

Black Powder™



Battles with model soldiers in the age of the musket

Black Powder™



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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]

“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, *Little Wars*

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Foreword



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.

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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 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.

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



When we say a ‘good-sized table’ we feel honour bound to point out that our game has been developed and played almost exclusively on tabletops at least six feet wide and between ten and fourteen feet long. Hence we allow for potentially rapid movement – often allowing units to bound across the table in a single move. This happens to suit us very nicely but the game can be played on a smaller area with an appropriate reduction in ranges and moves. However, wherever possible we’d like to emphasise that the game works best on large tables and using relatively large forces such as that shown above in Ernie Baker’s remarkable gaming room.

King's German Legion - a match for the French in 1815

During the mass French cavalry attacks at Waterloo, bravely pressed home by hordes of heavy and light cavalry, some French units got more than they bargained for. In a mass attack against the 5th King's German Legion in the British centre it is reported that:

"A body of cuirassiers made repeated attacks on the square formed by the fifth line battalion of the Legion; after each unsuccessful charge, they retired into a hollow where they were protected from the fire of the square, while the commanding officer, with great coolness remained in observation on a little rising ground, moving his horse about en vedette, and watching for a favourable opportunity to renew the attack.

Colonel Ompteda, who was in the square, called upon several of the men to rid him of the Frenchman's observation, but all the shots failed, and for the fifth time, the charge was repeated. At length a rifleman of the first light battalion, named John Milius, who had been severely wounded and brought into the square, hearing what was

required, begged that he might be carried to the front. Here the devoted soldier, although with a broken leg and faint from the loss of blood – levelling his trusty rifle, brought the officer lifeless from his horse with the first shot".

British Officer's shako
2nd Coldstream Foot
Guards 1812-15
(Perry Collection)



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, manly fellows, 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 his own should he 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.



The Army

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 – for now we shall confine ourselves to considerations that affect all armies equally.

The first thing the prospective player must consider is whether he will collect just one army or two. If he has friends or associates who also wish to collect and play, or who already do so, then our player can comfortably confine himself to a single force. Conversely, if he has yet to

persuade a friend to recruit an army to oppose him, then our man may wish to collect two sides from the onset. Either way – it is the usual practice to fight battles between armies that faced each other in real life – so for those considering collecting a Prussian army of the Seven Years War, it would be comforting to know that an opponent has, or is willing to collect, Austrians to fight against. Similarly, if a player nurtures an enthusiasm for the American Confederacy, he must either seek out a supporter of the Union to oppose him, or divide his loyalties between Yankees and Rebs and collect both.

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'



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.



Brigade 1

Brigade 2

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 that 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 standards 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 about 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 shall henceforth refer to as ‘units’. These units are in turn formed into larger groups called brigades. A number of brigades make up our army.

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!



