail to complete their charge they are left high-and-dry and the normal sequence of play resumes. The evading unit is not otherwise penalised and can continue to move normally in the player's following turn.

If a unit attempting to evade rolls a blunder (double six) the unit rolls its blunder and acts accordingly. Even with a blunder there is a good chance of a unit moving away from the charger and out of reach, so all is not necessarily lost!

A unit in march column is still allowed to evade if it otherwise can, and automatically changes its formation to either skirmish or, if it is irregular, to warband if that is its default formation. However, this formation change takes up the unit's first move, reducing the distance it can evade and possibly resulting in no move at all.

CAVALRY COUNTER-CHARGE

A cavalry unit that is charged to its front can respond with a counter-charge. The player must declare his intention to counter-charge before the opposing player executes the unit's counter-charge

move. Units are not allowed to counterchange if they could not normally charge, for example, march columns and units that are shaken or disordered.

Once a counter-charge has been declared, measure between the opposing leader models and establish the point equidistant between them. This is where the two units meet. Move the chargers and counter-chargers forward into contact at this point.

A countercharging cavalry unit has exactly the same combat bonuses as a charging cavalry unit. Both units are 'charging' and so we treat both the same.

If a cavalry unit counter-charges against charging infantry then the infantry are automatically disordered and receive no bonuses for charging. In reality, no infantry unit would attempt to engage a cavalry unit in hand-to-hand combat unless the cavalry were already in serious trouble. We feel that this rule reflects the situation sufficiently to discourage wanton folly.



Plucky Netherland's troops defy Napoleon.

COMBAT ENGAGEMENTS

A combat engagement describes any situation where opposing units are fighting each other. Most engagements are fought between one unit on each side as already described. Engagements can sometimes include two or more units on one or both sides either

because they involve artillery or tiny units with adjacent friends, or because units are fighting to their front, flanks and rear at the same time.

Units already engaged in combat cannot move further except as directed by the result of a combat as described in the Combat Results section. Nor can they shoot. They are committed to the fight and must stick it out from one

turn to the next until one side retires or breaks.

During the Combat part of each side's turn, every engagement is fought in its entirety one at a time. It is possible that there will be several separate engagements to work out. The player whose turn it is decides which engagement to fight first, and which engagement to fight next after the conclusion of each.



"I will take that Cuckoo!"

FIGHTING COMBAT

Engagements are worked out in the Combat part of each turn. Regardless of which player's turn it is, every unit engaged in combat fights every turn. Because combat happens every turn we often refer to combat in terms of 'rounds' – so in Blue's turn fight a round of combat, in Red's turn fight a round of combat, then in Blue's turn another round of combat, and so on until the engagement is over.

During each round it is usual to work out one engagement in its entirety, then another, and so on until all engagements on the tabletop have been fought. So, if opposing cavalry are fighting each other on the western flank whilst on the eastern flank two opposing skirmishers are battling for possession of an orchard, it would be usual to pick one engagement (say the cavalry) and complete the fighting for that round including any results and Break Tests, then pick the next engagement (the skirmishers) and fight that engagement in the same way. The player whose turn it is can decide which engagements to fight in what order.

In reality opposing troops would fight each other at the same time, but for the purposes of our game and to avoid utter confusion the players must roll for their units one after the other. It doesn't really matter which player rolls first during each round as troops always strike with the status they had at the start of the round. We assume both sides fight at the same time, or 'simultaneously', even though we work out the fighting for one unit and then the next.

Dice are rolled to determine how effectively units fight in combat. This is essentially the same as we have already described for shooting and should therefore be familiar. The number of dice rolled equals the unit's Hand-to-Hand combat value (henceforth referred to as 'combat value'). The average value is 6, although units that are better hand-to-hand fighters may have a value of 7, 8 or even 9, whilst poor fighters may have values of 5, 4, 3 or even less.

Just as with shooting, units that are large, small or tiny have adjusted combat values and roll more or fewer

COMBAT VALUE FORMATION MODIFIERS	
None	LIMBERED ARTILLERY. Limbered artillery units fight with no dice at all.
1 dice	MARCH COLUMN. Units in March Column fight with one dice.
2/face	SQUARE. Units in square fight with up to two dice from each face up to a maximum equal to the Combat value – see the rules for squares.
2/face	BUILDINGS. Units in buildings fight up to two dice from each face up to a maximum equal to their Combat value – see the rules for buildings.

dice. As a rule of thumb, large units have a value two greater than standard, small units two less, and tiny unit have a combat value of 1 only. Sometimes it is appropriate to increase or reduce combat values further where we wish to represent a larger or smaller body of troops. For example, in a game where a battalion of 600 men or so has a value of 6, an independent company of 100 men might be reasonably assigned a value of 2 or 3.

We also make a few allowances for units in specific formations and situations as noted on the accompanying chart. Don't worry about the rules for squares and buildings at this stage as we'll deal with those separately in the Advanced Rules section.

Roll the number of dice indicated. Any dice scoring 4 or more mean that the combatants have inflicted a hit on the enemy. So, three dice scoring 1, 5 and 6 = 2 hits; 4, 5 and 6 = 3 hits; 1, 3 and 3 = 0 hits.

In some situations it becomes easier or harder to score a hit. These situations are taken into account by either adding or subtracting to the dice as noted on the following modifier chart. For example, if combatants are charging, they receive a +1 bonus and they score a hit on a roll of 3 or more rather than 4.

Regardless of these modifiers a 6 always scores a hit and a 1 always misses. There is no such thing as an automatic hit or miss.

DICE ROLL MODIFIERS	
+1	CHARGING. If the unit has charged into combat this bonus applies in the first turn of fighting. Charging units will therefore usually hit their enemy on the roll of a 3+ rather than 4+.
+1	WINNING. If the unit won the previous turn of the same engagement then this bonus applies during the following turn. As with chargers, these units will usually hit on a 3+ rather than 4+.
-1	COMBATANTS ARE SHAKEN/DISORDERED. The unit is either 'shaken' or 'disordered' or both. Essentially the same as we have described for shooting.
-1	COMBATANTS ARE SKIRMISHERS. The unit is in skirmish formation. Units in skirmish formation prefer to skirmish rather than fight. Such units will require 5+ to strike their enemy rather than the usual 4+.
-1	ENGAGED TO THE FLANK/REAR. If a unit is engaged to its flank or rear then its ability to fight effectively is seriously compromised. Such units suffer this penalty for all attacks regardless of whether they strike to their front, flank or rear.

A unit normally fights to its front, but if attacked in the side or rear, or if attacked from multiple directions at once, then attacks are distributed as follows. The player must declare where a unit's attacks are directed before rolling dice. A unit must always allocate at least half of its attacks to its front if it is engaged to its front. Whatever its situation, a unit cannot allocate more than half its attacks to either flank or rear. For example, a unit with six attacks could strike three attacks to its front and three to its left flank. If facing more than one enemy to its front, a unit must divide attacks between them as nearly equally as possible, allocating odd dice as the player wishes.

MORALE SAVES

We have already discussed Morale saves at some length as part of the rules for shooting. Morale saves in hand-to-hand fighting are the same in all respects and you may wish to refer back to the earlier explanation of how this works.

During hand-to-hand fighting a unit that has been charged counts the full value of morale modifiers from any intervening cover until it loses a round of combat. If a unit loses a round of combat then the enemy is assumed to have broken down or clambered over any cover and all rounds fought from then on ignore the morale bonus. This applies both to light cover such as woods, hedges or walls, and to more substantial cover such as buildings or fortifications. Once the cover is breached, fighting continues on the other side or within in the case of a building or wood. Note that it is not necessary to physically move attacking troops into buildings or beyond walls, as this is often impractical. It is enough to imagine that the defender's cover has been breached.

For the avoidance of doubt, units that charge an enemy behind cover do not benefit from cover themselves merely because they are poised on opposite sides of the same wall, fence or hedge! Only units that have taken up a position behind such cover receive the bonus. They are assumed to have previously arranged themselves in a manner to best thwart the efforts of their enemy.

In the case of fights within woodland, the usual cover modifier applies to the side that has been charged. The modifier continues to apply until that side has lost a round of combat. In this respect troops within woodland are treated exactly as troops behind walls or other types of cover. We do not confer any cover benefit to troops charging within woodland as they are assumed to expose themselves in order to charge in the same way as troops charging upon enemies who are behind barricades, walls, and so on.

SHAKEN UNITS

Once a unit has taken casualties equal to its 'Stamina' value it is deemed to be shaken. This has already been touched upon in the Shooting section (page 44) and is covered in more detail in the rules for Break Tests and Shaken Units (page 76).

All defeated units must take Break Tests following hand-to-hand combat, but units that are shaken will be at a disadvantage, and shaken units that have suffered more casualties in total will be at a greater disadvantage still. However, as with shooting casualties, once these necessary tests have been taken, all casualty markers in excess of the unit's 'stamina' value are discarded – they are not recorded from that moment on – i.e., only casualty markers equal to the unit's 'stamina' value are retained to indicate that the unit remains shaken.

For example, a unit has suffered four casualties in total and loses the combat – it is therefore obliged to take a Break Test as explained later. Let us imagine the unit passes its test and fights on gallantly. As the unit has a 'stamina' value of 3 and has accumulated four casualties, the excess marker is removed leaving three casualties in place to show that the unit remains shaken.

Shaken units suffer various penalties and may even break and flee from the battle altogether in some situations. These penalties are covered throughout the rules, but are also summarised together with the rules for Break Tests in the section Break Tests and Shaken Units (page 76).

CASUALTIES

The reader is once again referred to the Shooting section for an explanation of how casualties are recorded. This is the same for combat as for shooting, and casualties suffered from shooting or during hand-to-hand fighting are accrued in exactly the same fashion.

During hand-to-hand fighting it is necessary to record the number of casualties suffered during the current round as well as keeping a running total of casualties on the unit. This is important as the number of casualties suffered each round is used to calculate who wins the combat.

For example, a unit is fighting combat and has already taken one casualty in a previous turn. During the current round of fighting the unit suffers a further three casualties. Three more casualty markers are therefore placed by the unit bringing the total to four. In addition, the fact that the unit has suffered three casualties that round is noted separately (we commonly use a dice placed by the unit to record casualties suffered that round, alternatively those casualties can be placed in a discrete pile, whilst some especially sober and sharp-witted players resort to remembering – keep a keen eye on these chaps!). It is important that casualties suffered that round are recorded carefully because these casualties are used to decide which side wins the combat.

Napoleonic Late French Light Infantry Command



SUPPORTS

Supporting units are quite an important aspect of combat so it is worth saying a few words on the subject.

Non-engaged units can contribute to a nearby combat engagement by adding a 'support' bonus to the combat results. Only units that are not engaged in combat can support in this way. Units that are already engaged in combat cannot support.

A unit can support one engaged friend within 6". A unit cannot support more than one friend even if it is positioned so that it could potentially support several different units.

Units are unable to be supported in the following situations, even though friendly units may be positioned to offer support as described.

- An artillery unit cannot be supported.
- A skirmishing unit cannot be supported.
- A unit in square cannot be supported because it has no rear or side quarters.
- A unit within a building also cannot be supported and for the same reason.
- A unit engaged to its side or rear cannot be supported even if it is also engaged to its front.
- A unit cannot be supported from any quarter if there is another combat engagement taking place in that quarter and within 6".

Units are unable to support in the following situations, even though they may be positioned to offer support as described.

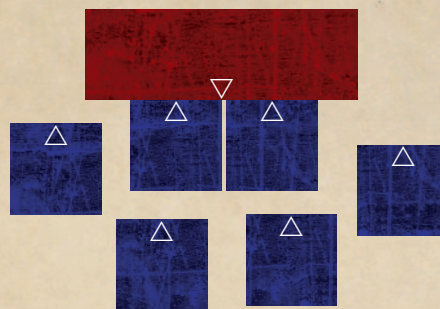
- Units engaged in combat cannot support.
- Units in march column cannot support.
- Limbered artillery units cannot support.

Aside from units in march column and limbered artillery, units can provide support regardless of their formation, size or type. Artillery, skirmishers, or infantry within buildings or squares can all support even though they cannot be supported.

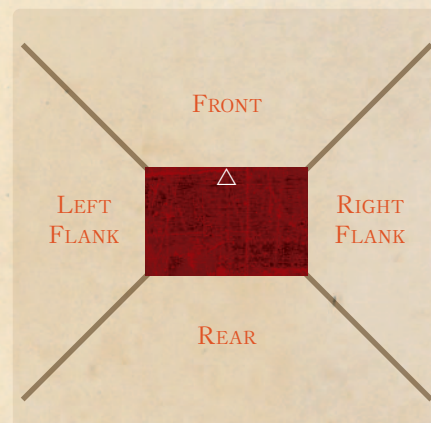
Where two or more units are positioned to offer rear or flank support to the same engaged friendly unit, then the bonus is still +1 in total. I.e., the unit receives +1 because it has a supported flank or rear and not +1 per supporting

unit. The maximum bonus to a single unit is therefore +3 (both flanks and rear).

To support a flank or rear a unit must be within the appropriate quarter and within 6" of the supported unit. A unit's sides and rear quarters have already been defined for other purposes, but we shall remind ourselves what is meant with the assistance of the following diagram.



The two small units can each be supported from the rear and from the flanks of the engagement.



"Present!"

War — what is it good for? Profit!

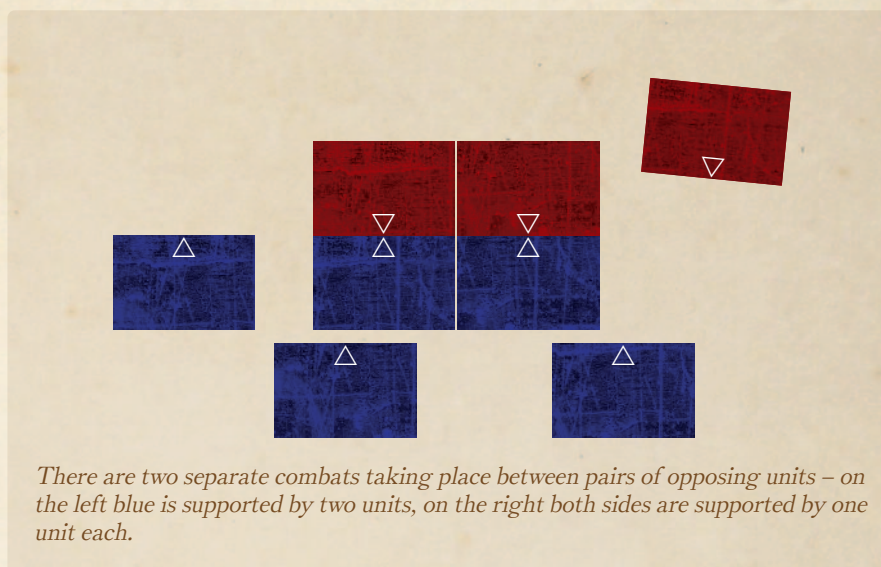
SKIPPERS IN THE trade, especially British, made this toast famous during the war:

“Here’s to the Confederates that grow the cotton, the Yanks that keep up the price by blockade, the Limeys that pay the high prices for it – to all three and a long war.”



Most engagements take place between one unit on each side, but where an engagement includes two units fighting on the same side, add all the casualties and bonuses together and work out a single result. For example, if two small units are fighting alongside each other against a large enemy unit, and each has rear support, then add +2 rather than +1. In multiple combats only the extreme flanks of the engagement can be supported and not the flanks of the individual units.

If there is another engagement occurring within 6" of a unit's flank or rear quarter, then it cannot be supported from that quarter. This is easily appreciated from the accompanying diagram. Note that where two separate one-on-one engagements are taking place like this the result of the first to be fought can potentially affect the ability of units to offer support in the other engagement.



units taking part in that engagement have fought.

To work out which side wins begin by adding up the total number of casualties caused by each side during the combat round. Then add bonuses to each side, from the Combat Result Bonuses table, where they apply.

The side which scores the highest total has won the combat engagement. The unit or units on the losing side have

been defeated. If both sides score the same, the result is a draw.

COMBAT RESULTS

Combat results are worked out for each combat engagement as soon as all

COMBAT RESULT BONUSSES

REAR SUPPORT. This is explained under Supports on page 70.	+1
FLANK SUPPORT. This is explained under Supports on page 70.	+1
SQUARE VERSUS CAVALRY. If any units are in a square and are fighting cavalry they count +3. This is explained under Squares on page 88.	+3
OCCUPIED BUILDINGS. If units are fighting from buildings they count +3 if large or standard sized, +2 if small, and +1 if tiny. This is explained under the rules for Fighting from Buildings on page 98.	+3, +2, OR +1

DEFEATED TROOPS

Each engaged unit on the losing side must take a break test and abide by the result (see Break Test on page 76).

Supporting units are not engaged and therefore don't need to test unless friends break nearby as described later in the Break Test section.



AFTER COMBAT

After any Break Tests have been taken and units retired or removed as appropriate, any units that remain engaged with the enemy are locked in combat and will fight again in the following round. Some units may be allowed to turn to face their foes if they are not doing so already (see the section on Break Tests for more about these moves).

DRAWS

In the case of a draw, all engaged units that are already shaken must take a Break Test and abide by the result (see Break Test page 76). This means units on both sides may have to test in some cases.

If the combat is a draw then all cavalry units on both sides that are not shaken, and which therefore do not have to make a Break Test, must automatically retire one move. This rule reflects the volatile nature of cavalry engagements – cavalry who do not win will inevitably retire assuming they are not forced to flee and destroyed as a result. The rules for retiring units are given in the rules for Break Tests on page 80.

In the case of a drawn combat, infantry units that are not shaken will hold their ground and fight again in the following turn. The rules for units that hold their ground are given in the section for Break Tests on page 80.

VICTORIOUS UNITS

In the usual straight-forward one-on-one engagement, when the enemy unit retires or breaks, then the victorious unit can do any of the following. Where two enemy units are engaged then a victorious unit can do one of the following only where both enemies retire or break.

- ADVANCE UPON THE RETIRING ENEMY – move back into contact.
- NOTHING – the unit stays where it is.
- CHANGE FORMATION – stay where you are but change formation.
- FALL BACK – retire from the scene of fighting.
- SWEEPING ADVANCE – move the unit forward.
- SWEEPING ADVANCE AND CHARGE – the unit charges a fresh enemy.
- OCCUPY BUILDINGS – occupy the buildings/positions you were fighting over.

Advance upon the retiring enemy

The unit moves back into contact with its retiring opponent. This really represents the unit pushing forward as its enemy retreats, so the move can be thought of happening gradually as the two sides fight.

The victorious unit can move up to a normal move as directly as it can back into touch with the enemy. A victorious unit can do this even if shaken or disordered. The engagement will continue into the following turn and the advancing unit will count as having won the previous round.

If the victorious unit is of a type that can't charge the enemy, for example if it is an artillery unit, then it can't advance either. It can also happen that it's not possible to move back into touch because of the presence of other units or terrain blocking the way. A unit can only advance where there is room and where it is a type of unit that could charge the enemy; setting aside disorder and shaken units which can advance when victorious as described – carried away in the heat of the moment no doubt!

Nothing

A victorious unit can always choose to do nothing at all. Sometimes this might be the best option available.



Heavy transport bringing much-needed supplies to the troops during the American War of Independence.



British and Zulu clash at Rorke's Drift.

Change formation

The unit changes its formation as described in the rules for Formation on page 20. This is a useful option to have in some situations as it allows infantry to form squares, or columns to deploy into lines, for example.

Fall back

This move represents a unit regrouping around its colours away from immediate danger.

A unit that falls back can make one move to its own rear up to its usual move distance. It can do this even if disordered. The unit cannot use the move to charge another enemy. The unit is free to reorient itself as it moves – for example, if fighting enemy to its flank it can turn to face so long as it has room to do so.

Sweeping advance

This move represents a unit breaking through a gap in the enemy's lines. It is especially useful for cavalry units because they can move further. Cavalry units are also allowed to charge fresh

enemy when they make a sweeping advance as described below.

A sweeping advance is only an option following the first round of combat when a unit charges or counter-charges and where the enemy retire or are broken. A disordered unit is not allowed to make a sweeping advance.

If a unit charges or counter-charges, wins the ensuing round of combat, and the enemy is either broken or forced to retire, then the victorious unit can make one move to its own front up to the usual move distance without moving into contact with the enemy. This is called a sweeping advance. The unit simply moves forward to occupy the ground to its front.

Sweeping advance and charge

A cavalry unit whose enemy are broken during the first round of an engagement can make a sweeping advance and charge a fresh enemy unit as it does so. It can charge just as if it were charging in the Command part of the turn. This creates a new combat engagement which is worked out immediately. Note that shaken or disordered unit are

unable to do this as such units are not allowed to charge anyway.

A cavalry unit can only make a sweeping advance and charge once during a turn. If the same unit were to be lucky enough to emerge victorious from a second engagement, breaking the enemy in the process, then it can't make a second sweeping advance and charge. Horseflesh can only stand so much.

When a cavalry unit charges on a sweeping advance, the enemy can only respond by holding their ground or turning to face if they are cavalry. The charged unit is not allowed to shoot closing fire, evade or counter-charge as the sweeping advance is far too rapid.

Occupy buildings

In a fight where units are attacking buildings or similar fortifications, then victorious infantry units can move into and occupy buildings if all the units defending them are either broken or choose to abandon them following combat. The unit just makes a standard move into the building as described under the Building rules (page 96).

Commanders



WE HAVE ALREADY discussed the role of commanders and provided suitable rules to represent them. In this section we cover further rules for generals and brigade commanders and, in particular, the risks they take from being struck by enemy shooting or during hand-to-hand fighting.

MODELS

As discussed already, generals and brigade commanders are represented by a conveniently sized base bearing the great man plus such supernumeraries and/or scenic elements as are deemed appropriate. Alternatively, a group of individually based models can be taken as comprising a commander and his staff. No specific dimensions for bases are required, only that they should be of a size that is convenient. Measurements are always drawn from a commander's head in any case.

VULNERABILITY

Neither generals nor brigade commander models can be shot at or attacked in hand-to-hand fighting. They are always ignored when it comes to determining the presence of friends or enemy. For example, a commander model within 12" of an enemy unit

does not entitle the unit to use its initiative. Similarly a commander immediately in front of an infantry unit or cannon does not stop it shooting straight through him! This is partly because the size of our models is huge in proportion to the scaled ranges of weapons and movement of troops, but also because we assume participants in the battle to be in a state of constant motion – it is merely a convenience that we divide our game into formal segments of movement and firing.

Commanders do not fight, cannot shoot or charge, and take no part in the battle other than to issue commands and facilitate the movement of troops as already described in the section on Command. In most circumstances, generals and brigade commanders are therefore invulnerable to enemy action. However, there are some exceptions that apply when commanders have joined units.

- If a general or brigade commander has joined a unit and that unit is destroyed either as a result of shooting, hand-to-hand fighting, or any other reason, then the commander is also removed as a casualty. He may not necessarily be dead. Those sensitive to such things might postulate that he has been

captured or merely wounded; in any case, he is out of the battle and the model is removed.

- If a general or brigade commander has joined a unit and that unit is 'shaken' then any further casualties inflicted on that unit can potentially result in the commander also falling casualty. For each casualty inflicted on a shaken unit roll a dice – any dice score of a 6 indicates that the commander has also fallen casualty and the model is removed.
- If a general or brigade commander is obliged to join a friendly unit because enemy troops have displaced him, then the commander falls casualty if he is unable to reach a friendly unit within a normal move (36" for commanders on foot and 48" for mounted commanders).
- Once a brigade is broken as described in the rules for Victory (page 83), then its commander is automatically captured by the enemy if displaced by enemy troops. Remove the prisoner in the same way as you would a casualty. Once the army is broken the same applies to the army's general.

JOINING UNITS

A general or brigade commander can voluntarily join a friendly unit by moving into touch with it when the commander moves in the Command part of the turn. The model can then be arranged amongst the unit's ranks if required. The commander moves as part of the unit he has joined during the enemy's following turn and remains with it either until the unit moves in the following Command phase or, if it doesn't move, until the commander himself moves.

Commanders who have already joined units do not generally move with them when orders are issued – unless the order is a follow me order as described in the Command section.

Brigade commanders and generals are obliged to join units if they issue follow me orders or rally orders. They are also obliged to join a friendly unit if they find themselves displaced by the movement of enemy troops. Note that only enemy troops can displace a commander model – not other commanders!

Bear in mind that the movement of enemy troops cannot displace a

commander who has already joined a friendly unit – he is considered to be part of the unit. However, for convenience the model can be rearranged within the unit's formation at any time, for example to stop it getting in the way of an enemy charge.

BONUS ATTACKS FROM COMMANDERS

Individual generals and brigade commanders cannot fight and effectively have no combat value when they are on their own. The temptation to engage in the occasional tabletop duel can be gratified should players feel the need, and we leave it to those so motivated to improvise suitable rules.

When generals or brigade commanders join a unit, they can add a bonus number of attacks to the unit's combat value. This doesn't necessarily represent the commander wading in personally with sword and pistol – though he might do just that – brave chap that he is! Rather, the bonus accrues from the heightened enthusiasm and determination of the troops themselves. The commander's

example acts as a spur to their natural heroism inspiring them to ever greater deeds of valour.

Not all commanders have a combat value at all (unfortunately not all commanders are especially inspiring) but we normally allow for commanders with a Staff Rating of 8 or more to have a combat value of +1. It is conceivable that individual commanders might have a higher value, say +2 or +3, but we have rarely felt the need to stray beyond the basic +1 ourselves. We mention the possibility merely to fuel the ambitions of players who are more dramatically inclined.

The commander's combat value is a bonus attack(s) that is simply added to the attacks of the unit that he has joined. A unit can only add the bonus from a single commander. Should players wish to employ commanders with combat values in excess of +1, it is recommended that units never add a bonus greater their own combat value – for example a square fighting from one front has a value of 2 so the maximum bonus allowed from a commander would be +2.



"Join the French Army and see the worlds, they said..."

Break Tests and Shaken Units



THE RULES IN this section explain what happens when troops become unwilling or unable to fight on. This is established by means of a Break Test. Depending on the result of this test, troops will fight on regardless, break and flee in disarray, or retire hopefully to regroup and return at some future time.

Units that break and flee are considered to be wiped out or lost in hopeless flight; they are removed from the tabletop as 'destroyed'. By this means units are eliminated from the game, armies defeated, and battles lost and won!

There are five situations when a Break Test is required:

1. Units suffer excess casualties from shooting.
2. Units are shaken by closing fire or if they take any artillery casualties from closing fire.
3. Units are defeated in hand-to-hand combat.
4. Units draw hand-to-hand combat and are shaken.
5. Supporting units have friends break.

TESTS FROM SHOOTING

A unit is shaken once it has suffered casualties equal to its stamina value and adjusted for unit size as noted elsewhere. Once a unit has suffered sufficient casualties (usually 3) it becomes shaken. See page 81 for more about shaken units.

After each turn's shooting is complete, units must take a Break Test if their total number of casualties is higher than their stamina value. Any casualty markers scored in excess of stamina value are discarded once the test is taken – a unit never has more casualties than its stamina value once Break Tests have been taken.

Note that this is different to (and more dangerous than!) Break Tests from other shooting, which are worked out from the 'shooting' line of the Break Test table. In all other respects the test is exactly the same as for shooting.

TESTS BY UNITS DEFEATED IN COMBAT

Once each engagement has been fought and results calculated, each unit engaged on the losing side must take a Break Test. In most cases there will be a single defeated unit fighting – so only one test is taken; however, it is possible for two or more units to be engaged in the same combat in which case each defeated unit must test individually. In such a case the player whose units are taking the test can decide which to test first.

Units that lose a combat must take a Break Test regardless of whether they are shaken or not. However, units suffer a penalty to the test score if they suffer casualties in excess of their stamina in the same way as units testing for shooting. This means that excess casualties must be temporarily recorded and then removed once Break Tests are complete exactly as described for tests from shooting.

TESTS FROM CLOSING FIRE

Chargers must take a Break Test if their total number of casualties stands equal to or higher than their stamina value once closing fire is completed – i.e., if the unit is shaken by closing fire. Chargers must also test if they suffer one or more casualties from closing fire from artillery.

Break tests from closing fire refer to the results table as if the chargers were engaged in hand-to-hand combat.

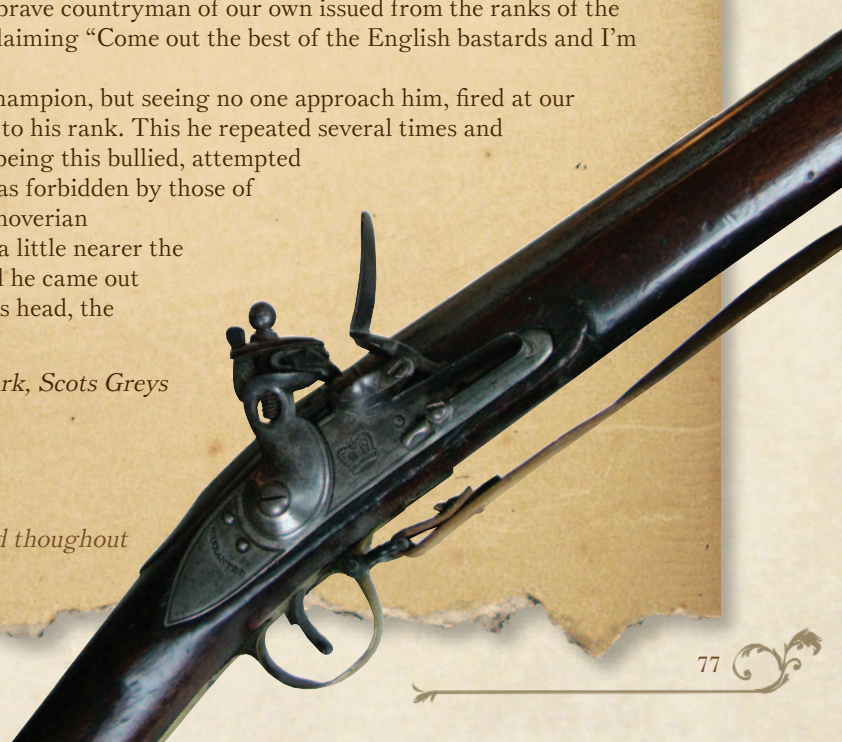
In the face of the enemy

WE WERE ALSO reduced to necessity of assuming a posture of defence and in this situation, we looked each other in the face, neither side daring to break their line; till a brave countryman of our own issued from the ranks of the cuirassiers and advanced nearly half way to ours, exclaiming "Come out the best of the English bastards and I'm your man."

He boldly looked towards us as if waiting for a champion, but seeing no one approach him, fired at our line and flourishing his pistol around his head retired to his rank. This he repeated several times and several of our men who were getting exasperated by being this bullied, attempted to go and have a brush with him, but the expedient was forbidden by those of power and better judgement. However, one of the Hanoverian sharpshooters, who scrambled along some long corn a little nearer the spot where he usually posted himself and lay down till he came out again and when in the act of waving his pistol over his head, the German let fly and brought him down.

Sergeant William Clark, Scots Greys

British 'India' pattern Brown Bess – used throughout the Napoleonic Wars (Perry Collection)



TESTS BY UNITS IN DRAWN COMBATS

If a combat engagement results in a draw, all units that are shaken must take a Break Test. Units on both sides may therefore have to test. It doesn't matter which side tests first. Otherwise this is the same as described for units defeated in combat.

TESTS FOR SUPPORTING UNITS

Supporting units are not required to test simply because their side has been defeated in hand-to-hand combat. However, supporting units do have to test if friends they are supporting break as a result of a Break Test.

Supporting infantry or cavalry units ignore engaged artillery units or tiny units that break, unless the supporting unit is tiny itself. The loss of such units doesn't impact upon the willingness of other troops to fight on.

Supporting units read their results off the 'hand-to-hand combat' line of the Break Test chart in the same way as units that are actually engaged.

For purposes of this test, supporting units are considered to be

such if they are theoretically able to support regardless of whether they actually contribute a support bonus or not. For example, if a unit is positioned so it could support two different friends from the rear then it must test if either breaks regardless of the fact that it can only support one of them.

Victory is the ability
to fight five minutes
longer than any other
army in the world.

Duke of Wellington

Regardless of the number of friends who break from an engagement, a supporting unit only has to test once.

Note that engaged units usually break because they get a 'break' result on the Break Test. However, it is also possible for a unit to break if it is unable

to retire for whatever reason (see the Break Test Result table on page 79).

THE BREAK TEST

To take a Break Test roll two dice, add the scores together and apply these modifiers to the total:

BREAK TEST MODIFIERS	
EXCESS CASUALTIES. Deduct one for each excess casualty suffered by the unit either by shooting or hand-to-hand combat.	-1
DISORDERED. Deduct one if the unit is disordered.	-1
ARTILLERY. The unit has suffered at least one casualty from artillery that turn if testing as a result of shooting or closing fire.	-1

For example, a unit with stamina of 3 has been shot at and now has four casualties. In addition, the unit has been disordered by enemy fire. It therefore suffers a -1 penalty for excess casualties ($4-1=1$) and a -1 for disorder = a total of -2.




"Excuse me, effendi, is this the way to the magazine?"



Napoleonic British mule train –
“Move, you stubborn beasts!”

BREAK TEST RESULT TABLE

BREAK TEST RESULT TABLE				
Modified Dice roll	Combat Type	Outcome		
4 or less	Shooting and Hand-to-Hand	INFANTRY, CAVALRY & ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.		
5	Shooting and Hand-to-Hand	INFANTRY & CAVALRY The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.		ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
6	Shooting	INFANTRY & CAVALRY The unit <i>holds its ground</i> – it stays where it is and does not move.		ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
	Hand-to-Hand	INFANTRY & CAVALRY The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.		ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
7 or more	Shooting	INFANTRY, CAVALRY & ARTILLERY The unit <i>holds its ground</i> – it stays where it is and does not move.		
	Hand-to-Hand	INFANTRY If the unit is infantry then it <i>holds its ground</i> – the unit remains where it is and will continue fighting in the following combat round.	CAVALRY If the unit is cavalry the unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. If unable to comply, the unit becomes <i>disordered</i> and may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.	ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.





Misunderstanding

THERE WAS MUCH chest beating in the British Parliament as it debated going to war with China in what would become the 2nd Opium War (1856-60). Ultimatums were issued, sabres rattled and ultimately a fleet dispatched to “teach the Chinese a lesson” and to open China to free trade (even if that trade was in drugs). The British thought that China would be intimidated by its massive fleets and global empire, but in truth the Chinese were so involved in their own affairs, particularly the terrible Taiping Rebellion, which would cost millions of lives, that the British ultimatums were very far down the Emperor’s ‘to do list’. After the British landed and the war had been going on for two years, the Emperor wrote: “Where, in fact, is England? Why are the English selling us Opium? What are the Indians doing in their army? How is it they have a twenty two year old woman for a queen? Is she married?” No matter how famous you think you are, there is always someone who has never heard of you.

RETIRING UNITS

A retiring unit must move a full move, or in some cases two full moves, as described on the results chart. Units normally retire to their rear, except that units fighting only to one flank, or only to their rear, must retire in the opposite direction instead. For example, a unit fighting to its left flank will retire to its right side quarter.

A ‘retire’ move is a normal move in every respect but must be made entirely within the confines of the unit’s rear (or opposing) quarter. Remember that troops don’t have to turn around as they move – just move the entire unit backwards. Units can move through friends so long as they can move all the way through their formation.

A unit that is unable to retire as required will break instead. Remove the unit as if it had been destroyed. This can happen because enemy units or impassable terrain block its rearward movement. Friendly units can also block a unit’s move if the defeated unit is unable to move all the way through their formation. It is wise to bear this in mind when positioning supporting units.

Units that retire from the table are deemed to be destroyed, dispersed, routed, surrendered, or fleeing and take

no further part in the battle. Remove the unit from the field as if it had broken. This places units in a certain amount of danger if they are fighting with their backs to the table edge. Although we consider this entirely appropriate, we would not wish it to come as a surprise to anyone.

Troops in march column who are obliged to retire will automatically form into a line where there is sufficient room for them to do so. Irregular or tiny formations will reform into their default formation. As this formation change requires an extra move, the unit automatically becomes disordered if it is not so already.

UNITS THAT HOLD THEIR GROUND

A unit that holds its ground will, generally speaking, stay where it is and will continue to fight in the following turn if still in contact with the enemy.

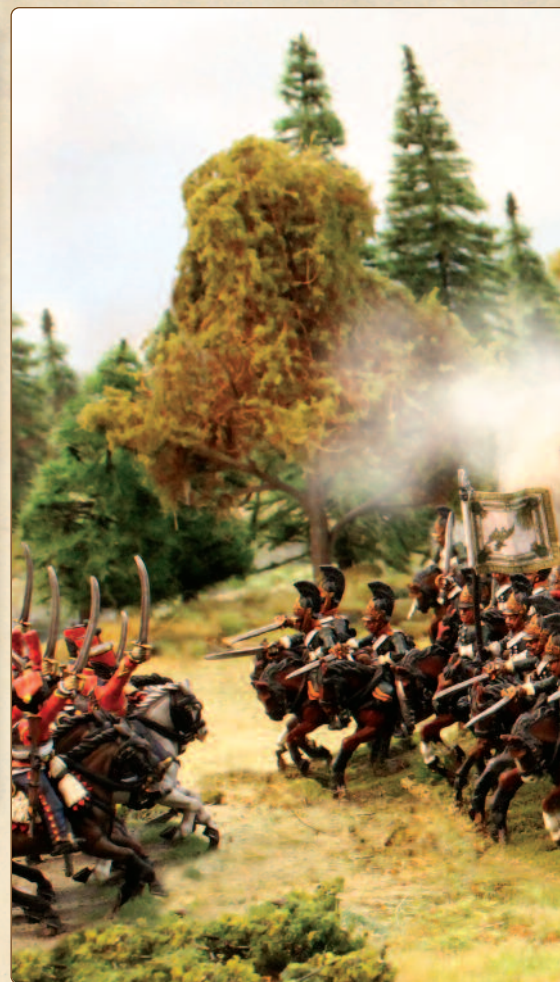
There are some situations where a unit that holds its ground must move as described below. This covers troops who are caught in the side or rear, or whilst marching and allows them to turn to face their enemy for the next round of combat. This means that if they can hold

out for a turn, we allow them to turn if there’s room for them to do so.

Troops in march column who hold their ground will automatically form into a line facing the enemy where there is sufficient room for them to do so. Irregular or tiny formations will reform into their default formation. As this formation change requires an extra move, the unit automatically becomes disordered if not so already.

Other units that are fighting exclusively to their rear or one flank will automatically form into line facing the enemy where there is sufficient room to do so. Irregular formations will reform into their default formation. As this formation change requires an extra move, the unit automatically becomes disordered if not so already.

Units that are fighting in more than one direction at once, say to their side and rear, are stuck as they are and must do their best in the following round. This may mean they are unable to bring their full fighting potential to bear. Quite honestly – they are lucky to have survived thus far!





Fresh squadrons reinforce the swirling melee.

DEFEATED CAVALRY

As you can readily see from the Break Test Results table, the best result that a defeated cavalry unit can get is to 'retire'. This is deliberate. This means that cavalry are more brittle than infantry in hand-to-hand combat. Cavalry versus cavalry fights do not become bogged down, but are resolved quickly, often leading to one side retiring and the other making a sweeping advance. We quite like this!

SHAKEN UNITS

Casualties accumulated on a unit represent the results of mounting fatigue, loss of officers and men, expenditure of ammunition, falling morale, and the multitude of other factors that erode a unit's ability to continue fighting in a cohesive fashion. Once a unit has accumulated casualties equal to its stamina value it is deemed to be shaken. A shaken unit is no longer able to fight at full efficiency and is likely

to break and flee if further casualties are inflicted upon it as already described.

As should be clear by now – casualties suffered in excess of a unit's stamina value are always discarded once the necessary Break Tests have been taken. A unit that is shaken is indicated by the number of casualty markers equal to its stamina value, and this is about as bad as things get for our troops!

The rules that affect shaken units are covered throughout the *Black Powder* rules set because they affect shooting, hand-to-hand combat, and, in some cases, moves. We summarise these rules in the box on the right for ease of reference.

As described in the rules for the Rally Order (page 34) it is possible for officers to restore a unit's fighting efficiency by rallying flagging troops and thereby removing casualty markers. This rule applies to all units that have suffered at least two casualties including units that are shaken.

If a shaken unit is successfully rallied in this way, it loses one casualty marker and is no longer shaken.

Shaken Units – Rules Summary

- Shaken units are removed from the battle for good if they leave the table – they will not return!
- Shaken units suffer a -1 'to hit' penalty when shooting.
- Shaken units suffer a -1 'to hit' penalty in hand-to-hand combat.
- Shaken units cannot charge or counter-charge an enemy unit.
- Shaken cavalry units that win a round of combat cannot use a sweeping advance to charge an enemy unit.



Martini-Henry rifle
.45 Boxer round
(Stallard Collection)

Victory



DECIDING WHICH SIDE has won the battle depends very much on what sort of game is being played, whether the armies have set objectives right at the start, or whether the opposing forces have simply met and laid into each other with no other purpose than to inflict the greatest violence upon the enemy.

This section of the game rules is all about victory and defeat. It describes the method that we use most commonly to decide at which point a battle has reached a satisfactory finale. We do not always use this method if it is felt a game merits its own victory conditions, or if forces are of a nature that is more or less

resilient. Players are likewise at liberty to devise their own rules for deciding when the battle ends and which side has won, should that be their preference.

Some might be happier battling on until a consensus is reached to end the game, and they are certainly welcome to do so. Similarly, there is no need to be strict about deciding which side has won. Opposing players, just like historical generals, may both feel entitled to claim the victory on occasion! Such things can be settled perfectly equitably by a civilised discussion over a glass of port.

How drunk!?

DURING THE CONSTRUCTION of the fort at Oswego in 25th May, 1756, Stephen Cross, a shipbuilder from Massachusetts, recorded in his diary that "one of our soldiers came in from the edge of the woods, where it seems he had lain all night having been out on the evening party the day before and got drunk and could not get in, and not being missed, but on seeing him found he had lost his scalp, but he could not tell how nor when, having no others around. We supposed the Indians had stumbled over him in the dark, and supposed him dead, and taken off his scalp."

Another worker, Patrick Mackeller, also recorded the incident in his journal and added "he afterwards recover'd." No matter how drunk you think you may have been in the past, this guy takes the prize. Don't try this at home.

British 1768 pattern Grenadiers fur cap (Perry Collection)



THE END

Our usual practice is to play until **half** the brigades in one or other army have been 'broken' as described below. At this point the army itself is declared to be 'broken' and, unless the players wish to continue for whatever reason, the battle is over. By 'broken' we do not intend to insist that our forces are reducing to uncontrolled flight or bereft of all fighting spirit, but only that they have reached a point of exhaustion that renders further endeavour futile. All hope of victory has slipped from sight and the best we can manage is to withdraw from the fight and preserve our brave troops for another day.

Although the *Black Powder* game is designed to play at a good pace, so that it is unusual for a game not to reach a conclusion over the course of an evening, sometimes time does get the better of us. Where it becomes necessary to call a halt to a game, our preference is to agree to finish play once both sides have taken an equal number of turns, and then to consider how close either side is to being broken (or achieving its objectives if these have been set beforehand).

BROKEN BRIGADES

At the start of the game each brigade comprises a number of units be they infantry, cavalry or artillery. A brigade is deemed to be broken at the beginning of a player's turn once **half or more** of its units are:

- Destroyed and removed from the game for whatever reason.
- 'Shaken' – i.e., the unit has casualties equal to its stamina value – usually 3.

- Off the table having left and not yet returned – unless leaving the table is a game objective!

If a brigade consists of only two units, then it will only be broken once **both** units qualify as described above. For example, if both units were shaken the brigade would be broken, but if only one unit were shaken or destroyed the brigade would not be broken.

If a brigade includes a mix of artillery and other units, artillery units are not counted either in the brigade's total or when they would otherwise qualify towards the broken total **unless** there were more artillery units in the brigade than other units to begin with. For example, a brigade of four artillery batteries and a small unit of infantry would be a brigade of five units, and it would be broken once any three qualify as described.

If a brigade includes a mix of troops including light cavalry with the **Marauder** special rule (see page 103), the light cavalry are not counted either in the brigade's total, or when they would otherwise qualify towards the broken total. For example, a brigade of

three heavy cavalry and one marauding light cavalry is three units not four and is broken only once two heavy cavalry units qualify as described.

If a brigade consists entirely of light cavalry with the **Marauder** special rule the brigade is only broken once **all** units qualify as described above. This is because these cavalry usually fight scattered across the battlefield rather than as a single body, and the fate of their fellows is unlikely to be apparent to any individual unit.

If a brigade includes small battalion guns these are never counted towards a brigade's total even though they are treated as separate units during play. These very small guns are effectively sub-units of their parent battalions, so we just ignore them for these purposes.

Tiny units are never counted towards a brigade's total. If a brigade consists entirely of tiny units, then don't count it as part of the army for purposes of determining victory. The 'tiny' brigade is considered to be broken once the army is broken. Such brigades are usually formed from groups of civilians, engineers, surveyors, scouts, and such-like.



"The Gatling is jammed and the Colonel is dead..."

Their guns are their colours, their honour

"BUT IN ANOTHER moment, all of a sudden, I saw my left flank taken in the rear, from the direction of the Ligny brook, by a French staff officer and about fifty horsemen. As they rushed upon us, the officer shouted to me in German 'Surrender gunners, for you are all prisoners!' With these words he charged down with his men on the flank gun on my left, and dealt a vicious cut to the wheel driver, who dodged it, however, by flinging himself over on his dead horse. The blow was delivered with such force that the sabre cut deep into the saddle and stuck fast. Gunner Sieberg, however, availing himself of the chance momentary delay afforded, snatched up a handspike off one of the 12-pounders, and with the words 'I'll show him how to take prisoners!' dealt the officer with such a blow on his bearskin that he slumped forward with a broken skull from his grey charger, which galloped away into the line of skirmishes in our front."



UNITS FROM BROKEN BRIGADES

The following rules apply to all units from broken brigades.

- Units can no longer receive orders in the Command phase and cannot use their initiative. They must make a 'retire broken' move instead.
- Units must make a 'retire broken' move in the Command part of their turn unless they are occupying buildings or other defendable positions, or are infantry formed or forming into square, or if they are currently engaged in hand-to-hand fighting. The unit moves away from the enemy a single full move, heading towards its own table edge where this presents the most practical route of escape, and leaves the field as soon as it can. Units must make this move in so far as possible, and will do so even if disordered. Units can continue to face the enemy and can shoot where opportunity permits.
- Units occupying buildings or other defendable positions, or infantry in square can hold their ground instead of retiring broken. They do not have to do so if the player prefers to retire instead. Infantry units able to form squares can do so as a 'retire broken' move instead of retreating from the enemy. Once formed into squares, infantry can hold their ground or retire broken as a square, moving a single move at half pace only.
- Units engaged in hand-to-hand combat will fight as normal. Should they overcome their opponents they must fall back following combat, and they are subsequently treated like any other unit in a broken brigade.
- Units that have already left the table, or which leave the table from that point on, cannot return and are out of the battle for good.
- Units that are disordered remain disordered from turn-to-turn. They cannot restore their order even if they are elites that normally have a 'save' against disorder or a special rule that normally allows them to recover automatically.
- Units that are shaken cannot be rallied. They cannot do so even if they are allowed to recover by means of some special rule. Once shaken, units remain shaken.
- Deployed foot artillery units that are obliged to 'retire broken' can limber for free and make a single move from the enemy. Crews won't attempt to retire by manhandling guns. Guns that cannot be limbered for whatever reason, for example those built into emplacements, are abandoned and considered destroyed.

*Napoleonic
Hanoverian
Infantry*



COMMANDERS FROM BROKEN BRIGADES

Commanders from broken brigades can no longer issue orders and must attempt to leave the table alongside the troops under their command.

Commanders from broken brigades contacted by enemy troops are not moved to join friendly units as such models usually are, but are considered taken captive and removed from play.

If the player wishes, a brigade commander can join a unit from his brigade in the usual way and leave the table in company with it, conducting an orderly withdrawal and remaining with his troops to the last.

A BROKEN ARMY

Once half the brigades in the army are broken then all the remaining brigades are automatically broken as well, and all the rules for units from broken brigades will apply to the whole army. The rules for commanders of broken brigades will apply to the army's general.

This is often the signal for a game to end – although this depends to some extent on the nature of the game and the objectives of the opposing armies. If matters are very close it can happen that a retreating force can mutually drive its opponent from the field leaving neither in possession.

In most games the number of brigades on each side is the same or practically so. If a game features widely differing numbers of brigades on each side, or where one side has brigades of many more units, or many fewer, than the other, some allowance must be made for this. Our solution would be to agree

how many brigades are required to break an army before the game, exempting any brigades or units from the count as seems appropriate. For example, where a European army is defending an outpost, surrounded by fierce natives, and with no hope of retreat or quarter, we might ignore the rule for broken brigades altogether and allow the player to fight to the finish – victory being established by other criteria instead.

WINNERS AND LOSERS

This is a fairly simple state of affairs – the side whose army's is broken first loses the battle and that's that!

On occasion it is worth carrying on for a turn to see if the retreating army can inflict a similar condition on a fragile enemy or achieve some other overall objective. A successful fighting withdrawal can be quibbled into a draw should the players consider such things important.

Driving the enemy from the battlefield is obviously pretty decisive. Sometimes the battle will rage long into the night without either side being broken and domestic circumstance demands an end to play. Undecided games can only be resolved in terms of relative success, for neither side has 'won' whilst each has achieved at least part of its objective (in so far as it hasn't 'lost' either!).

In such a situation the army that is closest to breaking is considered to have had the worst of the fighting. The side with the largest proportion of intact brigades has the advantage and, bearing in mind other objectives that might have been set, is the winner. Where both sides are equal in this respect, consider

how close individual brigades are to breaking. Obviously, where there is not much in it the result is indecisive at best and might be held to be a draw without loss of dignity to either side.

OBJECTIVES

We very commonly set objectives for both sides above and beyond the simple destruction of the enemy. For example, the battle might be fought for possession of a village, hill or other point of strategic importance; if one side is effectively besieging the other for example.

Another common objective is the 'running battle' in which one side's objective is to reach the far side of the table and 'escape' – usually over a river with a single bottle-neck and quite often having to dislodge an enemy holding force into the bargain! The opposing pursuing force then has to catch and destroy the enemy before they have time to escape. In games where one side has to escape in this way we usually set a target of half the units in the army: if at least half the units in the army can escape, the player has succeeded.

When setting objectives it can be useful to impose a time limit – for example, you must take the defended position within eight turns. This ensures that players don't hang around, though it's important to allow long enough for the game to progress and this comes down to judgement at the end of the day. What you are aiming for is a nail biting conclusion that could easily go either way – not a task that's so obviously impossible there seems little point in trying!

REMEMBER! ANY AND all of the above conditions can be adjusted to suit a particular battle scenario or the players' preferences, and are intended only to provide a basic system suitable for the majority of actions.

Players who want their brigades to fight on in a more stalwart manner can arrange for them to break only once **more** than half the units are

broken, or certain specific units, or whatever they desire. For example you might agree that the Guards Brigade is only broken once three of its four battalions are destroyed, shaken or driven off the table (rather than the standard 'half' of two).

Players who simply want their brigades to fight it out to the last man can do so if they wish! The rules

described above are those which have been found to suit the style and size of game we typically play, and allow for battles to be fought to a conclusion over the course of a single evening.



Chapter 2

Advanced Rules



THE *BLACK POWDER* rules are an unashamedly broad brush affair that take little account of the nuances of warfare within the two hundred years represented. The game rules covered in the following Advanced Rules section start to colour in some of those missing details and suggest ways in which you can further adapt the game rules for yourself should you wish to do so.

We shall be taking a look at formations specific to certain times and forces, such as Napoleonic style battalion squares, mixed formations, and the larger

brigade squares used by British forces in the Sudan and elsewhere. We'll also go through rules for unusual and specific weapons including hand-cranked machine guns like the Mitrailleuse and Gatling. On top of that we'll discuss some of the very useful rules that we

apply to our troops to give them the distinct qualities and abilities that we attribute to their real-life counterparts.

It is worth bearing in mind that these are rules developed by us to play games in particular eras using our

chosen armies.

They are not exhaustive by any means. Despite this we think you'll find them sufficient to satisfy most requirements. For players who wish to take the plunge, they also serve as examples of how the main body of rules can be adapted and added to by anyone seeking to

represent specific

General Ambrose Burnside of the Union Army during the American Civil War was once described by a contemporary as "so versatile in his stupidity as to defy categorization."

battles, situations and weapon systems in even more detail. In that spirit, further variants covering individual wars and the armies that fought in them can be found in the growing range of *Black Powder* supplements from Warlord Games.



Empire soldiery on yet another punitive road.

“ We had nothing for it but going down upon them sword in hand, before they had time to charge again. I immediately drew my sword and cried “Claymore!” Cluny did the same, and we ran down to the bottom ditch.

Lord George Murray



Another day at work at the Khyber Pass.

Special Formations



THE *BLACK POWDER* rules allow for our regular troops to fight in lines or columns of attack, to approach the battle in column of march, and to break into open order to circumvent woodland, for example. These are your basic formations common throughout the time period covered by the rules. Devotees of the wars of the early eighteenth century will quite rightly point out that the column of attack was only developed later; however, its subsequent employment is so universal we included it in the main rules section.

We found it necessary to develop a few extra rules to cope with formations that appear on – amongst others – Napoleonic battlefields and those of the later nineteenth century: primarily colonial battles.

BATTALION SQUARES

Infantry squares are chiefly associated with Napoleonic warfare, taking the form of tightly packed bodies of men bristling with muskets and bayonets. At the time the square was the preferred formation for facing enemy cavalry. It

was commonly assumed that an infantry battalion formed in square was invulnerable to attack by cavalry.

The rules that follow apply to all regular infantry, including those of earlier years of the eighteenth century, when squares were often used as a last resort during a general retreat. Incidentally, squares were not always square and could be oblong or even irregular ‘clumps’ depending on the drill system employed to form them.

A battalion square is simply a unit arranged in a square formation like this.

Only units of regular infantry can form square and, as with any formation change, an order is required to change to and from square. Units with the ‘form square’ special rule can also try to form a square as a response to charging cavalry, see page 89 below.

To form a square the unit’s leader model and the models to his left and right remain where they are and the rest of the unit is arranged into a square with roughly a quarter of the men on each face. Should this prove impractical for any reason, such as constraining terrain or troops, a square can be formed on any portion of the unit’s frontage.

A square has four ‘fronts’ and four quarters extending from each facing. For moving and shooting purposes, visibility and range are calculated from the model in the centre front rank of each facing. In essence, the square has four ‘leaders’ – one for each side.

Movement can be calculated from any side when moving or changing formation. Shooting is calculated separately from each side as noted below.

Infantry squares can move a maximum of once per turn, do so at half pace, and move automatically when given an order in the same way as march columns. An infantry square can only move towards its own lines – to the rear – i.e., broadly away from the enemy.

Squares cannot charge enemy units in any circumstances, not even if these lie in between them and their own lines.

Squares are not allowed to move at all if there are enemy cavalry within 12". Such units must remain where they are without moving or changing formation.

A battalion square has a shooting value of 1 per facing regardless of the unit’s actual shooting value. It may be necessary to calculate the shooting for each facing separately.

A battalion square in hand-to-hand combat has a combat value of 2 per facing up to a maximum equal to the unit's hand-to-hand combat value. Note that this is the same as described later for troops within buildings. Only those sides of the square engaged by enemy units will fight.

In hand-to-hand fighting a square has a +3 combat result when fighting enemy cavalry. This bonus is negated if the square is also fighting enemy infantry. This means that squares will usually win any engagement against enemy cavalry. Such engagements will be rare in any case because of the inability of cavalry to charge home on a square as described below.

A square that takes a Break Test ignores results that oblige it to retire and the unit will hold its ground without becoming disordered instead. This makes squares exceptionally hard to shift as a Break result is needed to destroy them.

Enemy cavalry are not permitted to charge a square unless it is either disordered or shaken. Even 'determined charge' cavalry whose special rules may well oblige them to charge will not charge home onto a square unless it is

shaken or disordered. Cavalry ordered to do so will automatically halt 3" away and the player can use whatever move remains to ride the cavalry back or around the side of the square, as preferred. Cavalry that charge home onto a disordered or shaken square receive no charge bonus when doing so.

UNITS WITH THE 'FORM SQUARE' SPECIAL RULE

From the Age of Marlborough, if not before, infantry units would typically form square only as a defensive measure during a retreat. They did not do so as a tactical response to enemy cavalry as did infantry of Napoleonic times. From the end of the eighteenth century, troops were trained to respond to cavalry threats by forming a square. Troops trained to form squares in this way have the special rule 'form square'.

Unengaged units that have the form square special rule can and must attempt to form square when charged to their front by enemy cavalry even if disordered. Note that they cannot do so if already engaged, or if charged to their side or rear.

Troops with the form square rule normally have no choice in the matter. An exception is where infantry are occupying a defensible position of some kind, such as a building, where it would obviously be impractical to form square. This isn't generally a consideration because cavalry can't charge against infantry who are inside buildings, but there will be other situations where terrain or buildings constrain a unit's movement and make it impossible to form square. In these cases common sense must prevail.

A unit attempting to form square in response to a cavalry charge risks becoming disordered. Roll two dice and add the scores together. On a roll of a double 6, the unit is disordered. It can still be formed into square but because it is disordered, the enemy can charge home as already described. On a roll of a double 1, the unit is not only disordered but cannot form square and must receive the charge at the halt.

A unit that forms square as a response to a cavalry charge cannot also deliver closing fire. It is forming square as a reaction to the sudden appearance of enemy cavalry and has no time to shoot.



Gallant Arabs seek a weak point in the square.

MIXED FORMATION

A battalion in mixed formation is basically a line or attack column formation with a proportion of its men deployed as a skirmish screen to the unit's front. This kind of formation evolved during the eighteenth century. A proportion of a regular battalion, often a third, was trained to fight ahead of the main line in open order. If threatened by the enemy these skirmishers would run round the flanks of their own unit and reform behind the protection of their line. These mixed formations combined the flexibility and accuracy of skirmishers but with the benefit of solidity from the ranks behind.

The rules that follow apply only to troops that have the special 'mixed formation' rule.

An infantry unit in line or attack column can form into mixed formation. This is a standard formation change, requires an order, and takes one entire move.

Take a third of the models from the unit and rearrange them into the front quarter of the unit's formation. In the case of a line take these models from the ends. In the case of an attack column take them from the rear.

The skirmishers and main body must form a cohesive block with the

skirmishers arranged within 2" of each other or the main body and no more than 6" in front of the main body in any case. Don't worry if the basing of your models doesn't allow an exact division into thirds – as close as possible will do the job perfectly well.

The unit is treated as a single body and the entire formation occupies the area delineated by the line and skirmish troops. It is not 'two' separate formations and casualties are still accrued onto the unit as a whole.

The front, side and rear quarters of a mixed formation are always worked out from the line or attack column and not from the skirmishers.

All shooting is calculated from the skirmishers. The line does not shoot at all. Just as with any other skirmishers, the skirmishers in a mixed unit can see and shoot all round, and shooting is calculated from the position of a single model chosen by the player. A mixed unit always has a shooting value of 1.

Enemy fire directed against the unit from its front quarter treats the mixed formation as a skirmishing target, except for cannons, which are allowed to shoot through skirmish screens at a target beyond. Shots that come from the side or rear treat the target as a line or attack column. This means that enemy shooting at the front of the unit will

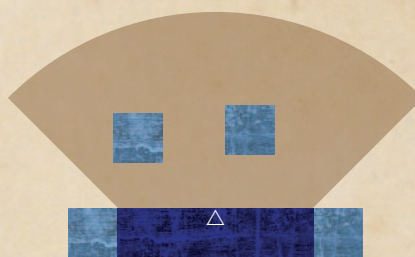
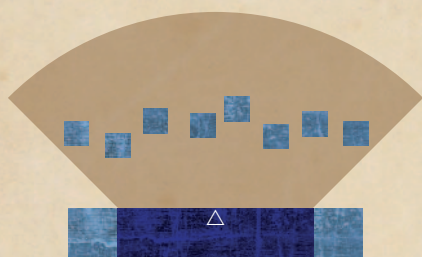
suffer the -1 to hit penalty for shooting at a skirmishing target.

If the unit is charged from any direction by any foe, the skirmishers automatically rejoin the main body. The skirmishers are rearranged into line on the unit's flanks or to the rear of the attack column.

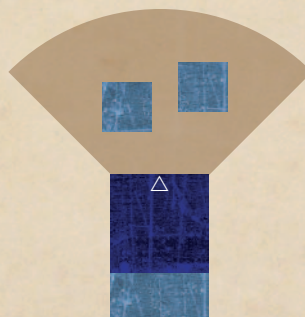
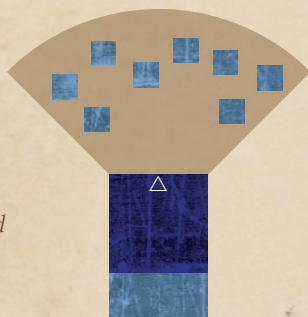
Note that it can happen that the enemy charges the skirmish line, the skirmishers form back as described, and the chargers have insufficient movement to reach the main body itself. In this case the chargers fail to contact.

Bearing in mind the above situation, a player might conceivably order his unit to 'Charge the skirmish screen but avoid the line'. This is a perfectly reasonable order and must be made clear when orders are stated. If the order is simply, 'Charge that enemy unit!' then the chargers will have no option but to close with the reformed main body assuming they are able to reach it. This is worth bearing in mind when charging a skirmish screen, as your intention might be to drive away the skirmishers rather than engage the troops behind.

If a mixed order formation is charged then it has all the charge response options that it would have as a line or attack column. So in the case of a line, skirmishers return to the formation and then the whole unit



Typical mixed unit from line – a third of the unit's models are removed from the sides of the formation and arranged into a skirmish screen. On the left the skirmishers are represented by individual models – the ideal arrangement. On the right two multiple bases are detached – this is a serviceable solution if your models are based into groups rather than individually.



Same again from column – a third of the unit's models are removed from the rear of the formation and arranged into a skirmish screen.



Civilians getting caught up in the action.

could give closing fire as a line. If the unit has the 'form square' special rule then the whole unit must form square if attacked by cavalry. In essence, as soon as a mixed formation is charged, it reverts to a line or attack column from that point on.

A unit in mixed formation can change back into a line or attack column formation by a simple reversal of the process. For example, give an order to 'form line' and move the skirmishers back onto the unit's flanks – this takes one move. However, we allow a unit in mixed formation to reform and charge as a single move – in this case the charge is measured from the centre front of the line or attack column (the unit's leader model) in the usual way and we assume he can see through his own skirmishers. This may seem outrageously generous, but it is a nod towards the flexibility of these formations and in keeping with how such units seem to have operated. This is the only way a unit in mixed formation can charge: mixed formations automatically form back into line or attack column when they charge.

BRIGADE SQUARES

A brigade square is a much larger formation made up of four or more separate regular infantry battalions in line and arranged into a square or rough approximation of one. Artillery of some kind would often be placed at the corners and cavalry or other units might be positioned inside the square itself. Such a large formation is a bit unwieldy

in a wargame, but it was a feature of certain colonial actions of the nineteenth century so we shall make allowances. Only armies that actually fought in this way are permitted to form brigade squares.

Units can be formed into a brigade square simply by moving them into position – it is not a change of formation as such because the various units retain their basic line formation. Although it should be obvious enough that a brigade square has been formed, a player may wish to dispel any doubt by announcing that his troops have formed a brigade square once it is complete.

A brigade square can have other units within its centre – such as cavalry, wagons, civilians, and commanders. These all form part of the same formation.

Units in brigade squares do not present flanks to enemy attack – this should be fairly obvious in principle but our rather neat ranks of models may sometimes suggest otherwise! Even where a unit theoretically presents a flank, enemy units are not permitted to charge or shoot at that flank so long as it is 'covered' by an adjacent facing unit.

All units in brigade square count as having both flanks and rear supported at all times (i.e., a +3 combat bonus would accrue to a single unit engaged in combat).

A brigade square can comprise troops from several different brigades and often will. Such a large square can only be given orders by the commander-in-chief – the general being allowed to give orders to all units in the army. This is the usual rule for generals of course.

Told you it'd come in handy eventually!

Units comprising a brigade square, including any units or commanders within it, can move a maximum of once per turn and move automatically when given an order in the same way as march columns and battalion squares.

Once given an order, the brigade square is free to move as the player wishes. It is not restricted in the way that battalion squares are. If a player wishes individual infantry units to break away from the formation, perhaps to charge enemy for example, then the whole brigade square is automatically dissolved as soon as bounding units are moved out of formation.

Units in the centre of a brigade square – which might include cavalry for example – can move out of the square without breaking its formation. It is only the movement of bounding infantry units that breaks the square.

A unit in a brigade square that takes a Break Test ignores results that oblige it to retire and will hold its ground without becoming disordered instead. This is exactly as per units in a battalion square.

Note that units in a brigade square shoot and fight the same way as units in line formation. Enemy cavalry are allowed to charge units in brigade squares – as these are essentially units in line, and charge bonuses do apply against such units exactly as against any other units in line. Brigade squares do not get the +3 combat bonus for squares fighting against cavalry.



THE AGE OF Black Powder was predominantly the age of muskets and cannons. Weaponry and ammunition improved incrementally over time, but it was not until the development of breech-loading rifles and artillery that weapons began to change in any fundamental way.

This section includes rules for howitzers and mortars, which started to appear in field armies from the mid-eighteenth century; rockets, which were adopted by the British from their Indian opponents; and machine guns, which made their first appearance in the mid-nineteenth century in the American Civil War and Franco-Prussian War.

HOWITZERS

Howitzers differ from regular cannons or guns in that they fire an explosive or incendiary shell at a high trajectory. Compared to field guns, howitzers fire a heavier shell at lower velocity using a lighter charge of powder. Howitzers were developed for siege warfare primarily, and it was only in the mid-eighteenth century that howitzers started to appear in field armies. In the later nineteenth century the role of howitzers and cannons began to merge with the introduction of rifled artillery, but for practical purposes the essential difference is clear.

Although our rules are designed for howitzers they will also cover mortars where required. It is rarely that we find occasion to make use of mortars, as they are really siege weapons. However, they were used in the field; the Duke of Cumberland had six amongst his artillery pieces at Culloden, for example. Mortars are mounted onto simpler carriages than howitzers or cannons. They have a fixed trajectory and range is adjusted by varying the charge.

Howitzers are artillery pieces in the same way as cannons. So, each howitzer model forms a unit together



Russian winter claims more victims.

with its crew, limber or carriage and horses where appropriate. They use the same rules as other artillery pieces except as noted below.

Shooting Overhead

In situations where a howitzer's crew can see a target 'over the heads' of their own side's troops, a howitzer can always fire regardless of the position of other units, so long as the target is not engaged in combat. The artillery to hit modifier for 'cannons' shooting overhead is not taken into account when shooting a howitzer. We allow this because the howitzer is designed to lob shots onto the target over the heads of friends in the way. See Shooting Overhead on page 56.

Ranges

The table below summarises maximum ranges for howitzers and mortars. In the case of mortars these weapons also have a minimum range as shown because they cannot be levelled at a target that is very close.

Ranges are fixed at somewhat less than equivalent cannons and have been generalised into basic categories for convenience. From the later nineteenth century rifled artillery tended to combine the role of gun and howitzer – hence such weapons have been given the title of 'gun-howitzer'.

HOWITZERS MAXIMUM RANGE

Field Howitzers – smoothbore	36"
Siege Howitzers – smoothbore	48"
Field Gun-Howitzers – rifled	60"
Siege Gun-Howitzers – rifled	120"+
Field Mortars	6-24"
Siege Mortars	12-48"

How to win the Victoria Cross

"AS I APPROACHED the river, a man of the mounted infantry was riding in front of me, and I also saw at the same time another man of the mounted infantry struggling in the river and he called out his comrade's name; he was apparently drowning. The Zulus were at this time firing at our people from above us, others were down on the bank of the river stabbing others of our people on both sides of where I was. The man of the mounted infantry, who rode down in front of me, dismounted, left his horse on the Zulu side and sprang into the river to save his comrade. I consider this man to have performed a most gallant and courageous act, in trying to save his comrade at the almost certain risk of his own life. I crossed the river myself, about the same time and I did not think it possible that either of these two men could have escaped alive; Indeed I spoke some days afterwards to Lieutenant Walsh of the Mounted Infantry, of the circumstances which I had witnessed and I spoke of it to him as evidence of my having seen two of his men lost at the Buffalo River."



Number of Attacks

Howitzers fire an explosive shell inflicting the same amount of damage regardless of range. These weapons therefore have the same number of attacks at all ranges as shown on their profile. This is normally 2 for a smoothbore field howitzer as shown in the example below.

HOWITZER ATTACKS

Short Range – up to 6"	2
Medium Range – up to half range	2
Long Range – over half range	2

Morale Save Modifier

Regardless of range, when hit by a howitzer shell, a target's morale saving throw is reduced by two.

MORALE DICE MODIFIERS

Hit by howitzers/mortars.	-2
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Setting Fires

Howitzers and mortars can also be used to set building on fire as described in the rules for buildings. See page 96.



Peninsular War British Royal Artillery 5.5 inch howitzer

MACHINE GUNS

Although we shall not quibble to call them machine guns, the early hand-cranked Gatling guns and French Mitrailleuse were not true automatic weapons in the modern sense. The French weapon predated the Gatling but was a less successful design that relied upon a pre-loaded plate holding a limited amount of ammunition. Early Gatling guns loaded loose ammunition from a hopper or gravity feed. Other notable hand-cranked early machine guns include the Gardner gun and multi-barrelled Nordenfelt.

Our rules are designed to cover the hand-cranked machine guns that began to appear from the 1860s and which were eventually superseded by the Maxim gun: the first true automatic machine gun.

Machine guns are artillery pieces in the same way as cannons. So, each machine gun model forms a unit together with its crew, limber or carriage and horses where appropriate. They use the same rules as other artillery pieces except as noted below.

Shooting Overhead

We do not allow machine guns to shoot 'overhead'. It was notoriously difficult to trace the path of individual bullets making such fire practically impossible to direct and unnerving for anyone in the way!

Ranges

The maximum range for machine guns is as follows:

MACHINE GUN MAXIMUM RANGE

Machine gun	36"
-------------	-----

As always the range has been fixed relative to other weapons and movement. Early machine guns tended to have longer ranges than rifles but shorter than artillery – hence our range of 36".

Number of Attacks

We don't limit the number of shots a machine gun can make each turn. Instead we allow a player to keep on firing until a shot misses. Roll one dice at a time and apply the usual 'shooting to hit' modifiers.

Hit!

If the shot hits then score one hit on the target. You can continue shooting or stop. If you continue shooting roll again. You can keep rolling so long as you keep hitting.

Miss!

If the shot misses then it fails to score a hit and the machine gun cannot shoot further that turn. However, if your very first shot misses then, regardless of the dice score, you can ignore the result and roll a second shot just as if you had hit.

This means machine guns always get at least two shots when they fire.

Jam!

If you roll a 1 'to hit' then something has gone wrong and the weapon has malfunctioned in some way. The weapon cannot shoot again until it has been repaired. Remember that your very first shot can always be re-rolled, so if your first shot is a 1 you can re-roll it – phew!

Repairs

A jammed gun can be repaired by its crew in any following turn instead of shooting. Roll a dice. On the roll of a 5 or 6 the weapon is repaired and can then shoot in its following turn.

Morale Save Modifier

When hit by machine guns, a target's morale saving throw is reduced by one or two depending on range as for other artillery.

More Reliable Machine Guns

Whilst the rules for shooting machine guns can be very entertaining – we sometimes make allowance for the more reliable Gatling, Gardner and Nordenfelt guns that were developed in the 1870s and 80s.

These more reliable guns ignore the first jam result each time they shoot and can continue firing if the player wishes.



"Aim carefully! These Liberals will not stand a chance!"

ROCKETS

This section provides rules for rockets – in particular for the Congreve rockets used by the British army (and navy!) in the early decades of the nineteenth century. Congreve got the idea from India. A kind of precursor to the Congreve rocket was used against the British during the Mysore Wars.

Rockets are artillery pieces in the same way as cannons. So, each rocket frame launcher model forms a unit together with its crew, limber or carriage and horses where appropriate. They use the same rules as other artillery pieces except as noted below.

Shooting overhead

In situations where a rocket's crew can see a target 'over the heads' of their own side's troops, a rocket can always fire regardless of the position of other units, so long as the target is not engaged in combat. The artillery to hit modifier for 'cannons' shooting overhead is not taken into account when shooting a rocket because rockets have their own special shooting rule (see Shooting Overhead, page 56).

Range

Rockets have a long maximum range of 60". Although they can be used like howitzers to shoot over the top of other units, they can also be launched directly at close targets, so they have no minimum range.

ROCKET MAXIMUM RANGE

Rocket	60"
--------	-----

Number of Shots

As rockets have an explosive or incendiary shell, they inflict the same amount of damage regardless of range. This is represented by one shot.

ROCKET ATTACKS

Short, Medium and Long Range	1
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Shooting a Rocket

When it comes to shooting a rocket we use a different method from the usual routine. To shoot a rocket, begin by nominating a specific point on the target unit, for example an individual model.

Roll a dice. If you score a 6 the rocket has scored a 'hit' and the target is disordered as well. Note that a 6 is always required to score a hit – not 4 or more as usual when shooting. Rockets were notoriously inaccurate!

If you miss, roll a further dice and consult the Rocket Mishap table.

The rocket travels the distance indicated and will strike the first unit in its path inflicting one hit. It cannot strike the unit it was aimed at originally, even where its path takes it along that unit's formation.

If no target lies in the path taken by the rocket then both sides may

breathe a sigh of relief... the rocket has exploded harmlessly.

Disorder from Rockets

Any unit hit by a rocket is automatically disordered. In addition, any unit within 3" of a unit that's hit from a rocket is itself disordered on the D6 roll of a 6. This includes units within 3" of the rocket battery itself where it is hit by its own rocket! A missile can potentially disorder several units in this way.

Morale Save Modifier

When hit by a rocket, the target's morale saving throw is reduced by two regardless of range.

MORALE DICE MODIFIERS

Hit by a rocket	-2
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ROCKET MISHAP TABLE

D6 Score	Result										
1	<p>Roll a further dice:</p> <table> <tr> <th>SCORE</th><th>RESULT</th></tr> <tr> <td>1</td><td>The rocket explodes in situ and destroys the rocket team.</td></tr> <tr> <td>2</td><td>The rocket explodes prematurely and inflicts one hit on the rocket team itself.</td></tr> <tr> <td>3</td><td>The rocket goes out of control and strikes the nearest unit in any direction from the firer, friend or foe, scoring one hit on it.</td></tr> <tr> <td>4-6</td><td>The rocket is a dud and either fails to fire or fails to explode.</td></tr> </table>	SCORE	RESULT	1	The rocket explodes in situ and destroys the rocket team.	2	The rocket explodes prematurely and inflicts one hit on the rocket team itself.	3	The rocket goes out of control and strikes the nearest unit in any direction from the firer, friend or foe, scoring one hit on it.	4-6	The rocket is a dud and either fails to fire or fails to explode.
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4-6	The rocket is a dud and either fails to fire or fails to explode.										
2-3	The rocket is a dud and fails to fire or doesn't explode.										
4-6	<p>The rocket veers out of control and lands some distance from its aiming point. Determine a random direction from the aiming point – this can be done in any convenient fashion. We find the easiest way is to employ a 'scatter' dice: an ordinary six sided dice with directional arrows marked on each side. Roll the scatter dice close to the aiming point and the arrow will indicate the direction of scatter from the aiming point.</p> <p>Roll a further dice:</p> <table> <tr> <th>SCORE</th><th>RESULT</th></tr> <tr> <td>1-2</td><td>The rocket travels up to 6" from the aiming point and strikes the first unit in the direction indicated, friend or foe.</td></tr> <tr> <td>3-4</td><td>The rocket travels up to 12" from the aiming point and strikes the first unit in the direction indicated, friend or foe.</td></tr> <tr> <td>5-6</td><td>The rocket strikes the first unit in the direction indicated from the aiming point, friend or foe, regardless of range.</td></tr> </table>	SCORE	RESULT	1-2	The rocket travels up to 6" from the aiming point and strikes the first unit in the direction indicated, friend or foe.	3-4	The rocket travels up to 12" from the aiming point and strikes the first unit in the direction indicated, friend or foe.	5-6	The rocket strikes the first unit in the direction indicated from the aiming point, friend or foe, regardless of range.		
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Buildings



FORMULATING RULES FOR fighting from buildings is no easy matter and must inevitably rely upon gamers to interpret matters which best suit their own model buildings and tabletop set-ups. Our own approach is to consider buildings as 'blocks' that are roughly squarish.

BUILDING BLOCKS

A typical block might be a single largish house or a group of small buildings, perhaps delineated by walls, gardens and whatnot. Often a single block of this kind will stand in for an entire village, at other times a farm house and its associated barns and workshops. Just as our regiments are scaled down and represent hundreds of men, so our building models represent a cluster of buildings rather than just an individual house.

The physical dimensions of a building block on the wargames table are not strictly set down, but where possible each facing of the block should be roughly equivalent to the facing of a battalion of troops in line. This isn't critical, but the rules assume that a building block is of a size that can be occupied by a single battalion of troops, and that a single edge of the building block can be engaged in combat by a single unit of troops.

If you want to represent larger contiguous built-up areas then just arrange multiple building blocks next to each other. Each block can be occupied by a single battalion of troops and is fought over separately.

Individual blocks can also be linked by defensible walls to make a larger fortified area. The game that springs to mind here is our Rorke's Drift battle, where the individual station buildings become building blocks linked together by walls and improvised defences. This approach works better where the scale of the game is smaller than our usual 'one unit equals a battalion' style of battle: as is the case with Rorke's Drift, defended by a mere 150 men.

MOVING INTO/ OUT OF BUILDINGS

Only infantry can enter buildings during the game, although artillery can be set up in buildings that lie within a player's deployment area at the start of the game. A unit can only enter a building block that is not already occupied by enemy, and where there is room for it as noted below.

To enter a building, a unit must move into touch with the building block and then expend 6" to move inside. If the unit does not have 6" move remaining it cannot enter and won't attempt to do so.

Assuming the unit has 6" move left, it enters the building and is arranged within the designated area and occupies it.

It doesn't matter how far individual models move inside a building – once a unit occupies a building block, models can be rearranged within it as required and are assumed to defend the entire area. It is helpful if model buildings are made in such a way to facilitate this, otherwise it may be necessary to remove some or all of a unit from the table and to indicate its presence with just a few token models.

Once a unit enters a building its move ends automatically, it cannot enter and then leave it in the same turn.

To leave a building, begin by declaring the unit is leaving the building, then measure a normal move from any model and place the unit's leader on that spot. The rest of the unit is arranged into a suitable formation around its leader. This takes one move.

Artillery units can be deployed in building blocks at the start of the game but cannot move into a building during play. Artillery cannot leave a building or change their position within it once deployed. Aside from fortifications designed to accommodate them, when cannons are deployed in building blocks we assume they are actually placed in the spaces between houses, along lanes, behind low walls, in gardens and in

similar positions, rather than actually inside buildings, regardless of what your building block looks like. Remember, a building block actually represents a fair-sized built up area together with defensible open spaces.

Where two or more building blocks are arranged contiguously to make a larger urban area, an infantry unit can move from one block to another on the same basis as a unit moving into a building from less than 6" away.