Brigade 3

Brigade 4

Brigade 5 at rear

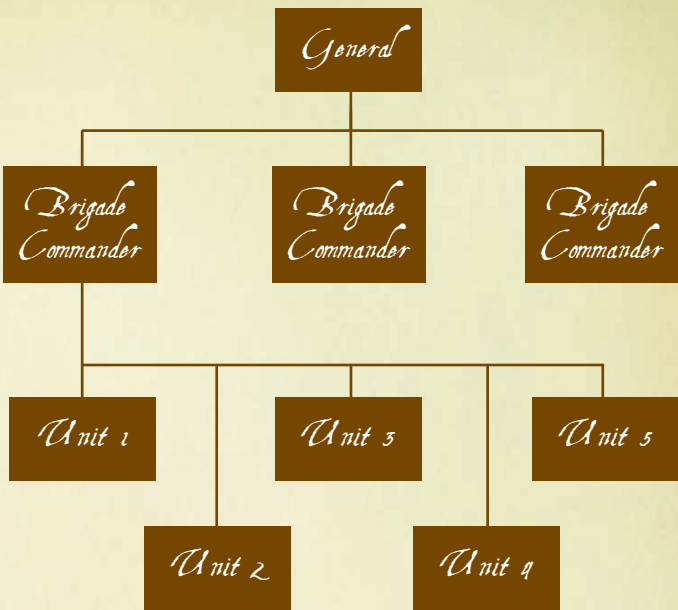
The Unit

Each unit of model soldiers represents a typical fighting formation of its day – for example a battalion of Redcoats or an impi of Zulus. The term ‘unit’ is admittedly a rather 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 commanders to use the actual names – ‘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 a 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 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. A typical brigade might consist of between three and six. There is no limit, but the more units a brigade contains, the harder it will be for its commander to control the brigade’s movements. It is up to each player to allocate his units into brigades in a manner that he believes will be effective. We shall return to the rules for organising and commanding brigades shortly.



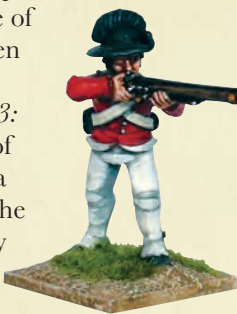
The General

The entire army is led by a commander-in-chief (C-in-C) represented by a suitably impressive model. In many armies the commander-in-chief is simply referred to as the ‘General’ and you will find the terms used interchangeably throughout this book. The commander-in-chief is not only the most important individual in the whole army but also the piece that represents the player in person.

A whole army therefore consists of the commander-in-chief plus a number of brigades, each consisting of a number of units plus a brigade commander leading each brigade.

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 *Appendix 3: Template Troops*. By way of example, the values for a British infantry unit of the American Revolutionary War are shown below:



A BRITISH INFANTRY BATTALION ADVANCES UPON THE REBELLIOUS AMERICANS

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

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 about 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 about 3. 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 can suffer three or four 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.

Brother against brother, a struggle for the flag...

For all the science involved with modern weaponry, combats still sometimes were decided up close and personal. It does not get more close and personal than this account by John Haskell, *The Haskell memoirs*, G. Putnams and Sons, New York, 1960.

'A Captain I think of a New York regiment, ran up to me and grabbing the flagstaff called out to me, 'You damned little rebel, surrender.' I held on and jerked him to me, striking at him at the same time with my sword, which was hung by my wrist by a sword knot. He at once jumped back and fired at me with his pistol, cursing me all the time and tugging at the flagstaff. I kept jerking it back and striking at him with my sword, while at the same time struggling to get from under my dead horse, which was lying on my legs.

One ball from the pistol struck the star of my collar and burned my neck like fire, while another struck my little finger, breaking it and smashing a seal ring which I wore. Another just grazed my leg, but that one felt like a double-heated, hot iron, and made me struggle so that I found myself free from my horse and on my feet.

Our troops by this time were pouring in and the Yankees running, my opponent among them. But he was a little too late, and I caught up with him. I cut down on him with both hands, expecting to split him, as we used to read of in novels, but my sword bounced off him, knocking him to his knees. He rose and turned, facing me with his pistol in his hands. I never doubted but that he was about to shoot again and ran him through. He lived only a few minutes, trying to say something. I told him that I would send his effects to his people, which was apparently what he was trying to ask.'

Source: *The American Civil War source book*, Philip Katcher

A sad end to a valiant attempt to take the enemy's colour...



Union NCO's equipment
(Perry Collection)

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 game rules. Instead, we simply divide infantry and cavalry units into one of four arbitrary sizes: large, standard, small, and tiny. This method allows the authors to use our somewhat varied collections without worrying too much about exactly how many models make up each battalion. The majority of units in the army always

conform to the standard size – only exceptional units are large, small or tiny. The sizes generally preferred are as given on the following table. Don't worry too much if units are a little over or undersized on the day so long as it is clear whether they are standard sized, large, small or tiny.

As you can see from the table below our units are based around a standard size of between 24 and 30 models for infantry and 12 to 16 models for cavalry. Guns are always considered to be units in their own right – a single gun together with its limber, horses, and crew constituting one unit (a 'battery').