TROOPS OCCUPYING A BUILDING

A single infantry unit of small, medium, or large size can occupy a building block. In addition we also allow a building to shelter a single tiny unit plus a single cannon – thus permitting scouts, civilians and a supporting weapon to take up defensive positions without hogging the entire area represented by a single block. Commanders can be placed within buildings already occupied by friendly troops, but not otherwise.

House clearance

"WE FOUGHT WITH bayonets and muskets as clubs in the streets of the village. We seemed to be overcome with personal hatred; man fought against man. It seemed as if every individual had met his deadliest enemy and rejoiced at the long-anticipated opportunity to give vent to this. Pardon was neither given nor asked for. The French plunged their bayonets into the chests of those who had already been wounded, the Prussians swore loudly at the enemy, and killed anyone who came into their hands."

House-to-house fighting has a unique viciousness...



Infantry units occupying buildings are treated in a similar way to units in square formation. Although such units have no formation as such, it is best to think of a unit as having four facings represented by the periphery of the building block. In the same way as for squares, visibility and range are

calculated from the centre of each facing. Cannons can be placed anywhere around the periphery and fire is calculated from the position of the cannon model in the usual way. Tiny units can also be placed around the edge as required, and fire can be calculated from wherever models are placed.



Rebel raiders about to paint the town red.

SHOOTING FROM A BUILDING

A unit in a building has a shooting value of 2 per facing up to a total maximum equal to the unit's shooting value. It is up to the player to divide this as they wish in cases where enemy are approaching from different directions. As with squares it is usually necessary to calculate the shooting for each facing separately. Tiny units and cannons shoot with their normal value.

When shooting at a building there are no penalties for shooting at skirmishers or deployed artillery where these are present. All hits on the building's occupants will strike an infantry battalion inside, up until the point when a battalion becomes shaken, after which hits are randomised on all the building's occupants. This means, for example, that where a building includes an infantry battalion and an artillery piece, hits will only potentially fall on the artillery piece once the infantry are shaken.

Targets within buildings have a +2 morale modifier applied to their 'saving throws' as already noted in the rules for shooting. This, of course, makes it very difficult to inflict damage on units inside buildings, as we might reasonably expect.

When assaulting a building, think of each edge of the building block as the front of a unit of troops or the face of an infantry square. Move the charger into touch with the building as you would were it attacking a unit of troops.



FIGHTING FROM A BUILDING

Only infantry can assault a building. An infantry unit that wishes to assault a building must be able to reach the perimeter with 6" move remaining to make an effective charge. In other words the attackers must have sufficient move remaining to enter the building, otherwise they halt in front without making contact.

Each side of the building block can be engaged on the same basis as a standard sized unit of troops. That means, in most situations, only a single battalion of infantry can charge and assault any side. Other units can offer

support in the usual way, including cavalry and artillery pieces that are otherwise unable to move into the building itself.

A unit in a building has a hand-to-hand combat value of 2 per facing up to a maximum total equal to the unit's combat value. Only those sides of the building engaged by enemy units will fight. Tiny units and cannons fight with their normal values. Cannons can only fight from the facing where they are placed, and tiny units can fight from any facing where a model has been positioned.

A unit fighting from a building has a +2 morale bonus as already noted in the rules for shooting and fighting.



A stiff upper lip in a tight spot helps a lot.

COMBAT RESULTS AND BUILDINGS

Units fighting from buildings receive a combat result bonus. This can vary depending on how defensible the building block is judged to be, and players should agree before the game what bonuses will apply. The default value that we use is +3, which makes buildings very difficult to take by assault alone, but players who find this too effective are welcome to reduce the value to +1 or +2. For example, a few light shacks arranged around a stockyard is likely to be less defensible than a stone or brick-built manor house with its high walls.

The default value we apply for units fighting from buildings is +3 where a building is occupied by a large or standard sized unit and regardless of whatever other units are within it.

- If a building is occupied by a small unit we reduce this value by one to +2.
- If a building is occupied by a tiny unit we reduce the value by two to +1.
- If a building is occupied by artillery alone no bonus is applied.

Note that units in buildings cannot receive support from other units, but are effectively self-supported by their combat results bonus in the same way as squares.

BREAK TESTS FOR UNITS IN BUILDINGS

A unit in a building that takes a Break Test ignores results that oblige it to retire and will hold its ground without becoming disordered instead. This is the same as for squares and means that units occupying buildings must be broken before they can be shifted.

TALL BUILDINGS

If buildings are sufficiently tall it is permitted for troops or artillery positioned in elevated positions to shoot over the heads of enemies beneath

them. This enables a unit to shoot over enemy that would otherwise block or partly obscure its view of a target. In such cases enemy units that are shot over do not obscure the shooter's view and therefore the penalty for a target that is 'not clear' does not apply.

Note that shooters still have to target the closest enemy when shooting overhead. The advantage of shooting overhead is that enemy units that can normally be ignored as targets impose no penalty for obscuring the shot, including – for example – a skirmishing unit that would otherwise block a unit's line of sight entirely.

Tall buildings are likely to be fortifications or prepared positions of some kind. Positions from which troops can shoot over the heads of enemy at a target beyond should be agreed and indicated by the players before the game.

SETTING BUILDINGS ON FIRE

Howitzers, mortars and rockets can target unoccupied buildings with the intention of setting them on fire. Occupied buildings can also catch fire if troops within are shot at by these weapons. Stray rockets can also set fire to buildings if they land upon them accidentally.

Empty buildings can be set aflame by otherwise unoccupied units that are touching a building at the end of their movement. Units that choose to set fires cannot do anything further that turn including shooting. It is not permitted to set fire to occupied buildings in this manner – those inside being likely to take action to prevent it!

If a building or troops within a building are hit by howitzer, mortar or by rocket fire during a turn then roll a single dice once all shooting is complete. If the building has been hit more than once by such fire, add +1 to the score.

If units are attempting to set fires then they do so instead of shooting – so, when the unit would otherwise shoot, roll the number of dice equal to the unit's shooting value. For example, a unit with a shooting value of 3 rolls three dice.

On any score of a 6 or more, the building has caught fire. Roll a single dice to determine the 'ferocity' of the fire. Place the dice in or near the building to indicate how fiercely it is burning. Arrange painted cotton wool flames and smoke effects to further enhance the scene of destruction!

Once a building is burning, don't roll for the effect of further incendiary hits or arson attempts unless the fire goes out in the meantime.

If a building burns for three consecutive turns, it is considered uninhabitable and is deemed destroyed. Any troops within it at that time are removed from the table – they have either fled or been consumed by the flames.

If a burning building is occupied by troops, they may attempt to douse the fires. They do this automatically if they end their movement in the building. It doesn't matter if the unit is also shooting or fighting combat – some troops can always be found for fire-fighting duties. Only one attempt is made per turn regardless of the number of units in the building. Roll a dice.

- If the score beats the ferocity of the fire, the blaze is extinguished – e.g. if the fire is burning with a ferocity of 3 a roll of 4, 5 or 6 will extinguish it.
- If the score is less than the ferocity of the fire it has no effect and the fire continues to burn at the same value – e.g. if the fire is burning with a ferocity of 4 a roll of 1, 2 or 3 will have no effect.
- If the score equals the ferocity of the fire, deduct one from its value – e.g. if the fire is burning with a ferocity of 6 a roll of 6 will reduce this to 5.





BLACK POWDER PROVIDES us with a general framework of rules that cover 200 years of warfare. Needless to say, whether refighting a historical battle or putting together an army based upon a particular historical force, we will wish to properly represent the unique characteristics of the troops under our command.

This is already covered in broad terms by the different fighting qualities represented by each unit's hand-to-hand combat, shooting, morale and stamina values, but this still leaves plenty left unsaid! What of the wild Cossacks who roam behind enemy lines without the benefit of direct command? What of Napoleon's Old Guard who stand shoulder-to-shoulder in the face of withering fire?

The rules described in this section allow us to better represent the qualities of our fighting men either in general terms or in the specific circumstance of a particular battle. Our objective is to encourage troops to behave more as we believe their actual counterparts would have behaved on a real battlefield. We see no need to be entirely consistent in how we achieve our aim and will happily ascribe

different rules to similar troops – or even the same ones – depending upon the nature of the game being played.

We have found the following selection of rules both useful and practicable. In presenting them here our intention is to provide well-trying examples for players to make use of, improve upon or add to as they please. Some of the following rules may be routinely applied without danger of blunting our game: others will prove more effective when brought out occasionally to represent more unusual situations. Looked at as a whole there do appear to be lots of quite complex rules here; but please remember, the idea is not to use all of them in the same game!

BLOODTHIRSTY

Re-roll first round of combat.

The unit can re-roll all failed hand-to-hand combat attacks in its first round of hand-to-hand combat in the game. Note that this only applies once during the whole game and only for the first round of hand-to-hand combat.

This rule allows us to represent troops who are keen to get to grips but are not necessarily very professional – it's a good one for native or mutinous troops where success is largely down to their first exposure to close combat.

BRAVE

Shaken units rally without an order.

If the unit is shaken (i.e., it has sustained its full quota of casualties) it can attempt to rally at the end of the Command part of its side's turn if it is more than 12" from any enemy. Roll a dice. On the score of 4 or more the unit recovers one casualty in the same way as if the unit had received a 'rally' order.

This is a rule best reserved for fighting smaller actions which emphasise the heroic qualities of individual regiments. We tend to trot this one out for British colonial infantry who find themselves surrounded by hordes of spear-wielding Zulus or Sudanese. The value of 4+ could be varied in theory to provide degrees of bravery, though we have never felt the need ourselves.

CRACK

Re-Roll one failed morale save if you have no casualties already.

This unit can re-roll a single failed morale save each time the unit suffers casualties so long as it has suffered no casualties already. Simply roll the save again. As soon as the unit has suffered a casualty then all future re-rolls are lost.

This is a useful bonus – think of it as an extra ‘half pip’ of stamina if you will. We tend to employ this rule in larger colonial games where trained regulars are faced with semi-trained locals – for example, the American Rebellion and Indian Mutiny. It can also be a good way of reflecting elite status in larger actions – though it is not entirely predictable.

DETERMINED CHARGE

Must charge.

The unit must charge enemy within charge range where able to do so – the unit will charge regardless of any orders it receives and must do so if it can regardless of circumstance or the wishes of the player.

This rule allows us to represent impetuous and barely controlled troops of one kind or another – usually irregular and native types.

ELITE

Overcome Disorder dice roll.

Elite units can be graded 2+, 3+, 4+, 5+ or 6+ with 2+ being the best and 6+ the least ‘elite’. However, for practical purposes, elites are generally rated at 4+. At the start of the Command phase, before any units are moved or orders given, the player rolls a dice for each Elite unit that is currently disordered and which is not already engaged in hand-to-hand fighting. If the dice scores equal to or more than the unit’s elite rating the unit overcomes its disorder. The disorder marker is removed and the unit can use its initiative to move or be given orders as usual that turn.

It was always thus

“YES, BY GAD, sir,” growls one old war dog to another, “these present men are not worth their salt, sir. They should have been with us, sir, fifty years ago, then they would have known what privations and hand-to-hand fighting meant. Nowadays they are fitted out with flat trajectory magazine rifles, Maxim guns, pom-poms, and the Lord only knows what else, while we had to fight with old muzzle-loading rifles, sneiders or Martini-Henry’s that were always jamming, etc., etc., etc.” Grouse, grumble, grouse: and so they go on ad infinitum.

In conjunction with ‘reliable’ this is our usual way of representing elite or experienced infantry units in large battles. The rule doesn’t sit quite so well with cavalry units. Although it is possible to differentiate between grades of elites as described, we have found it far best to stick to a value of 4+ as this is easier to remember in the heat of battle.

FANATICS

Ferocious charge + Terrifying charge.

The Fanatics rule combines two other rules – Ferocious Charge and Terrifying Charge. These troops get to re-roll failed attacks when they charge and their enemy must take a Break Test to endure their charge. Refer to those rules for details.

We found it useful to put these two rules together to represent hard-charging death-defying types like Fuzzy-Wuzzies, especially in situations where their foes are likely to take flight as happened at the first Battle of El Teb. ‘Fanatics’ is just a useful abbreviation for this rules combination.

FEROCIOUS CHARGE

Re-Roll combat following charge.

The unit can re-roll all failed hand-to-hand combat attacks in the first round of each and every combat when it charges or counter-charges. Note that this bonus only applies when the unit charges or counter-charges and not when it is charged.

This rule simply makes charging units even more dangerous – especially so because they also receive the usual dice bonus for charging. Obvious candidates include Scots Highlanders.



*British Officer's shako
2nd Coldstream Foot
Guards 1812-15
(Perry Collection)*

FIRST FIRE

+1 Dice on First Shot.

The first time the unit shoots in the game, it gets +1 shot (i.e., four dice rather than three if it normally has a value of 3).

This rule represents the particular effectiveness of a unit's first shot and is best employed for larger eighteenth century battles where fire-control was paramount. Because powder was of poorer quality in the early years of Black Powder warfare, greater emphasis was placed on fire discipline – it being all too easy to waste a significant portion of a unit's firepower by shooting too early. The rule simply encourages players to 'hold fire'. A similar result can be achieved by allowing a re-roll for the first shot, by adding +1 to the dice roll for the unit's first shot, or deducting -1 from the enemy morale save against the first shot – all of these can be aired on occasion.

FORM SQUARE

Form square when charged by cavalry.

Unengaged units that have the form square special rule can and must attempt to form square when charged to their front by enemy cavalry. This

doesn't apply to units already engaged by the enemy to their side or rear of course! Troops with the form square rule have no choice in the matter. An exception is where infantry are occupying a defensible position of some kind, such as a building, where it would obviously be impractical to form square. This isn't generally a consideration because cavalry can't charge against infantry who are inside buildings, but there will be other situations where terrain or buildings constrain a unit's movement and make it impossible to form square. In these cases common sense must prevail.

A unit that attempts to form square as a response to a cavalry charge cannot also deliver closing fire – it is forming square as a reaction to the sudden appearance of enemy cavalry and has no time to shoot.

FRESHLY RAISED

The unit's capabilities are uncertain: it is freshly raised, its loyalty may be in doubt, training may be poor, etc. Its effectiveness is open to question. We establish how the unit performs either the first time it shoots at an enemy, or the first time it fights hand-to-hand combat. Up until this point the unit behaves as any other unit – it is not until

the unit is tested in the heat of combat that its true mettle is revealed!

The first time the unit shoots at an enemy or at the start of its first round of hand-to-hand combat roll a dice:

Score	Result
1	TERROR! The unit is overcome with terror – for this turn only all shots and hand-to-hand attacks need 6s to hit. In addition the unit is immediately disordered if it is not already so.
2-3	PANIC! The unit is thrown into panic – for this turn only all shots and hand-to-hand attacks need 6s to hit.
4-5	STERLING JOB! The troops do their duty – no effect.
6	HUZZAH! The unit performs unexpectedly heroically – it gets an extra bonus shot or attack this turn only.

This rule is a more practical way of representing armies that have large numbers of newly raised troops compared to the rather more extreme 'untested' rule. We used this one for newly raised English troops under Cumberland in our '45 games!



Jolly cross tribesmen charge their oppressors.

HEAVY CAVALRY

+D3 Combat Result on a Charge.

When heavy cavalry charge or counter-charge into combat their side receives a bonus on combat results equal to half the roll of a dice rounding up (i.e., between +1 and +3). If more than one heavy cavalry unit is involved on either side just make the roll once for each side. This bonus only applies in the turn the cavalry charge or counter-charge. It will also apply if the cavalry make a sweeping advance and charge their enemy as they do so.

The designation 'heavy cavalry' isn't necessarily reserved for heavily armoured cavalry, but is commonly given to principle line cavalry units as distinct from dragoons and hussars. The bonus represents the 'hard-hitting' effect of massed cavalry units in general. The rule is usually applied to such cavalry in good fettle – it can be reduce to a straight +1 bonus or ignored altogether for cavalry that are felt to be below par.

LANCERS

-1/-2 morale save on the charge.

When lance armed cavalry charge or counter-charge, any hits they score upon their enemy are inflicted with a -1 morale save if they are cavalry, and -2 morale save if they are infantry or artillery. This only applies during the turn when the lancers charge or counter-charge. It will also apply if lancers make a sweeping advance and press their attack by charging an enemy as they do so. Bear in mind that morale saves never get worse than 6+ if they are at least 6+ to start with – so charging lancers cannot erode an enemy's morale save altogether.

Lance armed cavalry have the advantage of reach over other cavalry and infantry who might otherwise skulk along the ground to avoid their attentions. The British adopted the lance in the Sudan to enable them to reach natives grovelling on the floor with evil intent and otherwise beyond the reach of a hefty sword-swipe. This rule is generally applied to all lance armed cavalry.



Ontoria Hussars trample the ground heading to the battle.

MARAUDERS

Ignore distance modifiers for command.

When giving orders to a unit of marauders, or to a brigade made up entirely of marauders, the normal distance penalty is ignored. This means that a commander can give an order to marauders who are 48" away as easily as if they were only 6" away.

Although this rule could be applied to roving bands of infantry, irregular brigands, scouts, and the like, we normally employ it to represent semi-independent units of light cavalry such as Hussars and Cossacks. For this reason we often call this rule the 'light cavalry' rule and those of a nervous disposition who find the term 'marauder' somewhat unsettling may wish to follow suit. This rule is commonly applied to armies that include such troops.

MOUNTED INFANTRY

Mounts or dismounts as part of a move when given an order to do so.

To field a unit that would typically fight both mounted and dismounted you will need both mounted models and their foot equivalents. When mounted the unit is considered to be cavalry and when on foot it is infantry. Swap out the models as required.

The unit can mount or dismount as part of a move when specifically ordered to do so. It can make the switch either before or after moving. You can combine a mount order with a charge order, i.e. mount up and charge! But a charge move cannot be combined with the mount move, so in this case you would need two moves to successfully mount and make a charge.

A dismounted unit can also mount up as part of an evade move, if obliged to retire following a Break Test, making a move following hand-to-hand fighting so long as it is not moving back into contact with the enemy or making a sweeping advance, if retiring broken as part of a broken formation, and in any situation where the unit is making an obligatory move resulting from a blunder or a special rule.

Mounted infantry units generally have different values for hand-to-hand and shooting when fighting mounted as opposed to when fighting on foot. Other values and special rules can also vary.

This rule allows for situations where troops are capable of fighting either mounted or on foot, for example cavalry of the American Civil War commonly fought in this fashion. Of course, in reality all horsemen are capable of dismounting when necessary, but we don't always feel a need for them to do so during a Napoleonic battle, for instance.



Crimean War British Line Infantry.

POOR SHOOTERS

Re-roll one hit.

The unit must re-roll a single hit each time it shoots.

This is a way of reducing the effectiveness of shooters by obliging them to re-roll a single hit each time they shoot. It is an alternative to simply reducing the number of shots the unit has, or applying an arbitrary -1 to hit modifier to such units, both of which methods can also be used to similar effect. Poor shooters may be poor shots, such as Zulus making use of captured weapons, they may be using antiquated weapons compared to their foes, or they might have only a small number of firearms mixed amongst the ranks.

RELIABLE

+1 Command.

When giving an order to a reliable unit, or to a group of reliable units, add +1 to the commander's Staff Rating. The bonus only applies if all units in a group are reliable. This means that it will be easier to give such units orders and they will often move further than other units.

The rules for reliable troops allow us to differentiate between ordinary and veteran or elite formations. The rule is commonly applied to elite units within an army, for example Napoleon's Old Guard.

SHARP SHOOTERS

Re-roll one missed shot.

The unit can re-roll a single missed shot each time it shoots.

This rule makes shooters more predictable and is a very good way of representing troops who are remarkably well schooled in fire drill or more than averagely effective, including those armed with recognisably superior weaponry.

STEADY

Passes first Break Test.

The unit automatically passes the first Break Test it is called upon to take by scoring the maximum possible value. Note that this might still result in the unit retiring or even breaking in some situations – if it is defeated cavalry or artillery in close combat for example.

This is a rule we commonly apply to professional trained troops, especially when fighting actions against amateur, militia or rebels. It's also a useful rule to mark out guard or elite units in larger battles and we like to use it for Russian Napoleonic troops to reflect their staunch solidity.

STUBBORN

Re-roll one failed morale save.

The unit can re-roll a single failed morale save each time the unit suffers casualties. That means the unit can re-roll a failed save each time they are shot at in the enemy's turn and once during each round of hand-to-hand fighting.

This is a significant bonus. In practice 'stubborn' can often be more beneficial than an extra 'pip' of stamina. It can be used to mark out the very best troops in large battles. However, it is most appropriately applied in desperate situations where you really want individual units to try to fight to the last man. The British defence of Rorke's Drift and the American defence of the Alamo provide suitable occasions to wheel this one out.

SUPERBLY DRILLED

Free move.

If the unit is given an order and fails then it can still make one move. Note that this applies anyway to march columns and limbered artillery – the rule merely extends the ‘free move’ to other formations.

This rule is useful where a long march or extraordinary lengthy manoeuvre forms a key part of the game and you want to introduce an element of predictability into the moves. It should be reserved for professional, drilled and disciplined troops and ideally for situations where their opponents are anything but.

The skirl of the pipes

THE SOUND OF the bagpipes (which is well known and never failing incitement to deeds of valour, when its shrill notes fall upon the ear of a true Scot in the day of battle) had such effect upon the spirits of the men, that loud cheering followed and all were ready to plunge into the greatest danger without a consideration respecting their own fate; these gusts of enthusiasm must have struck, even the enemy themselves with astonishment and opened before them a ground work of study upon real British courage.

Sergeant William Clark, Scots Greys



TERRIFYING CHARGE

Charged enemy must take a Break Test.

Charged enemy units must take a Break Test as soon as the chargers contact and before working out closing fire. Finish making any moves resulting from the order, assuming an order has been given, before taking the test (i.e. if the order was for two units to charge then move both before taking tests). If tests are failed then treat the situation as if the enemy had won a combat round. Work out all resulting moves (e.g. retreat, rout and pursuit moves) before continuing the player's Command.

This rule is often combined with ‘ferocious charge’ to create ‘fanatics’ and very nasty they are too! It's best to use this rule where historical precedent suggests it rather than

universally for hard-charging troops as such troops will often benefit from combat bonuses such as ‘heavy cavalry’, or ‘bloodthirsty’ instead.

TOUGH FIGHTERS

Re-Roll one Combat Hit.

The unit can re-roll a single failed hand-to-hand combat attack in each turn of hand-to-hand fighting.

This rule makes hand-to-hand fighters more predictable and is a good way of representing units that are undeniably better than their combat value but not quite worthy of an extra pip of attack. We consider it a nice rule for veterans and ‘hard’ fighters without making them disproportionately effective.

UNRELIABLE

No move on equal command roll.

Unreliable units don't move on a Command roll equal to the Commander's Staff Rating. Otherwise they move exactly as other units. If unreliable units are included in a group order with other units this means it is possible for other units to move whilst the unreliable elements remain staunchly immobile.

We often call this the ‘militia’ rule because it is commonly applied to militia units.

The rules for unreliable troops allow us to differentiate between ordinary troops and unenthusiastic or poorly led militia. The rule is commonly applied to militia such as Prussian Landwehr.



“Let's see what a Martine and bayonet will do.”

Cavalry versus ships

IT IS NOT often that cavalry get to go toe to toe with ships at sea, but such an action did take place at Den Helder in January 1795 during the French Revolutionary Wars. A Dutch fleet had anchored in the port of Den Helder during a particularly cold night, during which the bay froze over, trapping the ships in the ice. The French officer, Lt. Col. Lahure, led a squadron of the 8th Hussars across the ice, with an infantryman riding pillion on each horse. He and his men succeeded in capturing all 14 Dutch ships and 850 guns – the only time a fleet has ever been taken at sea by cavalry!

UNTESTED

Randomise stamina.

The unit starts the game with no fixed Stamina value. The first time a standard-sized infantry or cavalry unit takes a casualty roll a dice – this determines the unit's Stamina value for the game:

Score	Result
1	Stamina 1
2-3	Stamina 2
4-5	Stamina 3
6	Stamina 4

Large units add one to the dice score and Small units deduct one. For troops likely to be poor and only average at best, re-roll 6s.

This rule is useful for representing untried troops who might be equally expected to run off at the first shot or stand toe-to-toe and die to a man. A game can't absorb too many units like this without becoming hostage to the roll of a dice – we often reserve this rule for a single unit.

VALIANT

One free Break Test re-roll.

The unit can re-roll any one failed Break Test, but only once during the whole game.

This is a minor but potentially critical bonus – it's a good way of giving an otherwise perfectly ordinary unit a chance to shine on the day. We'd save this for an historical battle as a nod to a unit that kept a clear head and did

the right thing at the right time, the 'Thin Red Line' of the 93rd (Argyll and Sutherland Highlanders) at Balaclava, for example.

WAVERING

Break test when you take a casualty.

The unit must take a Break Test whenever it takes a casualty. If the unit takes one or more casualties from shooting it must take a Break Test. If it takes one or more casualties in combat then it must take a Break Test regardless of whether it wins the combat or otherwise.

We used this one for Egyptian Gendarmerie in the Sudan – barely trained, disaffected, and liable to run off at the sight of the enemy! With luck and a following wind, such units might just about pull through, but don't count on it!



Colorful Spanish infantry from the Carlist Wars.

SUMMARY OF USEFUL RULES	
Bloodthirsty	Re-roll misses on first round of combat only.
Brave	Shaken units rally on 4+ if more than 12" from enemy.
Crack	Re-roll one failed morale save if you have no casualties already.
Determined Charge	Must charge where able to do so.
Elite	Overcome disorder at start of Command on roll of 4+.
Fanatics	Ferocious Charge + Terrifying Charge.
Ferocious Charge	Re-roll misses on combat following charge.
First Fire	+1 dice on first shot of battle.
Form Square	Can and must form square when charged by cavalry.
Freshly Raised	Random effectiveness on first turn of shooting or hand-to-hand combat.
Heavy Cavalry	+D3 combat result on a charge.
Lancers	-1 morale against cavalry and -2 against infantry on charge.
Marauders	Ignore distance modifiers for command.
Mounted Infantry	Mount or dismount as part of a move as ordered.
Poor Shooters	Re-roll one hit.
Reliable	+1 command.
Sharp Shooters	Re-roll one missed shot.
Steady	Passes first Break Test of the battle.
Stubborn	Re-roll one failed morale save.
Superbly Drilled	Free move if command failed.
Terrifying Charge	Charged enemy must take a Break Test.
Tough Fighters	Re-roll one missed combat attack.
Unreliable	No move on equal command roll.
Untested	Randomise stamina 1=1, 2-3=2, 4-5=3, 6=4.
Valiant	One free Break Test re-roll.
Wavering	Take a Break Test when you take a casualty.

BLACK POWDER SUPPLEMENTS

YOU WILL FIND plenty of additional examples and copious ideas for further useful rules in the *Black Powder* supplements that cover specific wars and campaigns in exhaustive detail. The nature of the *Black Powder* game lends itself very well to further development, and our supplements have been put together by knowledgeable hobbyists possessed of a passion to share their enthusiasm with their fellow gamers. The authors bring their precise

historical knowledge to bear, creating not just appropriate game values for a whole range of troops, but detailed useful rules to reflect their chosen subject in far greater historical detail than the core rules allow. Of course, it is not our way to dictate how players should adapt or expand the game, but only to inspire by example, and you will find our supplements presented in that same spirit.

*French Cuirass 1834
(Perry Collection)*





WE HAVE ALREADY considered simple but effective ways to endow our fighting men with the qualities and abilities of their forebears. Now it is the turn of brigadiers and generals, marshals and other such exalted ranks to receive distinctive characteristics of their own.

The core rules for commanders allow for a distinction in terms of their Staff Rating, but for most purposes we recommend players stick to a rating of 8. Commanders with a value of 9 will run rings around their opponents, and that might be just what you want for a dashing commander of cavalry, or

perhaps a small detachment of highly-motivated and experienced troops. Those with a value of 7 will hardly get a look in, and again that might be what we are attempting to represent in the case of a poorly-led or badly trained brigade. In asymmetric games, typically those of the colonial era, this does allow us to make a ready distinction between small, highly-effective forces and masses of ill-coordinated natives. Where games involve more conventional forces, battles of the Napoleonic period for example, it is often more effective to retain a Staff

Rating of 8 throughout and add a simple rule to reflect a particular competence – or incompetence – of a commander.

As with the useful rules applied to troops, these are entirely voluntary rules that we have applied at various times to represent either historical commanders or individuals created to take part in our own games and campaigns. We often don't feel the need to make such distinctions at all, more often preferring to let the dice speak on behalf of our commanders, but it is useful to have such things in our arsenal when required.

RANDOMLY GENERATING COMMANDERS

WE SOMETIMES ATTRIBUTE qualities to commanders entirely randomly prior to a battle; however, in our experience it is not wise to field more than one commander per side so gifted, unless our players are especially attentive types with a keen appetite for additional rules. Players are welcome to devise their own methods, but this is how we did it.

Roll a dice for each commander on your side. The highest score receives a random ability from the chart on the right.

Score	Result
1	Aggressive
2	Decisive
3	Diffident
4	Headstrong
5	Hesitant
6	Timid

If two or more achieve the same score roll between them to decide which is affected. Roll a further D6.

If you have the means to do so, it is entertaining if these qualities can be kept secret from the opposing player until such time as they come into play, but we leave such matters for players to arrange for themselves.



Aggressive

The commander adds one to his Staff Rating when giving an order to charge an enemy within range.

This is a fairly straight-forward rule that reflects those commanders with a thirst for action! The bonus applies so long as at least one unit of those ordered can reach the enemy, and it applies to all the units so ordered.

Decisive

The commander can always re-roll a failed Command roll if the player wishes, but if the re-rolled result is another failure this automatically counts as a blunder.

This chap knows his own mind at least – but is perhaps over confident of his ability! A decisive commander can deliver the battle winning move, but there is always a chance that orders will be bungled with unpredictable results. If the General chooses to accompany this commander the General's re-roll will take precedence – avoiding the enhanced blunder – but only a single re-roll is allowed.

Diffident

If the General is further than 12" from this commander he suffers a -1 penalty to his command value. However, by way of recompense, a blunder is always ignored and is treated as a regular failed order.

Plainly promoted beyond his competence, this commander dislikes taking responsibility and so hides behind a blind obedience to orders. He hates making decisions for himself, but he will always perform as required if kept under the General's watchful eye. His lack of initiative makes it impossible for him to blunder outrageously. He is more likely to stand around dithering.

Headstrong

If the headstrong commander is the first commander to issue orders that turn he adds +1 to his Staff Rating for the turn. However, the head strong command can never benefit from the General's re-roll. More worrying still, he will always blunder on the roll of an 11 or 12 rather than just a 12 as other commanders.

Hum along

THE WHACKY, LUCRATIVE but dangerous world of the music business...

A German, Jacob Gans, was the favourite bugler of the Confederate General, Nathan B. Forrest; he was so often under fire as to qualify as a combatant. On one march to Pulaski, Mississippi, riding close to his commander, Gans got three bullet holes in his bugle.

One Major Noquet, an engineer on the staff of the Confederate General, Braxton Bragg, endeared himself to troops by his singing in camp, especially a spirited rendition of the "Marseillaise" – but on the eve of the battle of Missionary Ridge he absconded with \$150,000 from the army's money chest, deserted to the enemy and told all he knew of Bragg's position.

Head strong or pig-headed – our man is certainly not one to be told what to do! Although the +1 bonus is a mighty advantage, it is compromised by the obligation to go first, because the commander can't be cajoled by the General's presence, and he is more likely by far to blunder than is the average commander.

'make your mind up' and 'will he or won't he?' and more vulgar offerings beside. If the General accompanies this commander the rule is ignored – under the General's keen glare the commander does not dare hold back!

Timid

The commander deducts one from his Staff Rating when giving an order to charge the enemy, but adds one to any order to retreat away from the enemy.

Timid commanders may lack fire in their belly but can be useful when it comes to avoiding danger and potentially keeping your formations intact. The +1 to retreat orders can't be used to retreat away from one enemy and towards another if that would confer an advantage.

Hesitant

If the commander successfully gives an order with a result of three moves, the test must always be taken again. The re-roll stands as the commander's result, even if it is another three moves.

A hesitant commander is a mild annoyance affording the opponent the opportunity to heckle with cries of,



Sudanese marksmen take their toll.



RULES FOR GENERALS

As we have already seen, the basic rule for generals is that they allow a re-roll to the commander they are associated with. Because the general only moves when orders have been given, along with other commanders, it is important to make any desired association at the end of the previous turn. Hence, it is necessary to think ahead, and make allowances for the opposing side's actions in the meantime.

Generals can be handled differently if you wish, and here we discuss some alternative methods that we have also used over the years. Exactly how you deal with your general's contribution to the battle does depend upon the kind of battle represented as well as the nature of the forces involved. In all these cases the general no longer entitles associated commanders to a re-roll but the rule described applies instead.

COMMANDER-IN-CHIEF

The general is given a command rating, usually the same as the army's overall

value or one higher should we be feeling generous. The general has no brigade of his own, but once all the brigade commanders have finished giving orders the general can give orders to units or groups of units that have not yet been given an order and which are otherwise free to receive orders in the usual way. The general gives orders exactly like any other commander except that he can give orders to any units from any brigades.

The C-in-C rule allows our general to rush around heroically rallying troops, picking up stragglers, leading isolated bodies of men, and taking over the duties of commanders that have fallen casualty. It works well during colonial battles and smaller scale actions, where we might expect out generals to lead from the front.

BATTLEFIELD GENERAL

The general is given a Staff Rating one higher than that of the army's overall rating. The general cannot issue orders directly, but any and all friendly commanders within 12" of the general model can use his superior Staff Rating when issuing orders.

This rule is not dissimilar to the standard re-roll in effect but is a little easier to apply and somewhat more forgiving in play. A player can use the general's command range to increase the Staff Rating of two or more commanders – so long as they remain fairly close!

WARRIOR GENERAL

The general is given a Staff Rating and takes command of one of the force's brigades. In effect, the warrior general is just another brigade commander, albeit a rather good one! As a warrior general he can be given a Staff Rating equal to or one higher than the army's overall rating, or – alternatively – you can apply the standard re-roll rule to the general himself if preferred.

This is a good way of representing native armies in colonial games, where the army's leader does little to direct the overall battle plan once the fighting starts, but instead leads his own troops in the thick of things. These kinds of commanders inspire loyalty and confidence in those around them and we might therefore

An 'amusing' duel

IT IS CURIOUS how life or death incidents during the course of a battle can strike soldiers as being incredibly funny. Take for example, an incident during the battle of Argaum in India during Wellington's campaign there. During the battle Lieutenant Langlands of the 74th had his leg pierced by a spear thrown by an Arab mercenary, who then rushed at him with a sword to complete his conquest. But Langlands pulled the spear from his leg and threw it back so hard that the weapon passed through his assailant's body at a few yards distance. Silence fell and for an instant all eyes were turned on the two combatants when just then a sepoy of grenadiers rushed out of the ranks and, patting the Lieutenant on the back, exclaimed: "Achcha Sahib! Achcha kiya! Well, Sir! Very well done!" Langlands's colonel later wrote: "Such a ludicrous circumstance, even in the moment of such extreme peril, could not pass unnoticed and our soldiers all enjoyed a hearty laugh before they concluded the work of death on the remaining ill-fated Arabs."

expect to add two or even three bonus attacks to the combat value of the unit they lead. Such leaders might be religious zealots, tribal chieftains, or famous and bloodthirsty warriors.

GENERAL WITH ADCs

This variant was played in an especially large American Civil War battle and it worked rather well at the time, but it does rely on players having spare models to act as ADC's during play. In this case the general model is accompanied by up to three ADC (aides de camp) models – riders who will carry messages to and fro about the battlefield. The ADC's move with the general and are considered to be part of the general's entourage until such time as they are given a despatch to carry.

The general is allotted a Staff Rating equivalent to that of the army or one higher as is most befitting. This value is only used to move ADCs as follows. At the start of the player's turn, before any other orders are issued, the general can send an ADC to a brigade commander. Begin by declaring which commander is to receive the despatch. The general makes an order test in the regular way, but regardless of the result the ADC always moves at least once. ADCs move as cavalry towards their destination. If the ADC doesn't reach the commander that turn he continues to move in subsequent turns so long as

he receives an order from the general as before. ADCs are effectively 'marauders' so don't make modifiers for the distance between the general and ADC. The general can move any number of ADCs in the same turn, but once he fails an order test he cannot move further ADCs that turn – the same as commanders giving orders to units.

Once an ADC reaches the brigade commander with his message the commander adds one to his Staff Rating for that turn. The ADC is considered part of the brigade commander until such time as he is ordered back to headquarters. So, when the brigade commander moves the

ADC moves with him, and if the brigade commander is killed the ADC is also considered to have fallen casualty.

The ADC can be brought back to the general in the following turn by the same method, making his way back to headquarters. Once he has returned to the general, the brave ADC can be despatched with another message from the following turn. And so on, an ADC can carry messages to brigade commanders throughout the battle in this way, adding one to the commander's Staff Rating for the turn when he arrives.



Chapter 3

Scenarios



THE *BLACK POWDER* RULES are nothing if not adaptable and this section of our book is devoted to demonstrating just how adaptable we can be. The following twelve scenarios have been designed by players: among them the expert authors of one or more of our extensive range of *Black Powder* supplementary books.

The scenarios range in time and subject from the battle of Elixheim, which took place in 1705 during the War of the Spanish Succession, to the action at iNyezane during the Zulu War of 1879. Along the way we attempt to cover most of the best-known and much-gamed conflicts of the Black Powder period.

The breadth of our scenarios extends beyond the historic span represented to include the size and type of game. Some of our games are conventional in nature, making full use of the rules and describing a gaming challenge in terms of the battlefield, forces and objectives of the rival commanders. Others introduce rules intended to represent a particular style or period of warfare, or to demonstrate how rules can reflect the intricacies of an individual encounter. Whether such rules appear on our battlefield once or

whether we make use of them regularly is — of course — entirely a matter of choice.

Eleven of our twelve scenarios are represented as games you can play out if you wish. Our contributors have provided all the details to enable you to recreate the battles for yourself. The aim, however, is to inspire by example rather than dictate how others should approach such things.

Nevertheless, there is plenty to take from these games. Particularly notably in this respect is the Dead Man's Creek game, which takes place during the Sioux War. This game introduces the novel possibility of solo as well as regular play, with its clever command and control chart for the Sioux forces.

Our Quatre Bras game is presented a little differently. Instead of a scenario we offer an account of a battle played by ourselves and hosted by Alan Perry, who also took the splendid photographs. It is not often we get the chance to play a game that is quite so ambitious in scope; however, this is the kind of game that inspired the original *Black Powder* rules and which inspired us in turn to share our experience in the form of this book.

We hope you enjoy it.

A Scots Grey at Waterloo

THE REMARKABLE STORY of Sergeant William Clarke, Gareth Glover

(Retreat to Waterloo, page 164, paragraph 2) – I had not accompanied the first party who went in, but seeing so many returning, loaded with the good things of the land, I imbibed a great desire to be a partaker of some of them and off I set. In a few seconds I arrived at the gate and fixed my eyes on such a scene within, as they had never seen before, the interior of the square was crowded with soldiers of all nations composing the army, some were carrying away faggots of wood, some bundles of straw, some buckets of wine, haversacks full of bread, pigs, fowls, etc. etc. and many were seen in the motley groups, in a pasture similar to that which the Lancashire country boors put themselves in when about to let fly with a bludgeon at the pins on Kersal moor race ground. Taking a good aim with their swords or some other weapon at the wandering individuals of the feathered legion who had yet escaped and flew with shrill and despairing cries from corner to corner, to save as long as possible, the small spark of life, which mortal terror had only left; the venerable turkey cock was carried off in triumph by a foot guardsman with whom one of the highlanders

had disputed about the bubble jock (turkey cock), so earnestly that their victim was nearly torn limb from limb. I met Jock Wise of the troop to which myself belonged, coming out with an immense old sow on his shoulders. The animal roared most furiously but Jock was deaf to all her complaints and continued his march to the lines “where,” he said, “she would be of some use.”

(18 June 1815, page 176, paragraph 2) – The moment was now arrived when every soldier’s feelings were aroused. The two formidable armies stood in view of each other; a great battle was now inevitable, in which many thousands must fall; and as slow approaching day still unfolded new masses of the enemy to view; the chance of surviving it appeared to every man to be against him; the arrival of every moment was looked upon as that on which the action was to begin and full day seemed to appear as slow as if nature had been unwilling to lend her light on the bloody purpose. Home, relatives and friends crowded upon the imagination, whom to all human probability we were to see no more, at which reflection, a pang of bitterness, at intervals, could not be suppressed. This might with justice be considered an appalling moment, for no enthusiasm which the heat of battle is capable of stirring up in the breast, aided the braving their

front with superior numbers and elated spirits from the actions they had already won.

(The Brigade Charges, page 182, paragraph 2) – Many of the highlanders left their ranks and seizing hold of the stirrups of the dragoons; descended the declivity bounding like bucks from the mountain, to share (among the enemy) the glory and the danger and when the French soldiers threw themselves on the ground to evade the uplifted swords which hung over their heads, while they shrunk between hope and dissolution. The highlanders were often heard to exclaim “Ne’er mind that chield comrade, I’ll gie him his fairin! I’ll take care he disna fire after ye!”

(The Brigade Charges, page 189, paragraph 3) – The sound of the bagpipes (which is well known and never failing incitement to deeds of valour, when its shrill notes fall upon the ear of a true Scot in the day of battle) had such effect upon the spirits of the men, that loud cheering followed and all were ready to plunge into the greatest danger without a consideration respecting their own fate; these gusts of enthusiasm must have struck, even the enemy themselves with astonishment and opened before them a ground work of study upon real British courage.



Napoleonic Imperial Guard marches forward with panache.



THE INTERESTING
of the
BATTLES
BLACK POWDER
Era (1700–1900)
— *by Warlord Games* —





War of the Spanish Succession, 18th July 1705

Battle of Elixheim

By Pete Brown



CONCEIVED BY FRENCH engineers, the Lines of Brabant were not a single defensive line, but rather a series of obstacles incorporating natural features, such as rivers or flooded meadows, and manmade defences, such as fortified farmhouses or earth embankments. They ran from Antwerp in the north, past Louvain to Namur on the Meuse and had been carefully mapped and developed to the advantage of a defensive army. They were only lightly garrisoned and patrolled by dragoons, with the idea being that any defending army could move to a point in the line and defend it against any encroaching enemy.

And so in July 1705, the Duke of Marlborough faced the French army of Marshal Villeroi who had established himself behind this defensive barrier. Villeroi had positioned his army to allow it to move left or right in response to the movement of Marlborough's army and hence oppose any attempt to break through the Brabant lines. On the evening of the 17th of July, the Anglo-Dutch army began to move south as though to threaten the fortress town of Namur. Villeroi duly set his army in motion and shadowed the Anglo-Dutch army to intercept it before it could reach its target. However, as darkness approached Marlborough detached a sizable force and countermarched towards a vulnerable point in the Brabant line between the villages of

Elixheim and Wanghe on the Petite Gheete stream.

At dawn on the 18th July, 1705, the lead elements of Marlborough's detached force were pushing across the Petite Gheete stream and driving out the defending piquets. By 07:00hrs Marlborough had penetrated the vaunted Brabant lines and was swinging his force round to face the inevitable counter-attack.

Marshal Villeroi had left a substantial rearguard which now moved to oppose Marlborough, driving him from his newly won position before he could be reinforced. The main Anglo-Dutch army had now turned around and was dashing back toward the breach at Elixheim, all the while being shadowed by Villeroi's main force.

THE BATTLE OF ELIXHEIM

Marlborough's cavalry moved into open fields to the east of Elixheim and deployed into line in order to protect the infantry, who were marching over the Elixheim bridge in columns.

Marlborough wished to deploy his infantry in two lines. The first was to be along some high ground, which ran between the village of Wanghe toward the distant town of Tirlemont, with the second occupying the sunken Elixheim

to Tirlmont road. Around the road were numerous fields and enclosures, bounded by hedgerows and walls, which initially made deployment into proper lines difficult for Marlborough's men.

The first opposing troops to arrive on the battlefield were 50 squadrons of French and Bavarian cavalry under the command of the Marquis d'Alegre, who were closely followed, at about two kilometres distance, by 20 battalions of Bavarian, Walloon and German infantry with ten guns under the command of Count de Caraman.

Seeing Marlborough's force in some disarray, d'Alegre decided to attack, in the hope of catching the enemy force before it could form. He deployed his Bavarian cavalry into line and advanced towards the Anglo-Dutch positions. Seeing the danger, Marlborough personally led his cavalry in a counter charge. Initially, the British were successful, pushing the Bavarians back to a further sunken road to the south of the battlefield. One English regiment, Cadogan's Horse, crashed into the Bavarian Life Guard regiment and drove them in headlong rout, capturing all four squadron standards. However, French cavalry reinforcements counter-attacked and drove the Anglo-Dutch back to their original positions. The French and Bavarian cavalry were now met by the organised volleys of Anglo-Dutch infantry, which were quickly followed by a further charge of the now reformed Anglo-Dutch cavalry. This charge swept the French and Bavarian cavalry from the field.

By now, Caraman had arrived on the battlefield with ten battalions of infantry. Although it appears that these battalions did engage their opposite numbers, it soon became apparent to Caraman that, with no supporting cavalry, his flanks were exposed to cavalry attack.

A close shave

DURING THE BATTLE of Elixheim, the Duke of Marlborough personally led a cavalry charge, which, although initially successful, was counter charged by reinforcing Bavarian cavalry. Suddenly, Marlborough was confronted by a Bavarian Horse Grenadier, who swung his sword at the Duke's head with such ferocity that, when it missed, he unbalanced and fell from his horse. Marlborough's trumpeter quickly dismounted and killed the Bavarian on the ground. When asked by the Earl of Orkney later, over dinner, if this incident occurred as it had been told, Marlborough said that it was "absolutely so." How differently the war may have turned out if the Bavarians aim had been true!

He therefore formed his battalions into a gigantic square and retired from the field. Marlborough's force, having marched all night before fighting this battle, were too exhausted to pursue.

OVERVIEW

This scenario is a straight battle between two well-matched opponents. Both sides have good troops amongst their ranks and numbers are about equal.

Historically, the Allies begin the battle somewhat strung out and disordered amongst the hedges and sunken roads. Seeing this disorder, the French commander decided to attack with just the cavalry force he had to hand, rather than wait for his infantry supports to come up. To reflect this, our scenario begins with the French cavalry on board and the Allied force strung out along the board in march columns.

Will the French player be tempted to begin the attack? If he waits for his infantry then the Allies may organise a defence, but if he attacks alone then he risks losing the battle before the infantry have even arrived. Such are the dilemmas of high command.

cavalry squadrons contained Bavarian Cuirassier and Life Guards units, who would be no pushovers!

Marlborough also had 20 battalions of infantry and 36 Squadrons of cavalry. We are told that the majority of Marlborough's infantry and cavalry were British, although some Dutch regiments are also mentioned. Most of the Anglo-Dutch artillery was at the rear of the marching column and so did not see action until the end of the battle although some battalion guns were used.

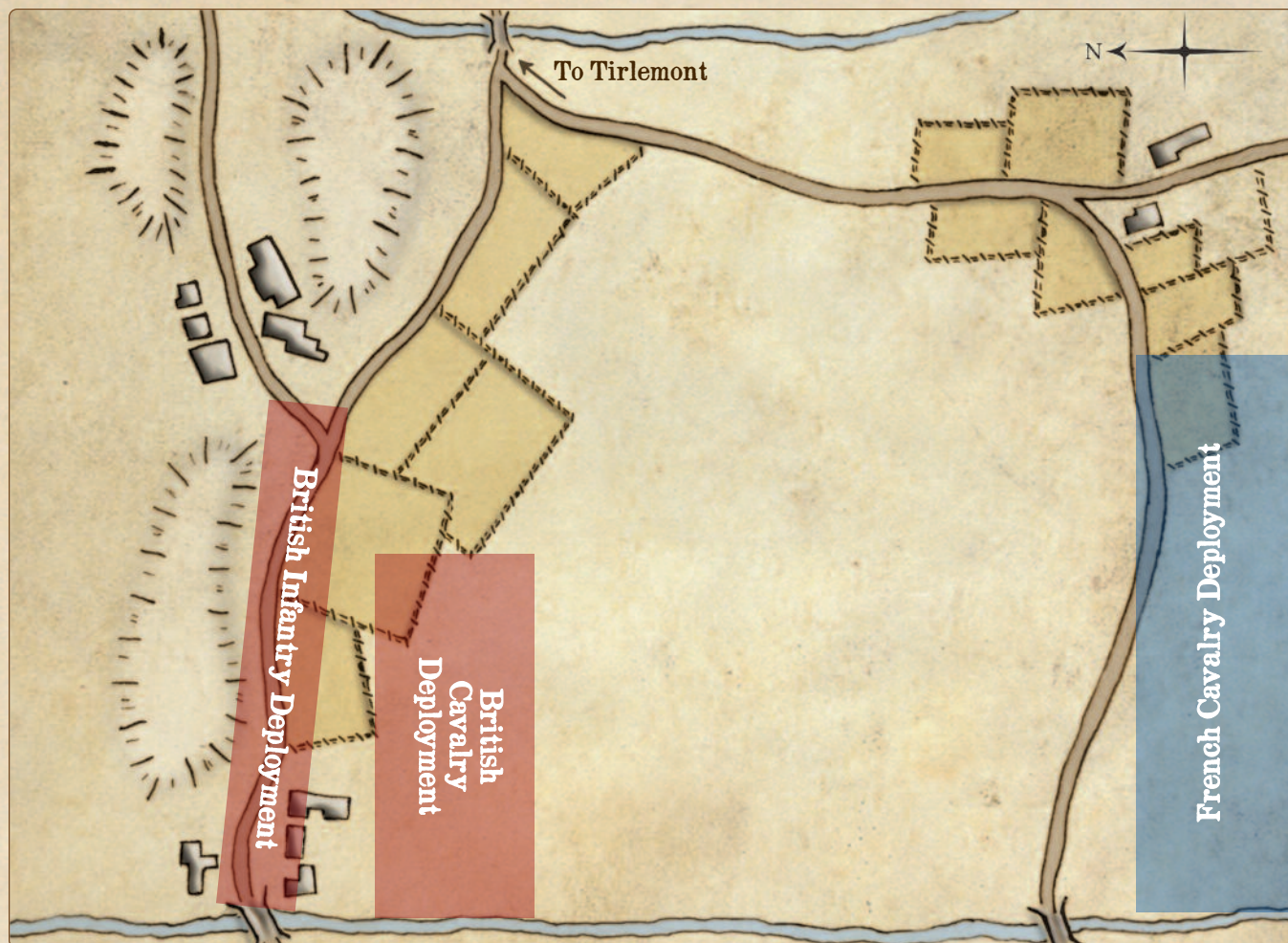
Both Franco-Bavarian and Anglo-Dutch infantry battalions numbered about 800 men on a good day. Given a ratio of 1:50, this will make our infantry battalions' roughly 16 figures strong. Historically, both armies deployed 20 battalions of infantry, which is an achievable number if you are playing in a small scale. When using 28mm figures you might find it best to reduce the size of the armies to suit your playing space. For my refight I reduced the number of battalions by almost half, creating four infantry brigades with three battalions in each for both sides.

A British cavalry squadron consisted of three troops of 40-60 men, and so were 180 men strong at their best. A French cavalry squadron consisted of three troops of 35-50 men, and so had 150 men on their best day. Returning to our 1:50 ratio of figures to men, this gives us roughly three figures per squadron. I collect my cavalry in units of 12 figures, so each 12 figure unit would represent four squadrons. The French deployed 50 squadrons at

Half a battle, as only a half of each army were all that were involved.

THE ARMIES

The French army at Elixheim consisted of 20 battalions of infantry and 50 squadrons of cavalry, along with ten guns. Most of the infantry were well-trained Bavarian units, whilst the



Elixheim, which would give them 12 units of cavalry, fielded in four brigades, each containing three units. The British had 38 squadrons of cavalry, which gives them nine units in three brigades of three. Again, if using 28mm figures on a restricted playing area you might want to reduce both sides' cavalry by one brigade each, just to keep things manageable.

Elixheim was rather disparagingly described as "Half a battle, as only a half of each army were all that were involved," which somewhat undermines Marlborough's success, but which makes a good wargaming point. If you wish to play only with those forces engaged historically then this will significantly reduce the numbers of figures you will have to collect! Only the first line of British infantry were engaged, with a similar number of French and Bavarian battalions reaching the battlefield under Caraman, which effectively cuts your infantry force in half! However, I doubt that many wargamers will be as impulsive as the Marquis d'Alegre and they may wait for all their forces to be on the field before they attack.

THE TABLE

This battle has a large number of wargames units involved in it and will need a suitably large playing space.

The fields and enclosures will be surrounded by walls and hedges, all of which will count as obstacles. The fields themselves and the open areas are classed as good going. Troops sheltering in a sunken road will count as being in cover if being fired at from more than 12" away by artillery or muskets.

DISPOSITIONS

The Anglo-Dutch cavalry begin the game covering the deployment of the infantry in the marked fields.

All of the Anglo-Dutch infantry must begin in column on the roads in their deployment zones or in columns in the fields adjacent to the roads with their bases in contact with the road. The idea here is that they are all marching in column across the Elixheim bridge toward their battle positions. It is essential that they all be in

column in order to present the French commander with the same temptation that his historical counterpart had.

All of the Anglo-Dutch forces should be placed on board first. The French cavalry are then deployed anywhere within the French deployment zone, up to 12" in from their board edge.

The French infantry will march on board on move 2. Roll their brigade command dice as usual and use the result to move the infantry on board. If the brigade commander fails his command roll, move the infantry on one move anyway in march column.

OBJECTIVES

Marlborough's main army is marching to his aid, so the French and Bavarians have to push the Anglo-Dutch force back to prevent it becoming established. To do this they must defeat the Anglo-Dutch army in the field. Anything less is an Anglo-Dutch victory.

ORDERS OF BATTLE – THE BRITISH ARMY

C-IN-C: THE DUKE OF MARLBOROUGH (STAFF RATING 9)

BRIGADE COMMANDERS (STAFF RATING 8)

- Three British infantry brigades and one Dutch each containing three battalions of infantry.
- Two British cavalry brigades and one Dutch cavalry brigade each containing three cavalry regiments.
- Each infantry brigade is accompanied by one 3pdr battalion gun.



THE BRITISH ARMY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
British Infantry	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire, Steady
Dutch Infantry	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire, Reliable
British Cavalry	Regular Cavalry	Sword	7	0	4+	3	Ferocious Charge,
Dutch Cavalry	Regular Infantry	Sword	7	0	4+	3	Heavy Cavalry +1, Tough Fighters
Artillery	Artillery	—	—	1-2-3	4+	2	None

ORDERS OF BATTLE – THE FRENCH ARMY

C-IN-C: MARQUIS D'ALEGRE (STAFF RATING 8)

BRIGADE COMMANDERS (STAFF RATING 8)

- Four infantry brigades, each containing three battalions of infantry
- One Bavarian cuirassier brigade, one Bavarian cavalry brigade and two French cavalry brigades each containing three cavalry regiments.
- Each infantry brigade will be accompanied by one 6pdr gun.



THE FRENCH ARMY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Bavarian Cuirassier	Regular Cavalry	Sword	9	0	4+	3	Heavy Cavalry +1D3
Bavarian Cavalry	Regular Cavalry	Sword	7	0	4+	3	Heavy Cavalry +1
French Cavalry	Regular Cavalry	Sword	7	0	4+	3	Elite 4+
Bavarian Infantry	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire, Superbly Drilled
French Infantry	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire
Artillery	Artillery	—	—	1-2-3	4+	2	—

Jacobite Rising, 18th December, 1745

Battle of Clifton Moor

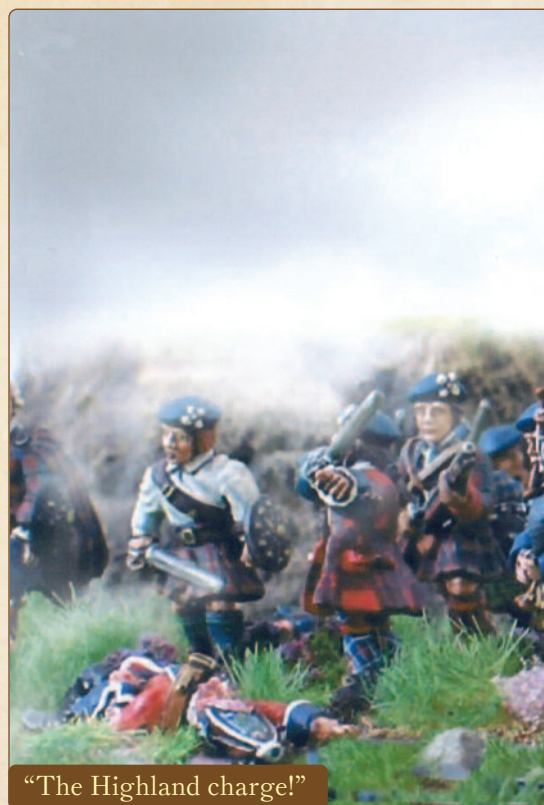
By Pete Brown



THE STORY OF 'Bonnie' Prince Charlie's landing in Scotland in 1745 is well known. With only a gallant band of Highland volunteers he defeated the Government forces at Prestonpans and went on to invade England. When the promised mass rising against the Hanoverian King George failed to materialise, the Prince was forced to turn back at Derby and return to Scotland, pursued by a Government army led by the King's son, William Augustus, Duke of Cumberland.

On the 16th and 17th of December, 1745, the main Jacobite army had made it to Penrith, but the bulk of its supply wagons and artillery were still lagging well behind, hampered by bad weather and poor roads. On the morning of the 18th December, the column of wagons was making its way along a narrow road toward the village of Clifton. One wagon had already broken down and Jacobite soldiers had been forced to 'borrow' a replacement from a nearby farm. Just as the column was getting moving again, a group of Government horsemen were seen moving in column up to the summit of Brackenber Hill. The Jacobite commander, Lord George Murray,

realised that, if the cavalry were not driven off, they could prevent the supply column reaching the main Jacobite army. The Government cavalry appear to have been elements of Kingston's Light Horse and the 'Royal Hunters'. Although some Jacobite cavalry were scouting in the



"The Highland charge!"

area, namely Pitsligo's Horse and the men of Bagot's Hussars, they were not to hand and so the Jacobite infantry advanced quickly on the Government cavalry and drove them off. However, there now began a running fight along the lane as the Government cavalry attempted to prevent the column's progress, charging at stragglers and firing at the main column. One eyewitness, the Chevalier de Johnstone, wrote:

"The Highlanders received their charge with the most undaunted firmness. They repelled the assailants with their swords, and did not quit their ground till the artillery and wagons were a hundred paces from them and continuing their route. Then the Highlanders wheeled to the right and ran with full speed till they joined the wagons, when they stopt again for the cavalry, and stood their charge as firm as a wall. The cavalry were repulsed in the same manner as before by their swords. We marched in this manner about a mile, the cavalry continually renewing the charge, and the Highlanders always repulsing them, repeating the same manoeuvre and behaving like lions."

The Jacobite cavalry returned to the column at this time but do not appear to have been very effective, with Bagot's Hussars in particular

running off when charged by the Government troops. The column had now reached the village of Clifton and was attempting to cross the bridge over the river Eamont. By this time, the Government cavalry force had been joined by three regiments of dragoons led by Major-General Oglethorpe and shortly afterwards by the Duke of Cumberland himself, who had come up to join his vanguard. Bland's Dragoons dismounted on the Government right, with Cobham's taking the centre and Kerr's the left. The reformed troops of the Royal Hunters and Kingston's Light Horse were probably also present, but it is not clear in what numbers. The dismounted cavalry began a fire-fight with the Highlanders, hoping to pin them in place until more troops came up

It was now about 5pm. Lord George Murray placed Roy Stuart's Edinburgh regiment in the village itself, with the Highland regiment of Glengarry on the right of the town and the regiments of Macphersons and Appin Stewarts on the left. The Highlanders spread out amongst the farm enclosures, using the stone walls and hedges for protection. The column of wagons had passed over the bridge

and three regiments of the Atholl brigade had marched back toward Clifton to cover the Jacobite withdrawal but remained on the other side of the river.

Murray now received orders from Prince Charles to withdraw his army to Penrith. Murray realised that this would be difficult with the dismounted dragoons pressing his men hard on all fronts. Realising that time was not on his side, Murray decided to drive the cavalry off in order to allow his men to retire under cover of the approaching darkness. Drawing his broadsword and with a cry of "Claymore!" Murray and Cluny Macpherson led the Highlanders in a charge that drove back the Dragoons, who were spread out in skirmish order. Murray quickly reformed his troops and began to retire over the bridge, leaving Cumberland to claim a victory. Clifton stakes a claim to being the last battle to take place on English soil.

OVERVIEW

This battle presents the players with a rear-guard scenario. The Jacobite player begins the game with the greater number of troops on board against a



small number of Government cavalry. As more Government troops arrive, the Jacobite player will have to marshal his forces to protect the slow moving supply column and make sure it, and the bulk of his men, make it off board to safety.

JACOBITE FORCES

The Jacobite infantry at this stage of the rebellion was quite well armed, usually with musket as well as broadsword and target. However, they lacked the drill necessary to stand in line and exchange fire with their enemy, which was the tactic of the day. Instead, a single volley to disrupt the enemy formation followed by a terrifying charge was their usual approach. To reflect this, we give the Highlanders only two firing dice but we also give them 'First Fire' to make their initial volley more effective and to encourage them to stop and fire at the Government troops before charging in. I have also given the Highland units 'Terrifying Charge', which forces Government troops who have not faced Highlanders before to make a Break Test!

Roy Stewart's Edinburgh Regiment was a Lowland regiment that contained a number of Government deserters in its ranks. I have treated this more as a drilled and formed unit rather than a Highland mob, so it has more firing dice, but lacks the 'Terrifying Charge'.

The Jacobite cavalry were never present in any great numbers and seem to have performed poorly at this battle. I have included them to allow players to use these more unusual units but have made them tiny units to reflect their

ineffectiveness. Feel free to upgrade them to small units if you prefer.

GOVERNMENT FORCES

First on board were two volunteer units raised in 1745 to oppose the Jacobite rebels. The first was Kingston's Light Horse, a volunteer cavalry regiment raised in Nottingham alongside the Yorkshire Hunters, or sometimes the Royal Hunters, who were described by a contemporary as a: "large body of gentlemen volunteers, well mounted, who appeared under arms, served at their own expense, and put themselves under Major-General Oglethorpe." Both these regiments appear to have worn blue coats faced red rather than the usual Government red. With them were an unusual cavalry regiment named the Georgia Rangers. Oglethorpe was also

Governor of the colony of Georgia and had been in England raising recruits when the rebellion broke out. This regiment had been destined for America but saw its first action at Clifton. They wore green uniforms and 'jockey style' leather caps.

I have also included in the first brigade a unit of Cumberland's Hussars. We know some members of this regiment were definitely present at the battle, but they probably arrived as an escort to the Duke of Cumberland himself. I have included them here to beef up the first brigade.

The second brigade consists of three regiments of Dragoons under Major-General Oglethorpe. Each of these regiments probably equalled the Jacobite infantry regiments in numbers and so I have represented this by giving the Dragoons three firing dice and three stamina, as I would an infantry battalion. They can match the Jacobites in firing

but must dismount to do so and can only fight in skirmish order, making them vulnerable in melee. However, their effectiveness as cavalry is also not great, so they cannot rely on charging the Jacobites whilst mounted and be sure of victory. The Government player will have to play cat and mouse with his force if he is to win the day!

Unlucky Honeywood

COLONEL HONEYWOOD, who led the dragoons at Clifton, had just returned to active service. He had been wounded at the Battle of Dettingen in 1743, where he had received 23 sword cuts to the head and two musket ball wounds, which were never removed. Clifton was his first action since being wounded, and he manfully led the charge of his dismounted dragoons to drive off the Highlanders from one of the defended hedgerows. One Highland witness remembered seeing a "lang man in the muckle boots came ower the dyke, but his fut slipped on a turd, and we gat him down." After his slip, Honeywood was attacked by the Highlanders and received three sword cuts to his head, upon which he was left for dead, and his sword carried off as a trophy by Cluny Macpherson. However, Honeywood survived and gave up the soldiering life soon after, taking up a much safer career by becoming MP for Appleby.

Government cavalry



ORDERS OF BATTLE – THE GOVERNMENT ARMY

C-IN-C: HRH THE DUKE OF CUMBERLAND (STAFF RATING 8)

FIRST BRIGADE: COLONEL HONEYWOOD (STAFF RATING 8)

- Kingston's Light Horse
- Royal Hunters

- Georgia Rangers
- Cumberland's Hussars

SECOND BRIGADE: MAJOR-GENERAL OGLETHORPE (STAFF RATING 8)

- Bland's Dragoons
- Cobham's Dragoons
- Kerr's Dragoons

THE GOVERNMENT ARMY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Government Dragoons	Irregular Cavalry	Sword & carbine	6	0/3	4+	3	Mounted Infantry
Yorkshire Hunters / Georgia Rangers	Irregular Cavalry	Sword & carbine	4	0/2	4+	2	Marauders, Mounted Infantry
Kingston's Light Horse	Irregular Cavalry	Sword & carbine	4	0/2	4+	2	Marauders, Mounted Infantry
Infantry Battalion	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire, Superbly Drilled

Colours party of the Manchester Regiment



ORDERS OF BATTLE – THE JACOBITE ARMY

C-IN-C: LORD GEORGE MURRAY (STAFF RATING 8)

FIRST BRIGADE: COMMANDER THE DUKE OF PERTH (STAFF RATING 8)

- John Roy Stewart's Edinburgh Regiment

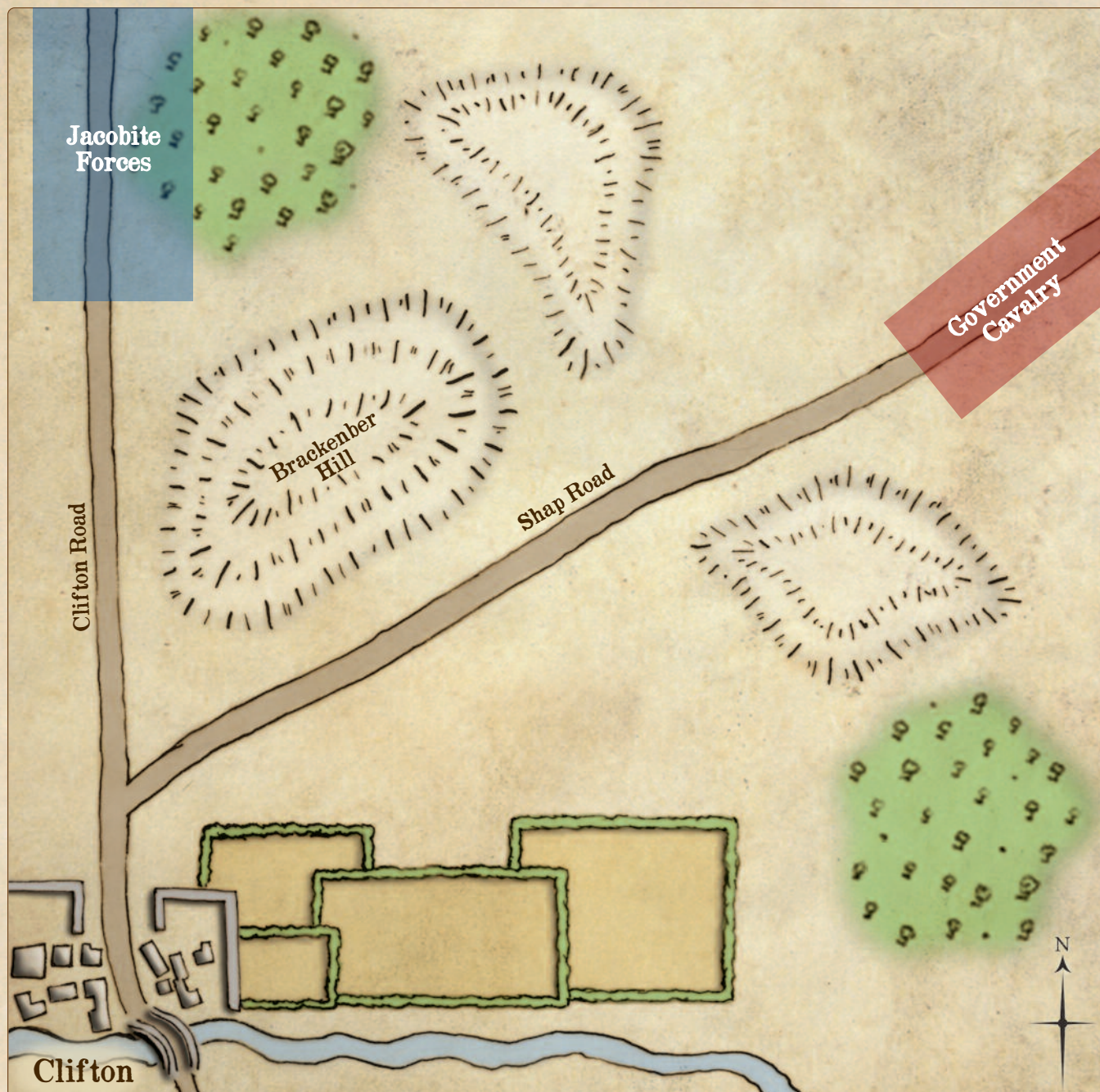
- Glengarry Highland Regiment
- Baggot's Hussars

SECOND BRIGADE: COMMANDER CLUNY MCPHERSON (STAFF RATING 8)

- Appin Stewart Highland Regiment
- Macpherson's Highland Regiment
- Pitsligo's Horse

THE JACOBITE ARMY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Highland Infantry	Irregular Infantry	Musket, sword & targe	7	2	4+	3	First Fire, Terrifying Charge
Lowland Infantry	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire
Jacobite Horse	Regular Cavalry	Sword & carbine	4	0/2	4+	2	Mounted Infantry, Skirmishers



THE TABLE

The town of Clifton is not treated as a Built up Area for the purpose of defence as play testing found that if Government cavalry make it to Clifton before the Jacobites, they prove too difficult to oust! Instead, treat any units defending the low stone wall enclosures around the village, or hedgerow lined enclosures further out, as being in cover, gaining the +1 to their Morale dice modifier.

Despite the bad weather and poor state of the lanes, treat the Shap road and Clifton road as a 'Roads' for the purposes of movement, and units travelling on them in column will gain

all the usual benefits of doing so. The Umpire may choose to line the road with hedges to break up the open fields a little bit. For movement, treat all hedges along enclosures or roads as 'obstacles' for movement, as one British dragoon wrote after the battle: "the rebels, from their situation, had greatly the advantage of us, we being obliged to go over the hedges up to the boot tops in water."

DISPOSITIONS

The Jacobite forces may begin in column on the Clifton road or in the fields next to the road with the base

edge of the unit touching the road or adjacent hedge if the player prefers. They deploy up to 18" to allow ample room to deploy.

They have a column of wagons accompanying their force. The wagons can move only once every turn, although they do not have to move if the Jacobite player does not wish it. They must remain on the road. Although they will automatically move once every turn, make their command roll anyway. On a 'Blunder' roll a wagon has lost a wheel and the column cannot move at all that turn. They may move again normally on the next turn.

The first Government cavalry brigade begins the game in column on

the Shap road, 12" in from their board edge. At the beginning of each Government turn, roll 1D6. On the roll of a 6, Major-General Oglethorpe's Brigade will arrive on board, in column, also along the Shap road. For every turn after the first, subtract one from the required score; so on turn two the player needs a 5; on turn three, a 4; and so on.

The Duke of Cumberland arrives at the same time as Oglethorpe.

OBJECTIVES

The Jacobite player must get the column of wagons over the bridge at Clifton and to safety. If he does so, he will have a winning draw. If he manages to get more than half his force over the bridge to safety as well, then he has a win!

REINFORCEMENTS!

The Battle at Clifton presents an interesting 'What if' scenario. Historically, the Jacobites moved the Athol brigade of three Highland battalions down to the bridge at Clifton to cover the withdrawal, but they did not cross the river. Equally, General Humphrey Bland was making his way to the battlefield with 4,000 Government infantry who had been mounted on requisitioned horses. Historically, these troops could not have made it to Clifton on the 18th of December, but what if they had?

For this scenario, assume that the battle starts much earlier in the day, and that the Duke of Cumberland's brigade of mounted infantry is much closer to the field than it was historically. Play the game as above but allow for the Atholl Brigade of three Highland regiments to cross the bridge into Clifton to reinforce the Jacobite position and for Blands brigade of three battalions of Government infantry to come on down the Shap Road to reinforce the Government forces.

The objectives for this game should change, with the Jacobites still needing to get the supply column across the bridge for a winning draw but they must now beat the Government forces in the field to secure a victory!

The Government forces will win if they prevent the supply column crossing the river and will have a winning draw if the column escapes, but they destroy or capture more than half the Jacobite army.



French and Indian War, October 12th, 1758

Raid on Fort Ligonier

By Pete Brown



CAPTAIN FRANCOIS-MARIE Marchand de Lignery, commander of Fort Duquesne, had a problem.

He was appointed in 1756 to take command of this strategically important fort, located at the forks of the Ohio river which was ideally positioned to dominate the Ohio valley. An experienced soldier, Lignery had developed good relations with the Native American tribes who lived along the Ohio and, with their help and that of his experienced French troops, he had so far been able to hold the position for the opening years of the war with the British colonies.

Unfortunately for him, Brigadier General John Forbes had been given command of a substantial force of regular British troops and American Provincial battalions and had been tasked with taking Fort Duquesne. Unlike Major General Braddock, Forbes was not the kind of man to march his column into the woods to be surprised and ambushed by the French and their Indian allies. Instead, Forbes was a patient man who knew time was on his side. He was building a road through the woods, with "a stockade camp, with a blockhouse and cover for our provisions, at every forty miles distance. By such means, although I advance but gradually, yet I shall go more surely."

Day by day, Lignery had to watch as the road extended slowly but

inexorably toward Fort Duquesne. He knew that once Forbes could bring his cannon to bear, the fort was lost. By September 1758, Forbes's force had established another in his long line of forts and blockhouses at Loyalhanna Creek, just two days march from Duquesne, and named it Fort Ligonier. It was being used as a forward supply base for the construction of the road and as a position from which to raid, albeit somewhat unsuccessfully, Fort Duquesne itself.

Something had to be done and so, in early October, Lignery ordered Captain Charles Philippe Aubrey, his second in command, to lead a raid!

THE RAID ON FORT LIGONIER

Captain Aubrey had under his command about 450 French soldiers and Canadian militiamen, along with about 150 Indian allies. All of these troops were experienced guerrilla fighters who were used to the type of hit and run raid they were about to undertake.

The fort consisted of several wooden buildings surrounded by a rough palisade of logs, which was dotted with cannon along its length and as such presented a formidable defence. However, around the fort, camped out in lines of white tents,

were the British and American troops who were too numerous to fit within the fort itself. There were also paddocks for the numerous bullocks and horses that the extensive road building work required. Coincidentally, there was also a supply column making its way toward Fort Ligonier just as the raid was about to be launched.

Although we don't know exactly what happened, it appears that Aubrey divided his force into several different columns with orders to strike the camp from three sides. As the French and Indians emerged from the trees and began firing, the British and Provincial soldiers spilled out of their tents in some disorder and began to retreat back toward the fort. There was one strong British patrol already deployed to guard the crossing of the Loyalhanna Creek who began to return fire but otherwise initial resistance was weak.

Forbes had been taken ill and neither he nor his second in command, Colonel Bouquet, were present at the time of the raid. The officer commanding was Colonel Burd of the 2nd Pennsylvania, and when the sound of the first muskets were heard at the camp's edge he ordered the small

One lump or two?

CAPTAIN POUCHOT RECORDED details of the raid in his journal as he heard them from those who had taken part. One French soldier told him that the British garrison were taken by such surprise that they abandoned their tents to run for the cover of the fort. The soldier entered one of the tents to find an English officer seated at a desk drinking tea. The soldier killed him with one blow of his axe! These French have no regard for a man's tiffin!

battalion of Maryland Provincials, which numbered 250 men in total, to march out and deal with the incursion. As they advanced in formed lines toward the raiders they suddenly found themselves under fire from a number of different directions and, as casualties mounted, the Marylanders broke and fled. Seeing the other units running, the patrol at the Loyalhanna also now made for the cover of the fort.

Despite efforts to rally the regulars to the attack, the French were able to burn the fort's storehouses, loot the supplies and make off with the horses from the paddocks. Their Indian

allies also encountered the supply column, whose defenders quickly fled leaving the Indians to plunder the fort's supplies. Aubrey recorded that so many horses were stolen that every raider was able to return to Fort Duquesne on horseback.

Despite the success of this raid, the British resumed their march when Forbes returned and, faced with an inevitable siege, the French set fire to Fort Duquesne and retreated. On the 24th of November Forbes's force finally marched into the smouldering fort and claimed it for the King. The rebuilt fort would be named Fort Pitt.



Regulars exchange fire.

OVERVIEW

Looking at the bald facts, there seems to be little wargaming potential in this raid, as it all appears to have gone rather too well for the French and pretty awfully for the defending British. However, this skirmish has all the trappings of a 'raid' style scenario that could be adapted for any *Black Powder* period.

First of all, you have the fort itself. This is a safe haven where routing troops can flee to, rallied troops can emerge from, and which, with its smattering of cannon, is pretty much impervious to attack from our raiding force (if they have any sense!). This 'safe base' is the difference between a raid and an ambush, as the raiders must always be conscious that at any time reinforcements could emerge from the base to turn the tide, and so they will need to know when to call it a day.

The second factor is the element of surprise. The raiding player knows he will have the advantage in the first couple of turns as the British camp gets organised, during which he will have to maximise the damage he can cause. British units will rally to oppose him but

they may well attack in penny packets which will also be to the French advantage. However, the French player can never know for sure just how well the British units may stand under fire or how long it will take reinforcements to rally, and so he cannot afford to overextend his advantage too much.

Captain Aubry, of the Louisiana troops, has gained a tolerably considerable advantage there on the 12th (of October). The enemy lost on the occasion a hundred and fifty men, killed wounded and missing... We had only two men killed and seven wounded.

Marquis de Montcalm

Finally, we have the objectives for the raid. The horses and bullocks, the wooden huts and tents full of supplies and, of course, the newly arrived supply column, all provide tangible objectives for our raiding force for which points can be won and victory conditions established.

THE ARMIES

The British army based at Fort Ligonier was a mix of regulars and newly raised Provincial battalions. There were also nearly 1,000 camp followers and tradesmen based at the fort who would have been camped outside the palisade and who no doubt ran for cover as soon as the attack began, adding to the confusion.

The regular battalions present were the 77th Highlanders and the 60th Royal Americans. Despite their undoubted bravery, the Highlanders had not performed well in the campaign so far, having no training in woodland warfare. They tended to form line and fight shoulder to shoulder, which had led to some recent rather costly defeats. For this reason we make the them Steady to reflect their discipline and also give them First Fire to reflect their training.

The 60th on the other hand, were raised from American citizens and although trained as regulars they were also trained to fight in the woods in skirmish order. Their solid discipline and their skirmish training makes them best suited to face the French and Indians. We have given the 60th the ability to



French-Indian War British Infantry.



A French cannon fires at the approaching British.

fight in Skirmish order should they wish and made them Elite 4+ to represent their discipline.

There were also Provincial regiments raised from volunteers from Pennsylvania, Virginia, Maryland, Delaware and North Carolina. These men were deployed in units from each of their colonies and some were better equipped and uniformed than others. However, generally speaking these men were trained to fight in line like the regulars, but lacked their discipline when engaged in a fire fight. Many tended to go to ground or take cover when the firing started, which makes them better woodland fighters than the Highlanders, but lacking in training and discipline. To this end, although Provincial battalions fight in close order, they always count as a 'Not Clear' target when being shot at, to reflect them unsportingly lying down and taking cover once the firing starts. One of the units will start the game as Wavering, to reflect the surprise of the raid and the confusion it caused. Those deploying from the fort later in the game will not.

The French force was made up of experienced guerrilla fighters, used to

sniping at the close order ranks of the British from behind cover before moving in to finish them with knife and tomahawk. There were about 450 French soldiers and a further 150 Indian allies.

The art of war
consists in ambushing
and surprising our
enemies and in
preventing them from
ambushing and
surprising us.

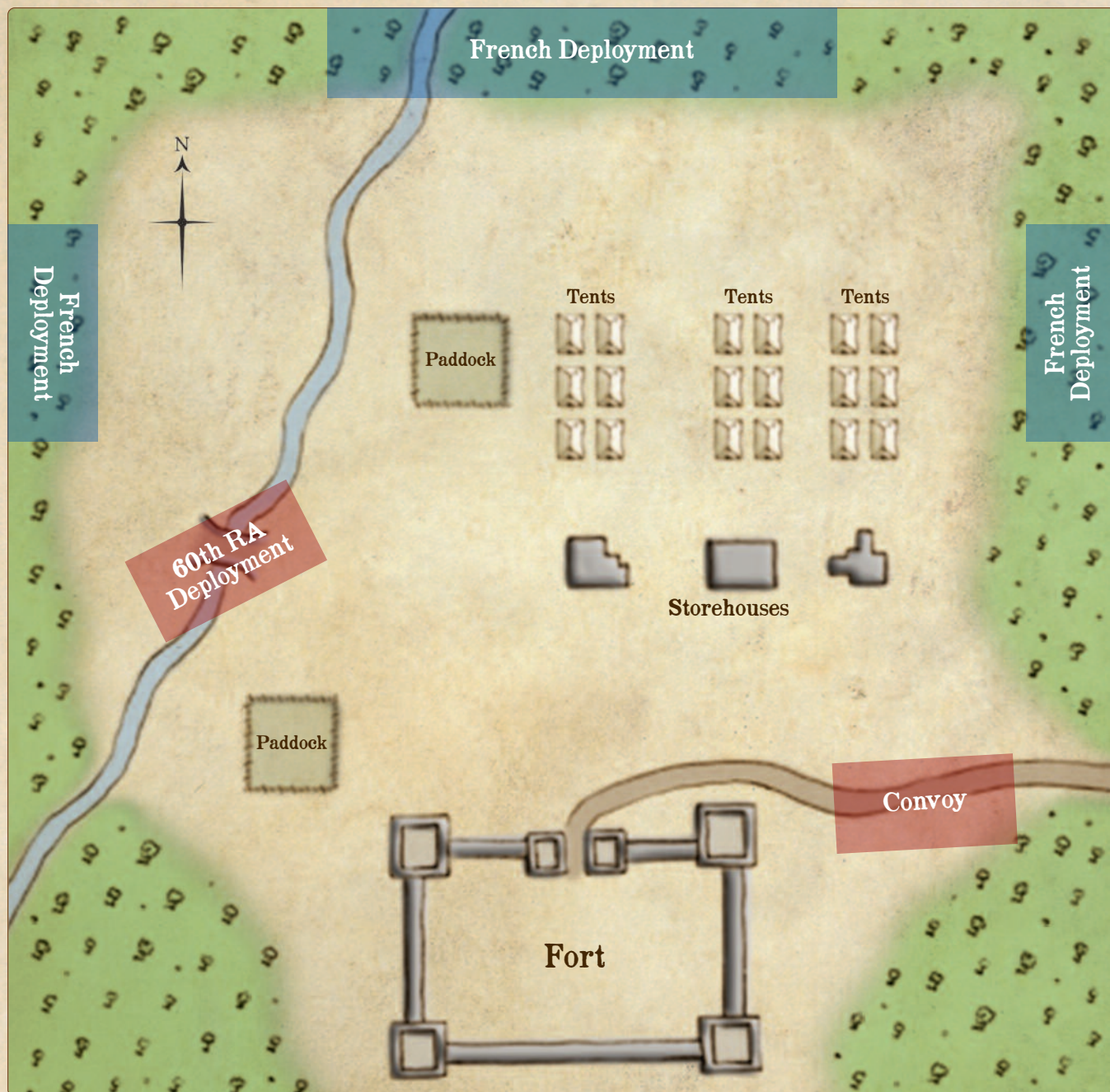
*Tecaughretanego, Indian
Chief, French Indian War*

All the French and Indian units will fight in skirmish order only, and cannot form up. I have chosen to make the Indian war parties 'Tough Fighters' to encourage them into melee combat whilst the French I have made 'Sharpshooters'.

Normally, skirmish units cannot charge formed units. For this scenario, skirmish units may charge formed units who are 'Shaken'. This reflects units charging in to finish off a broken enemy and take those all important scalps!

Units in this game will be about 10 to 12 figures strong, representing a weak company of about 50 to 80 men. This is why the Maryland provincials, who start the game on board and were the first to engage the raiders, count as a large unit despite being only 250 men strong historically. The brigades in this scenario are small and often contain only two or less units, so ignore all rules about brigade morale.





THE TABLE

The edge of the table should be lined with woods. These should be treated as described in the Movement section of this rulebook.

The small Loyalhanna Creek should be treated as an obstacle unless crossed at the bridge.

The road is a beaten track and is only represented on board to give the convoy something to drive down. Otherwise, all the rest of the board is good going, although paddocks and storehouses cannot be ignored and units must move around them as though they were buildings. They also block line of sight for firing. Not even Hawkeye can

shoot through a paddock full of livestock or a wooden storehouse!

I know that there is always someone in your wargames group who wants to take the fort, but for the purposes of this scenario, it cannot be assaulted or shot at by the French forces. Assume it is full of British and Provincial soldiers getting ready to charge out!

DISPOSITIONS

The French begin the game on the north, west and east sides of the board, beginning 12" in from the board edge in their designated deployment areas.

Aubrey begins on the north table edge with one brigade commander and three units of French regulars. A second brigade commander begins on the west table edge with two units of French regulars, whilst an allied Indian brigade commander begins on the east table edge with two war parties of allied Indians.

The British begin with a single unit of the 60th Royal Americans touching the bridge over the Loyalhanna Creek. The battalion of the Maryland Provincials begins anywhere within 6" of the fort. These are the only two units the British player initially has to oppose the raid. Treat these units as 'Marauders' under the direct command of Colonel

Burd who is on the wall of the fort. Using this rule allows both units to use his Command rating without any of the negative modifiers for distance.

Place a convoy of wagons on the road on the southern edge of the board. This convoy cannot move and remains where it is until contacted by a French unit and destroyed. In playtest, when we allowed the British player to move these wagons they always made it safely to the fort, and so, to give the French player a chance, we must assume all of its drivers and escorts have run off!

Although not represented, you must imagine the British camp in uproar, with civilians and half dressed regulars running around in panic or trying to get to the fort for safety. You may like to use some suitably panicking civilian models if you have them or general camp follower figures for colour to brighten up the otherwise empty board.

At the beginning of every British turn after the first, roll 1D6. On the roll of a 4 a Provincial unit forms up anywhere touching the fort and may move or fire in that British turn. A roll

of a 5 allows the placing of a Highland unit, whilst a 6 allows a unit of the 60th Royal Americans to be placed.

Place a British brigade commander with the first unit to appear. He will command this unit and

They come like
foxes in the woods,
attack like lions and
flee like birds.

*British officer speaking
about the Indians
during the FIW*

the next two further units to appear. When the fourth unit appears place a further British brigade commander with them who will take charge of them and the next two units. This way every three units will have a single

brigade commander. There is no limit to how many British units may emerge. Colonel Burd never leaves the fort, as he did historically!

OBJECTIVES

The French player goes first. Any French or Indian unit remaining stationary next to a paddock or storehouse for one full turn is assumed to have looted or burned it and gains 25 points for every paddock or storehouse raided or destroyed. He will gain 50 points if the convoy of wagons is raided.

When the French player is ultimately forced to withdraw, if the points value of the remaining storehouses, paddocks and convoy wagons exceeds that which have been destroyed then the British players wins. Otherwise, it is a French victory.

If you find the scenario too easy as the French player, try playing the game and then swapping sides with your opponent and playing it again. The one with the highest victory points will be the winner!



Woodland Indian War Party.

ORDERS OF BATTLE – THE BRITISH ARMY

C-IN-C: COLONEL JAMES BURD (STAFF RATING 8)

AVERAGE BRIGADE COMMANDER (STAFF RATING 8)

- 77th Highlanders unlimited
- 60th Royal Americans unlimited
- Maryland Provincials. unlimited
- Reinforcement Provincials. unlimited



British Infantry Regiment



THE BRITISH ARMY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
77th Highlanders	Regular Infantry	Musket & bayonet	6	3	4+	3	First Fire, Steady
60th Royal Americans	Regular Infantry	Musket & bayonet	6	3	4+	3	Sharp Shooters, Skirmishers
Maryland Provincials (large unit)	Regular Infantry	Musket & bayonet	6	4	4+	4	Wavering
Reinforcement Provincials	Regular Infantry	Musket & bayonet	6	3	4+	3	Not Clear Targets (see page 129)

[W]e long for that peace and friendship we had formerly. . . . As you are of one nation and colour, in all the English governments, so let the peace be the same with all. Brethren, when you have finished this peace, which you have begun; when it is known every where amongst your brethren, and you have every where agreed together on this peace and friendship, then you will be pleased to send the great peace belt to us at Allegheny. . . . Now, brethren, let the king of England know what our mind is as soon as possibly you can.

Western Delaware chiefs to Denny, Forbes, and their “brethren” in Pennsylvania

ORDERS OF BATTLE – THE FRENCH ARMY

C-IN-C: CAPTAIN CHARLES PHILIPPE AUBREY (STAFF RATING 8)

BRIGADE COMMANDER (STAFF RATING 8)

- French raiders 3 battalions

BRIGADE COMMANDER (STAFF RATING 8)

- French raiders 2 battalions

ALLIED INDIAN BRIGADE COMMANDER (STAFF RATING 8)

- Indian war party 2 battalions



FRENCH ARMY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
French raiders	Regular Infantry	Musket & tomahawk	6	3	4+	3	Sharp Shooters, Skirmishers
Indian war party	Irregular Infantry	Musket & tomahawk	6	3	4+	3	Skirmishers, Tough Fighters



French-Indian War French Infantry.

Seven Years' War, 25th November, 1759

Battle of Chinsurah

By Pete Brown



INDIA DURING THE 1750s was a tangled web of political manoeuvring as European nations bribed, bullied and back stabbed the various Indian noble houses into giving them exclusive access to their ports and, thus, the profitable markets beyond. Chief amongst these were the British East India Company, whose military commander-in-chief, Robert Clive, had already won a significant victory at Plassey in 1757 to drive the French out of Bengal.

Also vying for access to trade in Bengal were the Dutch East India Company ('Vereenigde Oost-Indische Compagnie' or VOC) In November 1758, the Dutch representative had secretly approached the ruler of Bengal, Mir Jafar, offering to replace the British as his protector in exchange for exclusive trading rights. Mir Jafar was an incorrigible political schemer and it suited him to play one European side off against the other and so in late 1759 he gave his consent to the scheme.

In October 1759, an Dutch army of 1500 men landed in Bengal, consisting of regular European troops as well as Malayan irregulars. Robert Clive was in Calcutta at the time, but when informed of the Dutch incursion he wrote to the Dutch representative and demanded their withdrawal. In addition, he ordered Colonel Francis Forde to take 500 men and seize the town of Chandernagore. This town was not far

from the Dutch port of Chinsurah, which was sure to be the first place the Dutch army would head for.

Forde soon learned that the Dutch army was indeed marching on Chinsurah. Once there they would have a safe base of operations and be in a position to recruit local forces. Forde felt that he could not attack as the British and Dutch were not at war, and so he sent an urgent message to Clive in Calcutta. Clive received this message whilst he was playing cards and, without leaving the table, he simply wrote on the back of Forde's note: Dear Forde. Fight them immediately, I will send you the order of Council tomorrow.

THE BATTLE OF CHINSURAH

Forde chose a battlefield half way between Chinsurah and Chandernagore, straddling the road that connects them. On his right was the village of Biderra and on his left was a grove of mango trees. In front of his position appeared to stretch an unbroken dusty plain. In fact, there was a significant ravine in front of the British centre.

Forde concealed his cavalry and artillery in the mango grove and placed his sepoys and European troops in the centre and holding the village on the right.

Mir Jaffa also sent Forde 100 cavalry, who had been given secret orders to watch the battle and only join in on the winning side once victory was clear!

At about 10:00am on the 25th November, 1759, the Dutch army appeared and marched directly across the plain toward the British position. The Dutch had no cavalry and had not been able to drag their heavy ships' guns with them overland.

Surprised by the sudden British artillery fire from the mango grove, they advanced bravely nonetheless until they encountered the ravine, which caused the front battalions to halt. The units behind continued to advance and the whole force was thrown into disorder. Forde's guns now raked the Dutch with canister and followed this with a charge by the British cavalry on the Dutch right and a bayonet charge by British sepoy on the Dutch left! The Dutch force fled, pursued by the British cavalry as well as Mir Jaffa's irregulars, who had now decided to join in.

The Dutch lost 100 Europeans killed and 350 captured, along with 200 Malays killed, 300 wounded and a further 200 made prisoner! Only 14 Europeans made it safely to Chinsurah to tell the tale. One witness described the battle as "short, bloody, and decisive," and stated that it did not last an hour.

OVERVIEW

This scenario pits a small, well trained army in a prepared position against a much larger but less experienced force. It is typical of many of the battles fought in Colonial India, not just in this period but through Wellington's campaigns to the actions of the Sikh, the mutiny and beyond.

Playtesting has shown that, if the British player holds his position, the disciplined volleys of his infantry and the support fire of the artillery are usually sufficient to see off the Dutch attack. However, if he becomes over confident and moves out of position to engage the Dutch before they have been weakened, then his flanks become vulnerable and the Dutch can bring numbers to bear, which

usually results in disaster for the British!

Although written for the Seven Years War in India, this scenario could be adapted to suit any colonial period.

THE ARMIES

Forde had 320 European and 800 Indian sepoy infantry. It is not clear how these were deployed, but I have allowed roughly 150 men in a European battalion and 200 men in a sepoy battalion. This results in two European battalions and four sepoy battalions, giving us two brigades of three units each.

In addition, Forde could call upon 80 European artillerymen with four field pieces and 50 volunteer European cavalry. It is not clear what calibre the guns were, but they were probably 3 or 6 pounders as they had been dragged overland to the battlefield and we know that after the battle the British force could not besiege Chinsurah itself as it had no heavy guns. The volunteer cavalry were made up of European settlers in Bengal and, whilst probably not uniformed, provided their own horses and weapons. I have made them a fairly tough bunch as these sorts of ad hoc formations generally had high morale and were armed to the teeth!

I have translated this into two model guns and a small unit of enthusiastic cavalry.

The Dutch force was made up entirely of infantry. They had been unable to drag their heavy ships' guns with them overland and the lighter pieces that the Dutch possessed had been at Chandernagore when the British seized it. They had hoped to raise local cavalry around Chinsura but had not yet had an opportunity to do so. However, the Dutch army was still a formidable force, consisting of 700 Europeans and 800 Malayan sepoys. Using the same sorts of ratio I used for the British force, this gives us five European battalions and four battalions of sepoys, or three brigades of three battalions.

The European Dutch were well armed and wore blue coats faced red with white trousers and a leather 'jockey' style cap. Although trained in the European fighting style, none of these troops would have seen much

action, unlike their British counterparts who had been fighting in India for a number of years now.

The Malay troops, or Mardijkers, wore a similar blue coat faced red but had short white trousers and white turbans. Issued with firearms by the Dutch, they were not, however, trained to fire volleys in line like their European counterparts. The VOC did not think it wise to train native forces in European methods of fighting in case they ever thought of rebellion, so the Malays are represented here as an irregular warband with some firearms capacity.

The names of the Dutch brigade commanders are not recorded so I have used the names of three of the Dutch ships that landed them in India instead.

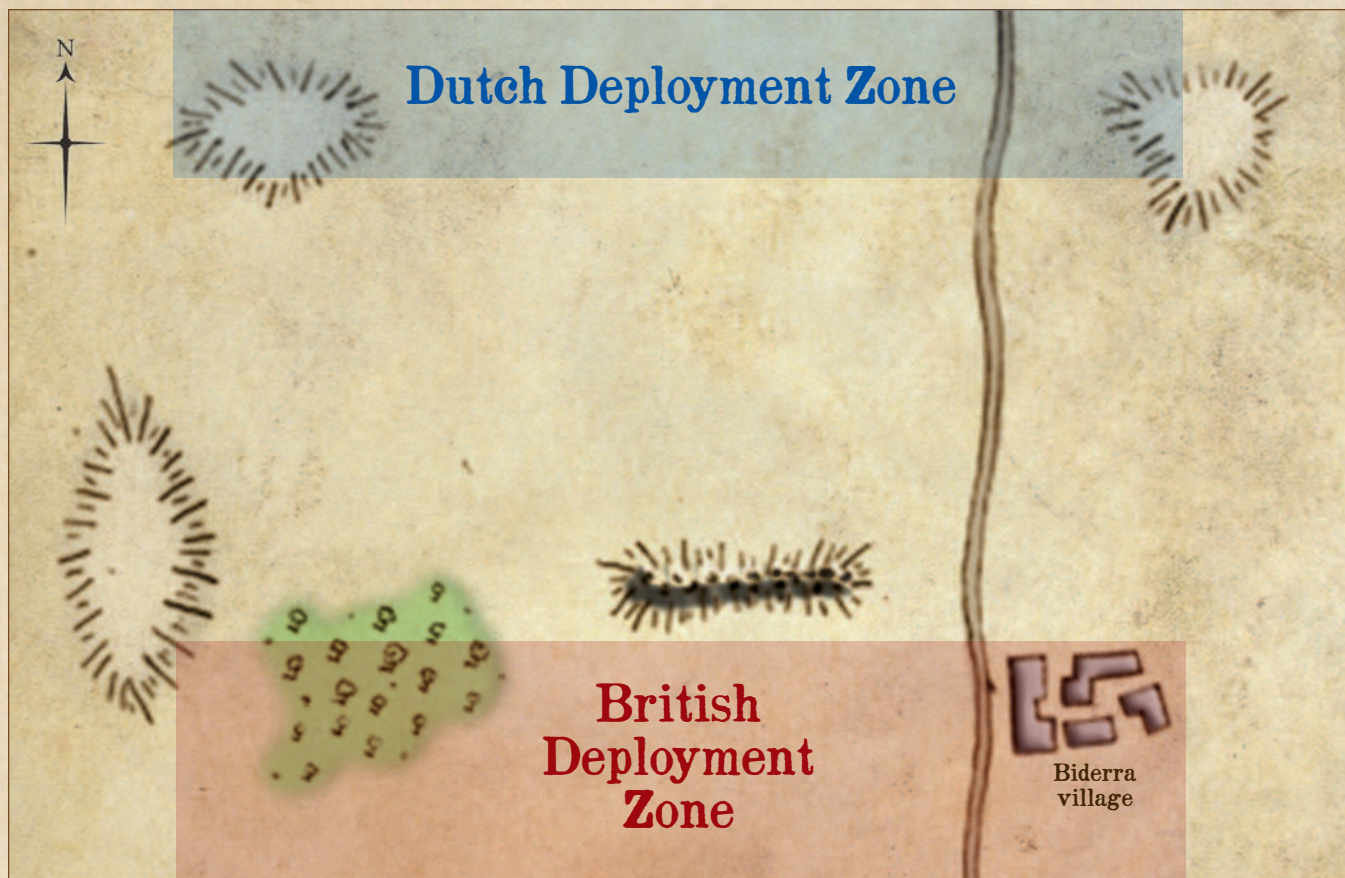
There is also a wild card unit involved in this game: the cavalry of Mir Jaffa. Although their stated aim was to aid Forde, they were in fact spies with orders to let the battle be decided before joining the victors. There is no point representing them if they will play no useful role, and so I tend to introduce them earlier to the battle than they would have joined historically.

Place this cavalry on the British left, some distance from the mango grove, so that they could threaten both the British and the Dutch flanks. This unit will watch the battle with interest and wait for the first Dutch or British unit to be destroyed in battle. The sight of a unit breaking and running for the hills will indicate that the other side is winning and these cavalry will then join the fray on the 'winning' side, coming under the command of the nearest 'friendly' brigade. Given that they are 'Marauders' their distance from their new commander should not be an issue.

THE TABLE

The British chose a position astride the Chinsura road, with the village of Badera on their right and with their left resting on a grove of mango trees. Crucially, in front of the British centre was a 'deep, broad, irregular ravine' which the Dutch would have to cross.

Since Forde deployed his artillery and cavalry in the mango grove, it cannot have presented too much trouble



in terms of movement. For this reason I did not treat it as a wood but simply as 'rough ground', reducing movement within it to half. I also ruled that the mango trees blocked line of sight, so units deployed within the grove do not have to be placed 'on board' until they fire or until an enemy unit comes within 12". This maintains some element of surprise around Forde's guns for those unfamiliar with the scenario.

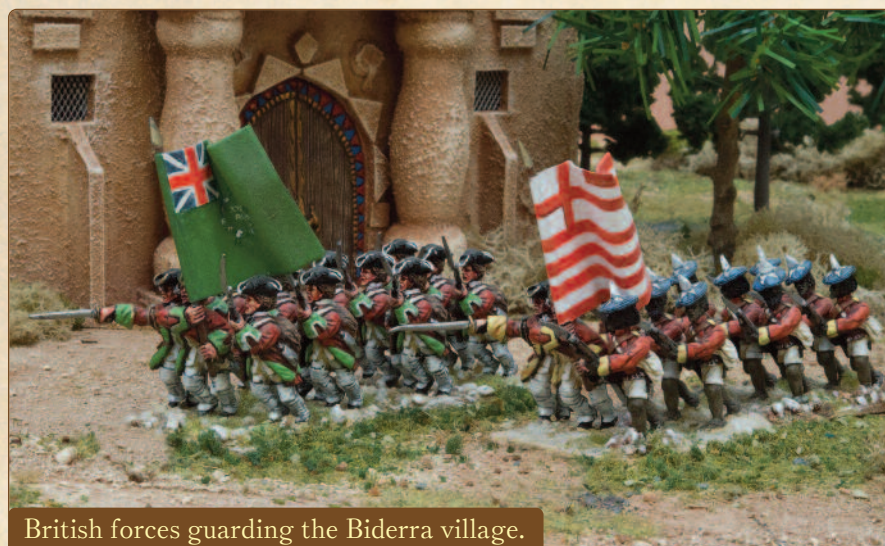
The ravine I ruled to be 12" long and 6" wide and it was classed as 'very rough' terrain (see page 42) in which

case troops move at one third pace (1" counts as 3"). If a unit's move starts or ends in the ravine, apply this modifier to their move distance. By making the ravine 6" wide I tried to ensure that any Dutch unit crossing it would take at least two moves to do so, simulating the difficulties the Dutch had historically. Whilst the British player should be told of its presence, the umpire should not place this piece of terrain until the first Dutch unit comes within 6" of it.

If the players are aware of the historical battle, or no umpire is

available, use this method instead. The British player should draw a sketch map of the battlefield and mark on it the location of the ravine, which can be anywhere across his front. Once again, the ravine will only be placed 'on board' when a Dutch unit moves within 6". This maintains the element of surprise, as the Dutch player will never quite know where the ravine will turn up!

The village can hold one battalion and should count as a Built Up Area if attacked. The rest of the board should be good going.



British forces guarding the Biderra village.

DISPOSITIONS

The British player may deploy his forces anywhere within his deployment zone. The Dutch forces can begin anywhere up to 12" in from their table edge.

OBJECTIVES

This is a straight fight. The Dutch must defeat or drive off the British in order to continue their march to Chinsurah. Anything short of this will be a British victory.

ORDERS OF BATTLE – THE ARMY OF THE EAST INDIA COMPANY (EIC)

C-IN-C: COLONEL FRANCIS FORDE

CAPTAIN FORRESTER (STAFF RATING 8)

- First Madras European infantry 1 battalion
- Madras sepoy 2 battalions
- 6pdr guns 2 artillery batteries

CAPTAIN KNOX (STAFF RATING 8)

- First Madras European infantry 1 battalion
- Madras sepoy 2 battalions
- Volunteer cavalry 1 squadron

EAST INDIA COMPANY (EIC) STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
EIC infantry	Regular Infantry	Smoothbore musket	6	3	3+	3	Elite 4+, First Fire, Steady
EIC sepoy	Regular Infantry	Smoothbore musket	6	3	4+	3	First Fire, Tough Fighters
Volunteer cavalry (small unit)	Irregular Cavalry	Sword	6	—	3+	2	Ferocious Charge, Marauders
Indian cavalry	Irregular Cavalry	Sword, lance	6	—	5+	3	Marauders
Artillery	Regular Artillery	Sword	1	3-2-1	4+	2	—

ORDERS OF BATTLE – THE ARMY OF THE DUTCH EAST INDIA COMPANY (VOC)

C-IN-C: COLONEL ROUSSEL

CAPTAIN WAERELD (STAFF RATING 8)

- VOC European battalion 1 battalion
- Mardijker battalions 2 battalions

CAPTAIN MOSSEL (STAFF RATING 8)

- VOC European battalion 1 battalion
- Mardijker battalions 2 battalions

CAPTAIN VLISSINGEN

- VOC European battalions 3 battalions

DUTCH EAST INDIA COMPANY (VOC) STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Dutch infantry	Regular Infantry	Smoothbore musket	6	3	4+	3	First Fire
Mardijker infantry	Irregular Infantry	Musket, sword, shield	8	1	5+	3	—

American War of Independence, 17th June 1775

Battle of Bunker Hill

By Stephen Jones



BUNKER HILL WAS the first set-piece battle of the American War of Independence. The King's army hoped to snuff out the rebellion in its earliest stages, however miscalculation and overconfidence resulted in a pyrrhic victory that fed fuel to the flames of revolution. The engagement actually involved a clash between British soldiers and rebel colonists over the smaller Breed's Hill, lying a little to the south-west of Bunker Hill. The hills were situated on the Charlestown peninsula; a projection of land situated north of Boston and which overlooked its larger and more urbanised neighbour. General Thomas Gage, commander-in-chief of British forces in North America and Governor of the colony of Massachusetts used Boston as his base of operations and had planned to seize Charlestown in order to assure his own security, but was pre-empted by his opponents who rushed men onto the peninsula on the night of the 16th/17th June and hastily constructed a redoubt and breastwork atop Breed's Hill.

Gage now had no option but to drive off the rebels before they could site heavy artillery and bombard Boston. An amphibious assault was hurriedly

planned and troops from the garrison assembled. Regiment after regiment of redcoated British infantry, accompanied by guns of the Royal Artillery, were ferried in boats across the broad Charles River to be landed on the southern beach of the Charlestown peninsula. There was little subtlety about this operation; the regulars were to march north and overwhelm the rebels, who they fully expected to flee in panic.

OVERVIEW

As you might expect, this scenario concerns a frontal attack against a fortified defensive position. There is only limited scope for manoeuvre so you might want to play this twice, swapping sides between the two games and comparing each other's performance. The scenario is well suited to solo play for those times when an opponent just isn't around.

At this early stage of the conflict, the British army retained the dense and rigid formations more appropriate to a European battlefield. This meant that progress was very slow across the much more cluttered terrain of North America.

While the troops would learn new tactics, in 1775 they would find themselves very constricted and vulnerable.

In this scenario I have omitted to represent the attack of a large British light infantry battalion along the beach forming the eastern edge of the battlefield. This assault was an abject failure; however, had it succeeded it would have probably resulted in a rapid defeat for the rebels. It is therefore rather too significant a 'what if' and in this case we will simply assume that history is repeated; that the light infantry suffer significant casualties but regroup to support the main action of the battle.

Readers who own the *Rebellion!* supplement will notice that this scenario is very different from the Bunker Hill section of the earlier book. Publication of this revised edition of *Black Powder* has allowed me to substantially revise my approach to this battle, incorporating a greater understanding of the events of June 1775 and offering, I believe, a more authentic and satisfying recreation.

THE ARMIES

The Crown army ordered to assault Breed's Hill consisted of battalions of line infantry and a few units assembled from the grenadier and light infantry companies detached from their parent battalions and used as 'shock troops'. The performance of the army as a whole fell very far short of expectations; this resulted from underestimating the determination of the defenders, and the difficulty of the ground to be traversed. This was a failure of planning and not a lack of bravery on the part of the soldiers carrying out the assault. Gage himself took no part in the battle, delegating responsibility to Major-General William Howe.

British units have been given fairly standard statistics. Special rules have been used to reflect the redcoats' tenacity and bravery in continuing to attack despite horrendous losses among both men and officers. The line battalions were mostly under-strength and are represented by small units. The exceptions are the two battalions of

ORDERS OF BATTLE – BRITISH FORCES

MAJOR-GENERAL WILLIAM HOWE'S BRIGADE (RIGHT WING AND C-IN-C)

- Grenadier battalion British infantry (large unit)
- Light Infantry battalion* British infantry (small unit)
- 5th Foot British infantry (small unit)
- 52nd Foot British infantry (small unit)
- Royal Artillery 2 medium artillery
- Royal Artillery 1 howitzer
- Royal Artillery 2 light artillery

BRIGADIER-GENERAL ROBERT PIGOT'S BRIGADE (LEFT WING)

- 38th Foot British infantry (small unit)
- 43rd Foot British infantry (small unit)
- 47th Foot British infantry (small unit)
- 1st Marines British infantry (large unit)
- Light Infantry British infantry (small unit)
- Grenadiers British infantry (small unit)

MAJOR-GENERAL HENRY CLINTON'S BRIGADE (RESERVE)*

- 63rd Foot* British infantry (large unit)
- 2nd Marines* British infantry (large unit)

Units marked with an asterisk () are not available at the start of the battle, but might arrive later on as described in the 'Dispositions' section of this scenario.*

ORDERS OF BATTLE – REBEL FORCES

COLONEL THOMAS PRESCOTT'S BRIGADE (C-IN-C)

- New England regiments 6 rebel infantry (average units)
- Rebel skirmishers 3 rebel skirmishers (tiny units)
- Rebel artillery 1 light artillery

COLONEL JOHN STARK'S BRIGADE

- Stark's New Hampshire Regiment 1 rebel veteran infantry (large unit)
- Reed's New Hampshire Regiment . . . 1 rebel veteran infantry (average unit)
- Rebel artillery 1 light artillery

marines (not yet 'Royal') and the 63rd Foot who were newly arrived in America. These were closer to full-strength and warrant a 'large' unit size, as does Howe's provisional grenadier battalion. After some thought I decided to give all redcoated units the same special rules. The grenadiers and light infantry performed no better in the attack on Breed's Hill than the equally brave regiments of the line, although they did wear fancier uniforms and would earn their elite status in the coming years.

At a tactical level the British generals competently implemented a fundamentally flawed plan, however they are awarded a Staff Rating of just 7. Combining a low Staff Rating with the Superbly Drilled rule results in forces that grind forward slowly with limited options for imaginative manoeuvring by individual battalions.

The rebel army defending the Charlestown peninsula consisted of numerous regiments of varying sizes, some being split into detachments. Most of these were from Massachusetts,

however the men of New Hampshire provided able support under the capable command of John Stark and appear to have put in the best performance of the day. For practical reasons most of the rebel infantry are represented by standard-sized units, with Stark's men having the morale of regulars and one of his units being 'large'. Although generally of lower quality than the British troops, the rebel defenders have the advantage of numbers for most of the battle, occupy the high ground and benefit from the cover afforded by the redoubt, breastwork, barn and so on. It should also be remembered that the men fighting to hold Breed's Hill represent the most motivated individuals; the shirkers had already departed.

In reality the rebels held their ground until their ammunition ran out and they were compelled to retreat. To keep some interest in the game for the rebel player I have not penalised his troops too harshly in this respect but have given the majority of rebel units a lower shooting factor, offset in the initial stages of the battle with the 'First Fire' rule. Should the fighting result in hand-to-hand combat, the rebels will find themselves at a severe disadvantage because of their lack of bayonets, represented by reduced hand-to-hand ratings.

There was no overall commander for the rebel forces on and around Breed's Hill, however I have afforded Prescott this privilege, along with a Staff Rating of 8 for both him and Stark.

Medium artillery and howitzer ranges have been increased from the usual *Black Powder* ones. This is because the relatively small size of the battle means we are using a ground scale of 12" on the table representing around 100 yards in real life and we must permit these artillery types to perform the task they were assigned on the day; to bombard the rebel defences. For simplicity other weapon ranges should follow the rules as written and close range is still considered to be 6".

THE TABLE

The scenario is designed to fit on and 8' x 6' table, using unit frontages of around 6" for a small unit, 9" for a standard unit and 12" for a large unit.

The fortifications consist of a redoubt atop Breed's Hill, with a breastwork running eastwards from the redoubt, down to the bottom of the hill. Both give +2 to morale saves for any unit that is defending them, as does the stone barn. A log barricade runs up the eastern side of the hill and offers a +1

morale save to defenders. Units defending the wooden buildings of Charlestown, the stone walls and the straw-reinforced fence also benefit from a +1 modifier to their morale saves. The other wooden fences do not affect morale but do slow movement in the same way as any obstacle.

The redoubt is constructed from piled earth. The walls are high and as a result artillery cannot shoot out of the redoubt other than from the 'V' shaped projection to the west, overlooking Charlestown.

The terrain of the Charlestown peninsula included a large number of fences and walls as well as long grass and crops, not all of which are shown on the map. All movement should be reduced by one-third whether or not the unit is moving uphill. Marked fences also count as obstacles and crossing them requires a 6" deduction from movement. Only light artillery can be manhandled during the game. The medium artillery and howitzer of the Royal Artillery must deploy on Moulton's Hill and can only pivot to face different targets.

The pond is impassable. The orchard slows movement by virtue of the fence surrounding it but has no other effect. All other terrain affects the game as described in the *Black Powder* rules.



Brave rebels repel British grenadiers at Breed's Hill.



Pigott & Clinton

Players who do not have a large hill model to represent Breed's Hill can still play the scenario; although the big hill does tend to look good. Just remember that artillery cannot shoot through the area the hill would otherwise occupy.

DISPOSITIONS

The rebels deploy their skirmishers in Charlestown. Stark's Brigade is positioned within 6" of the straw-reinforced fence. Prescott may place one infantry unit in the stone barn. The remaining rebel infantry are placed anywhere on Breed's Hill. Prescott's artillery can be placed anywhere on the battlefield. There are no rebel reinforcements. The rebel skirmishers cannot receive orders during the game, they may only act on initiative when within 12" of an enemy unit.

The British place their medium artillery and howitzer units on

Moulton's Hill. The remaining units of Howe's Brigade are placed on Moulton's Hill or anywhere within 12" of it. Pigot's Brigade may attempt to enter from the start of the first turn. Clinton may attempt to enter from the beginning of any British turn where five or more British infantry units are shaken. Clinton's Brigade enters from the southern edge of the table, between Charlestown and Moulton's Hill. At the same time as Clinton's first unit arrives on the table, the British Light infantry battalion of Howe's Brigade can be placed within 6" of Moulton's Hill. This unit begins with one casualty already suffered and can be ordered to move from the following British turn onwards.

OBJECTIVES

Each side is trying to break its opponent. The British will break if both Howe's and Pigot's Brigades are broken. The rebels will break if Prescott's Brigade is broken. Brigades break if they start any of their game turns with more than half of their infantry units shaken or destroyed.



60th 'Royal Americans' cap 1770 (Perry Collection)

British Infantry Regiment



CROWN FORCES: STATS AND SPECIAL RULES

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
British Infantry (large unit)	Regular Infantry	Smoothbore musket	8	4	4+	4	Brave, Elite 4+ Stubborn, Superbly Drilled
British Infantry (small unit)	Regular Infantry	Smoothbore musket	4	2	4+	2	Brave, Elite 4+ Stubborn, Superbly Drilled
Light Artillery	Artillery	Light smoothbore artillery	1	3-2-1	4+	2	Range: 36"
Medium Artillery	Artillery	Medium smoothbore	1	3-2-1	4+	2	Range: 60"
Howitzer	Artillery	Smoothbore	1	3-2-1	4+	2	Range: 60"

SPECIAL RULES

Brave

Despite being driven back from their initial assaults, the British regiments were able to reform and re-enter the fray. Any unit that has reached shaken status and that is more than 12" away from the enemy, can roll a dice at the end of a Crown command phase and recover one casualty on a result of 4 or more. Units can also remove casualties if in receipt of a Rally order from their brigade commander or commander-in-chief, as described in the Command section of the *Black Powder* rules.

Elite

The British infantry pressed home three waves of attack on Breed's Hill

despite suffering crippling losses. These units may roll a dice at the start of any Crown turn that they begin disordered and may recover their composure on a roll of 4 or more.

Stubborn

In many cases, British units assaulting Breed's Hill fought to virtually the last man standing. British units may re-roll one failed morale test each time the unit suffers casualties.

Superbly Drilled

The plan of attack at Breed's Hill was unsubtle and inflexible, British infantry are able to make one move even if their commander fails when issuing an order. Players should note that this is used in conjunction with a somewhat poor command level among the British high command.

In addition to the special rules above we must also consider the disorganisation in the supply of ammunition to the Royal Artillery and will create a scenario specific rule affecting the British Light Artillery. When EITHER of these units shoots at ranges greater than 6", if any dice rolled score a '1', then BOTH units are marked as 'out of roundshot' and neither can shoot at ranges greater than 6" until the Crown side rolls a '6' on a single die at the start of their game turn to resupply them. Once the ammunition has been resupplied the units cannot go 'out of roundshot' again during the battle.

These units can always shoot at close range with no adverse effect from being 'out of roundshot'.



Colonial Militia.

REBEL FORCES: STATS AND SPECIAL RULES

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Rebel Infantry	Regular Infantry	Smoothbore musket	3	2	5+	3	First Fire
Rebel Veteran Infantry	Regular Infantry	Smoothbore musket	3	2	4+	3	First Fire
Rebel Veteran Infantry (large unit)	Regular Infantry	Smoothbore musket	4	3	4+	4	First Fire
Rebel Skirmishers	Regular Infantry	Smoothbore musket	1	1	5+	1	—
Light Artillery	Artillery	Light smoothbore artillery	1	3-2-1	6+	2	Range: 36", Unreliable, Wavering

SPECIAL RULES

First Fire

The rebel infantry suffered from poor logistical support within the hastily assembled army and ran out of ammunition. This can be represented in a number of ways but for simplicity the shooting factor has been reduced but units can add an

extra die when shooting for the first time in the battle.

Unreliable

The more I read about the rebel artillery at Breed's Hill, the more I wonder if it is worth representing it at all. The performance was woeful and led to charges of cowardice. Whenever the rebel artillery suffers a casualty they must take a Break Test.

Wavering

Further to its unreliability under fire, the artillery is further penalised. When receiving orders they ignore them on a roll that equals the Staff Rating.



The War of 1812, September 12th 1814

Battle of North Point

By Adrian McWalter



In 1814, BRITAIN diverted its attention to the two-year-old war with the United States of America, following the defeat of Napoleon Bonaparte. The British, intent on bringing the US to the negotiating table, went on the offensive, their strategy being one of raiding the Atlantic coast to entice American forces operating in Canada to withdraw south.

British operations went well, and in August British forces landed in Virginia. On the 24th of August the British defeated an American force that had the advantage of numbers and a defended position at the Battle of Bladensburg. The British victory cleared a route to the American capital and on the night of the 24th of August the British under Major General Robert Ross entered the capital and in retaliation for American 'outrages' in Canada set fire to many government and military buildings including the Presidential Mansion, a building that we know today as the White House.

The strategically important port of Baltimore, thought to be a 'den' for privateers raiding British shipping became the next target for the British following the successful capture of Fort Warburton and the thriving port of Alexandria.

A combined operation was planned, Ross would attack at North Point, whilst Vice Admiral Sir Alexander Cochrane would bombard Fort McHenry in Baltimore Harbour.

Ross's command consisted of just under 5,000 officers and men and on the morning of the 12th of September this force landed at North Point and set out for Baltimore. As for the Americans, Major General Samuel Smith had anticipated the landing and dispatched a



force commanded by Brigadier General John Striker to throw the British back into the sea.

The two forces met at 3 pm.

A British frontal assault, precipitated by a harrying force of Americans, met with stiff resistance when it ran into Stricker's main force in defended positions. The British suffered a high number of casualties, despite a flanking force sending a number of American units fleeing in panic. Striker then conducted an organised withdrawal that was not followed up by the British

During the initial contact Ross was mortally wounded and turned command over to Colonel Arthur Brooke. Brooke understood that his command had been mauled during the action and decided to wait for nightfall and the destruction of Fort McHenry.

Fort McHenry never fell and the defence of it lead American lawyer Francis Scott Key, who watched the bombardment from a British ship where he was detained, to write a poem that later, when put to an English 'penny' drinking song became the National Anthem of the United States.

OVERVIEW

This scenario begins after Ross has been mortally wounded and the British had begun their main attack. The British must force the Americans from the

They've killed our General!

"IT IS IMPOSSIBLE TO CONCEIVE the effect which this melancholy spectacle produced throughout the army. By the courteousness and condescension of his manners, General Ross had secured the absolute love of all who served under him (...).

When Colonel Brook (!), with his staff, having galloped along the line to see that all was ready, commanded the signal to be made. The charge was accordingly sounded, and echoed back from every bugle in the army, when starting from the ground where they had lain, the troops moved on in a cool and orderly manner."

BRITISH LIEUTENANT GEORGE ROBERT GLEIG
AT NORTH POINT, MARYLAND



field, whilst the Americans must hold their defensive line.

THE ARMIES

The British forces at the battle were first rate troops consisting of veteran line and light infantry, Royal, Provisional and Colonial Marines and a strong naval landing party. The whole force was supported by three six pounder cannons and a Marine rocket section.

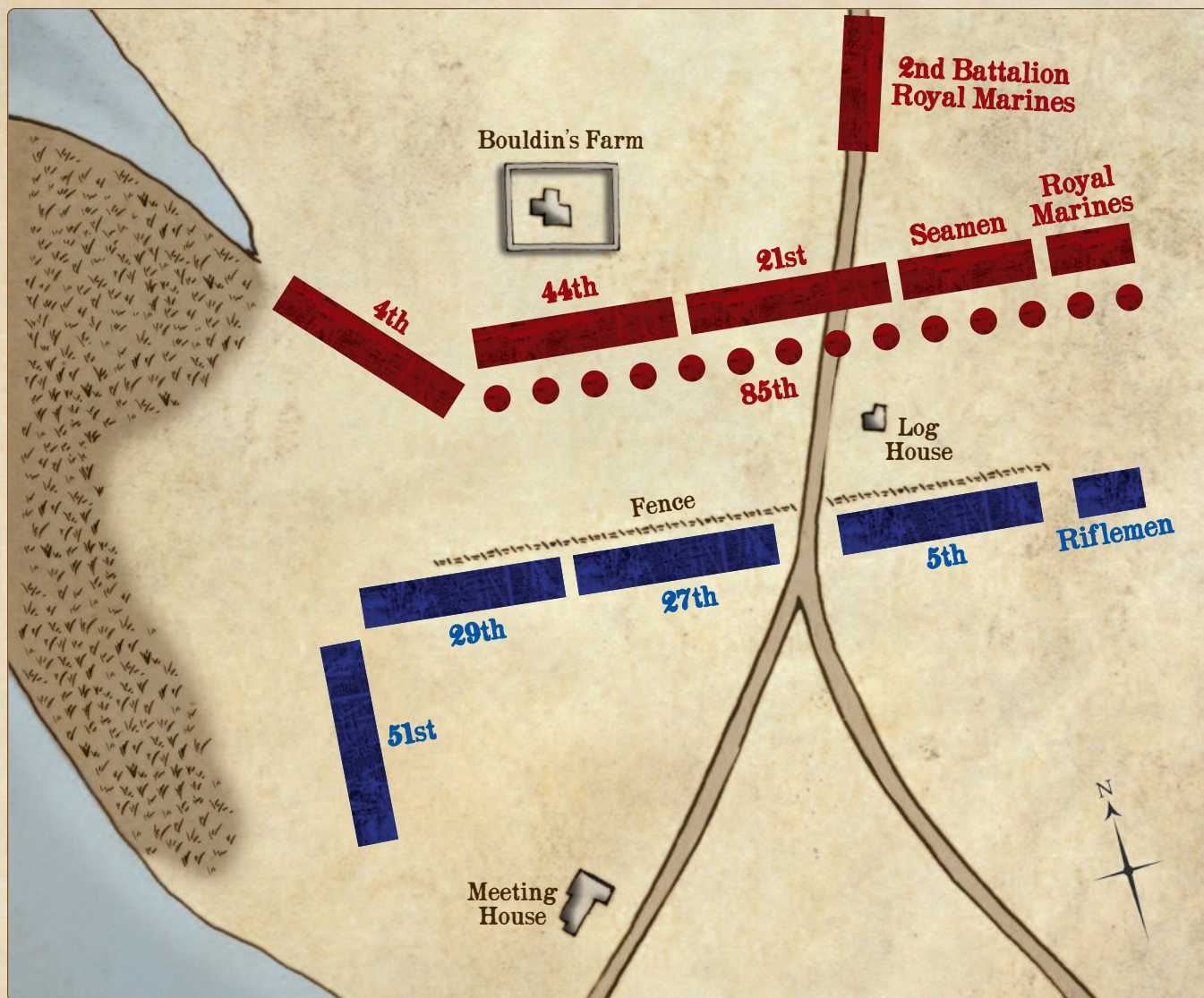
The American forces present at the battle consisted of five regiments

of Maryland militia, a small militia cavalry regiment from Maryland, a battalion of three volunteer rifle companies and a battery of six 4-pounder field guns. American militia units had, in the main, performed poorly and during the battle their exploits varied from obstinate bravery to turning tail in panic.

Neither Brooke nor Striker were competent commanders, both knew what their country required of them and both went about their task in a purposeful way. Both should be given a rating of eight.



Union Jagers hold down the farm.



THE TABLE

The American position is marked by a fence line that covers the majority of the American line. Troops protected by the fence line should receive a morale

cover bonus. There are numerous wooded areas that should provide a morale cover bonus. In the rear of the British position there is a small farm holding known as Bouldin's Farm. Running through the centre of the table

is a track known as Long Log Lane, troops moving on the lane should get a bonus to their move.

DISPOSITIONS

Both armies deploy as the above map, the 6th Maryland Militia are available to the American player after the third turn.

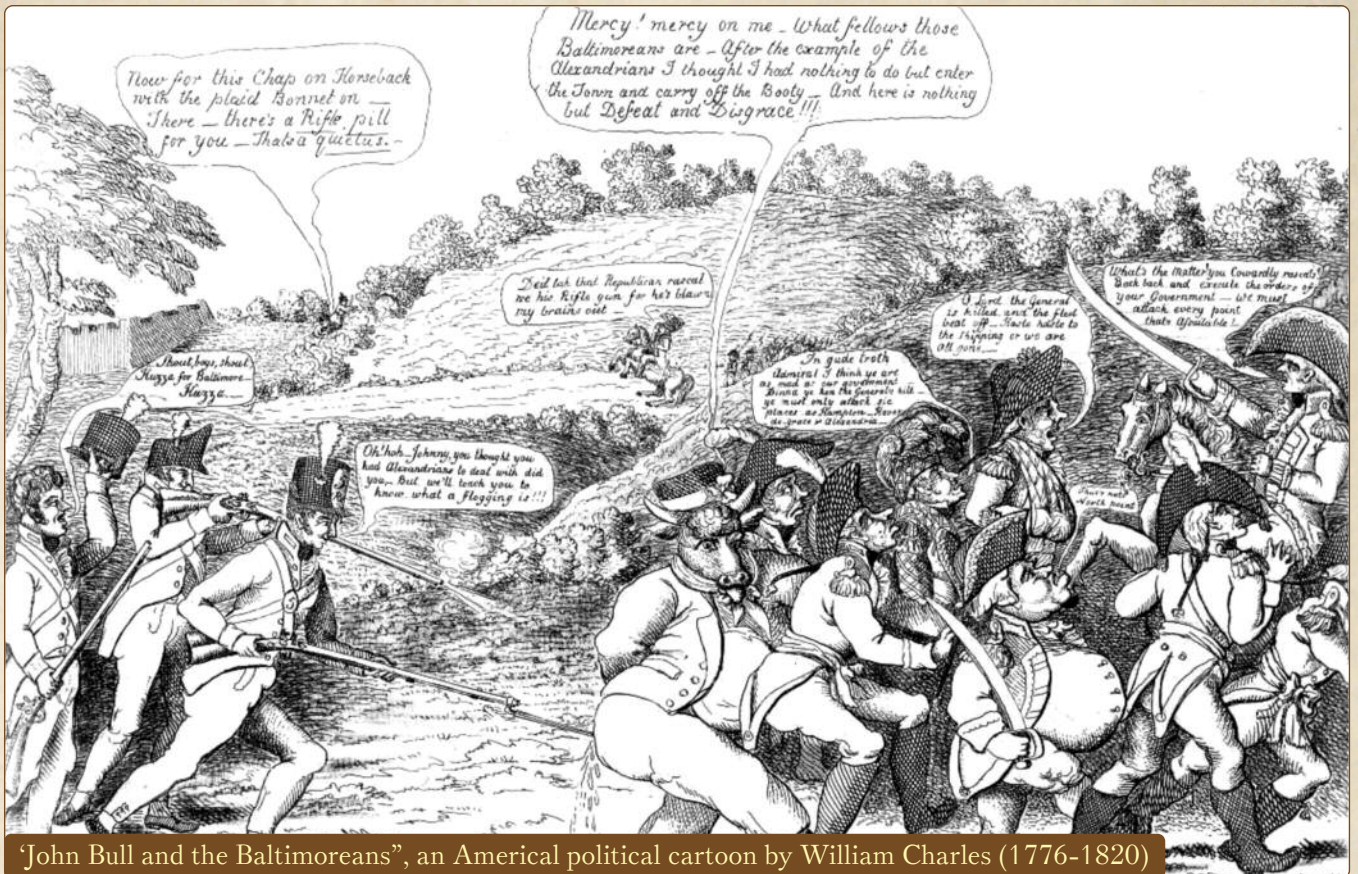
OBJECTIVES

The British objective is simple: they must break the American army. To do this, they must shake or rout more than half of the American brigade.

The American objective is also simple: they must hold the fence line for at least eight turns or break the British army. To hold the fence line, they must have at least two units in contact with it.



The British Riflemen burst through the trees.



'John Bull and the Baltimoreans', an Americal political cartoon by William Charles (1776-1820)



A bitter struggle for the Bouldin's Farm.

BRITISH ORDER OF BATTLE

C-IN-C: COLONEL ARTHUR BROOKE (STAFF RATING 8)

1ST (LIGHT) BRIGADE

Colonel William Thornton (Staff rating 8)

- 85th Regiment of Foot Infantry (Light Infantry) *Large Light Infantry battalion*
- Light Companies of the following regiments 4th, 21st, 44th, 4th, 21st, 44th *Standard Light Infantry battalion*

2ND BRIGADE

Unknown Commander (Staff rating 8)

- 4th Regiment of Foot *Large Line Infantry battalion*
- 44th Foot Regiment of Foot *Standard Line Infantry battalion*
- Provisional Marine Battalion *Standard Light Infantry battalion*
- Royal Marines Ship's Company and 2nd Colonial Marines *Tiny Light Infantry units*
- Royal Naval Landing Party *Small Light Infantry battalion*

3RD BRIGADE

Colonel Patterson (Staff rating 8)

- 21st Regiment of Foot *Large Line Infantry battalion*
- 2nd Battalion Royal Marines *Standard Light Infantry battalion*

ARTILLERY

- One artillery battery *One Rocket section*

BRITISH STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
British Light Infantry (large unit)	Regular Infantry	Smoothbore musket	8	4	4+	4	Elite 5+, First Fire, Sharp Shooter, Skirmish
British Light Infantry	Regular Infantry	Smoothbore musket	6	3	4+	3	First Fire, Sharp Shooter, Skirmish
British Light Infantry (small unit)	Regular Infantry	Smoothbore musket	4	2	4+	2	First Fire, Sharp Shooter, Skirmish
British Light Infantry (tiny unit)	Regular Infantry	Smoothbore musket	2	1	4+	1	Sharp Shooter, Skirmish
British Line Infantry (large unit)	Regular Infantry	Smoothbore musket	8	4	4+	4	Elite 5+, First Fire
British Line Infantry	Regular Infantry	Smoothbore musket	6	3	4+	3	Elite 5+, First Fire
British Artillery	Artillery	Smoothbore artillery	1	3-2-1	4+	2	Range 48"
British Rocket Section	Artillery	Rocket	1	1	4+	1	Rocket





Jagers reserves observe the battlefield under the cover of the trees.

AMERICAN ORDER OF BATTLE

3RD MARYLAND BRIGADE

Brigadier General John Stricker (Staff rating 8)

- 5th Maryland Volunteers, 550 men *Standard Militia Line battalion*
- 6th Maryland Militia *Standard Militia Line battalion*
- 27th Maryland Militia *Standard Militia Line battalion*
- 39th Maryland Militia *Standard Militia Line battalion*
- 51st Maryland Militia *Large Militia Line battalion*
- 1st Maryland Rifles *Small Militia Rifle Light infantry battalion*
- Union Jagers *Small Militia Rifle Light infantry battalion*
- Fell's Point Rifles *Small Militia Rifle Light infantry battalion*
- Baltimore Sharpshooters *Small Militia Rifle Light infantry battalion*

ARTILLERY

- Cannon *Two half batteries of 4pdr cannon*

CAVALRY, INDEPENDENT UNIT

Lieutenant Colonel James Blays (Staff rating 7)

- 5th Maryland Cavalry *Small Militia Light Cavalry regiment*

AMERICAN STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
American Militia (large unit)	Regular Infantry	Smoothbore musket	7	4	4+	Untested	First Fire, Freshly Raised
American Militia	Regular Infantry	Smoothbore musket	5	3	4+	Untested	First Fire, Freshly Raised
American Rifles (small unit)	Regular Infantry	Rifled musket	3	3	4+	2	Sharpshooter, Skirmish
American Artillery	Artillery	Smoothbore artillery	1	3-2-1	4+	2	Range 36"

LOW AMMUNITION

To represent US ammunition issue problems, American militia units that roll a double one when they fire count as running out of ammunition and must miss a turn's shooting to resupply.

Napoleonic War, 16th June 1815

Quatre Bras

By Alan and Michael Perry



THIS SCENARIO WAS loosely based on the Battle of Quatre Bras 16th June 1815. The allies consisted of Dutch-Belgians and British for this scenario. The Dutch-Belgian infantry brigade plus a small brigade of cavalry were placed on the table up to half way in, while the British could only arrive from turn 3. The British consisted of two infantry brigades and a heavy cavalry brigade.

All the French forces, three infantry brigades, one light cavalry and one heavy cavalry brigade could arrive anywhere along their table edge from turn one, although they would need to roll to get them on.

The Dutch-Belgian infantry deployed stretched across the width of the table, about half way in and partially on a ridgeline, not knowing where the French would concentrate their

forces. A tiny unit of jaegers was stationed in a house in the middle of the table. The small Dutch-Belgian light cavalry brigade was kept in reserve behind the infantry.

All but the French light cavalry brigade arrived in the first turn to the shock of the Dutch-Belgians. The Dutch-Belgians held their ground and landed a few long range shots from their artillery causing casualties on the French.

The French right, including the heavy cavalry, made short work crossing the stream and started their ascent on the Dutch-Belgian's left holding the ridge. The French centre brigade stormed into



the house held by the jaegers but were embarrassingly thrown back by the tiny unit defending. The French left pushed up the road heading directly for Quatre Bras itself.

A furious fight now erupted for control of the crest of the ridge as the third French infantry brigade surged uphill. The Dutch-Belgian light cavalry were thrown in at this stage to try and stem the flow, but it was looking bleak as the French heavy cavalry brigade now began sweeping around the same flank. It was at this point two of the three

British brigades turned up. The skirl of bagpipes announced the arrival of the Highland brigade in the centre of the Allies' table edge. The British heavy cavalry brigade also arrived on the flank of the French heavy cavalry, although both British brigades could enter only one move on.

The French heavy cavalry charged the British cavalry who counter-attacked and pushed the French heavies back. The Dutch-Belgian infantry brigade broke at this point, but surely the Highland brigade would plug the gap! The last British brigade had still not turned up!

The French were steadily advancing on the left towards Quatre Bras, but on the French right their heavies were routed by the British cavalry. This effort, however, was costly for the British as their cavalry too were spent and they fell back a broken brigade.

With the Dutch-Belgian infantry broken but forming square the highlanders went in but were met with stiff resistance. The last British brigade eventually arrived at Quatre Bras, formed line and advanced, but it was too late for the allies, the Highland brigade collapsed leading to a broken army.

The French won a costly victory!



THE FIRST TURN.



THE DUTCH/BELGIAN CENTRE WITH
SUPPORTING LIGHT CAVALRY

THE FRENCH STORM
THE 'JAEGER HOUSE'
BUT ARE REPULSED!



THE FRENCH LEFT
ADVANCE ON QUATRE BRAS.



“AT 7 O’CLOCK the enemy began to reconnoitre our position by making a few cavalry charges, which were however, repulsed with loss on his side ... Up to now the enemy had not appeared in great strength; the troops against whom we had to fight consisted, besides part of the line infantry, the Guard Chasseurs, Guard Lancers and Guard Horse Artillery.”

Colonel van Zuylen van Nuevelt



▲
DUTCH LIGHT BATTALION DEFEND
THE ALLIED RIGHT FLANK.

◀ THE DUTCH/BELGIAN COMMAND
TRY TO RALLY A BATTALION.



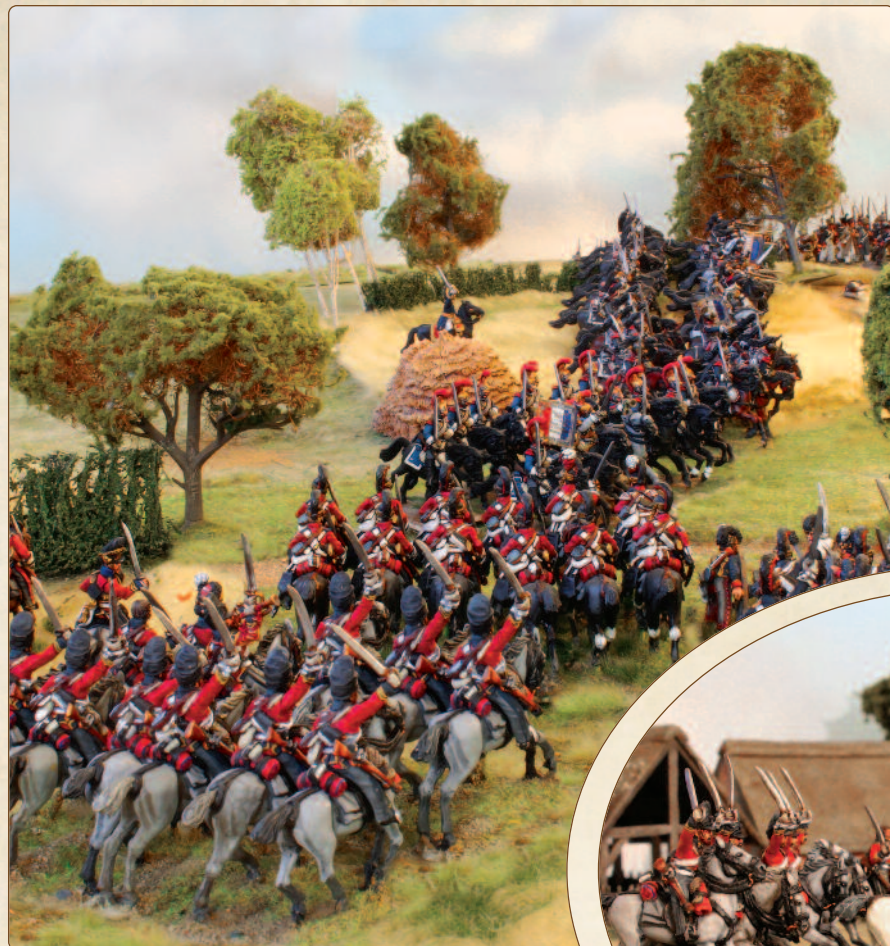
▼ THE STRUGGLE FOR THE RIDGELINE.



THE HIGHLAND BRIGADE ARRIVES AS THE LIGHT

THE HIGHLAND BRIGADE.





THE BRITISH HEAVY
CAVALRY ARRIVE
ON THE FLANK OF THE
FRENCH HEAVIES.



THE SCOTS GREYS.



THE HEAVIES CLASH! ▲



THE FRENCH CAVALRY ARE PUSHED BACK.



IT'S ALL UP TO THE HIGHLAND BRIGADE.





▲ THE FRENCH PUSH BACK THE ALLIED RIGHT.

▼ THE DUTCH LIGHT INFANTRY FALLING BACK ON QUATRE BRAS.





▲ THE FRENCH LEFT PUSH ON.



▲ THE FINAL BRITISH BRIGADE ARRIVES BUT TOO LATE TO MAKE A DIFFERENCE.

THE FRENCH LIGHT CAVALRY FINALLY ARRIVE! ▼





THE BRITISH POUR AS MUCH FIRE INTO THE FRENCH AS POSSIBLE.

THE HIGHLAND BRIGADE AND DUTCH BELGIANS ARE BROKEN AND FORM SQUARES.



ALL IS LOST FOR THE ALLIES....



NAPOLEONIC ARMIES 1805-1815

Below is a summary of statistics for Napoleonic troops which can be used for fighting Napoleonic battles.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Guard Infantry	Regular Infantry	Smoothbore musket	7	3	3+	3	Elite 4+, Reliable
Veteran Infantry	Regular Infantry	Smoothbore musket	6	3	4+	3	Elite 4+, Reliable
Line Infantry	Regular Infantry	Smoothbore musket	6	3	4+	3	—
Rifle-armed Light Infantry	Irregular Infantry	Rifled muskets	6	3	4+	3	Sharpshooters, Skirmishers
Rifle-armed Light Infantry (small unit)	Irregular Infantry	Rifled muskets	4	2	4+	2	Sharpshooters, Skirmishers
Militia Infantry	Regular Infantry	Smoothbore musket	6	3	4+	3	Unreliable
Guard, Elite or Veteran Cuirassiers	Regular Cavalry	Swords	10	—	3+	3	Heavy Cavalry D3, Reliable
Cuirassiers (Heavy Cavalry)	Regular Cavalry	Swords	9	—	3+	3	Heavy Cavalry D3, Reliable
Guard, Elite or Veteran Line Cavalry	Regular Cavalry	Swords	9	—	4+	3	Heavy Cavalry D3, Reliable
Dragoons (Line Cavalry)	Regular Cavalry	Swords	8	—	4+	3	Heavy Cavalry +1
Guard, Elite or Veteran Lancers	Regular Cavalry	Lances	8	—	4+	3	Lancers, Marauders, Reliable
Lancers	Regular Cavalry	Lances	7	—	4+	3	Lancers, Marauders
Guard, Elite or Veteran Light Cavalry	Regular Cavalry	Sabres	7	—	4+	3	Marauders, Reliable
Hussars	Regular Cavalry	Sabres	6	—	4+	3	Marauders
Hussars (small unit)	Regular Cavalry	Sabres	4	—	4+	2	Marauders
Guard, Elite or Veteran Horse	Artillery	Light Smoothbore	1	3-2-1	4+	2	Marauders, Reliable
Horse Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Guard, Elite or Veteran Foot	Artillery	Smoothbore Artillery	1	3-2-1	4+	3	Reliable
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	—
Siege Artillery	Artillery	Smoothbore Siege Artillery	1	3-2-1	4+	3	—

*Napoleonic Wars British
95th Rifles Regiment Infantry*





Artillery at the ready.

Napoleon's Berlin carriage



Not minding casualties, the infantry valiantly charges forward.

Napoleonic War, 17th June 1815

The Eve of Waterloo

By John Stallard



THE BLACK POWDER era saw mounted troops fielded in greater numbers than ever before. This was so despite the growing efficiency of infantry firearms and improvements to artillery that rendered such weapons ever more deadly. Cavalry formations of the early 18th century could be large, but they were rarely able to dominate the battlefield and win the battle on their own. Napoleonic cavalry formations, however, grew to be a significant portion of the army and a considerable expense to the states that fielded them. They were capable of making rapid manoeuvres and deadly charges on the battlefield, of mounting effective raids and – at the conclusion of an engagement – of pursuing broken enemies. All of these qualities held true to the end of the Black Powder era when the British army found itself harassed by elusive Boer cavalry. The mounted arm remained an important and prestigious part of every army right up until the First World War.

This scenario takes as its theme a purely cavalry action in which the mounted arm is the sole combatant and we leave sluggish infantry and even more ponderous artillery far behind.

At last a chance to set loose our cavalry without the rough soldiery getting in the way to ruin everything! The scenario draws its inspiration from the clash of mounted regiments the afternoon and evening before Waterloo



as Wellington redeployed after the engagement at Quatre Bras. Wellington was keen to bring his foe to a defensive battle on his own terms, ridge and all, so carefully retreated to the position at Waterloo to await Prussian reinforcement. Napoleon harried the British and the allied army during this manoeuvre, trying to keep his sword at Wellington's back, as it were.

As is well known the weather turned to heavy rain, soaking the opposing armies and making the movement of horses and supplies especially difficult. The British cavalry under Uxbridge was tasked with keeping the French horse at bay whilst the redcoats plodded through the mud, dragging carts and artillery behind them. The opposing British and French cavalry clashed at Genappe where the line of retreat led through a narrow defile and over a bridge. The French Red Lancers of the Guard confronted British hussars who quickly engaged the enemy with their customary enthusiasm. In the ensuing charge the hussars found their sabres easily out-reached by the jabbing nine foot ash lances of their adversaries. A good few so disadvantaged were tumbled from their saddles. A second

charge was made with a similar outcome. Encouraged by their success the Red Lancers advanced, only to be met by Somerset's Life Guards. These were big men on huge horses, committed out of exasperation following the hussars' defeat. The momentum of their charge broke the lancers almost immediately. Within seconds the French were tumbled back in disorder. The Life Guards, having seen off the threat, rallied back in good order to continue the action if need be.

So it continued, with both British heavy brigades and a light brigade forming a rear guard tasked with slowing the French pursuit. Napoleon himself advanced with his mounted escorts where he appeared vividly on the skyline in flashes of lightning, presenting a momentary target for the guns of the Royal Horse Artillery. Light infantry were also active amongst the fighting. The popping of carbines and pistols marking their clash with vedettes and detached units of skirmishers, until the long day finally turned to darkness. Even as night closed in, the garrison of La Haye Sainte were to hear cavalry advance up to their position.

FIGHTING THE ACTION

Although our scenario is inspired by the British retreat and French pursuit that followed the battle of Quatre Bras it could easily be played out with any mounted troops of the entire Black Powder era. Indeed, that is the gist of this scenario – a cavalry action that works equally well no matter what your favourite era or army. Our adversaries could equally well be combatants from the American Civil War, Seven Years War, the Crimean, Franco-Prussian War, or even the early actions of the Great War – albeit beyond our period strictly speaking. Our game is therefore very much the 'inspired by' affair and the forces involved are arranged to give us an accessible and playable game regardless of the era represented.

Purists may wish to recreate the actual fighting described using a selection of the historical forces that took part in the fighting around Genappe. These are listed after the scenario rules. Remember that only a small portion of these forces were engaged in any one action. Even experts and eye-witnesses disagree over some of the details of which regiments were involved in particular actions, so we leave players to arrange things as they see fit.



Curassier hurl themselves on the Redcoat infantry.

THE ARMIES

For this game it is only necessary that the two forces are evenly matched and players are free to vary the size and compositions of the forces to suit the models available as well as the size of the tabletop itself. We would suggest that ideally each side consists of three brigades as follows:

1 X GENERAL

1 X CAVALRY BRIGADE

- Brigade Commander
- 3 x Cavalry – e.g. British Dragoons or Life Guards, French Cuirassier, Carabiniers, Lancers, etc.

1 X LIGHT CAVALRY BRIGADE

- Brigade Commander
- 2 x Light Cavalry – e.g. Hussars, Chasseurs, Light Lancers, etc.

1 X HORSE ARTILLERY BRIGADE

- Brigade Commander
- 2 x Horse Artillery Batteries

The game is equally playable using three brigades consisting entirely of line cavalry or whatever best suits your chosen period of conflict. Our force of three brigades – heavy, light and artillery – reflects the action described and gives us a variety of troops that suggests some variation of tactical approach and hence a more interesting and challenging game. The only important thing is that

we have three separate commands to facilitate manoeuvre.

If you wish to expand the action further it is suggested adding a small number of skirmishing infantry to each side as follows. Infantry skirmishers were present throughout the engagement described and can be incorporated into the game without changing its essential nature. We would suggest a further brigade as follows:

1 X INFANTRY BRIGADE

- Brigade Commander
- 2 x Skirmishing Infantry unit (small) – e.g. British 95th Rifles, French Voltigeurs.

Aside from any skirmishing infantry, which should be small units, units can be fielded at standard size throughout. Alternatively, units can vary in size to conform to their historical strength, but in this case make sure both sides have the same or where one side has a large unit the other has an extra unit to compensate.

THE TABLE

Given the potentially long moves and sweeping nature of the action the game is designed to be played length ways down the table. Ideally your table should be a decent size, but if you are unable to manage more than six feet it

is suggested moves are reduced to either 12" or 9" at a time (i.e. to two-thirds or half of normal).

The terrain can be varied to suit that available to the players. Remember it's a cavalry action, so you want sufficient open space in which to charge and manoeuvre. A few buildings placed around the edges of the table will serve to anchor flanks and afford some tactical consideration. This was certainly the case at Genappe, where the fighting occurred around and within the settlement as well as its immediate surroundings. Some hilly terrain to the flanks would suggest something of the defile itself. Any or all of these features could be substituted with other terrain or ignored completely if you wish.

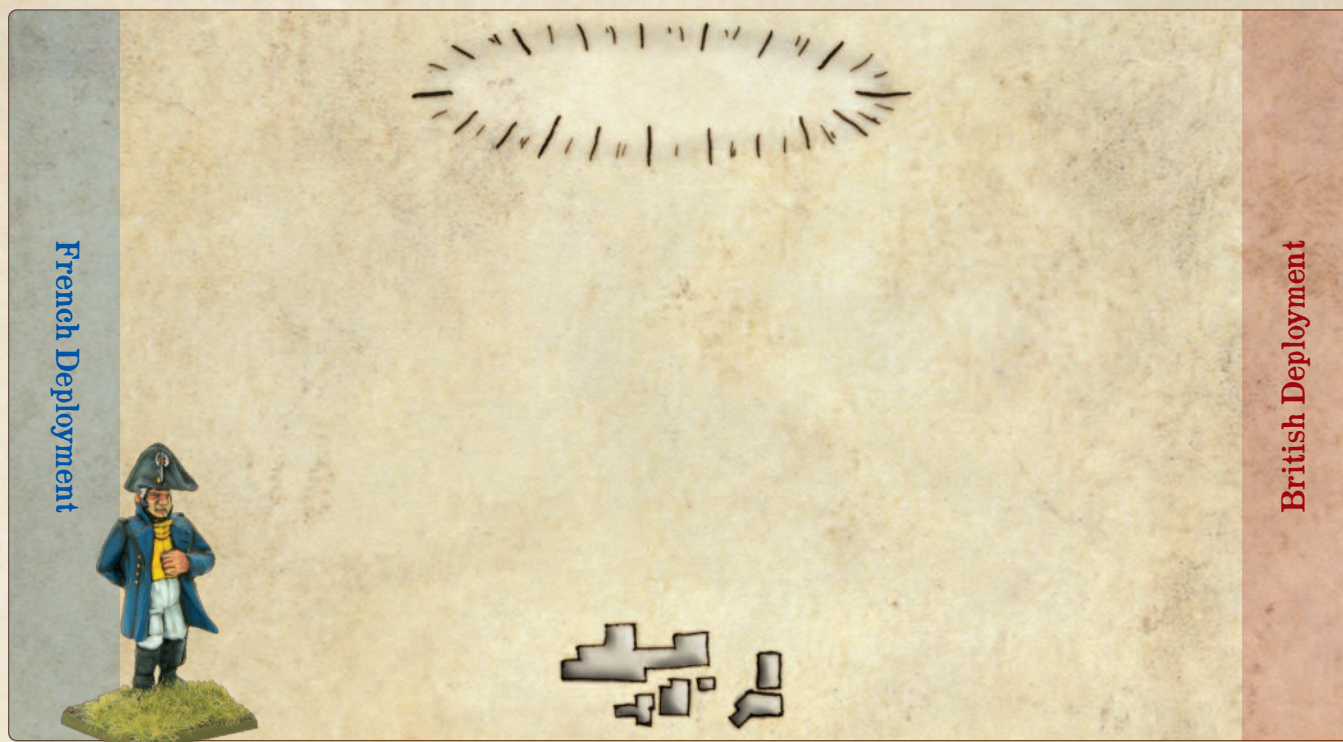
DISPOSITIONS

Each side must deploy between one brigade and its entire force on the table at the start of the game and within 6" of the edge or 12" if your table is especially long. Any brigades not deployed initially can be ordered onto the table from the same edge in a subsequent turn, making a single move to enter the field only. Units are debarred from making a charge as they deploy.

Keeping forces off the table gives you the chance to entice the enemy forward, shelter them from fire and potentially mislead the opposing player as to the composition and placement of



A British cavalry brigade charges to immortality.



your main strength. However, should you fail to order troops onto the table when needed there is the risk they could be left out of the action altogether! Do not write to us if your forces fail their crucial rolls and leave their comrades to be massacred!

OBJECTIVE

For this engagement we shall dispense with the usual rules for victory and defeat. Instead, all units will continue to fight until destroyed regardless of other

circumstances. Brigades cannot be broken and individual units remain viable even where shaken or driven from the table. Shaken and disordered units are still governed by the rules that limit their actions, but will be able to rally and therefore to potentially return to the fray.

The objective of the game is simply to destroy the enemy. The player to achieve this, or to come closest within any time or turn limit agreed by the players, is the victor.

Roll a dice to decide who gets the first turn.

Of course, such units wouldn't be appropriate for all eras or forces, in which case substitute another brigade of cavalry for the guns.

On occasion we have added small units of light infantry to give variety to the game. In our case this is usually 'grasshoppers', as the French called the 95th, whilst voltigeurs form their French counterpart. Such units are usually selected as small but could equally well be tiny, restricting them to more minor role in proceedings. Even a tiny unit positioned in a wood or building can and will create havoc to cavalymen with no effective riposte.

Depending upon your chosen era your cavalry might be permitted to dismount and shoot whilst on foot. This would be the usual tactic for US cavalry for example. We don't normally allow Napoleonic cavalry to dismount during the course of a game. However, it was not entirely unknown for cavalry to dismount to hold a position – primarily dragoons or light horse – and we sometimes afford our troops this ability if the game suggests it. Where allowed as an exception, dismounted units are given a single shot with their weapons, and a -1 'to hit' modifier is applied in addition to reflect their lack of expertise, ammunition and annoyance at being so ill-used.

DESIGNER'S NOTES

This game has been played with as few as two or even one unit to a brigade, with up to five brigades per side, allowing several players to take part in the game, each with their own unit of horse. The more players the more anarchic, the more glorious, and the more like a real cavalry action the game will be!

Horse artillery has been included because it was present in the action described and adds a tactical element to the game beyond that of the charge and counter charge. Two batteries is quite enough in any sized cavalry action and we wouldn't suggest employing more.



HISTORICAL ORDER OF BATTLE

The confused cavalry action and pursuit of Wellington's forces the night before Waterloo are great fun to recreate. In themselves they were small actions, but could easily have sucked in more units had the withdrawal been checked sooner by an aggressive Napoleon. The following list includes the units that did the most fighting and also includes larger formations that could easily have become involved in the charge and counter charge. For instance, the four regiments of the Household Brigade are included but only one unit of Life Guards actually charged home. It could so easily have been more!

ORDERS OF BATTLE – BRITISH FORCES UNDER GENERAL UXBRIDGE

1ST HOUSEHOLD BRIGADE (HEAVIES) UNDER SOMERSET

- 1st Life Guards
- 2nd Life Guards
- Horse Guards
- 1st Dragoon Guards

2ND UNION BRIGADE (HEAVIES) UNDER PONSONBY

- 1st Royal Dragoons
- 2nd Royal Northern Dragoons, the Greys
- 6th Dragoons, the Inniskillings

3RD BRIGADE (LIGHTS) UNDER DORNBERG

- 1st Light Dragoons KGL
- 2nd Light Dragoons KGL
- 23rd Light Dragoons

4TH BRIGADE (LIGHTS) UNDER VANDELEUR

- 11th Light Dragoons

- 12th Light Dragoons
- 16th Light Dragoons

5TH BRIGADE (LIGHTS) UNDER HAY

- 7th Hussars
- 15th Hussars
- 2nd Hussars KGL

6TH BRIGADE (LIGHTS) UNDER VIVIAN

- 10th Hussars
- 18th Hussars
- 1st Hussars KGL

7TH BRIGADE (LIGHTS) UNDER ARENTSSCHILDT

- 12th Light Dragoons
- 3rd Hussars KGL

ATTACHED HORSE ARTILLERY UNDER FRAZER

- 4 horse batteries
- 1 howitzer battery

1 ROCKET BATTERY



"Scotland forever!" The Greys take an eagle.



Lancers with their wicked 9-foot spears.

ORDERS OF BATTLE – FRENCH FORCES UNDER NAPOLEON

GUARD (LIGHT) CAVALRY DIVISION UNDER LALLEMAND

1ST BRIGADE

- Chasseurs a Cheval
- Mamelukes

2ND BRIGADE

- 1st Regiment of Polish Lancers
- 2nd Regiment of Dutch lancers

GUARD (HEAVY) CAVALRY DIVISION UNDER GUYOT

- Grenadiers a Cheval
- Empress Dragoons
- Gendarmes D'Elite
- Attached artillery under Duchand:
4 Guard horse artillery batteries

1ST (LIGHT) CAVALRY DIVISION UNDER JACQUINOT

- 7th Hussars
- 3rd Chasseurs
- 3rd Lancers
- 4th Lancers
- Attached artillery under Bourgeois:
1 line horse artillery battery

2ND (LIGHT) CAVALRY DIVISION UNDER PIRE

- 1st Chasseurs
- 6th Chasseurs
- 5th Lancers
- 6th Lancers
- Attached artillery under Gronnier:

1 Line horse artillery battery

3RD (LIGHT) CAVALRY DIVISION UNDER DOMON

- 4th Chasseurs
- 9th Chasseurs
- 12th Chasseurs
- Attached artillery under Dumont:
1 Line horse artillery battery

13TH (HEAVY) CAVALRY DIVISION UNDER MILHAUD

- 1st Cuirassiers
- 4th Cuirassiers
- 7th Cuirassiers
- 12th Cuirassiers
- Attached artillery: 2 Line horse artillery batteries

12TH (HEAVY) CAVALRY DIVISION UNDER D'HURBAL

- 1st Carabiniers
- 2nd Carabiniers
- 2nd Cuirassiers
- 3rd Cuirassiers
- Attached artillery:
2 line horse artillery batteries
- Companies of Voltigeurs



Napoleonic French Chasseur eagle bearer

STATS

The following units are representative of the forces described and are pretty much typical for any mounted force from European armies covering the end of the eighteenth and early nineteenth centuries.



BRITISH

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Heavy Dragoons or Life Guards	Regular Cavalry	Sword	9	—	4+	3	Elite, Heavy Cavalry +D3
Light Dragoons or Hussars	Irregular Cavalry	Sword	6	—	4+	3	Marauders
Light Dragoons or Hussars (small unit)	Irregular Cavalry	Sword	4	—	4+	2	Marauders
Horse Artillery	Artillery	Smoothbore artillery	1	3-2-1	4+	1	Marauders
Rocket Battery	Artillery	Rocket battery	1	1-1-1	4+	1	—
Riflemen (small unit)	Irregular Infantry	Rifled musket	4	2	4+	2	Sharp Shooters, Skirmish formation only
Riflemen (tiny unit)	Irregular Infantry	Rifled musket	1	1	4+	1	Sharp Shooters, Skirmish formation only



Napoleonic British Union Brigade Cavalry.



Pity the man who is wounded or unhorsed.

FRENCH

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Cuirassier or Carabinier	Regular Cavalry	Sword	9	—	3+	3	Elite, Heavy Cavalry +D3
Chasseurs or Hussars	Irregular Cavalry	Sword	6	—	4+	3	Marauders
Lancers of the Guard	Irregular Cavalry	Lance	7	—	4+	3	Elite
Chasseurs or Hussars (small unit)	Irregular Cavalry	Sword	4	—	4+	2	Marauders
Lancers	Irregular Cavalry	Lance	6	—	4+	3	Marauders
Voltigeurs or detached skirmishers (small unit)	Irregular Infantry	Musket	4	2	4+	2	Sharp Shooters, Skirmish formation only
Skirmishers (tiny unit)	Irregular Infantry	Musket	1	1	4+	1	Sharp Shooters, Skirmish formation only
Horse Artillery	Artillery	Smoothbore artillery	1	3-2-1	4+	1	Marauders



American Civil War, 23rd March 1862

Battle of Kernstown

By Dr Dave James



THOMAS 'STONEWALL' JACKSON'S Division had been withdrawing along the Shenandoah Valley towards the southwest in order to cover the flank of Johnston's army that was protecting Richmond. By doing this Jackson was aiming to block a Union army under Banks from striking at Johnston through the passes in the Blue Ridge Mountains (of Virginia). On March 21st Jackson discovered that Banks had split his forces! Two divisions were moving back to Washington DC to release troops for McClellan's ill-fated Peninsula campaign. The division of James Shields had stayed to guard the northeastern Valley region. Banks plans were to be out of the Valley with the bulk of his forces by late March.

In light of this intelligence Johnston's orders to Jackson were simple – prevent Banks from leaving. So Jackson led his men and, in a grueling forced march, moved northeast covering forty miles in two days – giving his men the nickname 'foot cavalry'. On the morning of March 23rd Jackson was near Kernstown and planning on attacking anything in blue!

Crucially, in a brief skirmish Banks was wounded, but before handing over command to Col. Nathan Kimball, he scattered his division sending brigades away and seemingly abandoning the area – though the detached forces were actually being placed in 'reserve' locations. Confederate sympathisers compounded the confusing Union

deployments by stating that the Union soldiers had orders to march north and head to Harper's Ferry. In a failure of intelligence Ashby with the Confederate cavalry never thought to verify these reports and so reported to Jackson that the Union army had scattered – probably heading to the northeast. Thus Thomas 'Stonewall' Jackson marched north with his division of just over 3,000 men unaware that he was soon to be attacking well over 6,000 men.

Without any proper reconnaissance Jackson sent Ashby directly across Hogg Run heading north. At the same time his infantry attacked the Union troops on Pritchard Hill. The lead brigade, Faulkerson's was driven off. Smarting, Jackson moved around the Union right flank towards Sandy Ridge with the aim of taking Pritchard's Hill from the flank and rear. Kimball simply moved his brigade to the west but Faulkerson and Garnett got their men into position first, behind the stone wall. This position afforded Jackson a clearer view of the Union army and when informed that there might be around 10,000 troops facing him he simply replied coolly: "Say nothing about it. We are in for it."

By mid-afternoon Tyler's Brigade was up and he attacked Faulkerson's and Garnett's Brigades around the stone wall. The Confederates were able to hold this poorly handled attack but there were simply too many Union

troops! Jackson called up Burk's Brigade that had been in reserve near the Opequon Church but they were too little, too late. Garnett pulled the Stonewall Brigade back and in so doing exposed Faulkerson's flank. Panic set in! The Confederate infantry turned into a fleeing mob despite Jackson's efforts to rally them with cries of "Give them the bayonet!" and they left the field. Luckily for Jackson, Kimball didn't pursue. After the battle Jackson relieved Garnett and placed him under arrest ahead of a court martial. However, Garnett was reappointed to command – though not of the Stonewall Brigade. Feeling justifiably slighted, he was determined to clear his name and regain his honour. This may have contributed to his reckless courage on July 3rd, 1863.

Despite the Union victory President Lincoln turned Banks around, reinforced him and sent him back into the Valley as well as diverting troops from the Peninsula. Despite Jackson's defeat at Kernstown – his only defeat – the end result was a strategic Confederate victory. In the months that followed Jackson led his army against superior Union forces and went on to defeat them at McDowell, Front Royal, Winchester, Cross Keys and Port Republic.



TERRAIN

The first thing to notice is the relatively large battlefield and consequently the large area required when compared to the small size of the armies – Jackson has only eleven infantry regiments and Shields twelve, albeit all of Shields's are large. The large table – 6' x 10' – is to accommodate Jackson's two separate efforts to take Pritchard's Hill and drive Shields's division from the field. However, if space is limited then with suitable scaling of the forces the area can be reduced, or the battle fought as two actions: Jackson's first direct effort to take Pritchard's Hill and his second action after a move to the west. Two alternative game boards are shown on the map measuring 4' x 6'. Effectively the Valley Turnpike roughly spits the battle into its two parts. If the two table option is used then if Jackson concedes

that he cannot take the hill directly he can either concede defeat, or the western side of the battle can be attempted by carrying over relevant unit losses. Alternatively simply use a figure scale of less than 28mm such as 15mm and halve all distances.

The terrain is pretty self-explanatory. To the east of Kernstown Hogg Run can only be crossed at the fords, but they are wide enough to allow a regiment in line to cross at half speed. To the west of Kernstown Hogg Run is still unfordable until it becomes a mere creek from point A westwards – from which point it can be crossed at half speed at any point. The table is quite open and players may wish to break up the terrain with fields and fences. If so, these should be concentrated around Kernstown and the Pritchard house. All the woods are light woods as defined in the *Glory Hallelujah!* supplement.



FORCES AND DEPLOYMENT

THE FORCES LISTED on the following pages reflect the composition and performance of the respective units on the day. These lists have been compiled using those in the American Civil War supplement, *Glory, Hallelujah!* For the Confederates the Stonewall Brigade, Jackson's Foot Cavalry and the 1862 'Year of Victories' lists were used, for the Union the units are drawn from the 1862 'On to Richmond' list.

UNION

Kimball

Command Rating: 8

Deploys on Pritchard's Hill.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
14th Indiana (large unit)	Regular Infantry	Rifled musket	8	4	4+	4	—
8th Ohio (large unit)	Regular Infantry	Rifled musket	7	4	4+	3	—
67th Ohio (large unit)	Regular Infantry	Rifled musket	7	4	4+	3	—
84th Pennsylvania (large unit)	Regular Infantry	Rifled musket	6	4	5+	2	Freshly Raised
L, 1st Ohio	Artillery	12 pdr	1	5-3-1	4+	2	—
H, 1st Ohio	Artillery	12 pdr	1	5-3-1	4+	2	—

Sullivan

Command Rating: 7

Deploys in the area shown on the map along with Brodhead.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
5th Ohio (large unit)	Regular Infantry	Rifled musket	7	4	4+	3	—
13th Indiana (large unit)	Regular Infantry	Rifled musket	8	4	4+	4	—
62nd Ohio (large unit)	Regular Infantry	Rifled musket	7	4	4+	3	—
E, 4th U.S.	Artillery	3" rifles	1	3-2-1	4+	2	—



Tyler

Command Rating: 8

Tyler's Brigade arrives as reinforcements from the north at the Valley Turnpike, the Middle Road or the Cedar Creek Turnpike – only one point may be used. They will arrive in the event of any of the following occurring:

- A Confederate unit reaches the centre of Pritchard's Hill;
- Kimball's or Sullivan's Brigades become broken;
- Game turn 8 is reached.

Once their arrival has taken place they may be in any formation and in any sequence using a normal command roll, but treat a failed roll as a single order being issued and ignore any blunders.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
7th Indiana (large unit)	Regular Infantry	Rifled musket	8	4	4+	4	—
7th Ohio (large unit)	Regular Infantry	Rifled musket	7	4	4+	3	—
29th Ohio (large unit)	Regular Infantry	Rifled musket	7	4	4+	3	—
110th Pennsylvania (large unit)	Regular Infantry	Rifled musket	6	4	5+	3	Freshly Raised
1st West Virginia (large unit)	Regular Infantry	Rifled musket	7	7	5+	3	—
A, 1st W.Va.	Artillery	3" rifle	1	3-2-1	4+	2	—
B, 1st W.Va.	Artillery	3" rifle	1	3-2-1	4+	2	—



Brodhead

Command Rating: 8

SPECIAL RULE: Timid.

Deploys in the area shown on the map along with Sullivan.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
1st Michigan (small unit)	Regular Cavalry	Rifled carbine	4	2	5+	2	—
1st Ohio (tiny unit)	Regular Cavalry	Rifled carbine	2	1	5+	1	—
1st Pennsylvania Squadron (tiny unit)	Regular Cavalry	Rifled carbine	2	1	5+	1	—
1st West Virginia (small unit)	Regular Cavalry	Rifled carbine	4	2	5+	2	—
Independent Maryland Companies (small unit)	Regular Cavalry	Smoothbore carbine	4	2	5+	2	—

CONFEDERATE

General Thomas ‘Stonewall’ Jackson

Command Rating: 9

COMMANDER

SPECIAL RULE: Decisive

Jackson had three infantry brigades and one cavalry formation (that we treat as a brigade for game purposes) at Kernstown. Garnett commanded the famous Stonewall Brigade, while Burk and Faulkerson each commanded a brigade of Jackson’s ‘foot cavalry’. The cavalry was under Ashby.

Only Ashby is on table at the start of the game (see below). The brigades of Garnett, Burk and Faulkerson arrive from game turn one (or later if Jackson desires) anywhere along the southern table edge to the east of the Opequon Church. They may arrive automatically in any formation and in any sequence using a normal command roll but treat a failed roll as a single order being issued and ignore any blunders.

Note that Rebel Yell is a special rule for this scenario. See ‘Special Rules’ on the opposite page for how this works.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
2nd Virginia	Regular Infantry	Rifled muskets	1	1	3+	2	Elite 5+, Rebel Yell, Tiny
4th Virginia	Regular Infantry	Rifled muskets	6	3	3+	4	Elite 5+, Rebel Yell
5th Virginia	Regular Infantry	Smoothbore	6	3	3+	4	Elite 5+, Rebel Yell
27th Virginia	Regular Infantry	Smoothbore	6	3	3+	4	Elite 5+, Rebel Yell
33rd Virginia	Regular Infantry	Smoothbore	6	3	3+	4	Elite 5+, Rebel Yell
Rockbridge	Artillery	6 pdr smoothbore	1	5-3-1	4+	2	6 gun
West Augusta	Artillery	6 pdr smoothbore	1	3-2-1	4+	2	4 gun
Allegheny	Artillery	6 pdr smoothbore	1	3-2-1	4+	2	4 gun

Brigadier General Burk

Command Rating: 8

SPECIAL RULE: Decisive

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
1st Virginia Battalion	Regular Infantry	Rifled muskets	4	2	3+	3	Elite 5+, Small
21st Virginia	Regular Infantry	Rifled muskets	6	3	3+	4	Elite 5+, Rebel Yell
42nd Virginia	Regular Infantry	Rifled muskets	6	3	3+	4	Elite 5+
48th Virginia	Regular Infantry	Smoothbore	6	3	3+	4	Elite 5+
Hampden’s	Artillery	6 pdr smoothbore	1	3-2-1	4+	2	—



Brigadier General Faulkerson

Command Rating: 8

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
23rd Virginia (small unit)	Regular Infantry	Smoothbore musket	4	2	3+	3	Elite 5+, Rebel Yell
37th Virginia (small unit)	Regular Infantry	Smoothbore musket	4	2	3+	3	Elite 5+
Danville	Artillery	6 pdr smoothbore	1	3-2-1	4+	2	—

Ashby

Command Rating: 8

Deploys anywhere south of Hogg Run and east of Kernstown.

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
7th Virginia (tiny unit)	Regular Cavalry	Smoothbore carbine	2	1	3+	1	—
7th Virginia (tiny unit)	Regular Cavalry	Smoothbore carbine	2	1	3+	1	—
Chew's Horse Artillery	Infantry	6 pdr smoothbore	1	3-2-1	4+	2	—

SPECIAL RULES

Kernstown was a Confederate attack against a Union force and as such the Confederate player is player 1 and begins the first turn. The game should last 12 game turns.

Shields had been wounded in a previous skirmish and nominated Kimball to assume command of his division. However, Shields still issued orders during the battle. This route to confusion coupled with his physical absence from the fighting along with the apparent ferocity of Jackson's attacks led the Union commanders to believe that they were facing a much larger force. In his post action report Shields put Jackson's strength at about 10,000 men – more than three times his actual strength. For these reasons it is suggested that the Union army has no commander-in-chief. If this is too much for the Union player to bear then Shields can be represented, but should have a command rating of 7 and be 'timid' as outlined in the main rules and suffer a -1 penalty when giving an order to charge, but add one to any order to retreat!

In addition, in the face of an unknown number of Confederates, the Union generals on the field at the start of the game (Kimball, Sullivan and Brodhead) should be treated as 'hesitant'. If they successfully give an order with a result of

three moves, the test must be taken again and the re-roll stands. This state of affairs will last until a Confederate unit in line of sight of the Union generals concerned – or the line of sight of any of the units in their brigades – fails a Break Test; or until a Confederate brigade is broken; or game turn 7 is reached. After any of these events occurs we assume that the penny finally drops and they realise Jackson's true strength. This does mean that poor Brodhead will begin the game as 'hesitant' and 'timid'.

Note that in the army lists 4-gun and 6-gun battery options for the artillery are already reflected in their shooting dice values, as is the size and quality of the infantry and cavalry units present on the 23rd March. We treat the Confederate batteries – all 6 pdr smoothbores – as having a maximum range of 36" and the Union 12 pdr and rifled batteries maximum ranges of 48" and 60" respectively.

The higher than normal hand-to-hand values for the cavalry units of both sides reflect their use of multiple weapons – pistols, sabres and the like when mounted.

If players wish to they may dismount their cavalry, but as in the *Glory Hallelujah!* optional rules, dismounted cavalry are treated as skirmishers and will also reduce their hand-to-hand dice by one when fighting dismounted.

'Rebel Yell' will give the Confederates an edge in melee. To reflect this banshee cry Confederate units with the Rebel Yell special rule may re-roll one miss in hand-to-hand combat if they charged into contact. The Rebel Yell is only effective in the first round of hand-to-hand fighting. In addition to this the Union player must re-roll one of his saves! Hence an apparently drawn combat could be swung to a Confederate victory as the Yell inspires 'Johnny Reb' and demoralises 'Billy Yank'.

In addition to these special rules all reference to, and benefits from, assault columns may be ignored if players so wish.

VICTORY

Jackson's aim was simply to inflict as much damage as possible upon Shields's Division and he would probably have attacked regardless of where he'd found him. As such the game is all about casualties.

To achieve a victory the Union must break both Burk's and Garnett's Brigades – Faulkerson's and Ashby's brigades are too small to be counted towards the destruction of Jackson's force. Similarly, for a Confederate victory any two of Kimball's, Sullivan's or Tyler's Brigades must be broken.

American Civil War, September 17th 1862

Battle of Antietam

By Steve "Bruce" Bowman
and Clive Kidmore



HAVING GAINED A victory at Second Bull Run. Lee struck north across the Potomac, toward Maryland. This move was a desperate, calculated risk, inspired not so much by military opportunism as by political and economic necessity. It would enable him to keep the initiative, supply his army from the rich farmlands, and keep the campaign out of Confederate territory. A victory on Northern territory would greatly influence the powers of Europe. Lee split his command into five major parts, the orders for these were formulated in his 'Special Order No 191' and sent to each commander. Unfortunately for the Confederates one of these copies went astray – it found its way into McClellan's hands! This gave him the confidence to attack, the Army of the Potomac was on the move.

After the reverses at Second Bull Run, McClellan had replaced equipment and restored discipline. He now had over 70,000 troops in the field. Lee decided to stand and face McClellan. He positioned his small, 18,000 man force, at the bend of the Potomac river, near the town of Sharpsburg, lining the high ground behind the Antietam creek with both his flanks resting on the swift,

muddy Potomac. The high ground of Sharpsburg ridge afforded good concealment from the Union artillery. The four mile long position was strengthened by farms, stone walls and clusters of woods. Over the coming days, Lee was able to get reinforced by Jackson with 9,000 men and then McLaws and Anderson with another 10,000 men. Outnumbered two to one but with the advantage of the terrain and interior lines there was hope.

McClellan deployed three corps on his right, another was to engage the Confederates on his left, whilst two others and Pleasanton's cavalry covered the centre and formed the reserve. Lee deployed Jackson on his left flank, with Longstreet covering the centre and right flank. Lee hoped to be supported by A.P. Hill's Division marching up from Harper's Ferry. The attacks against the Confederate left flank started at 6am and were poorly co-ordinated. The fighting in the woods and cornfields around the Dunker Church were particularly bloody. Casualties had also been heavy along the line of a sunken road (an old farm route which had been worn to well below ground level, Hill's men had torn apart the fences to form an abatis facing the Union army) this then

being dubbed 'Bloody Lane' by those who fought there. On the Confederate right flank, Burnside finally moved forward, hampered by having to cross using the bridge at Lower Bridge. Casualties were high, the small Confederate forces were particularly effective due to the wooded hills and good fields of fire. But numbers told eventually. At the height of this crisis, A.P. Hill's Division arrived from Harper's Ferry and crashed into Burnside's formation and forced him to retreat.

With Lee's left and centre sorely punished, McClellan had an opportunity to destroy Lee's army. McClellan, despite having two fresh corps and the cavalry, chose not to attack further, fearing the presence of more unknown Confederate forces. The following day, Lee's army remained in place, but McClellan was not inclined to renew the fighting, and Lee was able to withdraw his army across the Potomac. Whilst seen as a Union victory, McClellan had failed to destroy Lee's army. However, strategically Lee had been driven from Northern soil, this allowed President Lincoln to announce his Preliminary Emancipation Proclamation. Its declared intent to free all slaves gave moral weight to the Northern forces and helped prevent European nations siding with the South.

SCENARIO OVERVIEW

Most wargamers break the battle into three distinct phases, sometimes in linked battles, but it normally comes

The changing face of warfare

ALTHOUGH THE AMERICAN Civil War saw many great innovations, as listed here, Napoleon or Wellington in transported forward in time would be quite at home commanding the latest forces – not much changed for the humble foot soldier...

- Railroad artillery
- A successful submarine
- A 'snorkel' breathing device
- The periscope, for trench warfare
- Land-mine fields
- Field trenches on a grand scale
- Flame throwers
- Wire entanglements
- Military telegraph
- Naval torpedoes
- Aerial reconnaissance
- Antiaircraft fire
- Repeating rifles
- Telescopic sights for rifles
- Long-range rifles for general use
- Fixed ammunition
- Ironclad navies
- A steel ship
- Revolving gun turrets
- Military railroads
- Organized medical and nursing corps
- Hospital ships
- Army ambulance corps
- A workable machine gun

down to the Battle for the Cornfields, the Battle of the Sunken Lane and the debacle around Lower Bridge (Burnside's Bridge). But we are much grander in our aspirations and want to do all three at once. To cover the entire battlefield and all the units involved would, of course, be a magnificent sight.... However, with constraints of space, time and the number of troops the average wargamer owns, a scaled-down approach is required. So how does

one go about this? In this case I have taken the historical order of battle and divided the number of units involved by seven, rounding down. Why seven you may ask? Each Corps was to now become what would normally be called a brigade. For playability these are normally around 4-5 units strong and this number has been achieved by using our 7 times-table! So how does the order of battle for our game look now? To start with, the Union forces...



I Corps comes into the fight.

ORDERS OF BATTLE – UNION ARMY OF THE POTOMAC

C-IN-C, MAJOR-GENERAL GEORGE BRINTON MCCLELLAN, STAFF RATING 8

I CORPS, MAJOR-GENERAL JOSEPH HOOKER, STAFF RATING 8

- 43 regiments of infantry 6 units of infantry, stamina 3
- 10 batteries of artillery 1 artillery battery

II CORPS, MAJOR-GENERAL EDWIN V. SUMNER, STAFF RATING 8

- 37 regiments of infantry 5 units of infantry, stamina 3
- 8 batteries of artillery 1 artillery battery

V CORPS, MAJOR-GENERAL FITZ JOHN PORTER, STAFF RATING 8

- 32 regiments of infantry 4 units of infantry, stamina 2
- 7 batteries of artillery 1 artillery battery

VI CORPS, MAJOR-GENERAL WILLIAM B. FRANKLIN, STAFF RATING 8

- 28 regiments of infantry 4 units of infantry, stamina 2
- 7 batteries of artillery 1 artillery battery

IX CORPS, MAJOR-GENERAL AMBROSE E. BURNSIDE, STAFF RATING 8

- 29 regiments of infantry 4 units of infantry, stamina 3
- 11 batteries of artillery 1 artillery battery

XII CORPS, MAJOR-GENERAL JOSEPH MANSFIELD, STAFF RATING 8

- 26 regiments of infantry 3 units of infantry, stamina 3
- 7 batteries of artillery 1 artillery battery

CAVALRY DIVISION, BRIGADIER-GENERAL ALFRED PLEASANTON, STAFF RATING 8

- 14 regiments of cavalry 2 units of cavalry
- 6 batteries of horse artillery 1 artillery battery

The Union artillery enjoyed a superiority of 378 guns to 292 guns, so I would class all Union batteries as 6 gun batteries and the Confederates as 4 gun batteries (using the lists from *Glory, Hallelujah!*). I have included these stats below for those that have not yet bought this brilliant supplement!



Confederate soldiers.



ORDERS OF BATTLE – CONFEDERATE ARMY OF NORTHERN VIRGINIA

GENERAL ROBERT E. LEE

LONGSTREET'S CORPS, MAJOR-GENERAL JAMES LONGSTREET

- 93 regiments of infantry 7 units of infantry
- 26 batteries of artillery 2 artillery batteries, 1 additional artillery battery is attached to Toomb's Brigade
- Brigadier-Generals Hood and Lawton 2 additional commanders
- Toomb's Brigade. 2 small units of infantry, 1 artillery battery

JACKSON'S CORPS, MAJOR-GENERAL THOMAS J. JACKSON

- 93 regiments of infantry 7 units of infantry
- 21 batteries of artillery 3 artillery batteries
- Brigadier-Generals A.P. Hill and D.H. Hill 2 additional commanders

RESERVE ARTILLERY, BRIGADIER GENERAL WILLIAM PENDLETON

- 23 batteries of artillery 3 artillery batteries

CAVALRY DIVISION, MAJOR-GENERAL J.E.B. STUART

- 15 regiments of cavalry 2 units of cavalry
- 3 batteries of horse artillery rounded into the total (see below)

The brigade structure does not reflect the deployment on the actual battlefield, this should therefore, be reflected as below.

GENERAL ROBERT E. LEE, STAFF RATING 9

LEFT FLANK COMMANDER: MAJOR-GENERAL THOMAS J. JACKSON, STAFF RATING 9

- Brigadier-General Lawton, Staff rating 8 3 units of infantry, 1 artillery battery
- Brigadier-General Hood, Staff rating 8 4 units of infantry, 1 artillery battery
- Major-General J.E.B. Stuart, Staff rating 9 2 units of cavalry

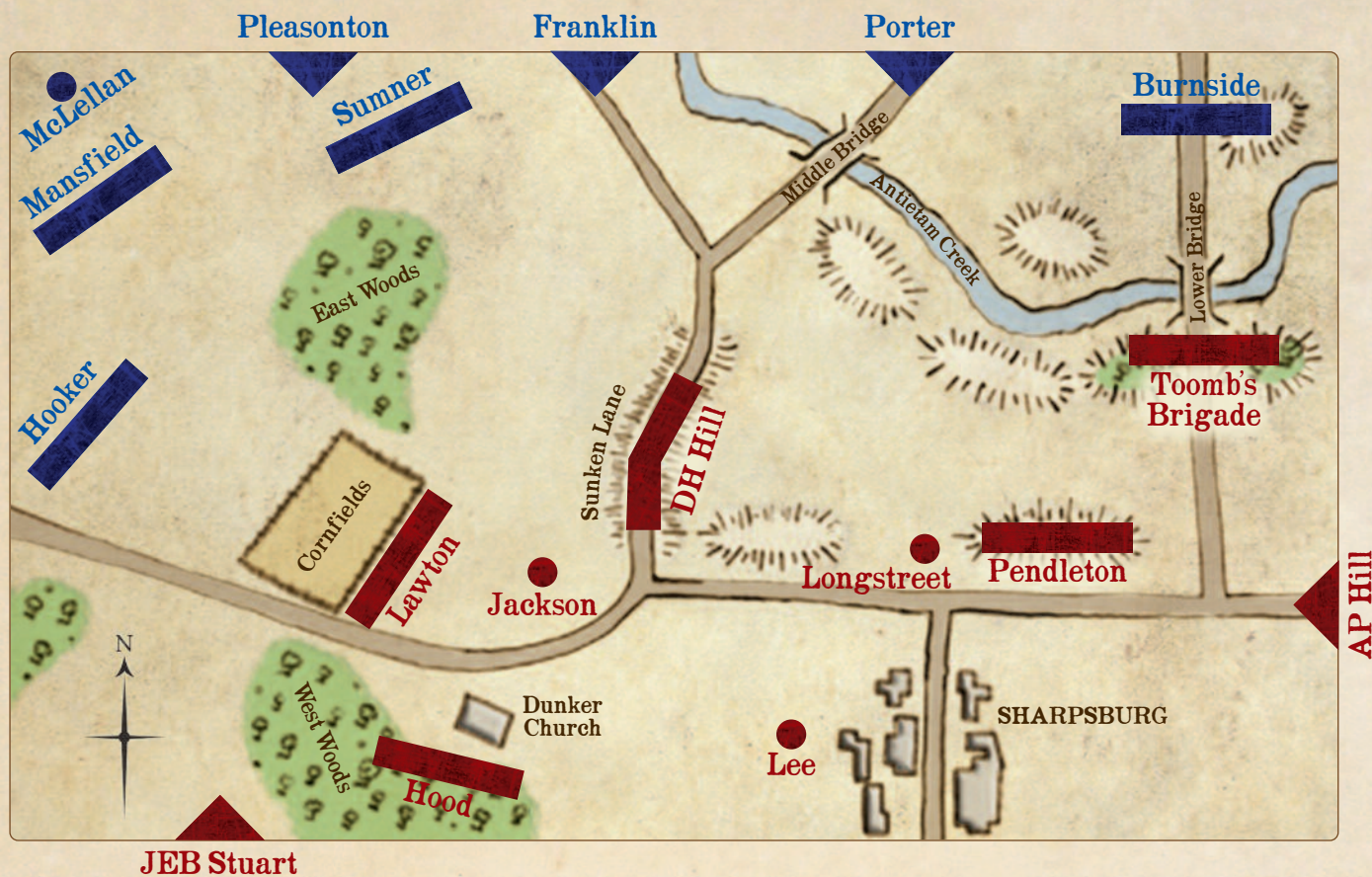
CENTRE AND RIGHT FLANK COMMANDER: MAJOR-GENERAL JAMES LONGSTREET, STAFF RATING 8

- Toomb's Brigade, Staff rating 8 2 small units of infantry, 1 artillery battery
- Brigadier-General D.H. Hill, Staff rating 8 3 units of infantry, 2 artillery batteries
- Brigadier-General A.P. Hill, Staff rating 8 4 units of infantry, 1 artillery battery

INDEPENDENT COMMAND: BRIGADIER GENERAL WILLIAM PENDLETON, STAFF RATING 8

- 23 batteries of artillery 3 artillery batteries

The Confederate forces do not have quite as easy a process to create their order of battle. We take a similar approach, but will need to add some additional 'brigade commanders' to create brigades of 3-4 units. The other problem is that there was a similar number of regiments (195 Union versus 186 Confederate) but the Confederates had half the number of men (87,000 Union soldiers versus 40,000 Confederate). In this case we will just halve the number of infantry units. It is much tidier to do it this way than have them all as small units! The exception is Toomb's Brigade at Lower Bridge. To reflect the influence of this single brigade I have made this a brigade of two units of infantry, albeit small units, to cover this vital feature.



THE TABLE

When developing this scenario I knew it would have to be a bit larger than the normal 6' x 4' table. A good practical size using our club 2' square terrain squares was 10' x 6'. This was based on my units have a frontage of around six inches and measurements for distance and ranges are those from the *Black Powder* rulebook. There are still a lot of units on the table, and to create a bit more tension, it is suggested that units are only allowed a maximum of two moves – regardless of how well you roll!

The important parts of the battlefield are the cornfields, sunken lane and the lower bridge. These practically zone the table into three areas and the town of Sharpsburg and some woods provide a link between them. There is quite an extensive road network and apart from decoration I have avoided giving any movement benefits for the road or lined the roads with any defensive benefits for fences, apart from the sunken lane. Like most civil war battles the fences provide a very colourful addition but are guaranteed to attract units to line them, even without any benefits!!!! so less is more in this case.

The corn-fields block line of sight, if entered they provide light cover; you are visible to be targeted once entered but you can only return fire from the edge of the cornfields themselves. The sunken lane should be long enough to hold three units in line, and is treated in all attributes the same as a town or fortifications. The last major terrain piece is the lower bridge, the only part that needs clarity is that Antietam Creek is unfordable for the purposes of this game. All woods are considered light woods. Dunker Church cannot be occupied, as in scale terms it becomes irrelevant; however, it is a good focal point (and you may already have a wonderful model of this iconic church) so we shall say that any unit using it for cover will be a 'not clear' target.

For those wanting to add more detail to their troops, commanders etc. I cannot recommend enough, *Black Powder's Glory, Hallelujah!* supplement.

DISPOSITIONS

The troops deploy as per the map. Note some start off table. To avoid these being forgotten (and to remember to remove the tokens), I suggest having the command stand on the edge of the table. The tokens are to represent the

battle raging from one side to the other – Hooker started his attack at 6am and Burnside not until 1pm, if allowed to attack all at once it is a case of overwhelming odds. This keeps the tension of where the pressure will come from.

UNION COMMAND TOKENS

Major-General Joseph Mansfield	2 tokens
Major-General Edwin V. Sumner	3 tokens
Major-General William B. Franklin	4 tokens
Major-General Fitz John Porter	4 tokens
Brigadier-General Alfred Pleasonton	5 tokens
Major-General Ambrose E. Burnside	5 tokens

CONFEDERATE COMMAND TOKENS

Brigadier General William Pendleton	2 tokens
Brigadier-General A.P. Hill	4 tokens

Several commanders have a specific number of tokens. One is removed at the commencement of their side's orders phase, until all are removed. Each token counts as a +1 to the command modifiers, for example Burnside has five tokens. With his command rating of 8 this effectively makes him have a command rating of 3 for the first turn, 4 for the second and so on.

I suggest using counters, buttons or the like for this, dice are OK, but many a carefully laid plan to use dice as markers is foiled by an over enthusiastic commander scooping up all the dice he can see for that all important melee!

OBJECTIVES

This is a battle that is a matter of survival for General Lee's army, for McClellan it is his battle to lose! As such, the objective for the Confederates is to avoid their army being broken. For the Union forces they focussed on three key areas, so for victory they need to capture the three features that drew the forces of both sides so emphatically together. They need to be the sole occupant of the cornfields, and the sunken lane, and they must have troops on the hills looking down over Burnside's Bridge. Or they must break the Confederate army.

Given the time, the Union players can sit back and wait for their troops to

amass and then shoot their way in with overwhelming fire-power. Things are never that easy in real life and so is the case here. The Union army must secure the objectives by the end of turn 8.

In our re-fight, Lawton and Hood did sterling work in drawing in and damaging Hooker's and Mansfield's troops to such an extent they could conduct no further hostile actions, Sumner could make no head-way into the sunken lane, Burnside failed to get over the bridge and therefore A.P. Hill's troops were able to bolster the centre so when Franklin and Porter's troops attacked they had lost the overwhelming odds required. So a victory to the Confederates!

UNION FORCES: STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Union Infantry	Regular Infantry	Rifled musket	6	3	4+	3	—
Union Infantry	Regular Infantry	Rifled musket	6	3	4+	2	—
Union Cavalry	Regular Cavalry	Rifled carbine	6	3	4+	3	—
Union Artillery	Artillery	3" rifle (6)	1	4-3-1	4+	2	—

CONFEDERATE FORCES: STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Confederate Infantry	Regular Infantry	Rifled musket	6	3	4+	3	—
Confederate Infantry (small unit)	Regular Infantry	Rifled musket	4	2	4+	2	—
Confederate Cavalry	Regular Cavalry	Rifled carbine	6	3	4+	3	—
Confederate Artillery	Artillery	3" rifle battery	1	3-2-1	4+	2	—



Giant War, 1876-77

Battle of Dead Man's Creek

By Pete Brown



THE HISTORY OF the inexorable westward colonisation of the continental United States during the eighteenth century has undergone something of a revision over recent years. Gone is the overarching view of 'manifest destiny' to be replaced by a view much more sympathetic to the thousands of native Americans who were killed or driven off their land to allow the United States to come into being. The conflict between the Native American tribes, the Government forces and new settlers has come to be known amongst wargamers as 'The Pony Wars' and is usually represented as the period between the end of the American Civil War and the last 'battle' on the plains at Wounded Knee in 1890. The war saw victories and defeats, as well as atrocities and massacres, on both sides, the truth of which is still debated today.

Wargaming the Pony Wars allows us to play the role of the colourful characters of the period, such as Sitting Bull, Crazy Horse and, of course, the flamboyant George Armstrong Custer whose defeat at Little Bighorn in 1876 has got to be one of the most studied battles in history. We can re-enact historical skirmishes, such as the Fetterman

Fight in 1866, or much larger battles such as that fought by George Crook at the Rosebud in 1876.

However, it also gives us the opportunity to play less historical games with more of a Hollywood bent. If, like me, you were introduced to this conflict through the Saturday afternoon western movies of John Wayne and Audie Murphy, you will want to recreate games with embattled wagon trains being surrounded by war whooping Indians who are rescued in the nick of time by the bugle sounding US Cavalry! Whichever sort of game you prefer, the Pony Wars does provide the wargamer with a unique and colourful period that is also loads of fun to play.

A QUESTION OF SCALE

When wargaming this period, the first challenge we face is scale. This is a war in which 'battles' were tiny in comparison to those in Europe, with even the largest encounters having only a couple of hundred combatants on each side. Some battles were little more than skirmishes and consequently we should scale down our interpretation of a 'standard unit'.

Generally speaking, the tactical unit during these campaigns was a

'troop' of cavalry, which numbered 40 or 50 men. Using a 1:5 scale, this makes our wargaming troops eight to ten models strong, and for convenience we can make our opposing Indian war parties of similar size. A small unit could consist of 20 or 30 men (4 to 6 models) left to guard a wagon whilst a Tiny unit could be a unit of 5 or 10 scouts (1 or 2 models) sent ahead of the army. In this way we can reduce the scale of our games, from Divisions and Brigades down to troops and sections, without significantly reducing the number of units in our 'Brigades'.

In my collection, troops of cavalry are eight figures strong with three troops being commanded by a Captain as a 'Company' commander. However, before you rush off to buy your 24 figure Company, just remember that dismounted versions of both your cavalry and Indian war parties may well be required, as dismounting to fight was the recognised tactic for both sides!

A good day to die

SIoux WARRIOR DEWEY BEARD was interviewed after the Battle of the Little Bighorn and described the confusion of the battle: "Sometimes a bugle would sound and the shouting would get louder. Some of the soldiers were firing pistols at close range. Our knives and war clubs flashed in the sun. I could hear bullets whiz past my ears. But I keep going and shouting, 'It's a good day to die,' so that everyone who heard would know that I was not afraid of being killed in battle."

OVERVIEW

This scenario is typical of a number of small battles and skirmishes that occurred during the Sioux War of 1876-77 and begins, as so many of these encounters did, with an ambush!

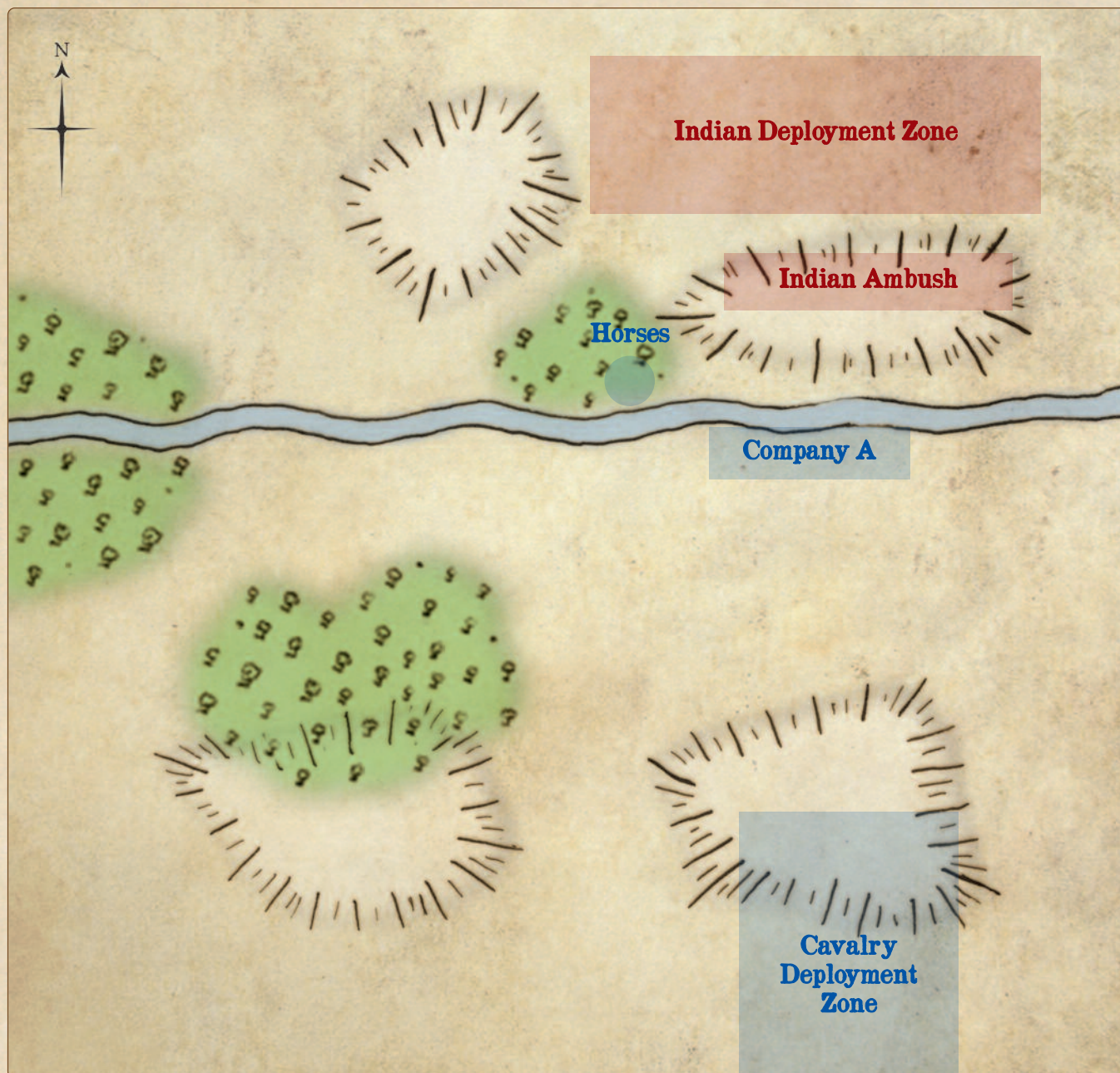
The US Cavalry begin the game in pursuit of a large group of Sioux Indians who are attempting to escape with their families into the Black Hills. The Cavalry are getting close and so the Sioux braves decide to set up an ambush to kill as

many of the enemy as they can, hoping to dissuade them from further pursuit. To this end they have occupied an area of high ground overlooking a shallow creek. One War Party is left to watch for the approach of the cavalry whilst the rest of the warriors retire down the slope to eat.

Unfortunately, the lead troop of cavalry emerged unexpectedly from a stand of trees and stopped to water their horses mid stream whilst crossing the creek. This took the warriors on the



Sioux cavalry guarding the creek.



ridge by surprise and they immediately began firing at the blue coats. Taking casualties, the cavalry dismounted and took cover against the high bank of the creek, taking their horses into a stand of trees nearby on the enemy bank.

The main body of cavalry have heard the firing and must move quickly to the aid of their comrades. The remaining Indian warriors have also ended their lunch rather abruptly and speed to join in the attack!

THE TABLE

The table should be set up with a shallow river running down the centre.

There is an area of high ground on the Indian player's side of the river, which is placed within 16" of the creek itself. This is the ambush position from which the Indians are already firing.

Place one stand of trees close to the area where 'A' company begins. Feel free to scatter some small hills, stands of trees and patches of rough going to provide further cover for the combatants.

DISPOSITIONS

'A' troop begins the game pinned down in the creek bed, using the banks of the creek for cover. They are under fire and begin the game 'disordered'. Their

horses are detached in a nearby stand of trees and count as 'unaccompanied' (see the special rules below).

Captain Dooley is leading 'B' and 'C' troops, who begin at least one move away from 'A' troop, to their rear and begin in column of march. They are accompanied by the wagon. Colonel Wayne is the overall commander of the cavalry forces, and begins next to Dooley's command base.

The remaining three troops of cavalry are being led by Captain Murphy and begin off board. They must move on board behind Dooley's column, also initially in column of march.

One dismounted Indian War Party begins on the heights above the creek

and within 16" of the pinned down members of 'A' Company. The other two dismounted war parties, led by Buffalo Hump, begin at the base of the high ground. Red Cloud is the overall commander of Indian forces and, although mounted, begins attached to Buffalo Hump's command.

The three War Parties commanded by Little Big Man's begin on the Indian board edge wherever the Indian player wishes, up to 12".

OBJECTIVES

The Indian player is aiming to cause enough casualties to the Cavalry to dissuade them from further pursuit or to make them 'field ineffective'.

Making the cavalry 'field ineffective' would involve destroying the wagons containing their supplies, or driving off at least two troops worth of horses. If at any point in the game more than 50% of the US Cavalry units are 'Shaken' or destroyed the Indian player wins.

The US Cavalry player must drive off the Indians and keep enough of his force together to remain effective. If at any point in the game more than 50% of the Indian war parties are 'Shaken', destroyed or have evaded off board then the US Cavalry player wins.

SPECIAL RULES

All units in this scenario, either mounted or dismounted, will fight in skirmish order. US Cavalry begin the game in march column but will use skirmish order for battle. This may seem a little counter intuitive, especially for those of us brought up on Hollywood movies, but the historical US Cavalry were not ones for charging boot to boot in European style and should not count as 'Line' cavalry in this sense. We gave the US cavalry the 'Heavy Cavalry' special rule, to reflect the bigger horses and their use of pistols in melee, which often gave them an edge in combat.

Much of the time, they will move forward on horseback and then dismount to fire at the enemy (see the dismounting

rules on page 103). Horse holders will be placed at the rear of the unit and should be represented either with appropriate horse holder models or with a dice or suitable marker. The player may choose to leave the dismounts behind if the unit skirmishes forward on foot, or can choose to keep the horse holders with him as he advances.

If an Indian War party makes base to base contact with an unaccompanied stand of horse holders, the horses are assumed to have been driven off or captured by the Indians and they are removed, essentially turning their owners into infantry.

Although no doubt some Indians and Cavalry troopers fired from horseback, we do not allow this. This

The a-z of Queen Victoria's foes

In her 64 year reign, Queen Victoria's soldiers and sailors fought 60 campaigns and over 400 pitched battles over five continents and many foes. Amongst them, though by no means complete, are the following foreign gentlemen who tussled with Tommy Atkins and jolly Jack Tar:

- Abyssinians; Afghans; Afridis; Arabs; Ashantis; Australians
- Balushis; Bengalis; Baezais; Boers; Bunerwals; Burmese
- Canadians; Chamalwals; Chamkannis;
- Chinese; Chitralis
- Dervishes
- Egyptians
- Fingoes
- Gaikas; Galekas; Ghazis
- Hadendowahs; Hassanzais; Hottentots; Hunzas
- Indians; Isazis
- Japanese; Jawaki Afridis
- Kaffirs; Khudu-kels; Kodakhel; Kostwals
- Lushais
- Madda Khels; Mahrattas; Mashud Wazirs;
- Malays; Mangals; Maoris; Mashonas; Masais; Matabeles; Mohmands
- Orakzais
- Pathans; Peraks; Persians
- Russians
- Sepoys; Shinwarris; Shiranis; Sikhs; Somalis; Sudanese
- Tibetans
- Utman Khels
- Wazaris
- Zaimukhts; Zakha Khel Afridis, and finally Zulus.

Our thanks to Donald Featherstone for compiling this list of protagonists

Today you and I
go home by a road
we do not know.

*Bloody Knife to
George Armstrong
Custer, 25 June 1876*

rule is to encourage players to dismount to fire as their historical counterparts would have done, but feel free to allow them to do so with a -1 to hit modifier if you prefer.

ORDERS OF BATTLE – NATIVE AMERICAN FORCES

C-IN-C: RED CLOUD

WAR CHIEF BUFFALO HUMP (STAFF RATING 8)

- One War Party (Dismounted) on the ridge.
- Two War Parties (Dismounted) behind the ridge.

WAR CHIEF LITTLE BIG MAN (STAFF RATING 8)

- Three War Parties (Mounted).



NATIVE AMERICAN STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Native American War Party (mounted)	Irregular Cavalry	Spear and tomahawk	6	0	4+	3	Mounted Infantry, Skirmishers
Native American War Party (Dismounted)	Warband	Rifled carbine*	4	3	4+	3	Poor Shooters, Skirmishers

*These war parties have mixed weapons of various age and effectiveness, which we treat as 'rifled carbines' for range purposes and have imposed the 'Poor Shooters' rule to reflect this.

Hoka hey, today is a
good day to die!

*Lakota Sioux leader
Crazy Horse*



ORDERS OF BATTLE – UNITED STATES CAVALRY

C-IN-C: COLONEL WAYNE

1ST COMPANY: CAPTAIN DOOLEY (STAFF RATING 8)

- 'A' Troop
- 'B' Troop
- 'C' Troop
- Supply wagon

2ND COMPANY: CAPTAIN MURPHY (STAFF RATING 8)

- 'D' Troop
- 'E' Troop
- 'F' Troop

THE UNITED STATES CAVALRY STATS

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
US Cavalry (mounted)	Regular Cavalry	Sabre and pistol	6	0	4+	3	Heavy Cavalry +1D3, Mounted Infantry, Skirmishers
US Cavalry (dismounted)	Regular Infantry	Breech-loading carbine	4	3	4+	3	Skirmishers
Wagon train unit (tiny unit)	Wagons	Breech-loading carbine	1	1	4+	1	May only move once (12")

HOW IT PLAYED

In our game, 'A' company was quickly engaged in melee by the dismounted Indians of Buffalo Humps war parties, but he could not co-ordinate his attacks and the cavalry were able to hold them off until the rest of Captain Dooleys troops came to their rescue in true cavalry style. The whole command then dismounted in the creek and used its weight of fire to drive off the remaining war parties.

Meanwhile, Captain Murphy decided to order his three troops to charge their way through the opposing mounted Sioux war parties on his left, believing he was leading close order heavy cavalry. This did not work out as well as he thought and his troops were soon rolling back across the creek with their tails between their legs.

With the US Cavalry charge on their right turned back and at least one unit in the creek shaken, the game was narrowly snatched by the Indian player, who had also managed to drive off 'A' companies horses, just to add insult to injury. A close fought game that could have gone either way.

Playtesting has shown that shooting is not as effective as it is in other games of *Black Powder*. With both sides being in skirmish order, often as not clear targets or in cover, you pretty much need a six to hit every time. However, this is very much how historical battles went, with low numbers of fatalities and both sides blasting away to no real effect. At the Little Bighorn, about 42,000 rounds were either expended or lost, causing one Indian casualty for about every 840 shots, whilst at the Battle of the Rosebud, eight days earlier, General George Crook's forces fired about 25,000 rounds and may have caused about 100 Indian casualties—about one hit for every 250 shots! Shooting is still the best option for the US Cavalry player, however, as charging into melee against a steady enemy is often a gamble.

FREE SPIRITS

North American Indian warriors fought as individuals, hoping to gain honour and glory for themselves and increase

their standing with their peers. Although warriors would follow brave or influential leaders, this was voluntary, and the warrior could choose to go his own way at any time. There are many instances of warriors firing too soon when an ambush was laid, running from the ranks to undertake a heroic act or retreating unexpectedly for no obvious reason.

You can allow the Indian player to control his units exactly as described in the Command and Control section of this rulebook, but I always feel that this gives the Indian player much more control over his braves than he may have had historically. Instead, I suggest the following.

Allow the Indian player one Commander and two 'War Chiefs' exactly as described in the scenario. However, they do not issue orders in the usual way. Instead, every turn roll 2D6 during the command phase for every War Party which is not 'disordered', and consult the table below. The Indian player may accept the result or, if he has a Chief within 6", move the result up or down one place on the table. This represents the Chief's very limited control over his war parties. If the



Tomahawks at the ready, Sioux warriors charge through the forest.

Army Commander is within 6" he can allow a re-roll for one unit only.

A War Chief may join a warband and roll under his CR to issue a 'Rally' order or a 'Follow me' order, but if he does so that is the only thing he can do that turn and he cannot influence any other war parties. A Chief issuing a 'Follow Me' order must still roll to see how many moves he can make, and will not automatically get three. However, by doing so the player can make the war party do whatever he wishes and will not have to roll randomly on the command chart. Indian war parties which end up close enough to the enemy to act on initiative may do as the controlling player desires and do not have to roll on the table.

'Disordered' warbands may only move as the main rules dictate. This represents the warband being pinned down by accurate fire or being in a state

of confusion rather than having its formation disrupted. War parties in rifle pits and similar defended positions can remain there and do not have to roll on the command chart unless the player wishes them to move.

When using this system the movements of the Indian War Parties may seem confusing and counter intuitive, but that was the nature of Indian warfare! When interpreting the results on the Indian Command and control chart, act in the spirit of what you think the Indians might be trying to do. In all cases, Indians may end their move when they enter cover and do not have to move their full movement allowance if it puts them in a more disadvantageous position. By using this chart, it is possible to play a game where all the players control the US cavalry whilst the Indian forces are Umpire controlled. One can even turn this into

a solo game, with the player rolling randomly to see how the Indians react to his moves.

The use of this table creates free flowing unpredictable games that I feel much more accurately reflect the open style of warfare practised on the plains. When you first play this system, your Native American player will be pulling his hair out about the lack of control that he has over his forces, as this is definitely not something we are used to. However, the trick here is to relax and have fun with it. Remember, one of the war aims of Native American warriors was to carry out brave acts which would be talked about for years to come, and, believe me, there is nothing better than using a random system to control your troops to give you something to laugh about in the pub after the game.

Comanche War Party



MODIFIERS

- -2 if shaken.
- +1 if nearest enemy is shaken.
- +1 if defending Indian civilians within 24".
- -2 if under artillery fire.



"You won't take our land!"

INDIAN COMMAND AND CONTROL CHART	
Die Roll	Command result
2 or less	RETREAT! Indians will make two moves toward their base edge. If they are shaken then they will move three moves. If they contact the base edge they stop. Shaken units will exit the board and not return.
3	RETIRE! The war party will fall back one full move toward its base edge. Shaken units make two moves. If they contact the base edge they stop, unless shaken who will exit the board.
4	STRATEGIC WITHDRAWAL! The war party pulls back to any cover in its rear quarter, taking up to two moves to reach it. Cover can be defined as anything which improves their morale save or takes them out of harms way eg; behind a hill, into a wood, into dead ground, etc.
5	CIRCLE! The war party will make one or two moves to its left or right, (Roll 1D6: 1-3 one move, 4-6 two moves; roll a second D6: 1-3 left, 4-6 right) staying at least 24" away from the enemy in an attempt to encircle him. It may stop at any point if it enters cover.
6	STAND YOUR GROUND! The warband will remain where it is.
7	SKIRMISH TO THE FRONT! The warband will advance to its front quarter, taking up to two moves to get within 18" to fire at the enemy. It may stop if it enters cover, or when it gets to 18", but will try to end in a position to shoot at the enemy if possible.
8	SKIRMISH LEFT! The warband will advance one (1-3) or two (4-6) moves to its left quarter to gain a position to fire at the enemy. It may stop if it enters cover but will try to end in a position to shoot.
9	SKIRMISH RIGHT! The warband will advance one (1-3) or two (4-6) moves to its right quarter to gain a position to fire at the enemy. It may stop if it enters cover but will try to end in a position to shoot.
10	MOVE UP! The warband will attempt to move up to close range and fire at the enemy. Roll 1D6: 1-3 one move, 4-6 two moves toward the nearest enemy. It may stop if it enters cover if it is within close range of the enemy.
11	HOKA HEY! The warband charges forward. Roll 1D6: 1-2 one move, 3-4 two moves, 5-6 three Moves toward the nearest enemy and will engage him in melee.
12 or more	GREAT MEDICINE! The player controlling the Indian warbands can choose any one of the responses listed above.



Zululand 22nd January 1879

Action on the iNyezane

By Phil Heath & John Williams



FOLLOWING THE EXPIRY of the ultimatum issued by Sir Henry Bartle Frere, British High Commissioner to King Cetshwayo, on 11th January 1879, her Majesty's army commanded by Lord Chelmsford advanced into Zululand.

Chelmsford divided his force into five columns for the invasion, with three columns planned to eventually converge on the Zulu capital of Ulundi. He needed a quick and decisive engagement with the Zulu army, as a prolonged campaign would be impossible with Natal's vast border and the swift of foot Zulu impi crossing at will.

On Wednesday, 22nd January 1879, Chelmsford got his decisive battle at Isandlwana, unfortunately it did not play out as he would have hoped. However, we will concentrate on column No.1 and their adventures on that fateful Wednesday morning, 22nd January 1879, at a ford on the iNyezane river.

For a full description of the battle and period, please refer to Neil Smith's excellent *Black Powder* supplement *Zulu!*.

THE ANTAGONISTS

King Cetshwayo dispatched three of his main regiments from Ulundi under the command of Induna Goddie to reinforce the local forces in the iNyezane area,

with instructions to observe the advancing British column and launch a surprise attack when the time was right.

Colonel Charles Knight Pearson commanded No. 1 column, with instructions to advance to the abandoned mission station at Eshowe and establish a supply base. The days leading up to 22nd January had been spent crossing numerous rivers and struggling along the muddy tracks of Zululand.

At 5am on the 22nd, Colonel Pearson and his troops moved off into the early morning mist to cover the four miles to the iNyezane river before starting the final stage of their advance to Eshowe. Local informants had brought the ominous news that a Zulu impi was in the area.

THE BATTLE

The Zulu forces had adopted their classic battle formation, the 'Horns of the Buffalo'. The three regiments were divided between the chest (centre) and the left horn. The local forces made up the right horn.

Col. Pearson and the column crossed the iNyezane and stopped for breakfast on the open ground by the road. Picquets were deployed at 8am to cover the camp site.

Last Stand

BOYS OWN PLUCK personified by a Zulu account:

There comes a one-armed man, who, having shortly fallen back before the ever increasing foe is now determined to die. 'Save yourself. As for me, I shall remain.' He thus dismisses a staff officer and Hlubi's black soldiers, who vainly urged the great chief to seek safety with them. Recognizing his commanding courage, around him gather some twenty kindred spirits, who, nobly disdaining death, resolved to cover the retreat of the guns and die with him ... he himself was fully worthy of their devotion, and History will narrate the ring of dead white men that encircled him formed a halo round his and their own renown.



A company of the Natal Native Contingent (NNC) pushed up the Eshowe road to scout Wombane Hill (in Zulu *wombane* means victory). The NNC alerted their officers that the Zulus were close by but, before they could react, the morning was shattered by the crash of musketry. Four officers and NCOs fell along with three NNC, the rest scattered as the Zulus charged them. The Zulus then rapidly advanced down the hill towards the bush near the camp site.

Col. Pearson posted the Naval Brigade (including a 24pdr rocket, Gatling gun and the Royal Artillery guns) on a knoll by the road, which commanded the Zulu advance. Two companies of the Buffs, who were with the wagons, advanced and cleared the Zulus from the bush. The mounted infantry and the mounted volunteers supported the Buffs.

The Zulu centre, which had been slow to advance, took possession of an abandoned kraal, however, the Naval Brigade brought them under rocket and

musketry fire and Commander Campbell carried the kraal at the point of the bayonet with his sailors and a company of the Buffs.

The local Zulu forces had remained out on the right flank under fire from the mounted picquets and were quickly dispersed by the advancing Naval Brigade and Buffs. As the last of the Zulus withdrew from the battlefield, Col Pearson checked his watch, it was 9.30am and the road to Eshowe was clear.



Regulars and colonials fight and die side-by-side.

ORDERS OF BATTLE – THE BRITISH

No. 1 Column, Zululand, January 1879, consisted of 2,700 infantry and mounted volunteers, including four 7pdr guns, one 24pdr rocket tube and one naval Gatling gun.

OFFICER COMMANDING NO. 1 COLUMN: COLONEL CHARLES KNIGHT PEARSON, COMMANDER-IN-CHIEF (STAFF RATING 8)

1ST BRIGADE – COLONEL PARNELL, 3RD ‘THE BUFFS’ (STAFF RATING 8)

- 11/7th Royal Artillery, two 7-pounder guns (Lieutenant Lloyd) 1 x 7-pounder and crew
- No. 2 Company, Royal Engineers (Captain Wynne) 8 figures
- Five companies of the 2/3rd East Kent (The Buffs) Regiment of Foot
 - Captain Jackson 8 figures
 - Captain Wyld. 8 figures
 - Captain Forester 8 figures
 - Captain Harrison 8 figures
 - Lieutenant Martini 8 figures
- Two companies of the 99th (Duke of Edinburgh’s Lanarkshire) Regiment of Foot 16 figures

2ND BRIGADE – COMMANDER CAMPBELL (STAFF RATING 8)

- Naval Brigade – HMS *Active* 4 figures
- One Naval Gatling gun detachment (Midshipman L Coker) 1 x Gatling gun and crew
- One 24-pounder rocket tube 1 x tripod mounted rocket and crew
- No. 2 Squadron Mounted Infantry (Major Barrow) 8 figures

3RD BRIGADE – MAJOR GRAVES (STAFF RATING 7)

- 2nd Regiment Natal Native Contingent (Commandant Nettleton and Captain Hart)
 - 1st Battalion Natal Native Contingent 8 figures
 - 2nd Battalion Natal Native Contingent 8 figures
 - Natal Hussars 8 figures

ORDERS OF BATTLE – THE ZULUS

The Zulu forces were 4,000–6,000 men with three regiments from the Royal kraal at Ulundi and the remainder made up of local forces.

ZULU IMPI INDUNA: GODIDE KANDLELA, COMMANDER-IN-CHIEF (STAFF RATING 8)

The full disposition of the Zulu forces is unclear, but the uMxhapo Ibutho was most likely the Zulu left horn with the two other regiments making up the centre and the local forces the right horn. Size of the Zulu warbands depends on the number of figures available. You can represent the horns and chest with your available units and reuse casualties.

LEFT HORN – MATSHIYA (STAFF RATING 8)

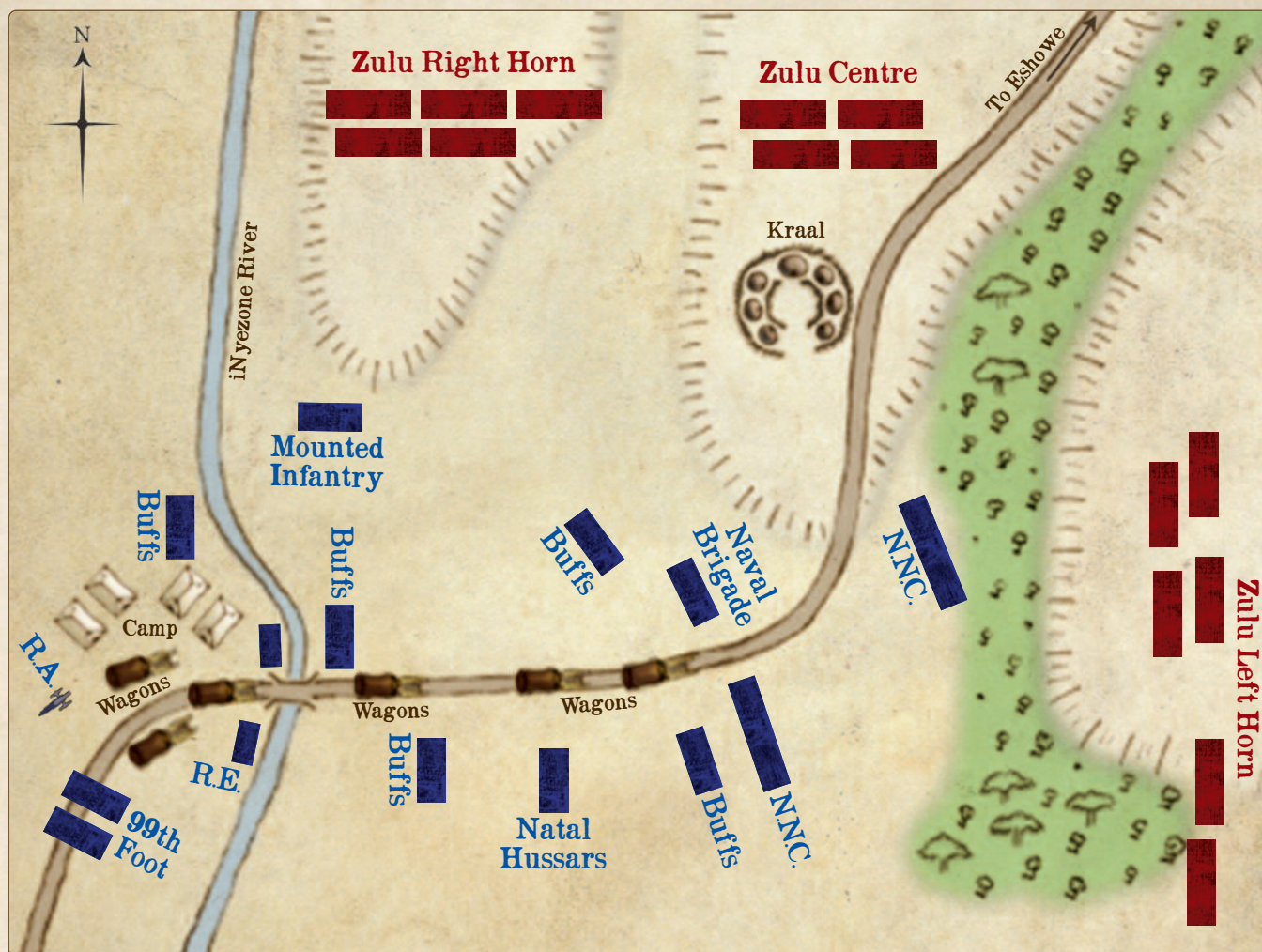
- uMxhapo Ibutho – Unmarried, 35-years old 6 warbands

CHEST – MASEGWANE KASOPIGWASI (COMMAND RATING 8)

- Ngulubi Ibutho – Married, 55 years old. 2 warbands
- uDlambedhlu Ibutho – Married, 64 years old. 2 warbands
- amaPhela Ibutho – this was made up of several regiments: inDabakawombu, umKhuze, umSikaba 2 warbands

RIGHT HORN – MBILWANE KAMAHLANGANISA (STAFF RATING 7)

- Nsugamtni Ibutho – Local forces 2 warbands
- iQwa Ibutho – Local forces 2 warbands
- uDududu Ibutho – Local forces 2 warbands
- inSukamngeni Ibutho – Local forces 2 warbands



THE GAME

The game is based on the action at the iNyezane river, 22nd January 1879. The units are reduced to produce a quick and enjoyable game.

THE TABLE

The game can be played on a 12' by 9' table, with the setup as shown on the map. The river is deemed as fordable, but with a half move penalty, except at the main ford site. The scrub and low trees along the right edge of the board count as difficult terrain for formed troops (half move) but have no effect for the Zulus due to their open order. For aesthetic reasons, the road is represented as a muddy track (Pearson reported that the roads were more like tracks and movement was exasperated by the heavy January rains).

STARTING DISPOSITIONS

The Zulu left horn starts behind the crest of Wombane Hill with two units in the dense bush at the foot of the hill. The chest is held off board and enters on Zulu turn 2 and the right horn is also off table and enters on Zulu turn 3, this is to represent the uncoordinated actions of the Zulu formations. However, both the chest and right horn are activated if the mounted infantry piquet advance within initiative range.

The NNC start on the edge of the dense bush, clearing the road to Eshowe. The wagons are stationary on the road and the main British units are deployed as shown on the map, either in the camp around the ford or alongside the road.

The game will start with British taking the first move. However, the umpire may wish to allow the Zulus the first move to represent them springing the ambush.

VICTORY CONDITIONS

The Zulus, as decreed by King Cetshwayo, must strike a surprise blow and destroy the British invaders.

Zulus

- Breaking two of the three British brigades counts as a major victory.
- Capturing or destroying the British wagons counts as a minor victory.

British

As ordered, must clear the road to Eshowe and establish their supply base.

- Breaking two of the three brigades (left, right or chest) counts as a major victory.
- Any wagons and a brigade exiting the board to Eshowe counts as a minor victory.



THE BRITISH

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
3rd & 99th Foot	Regular Infantry	Breech-loading rifle	6	4	4+	3	Steady, Stubborn
Mounted Infantry (small unit)	Regular Infantry	Breech-loading rifle	3	2	4+	2	Stubborn
Mounted Volunteers (small unit)	Regular Cavalry	Breech-loading carbine	3	2	4+	2	—
Royal Engineers (small unit)	Regular Infantry	Breech-loading rifle	6	4	4+	2	Stubborn
NNC	Regular Infantry	Breech-loading rifle	5	1	5+	3	—
Royal Artillery	Artillery	7-pdr	1	3-2-1	4+	1	Steady
Gatling Gun	Artillery	Gatling gun	1	Special	4+	1	Stubborn
Naval Brigade (small unit)	Infantry	Breech-loading rifle	6	2	4+	2	Stubborn

The Naval Brigade rocket is covered in the main rules for rockets. Manned only by two or three sailors, this counts as a tiny unit or, with agreement, if contacted by Zulus it counts as destroyed.

THE ZULU ARMY

Unit	Type	Armament	H-to-H	Shooting	Morale	Stamina	Special
Zulu	Regular Infantry	Spear and/or firearm	6	1	4+	3	Bloodthirsty, Warband



The Natal Native Contingent in full war panoply.



Married Zulus.

Kind Zulus

LORD CHELMSFORD ASKS the Zulus to fight. They were happy to oblige...

... the Zulus have been very kind to us in abstaining from any hostile movements during the time we were so bitterly engaged [with the 9th Frontier War] in this colony. If they will only wait until next month I hope to have the troops somewhat better prepared than they are at present ... If we are to have a fight with the Zulus, I am anxious that arrangements should be as complete as possible to make them – half measures do not answer with natives – they must be thoroughly crushed to make them believe in our superiority.

Zulu assegai and shield
(Stallard Collection)



Married Zulu Impi

QUICK REFERENCE SHEET

SEQUENCE OF PLAY

In each full turn both sides take an individual or 'player' turn in the following manner.

- Command – moves units starting with initiative moves.
- Shooting – shoots with units.
- Hand-to-hand – both sides resolve any hand-to-hand fighting.

COMMAND

Command modifiers

- 1 Per 12" distance from commander to unit
- 1 Enemy unit within 12" of unit receiving order
- +1 Attack Column
- +1 March Column/Limbered Artillery unless on road or track
- +2 March Column/Limbered Artillery on road or track

MOVEMENT

Move Distances

Infantry, Limbered Foot Artillery, Wagons	12"
Cavalry, Limbered Horse Artillery	18"
Manhandled Artillery	6"
Manhandled 'Battalion' Guns	12"
Commanders on foot	36"
Commanders on horseback	48"

Move Modifiers

Woods	Half pace skirmish infantry only
Rough ground	Half pace infantry/cavalry, skirmishers as normal only
Crossing Obstacle	6" penalty
Entering Building	6" penalty
March Column	Free move if Command roll failed
Limbered Artillery	Free move if Command roll failed
Square	One move if failed Command roll (one move maximum)

HAND-TO-HAND COMBAT

Combat To Hit modifiers (hit on roll of 4+)

- +1 Charging
- +1 Won last round of combat
- 1 Shaken or Disordered
- 1 Skirmishers
- 1 Engaged to flank or rear

Combat Result modifiers

- +1 Support to the rear
- +1 Per flank support (L/R)
- +3 Square vs Cavalry
- +1-3 Occupying building (size)

MORALE

Save modifiers (most troops save on a roll of 4+)

- +1 Infantry in Attack Column unless hit by artillery
- +1 Target within woods, hedgerows or similar (light cover)
- +2 Target is within buildings/fortifications (heavy cover)
- 2 Target is in March Column
- 1 Hit by artillery fire at long range
- 2 Hit by artillery fire at close or medium range

SHOOTING

Ranges

Pistols, Shotguns and Thrown Weapons	6"
Bow and arrow	12"
Smoothbore Carbines	12"
Smoothbore Muskets	18"
Rifled Carbines	18"
Rifled Muskets	24"
Breech-loading Carbines	24"
Breech-loading Rifles	30"
Bolt-action Carbines	30"
Bolt-action Rifles	36"
Light Smoothbore Artillery	36"
Smoothbore Artillery	48"

Shooting To Hit modifiers

- +1 Artillery shooting at Column or Square
- +1 Close Range (6"), Closing Fire
- 1 Shooters 'Shaken' or 'Disordered'
- 1 Target is Skirmishers, deployed Artillery or Not Clear
- 1 Artillery at over half range
- 1 Cannon shooting overhead

Size modifiers

Large unit	+1 dice Shooting, +2 Combat
Small unit	-1 dice Shooting, -2 Combat
Tiny unit	1 dice only Shooting/Combat

Formation modifiers

Attack Column	Shoot 1 dice
Mixed Formation	Shoot 1 dice
Square	Shoot 1 dice/face, fight 2 dice/face
March Column	May not shoot/fight 1 dice
Limbered Artillery	May not shoot or fight!

Tactical modifiers

Enfilading Infantry or Artillery	Shoot double dice
Buildings	Shoot 2 dice/face, Fight 2 dice/face

QUICK REFERENCE SHEET

BREAK TEST

Break Test modifiers

- 1 Per excess casualty
- 1 Disordered
- 1 Suffered casualties from artillery for tests A or B

- a. Test if excess hits suffered from Shooting
- b. Test if Shaken or suffering artillery casualties by closing fire
- c. Test if defeated in Hand-to-hand Combat
- d. Test if Shaken by drawn Hand-to-hand Combat
- e. Test supporting units if supported unit breaks and flees

BREAK TEST RESULT TABLE

BREAK TEST RESULT TABLE				
Modified Dice roll	Combat Type	Outcome		
4 or less	Shooting and Hand-to-Hand	INFANTRY, CAVALRY & ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.		
5	Shooting and Hand-to-Hand	INFANTRY & CAVALRY The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.		ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
6	Shooting	INFANTRY & CAVALRY The unit <i>holds its ground</i> – it stays where it is and does not move.		ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
	Hand-to-Hand	INFANTRY & CAVALRY The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.		ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
7 or more	Shooting	INFANTRY, CAVALRY & ARTILLERY The unit <i>holds its ground</i> – it stays where it is and does not move.		
	Hand-to-Hand	INFANTRY If the unit is infantry then it <i>holds its ground</i> – the unit remains where it is and will continue fighting in the following combat round.	CAVALRY If the unit is cavalry the unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. If unable to comply, the unit becomes <i>disordered</i> and may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.	ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.

INDEX

- A**
- Aggressive (Commander useful rule) 109
 - Arc of Fire: 46–48, 56
 - Attack Column: 20, 21, 30, 31, 48, 49, 52, 54, 57, 59, 61, 64, 90, 91
- B**
- Base sizes – see Unit frontages
 - Battalion Squares – see Squares
 - Bloodthirsty (useful rule): 100, 105, 107
 - Blunders: 29, 32, 34, 35, 66, 103, 109, results table 32
 - Brave (useful rule): 100, 107
 - Break Test: 27, 35, 48, 50, 51, 52, 54, 68, 69, 72, 77–81, 89, 91, 99, 101, 103, 104, 105, 106, 107, list of cases when required 77
 - Brigade Squares: 91
 - Broken Army: 82–83, 85
 - Broken Brigades: 83–85
 - Buildings: 43, 45, 47, 48, 49, 55, 64, 68, 69, 70, 71, 72, 73, 84, 89, 93, 96–99, 102
- C**
- Combat dice roll modifiers: 68
 - Combat result: 71–72, bonuses 71
 - Command: 24, 25, 26–39, 51, 59, 66, 74, 84, 101, 104, 105, 107, 109, modifiers 31
 - Commanders: 11, 18, 19, 25, 28, 29, 31, 32, 33, 34, 45, moving 39, vulnerability as targets 74, attacks from 75, joining units 75, and broken brigades 85, and brigade squares 91, and buildings 97, random generation of 108, useful rules for 108–111
 - Counter-charge: 51, 65, 66–67, 73, 81, 101, 103
 - Crack (useful rule): 12, 101, 107
- D**
- Decisive (Commander useful rule) 109
 - Determined Charge (useful rule): 89, 101, 107
 - Diffident (Commander useful rule) 109
 - Disorder: 28, 33, 48, 49, 50–51, 52, 53, 54, 55, 57, 65, 66, 67, 68, 72, 73, 78, 79, 80, 84, 89, 91, 95, 99, 101, 102, 107
 - Disorderly Retreat: 28, 33, 51
- E**
- Elite (useful rule): 84, 101, 107, 116
 - Enfilading Fire: 52–53
 - Evades: 34, 51, 65, 66, 73, 103
- F**
- Fanatics (useful rule): 101, 107
 - Ferocious Charge (useful rule): 101, 105, 107, 116
 - Fire (setting fires): 93, 99
 - First Fire (useful rule): 12, 102, 107
 - Form Square (useful rule): 88, 89, 91, 102, 107
 - Formation: 14, 15, 16, 19, 20–25, 29, 30, 33, 34, 35, 36, 37, 38, 45, 47, 48, 49, 52, 53, 54, 56, 59, 60, 61, 63, 64, 65, 66, 68, 70, 72, 73, 75, 79, 80, 88–91, 95, 96, 97, 103, 105, 109
 - Formation Modifiers: for shooting 48, for combat 68
 - Free Moves: 29, 31, 34, 35, 66, 105, 107
 - Freshly Raised (useful rule): 102, 107
- G**
- General 12, 19, 32–33, re-rolls 32, useful rules for 110–111
- H**
- Heavy Cavalry (useful rule): 103, 105, 107, 116
 - Hesitant (Commander useful rule) 109
 - Howitzers: 52, 56, 92–93, 95, 99
- I**
- Interpenetration (of units): 37
 - Issuing Orders – see Orders



- L**
 Lancers (useful rule): 103, 107
 Leaders: 14, 24, 37, 45, 46, 47, 52, 53, 60, 61, 62, 63, 64, 67, 88, 91, 96
- M**
 Machine gun: 86, 92, 94
 March Column: 19, 20, 21, 24, 31, 34, 35, 48, 49, 53, 54, 57, 59, 64, 66, 67, 68, 70, 80, 90, 91, 105
 Marauders (useful rule): 65, 103, 107, 111
 Mixed Formation: 20, 22, 48, 53, 54, 59, 64, 86, 90–91
 Mixed Order – see Mixed Formation
 Morale (Save): 12, 13, 49, 50, 57, 69, 93, 94, 95, 98, 100, 101, 102, 103, 104, 107
 Mortars: 52, 56, 57, 92, 93, 99
 Mounted Infantry (useful rule): 103, 107
- O**
 Orders: 18, 24, 25, 27, 28–35, 36, 37, 38, 39, 51, 59, 60, 61, 66, 75, 81, 84, 85, 88, 89, 90, 91, 100, 101, 103, 104, 105, 107, 109, 110, 111
 Overhead (shooting): 52, 56, 57, 93, 94, 95, 99
- P**
 Poor Shooters (useful rule): 104, 107, 182
 Proximity: 33, 36
- R**
 Range (of weapons): 8, 44–45, 46, 47, 53, 54, 56–57, 88, 93, 94, 95, 97, weapon ranges table 45
 Reliable (useful rule): 101, 104, 107
 Retiring broken: 84, 103
 Retiring units: 77, 79, rules for 80, leaving table 35, from closing fire 54, post combat 72, 73
 Rockets: 56, 92, 95, 99, mishap table 95
- S**
 Shaken: 18, 35, 49, 50, 52, 54, 59, 67, 68, 69, 72, 73, 74, 76–81, 83, 84, 85, 89, 98, 100, 107, rules summary 81
 Sharp Shooters (useful rule): 104, 107
 Sight: see Visibility
 Skirmishers: 16, 19, 20, 21, 22, 24, 35, 37, 38, 41, 42, 45, 47, 48, 49, 52, 53, 54, 56, 59, 64, 65, 66, 68, 70, 90, 91, 98, 99
 Skirmish Formation, 16, 19, 20–22, 24, as default 35, and terrain 41, 42, and field of fire 45, as not clear targets 47–48, and shooting 53, as artillery targets 56, and combat 59, 64–65
 Special Rules – see Useful Rules
 Squares: 20, 23, 34, 48, 49, 54, 55, 57, 59, 64, 68, 70, 71, 73, 75, 84, 86, 88–89, 91, 97, 98, 99, 102, 107
 Staff Rating: 18, 29, 31, 75, 104, 105, 108, 109, 110, 111
- Steady (useful rule): 12, 104, 107
 Stubborn (useful rule): 104, 107
 Superbly Drilled (useful rule): 105, 107
 Supports (Supporting units): 24, 25, 28, 59, 61, 62, 63, 70–71, 77, 78, 80, 91, 98, 99
 Sweeping Advance: 72, 73, 81, 103
- T**
 Target priorities: 46–47, skirmishers 53, artillery 56
 Terrifying Charge (useful rule): 101, 105, 107
 Timid (Commander useful rule) 109
 Tough Fighters (useful rule): 105, 107
 Turn to Face: 65, 72, 73, 80
- U**
 Unit frontages: 14–17, recommended 16
 Unit Leaders – see Leaders
 Unreliable (useful rule): 105, 107
 Untested (useful rule): 102, 106, 107
 Useful Rules: 100–106, summary 107
- V**
 Valiant (useful rule): 106, 107
 Visibility: 44–45, 47–48, 56, and buildings 97, 99
- W**
 Wavering (useful rule): 106, 107



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