Players who wish to have unit sizes that differ from the above are welcome to do so. This will make no difference so long as both sides adopt the same convention. The proportions given can easily be used to scale the units up or down as required. For example, you might wish to have a standard infantry unit of between 30 and 40, in which case small units might be around 15 or 20 – ie, about half as many. No matter how many models comprise each unit, remember that the majority of the units in the battle should be of the 'standard' size, and units should be more-or-less the same size on both sides if that best represents their historical counterparts. Large and small units are intended to represent formations that really were small or large by the standards of their day. Tiny units are included to facilitate scouts, foraging parties, armed settlers and the like.

Type of Troops	Standard Size	Large	Small	Tiny
Infantry	24 to 30 models	36 to 40	12 to 16	5 to 6
Cavalry	12 to 16 models	18	6 to 8	3 to 4
Artillery	1 gun and crew	-	-	-



VIVE L'EMPEREUR! FRENCH INFANTRY STEEL THEMSELVES TO UPHOLD THE HONOUR OF FRANCE

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: most standard sized units can suffer three casualties, large units four, small units

two and tiny units only one. This is explained together with the resultant effects later in the rules.

Unit Size	Typical Stamina Value
Large	4
Standard	3
Small	2
Tiny	1

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.



THESE HESSIAN GRENADIERS HAVE SUFFERED THREE CASUALTIES

Staff Ratings

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 units under their command. Sometimes they may even intervene to lead units in person, or rush to rally units that are flagging. We shall therefore assign a value to all commanders to represent the efficiency of the army's staff organisations and command structure. This value is the army's *staff rating* which varies from 10 (the best) to 5 (the worst) as shown below.

The same rating is usually applied to the whole army – so the General and Brigade commanders all have the same staff rating. This value reflects the efficiency of the command structure rather than the individual talents of each officer. When applied to entire armies, the usual variation is from 7 to 9 and most professional armies will have a value of 8.

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

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.
8	Good. An able and confident leader respected by his peers.
7	Average. An honest sort regarded as a safe pair of hands.
6	Poor. An indecisive or reluctant commander prone to dithering.
5	Fool. A feckless blustering imbecile, justly despised by men and fellow officers alike.
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.



ACTION IN SPAIN – FEROCIOUS CARLIST INFANTRY DELIVER A DEADLY VOLLEY

Bases for the Models

The models shown in this book have been mounted onto rectangular card, wooden, or plastic bases and suitably decorated. 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 blocks. 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

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	-



Two variations of infantry base – on the left American Civil War troops on a narrow 15mm per man frontage, on the right the standard 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 deep for infantry, and two 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 opposite 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.

Astute readers will notice that many of the troops shown in our photographs are based more closely – usually 15mm

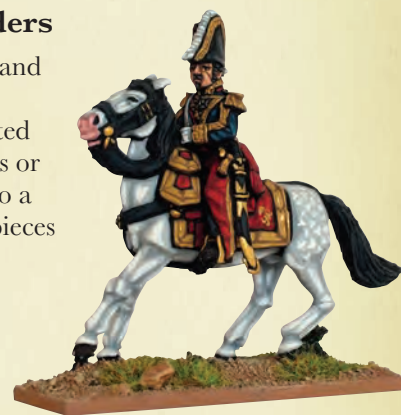
wide for infantry and 20mm for cavalry. This makes no practical difference in play and we do not worry about it. As it happens, these are mostly older and more slender models that happen to fit upon a narrow base quite comfortably. In fact, the frontage occupied by each unit is more important than the actual size of individual bases, and for this reason it is a good idea to reduce the number of models in a unit if they are mounted onto larger bases than their fellows. For example, 24 men on 20mm bases aligned in two ranks will have a frontage of 12 models or 240mm, whilst 32 men on 15mm bases aligned in the same fashion will also have a frontage of 240mm. Both units could reasonably be fielded together as ‘standard’ sized as they occupy a similar area on the table.

Bases for Commanders

Our commander-in-chief and each of his senior 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.

Just as our units of a few dozen models represent regiments of hundreds of men, so a commander represents not just the great man himself but his staff, runners, guards, secretaries and such personal servants as the exercise of command plainly demands. A commander can be mounted onto a larger base and include such individuals if you please – this can be fashioned to look suitably imposing!



Two variations of cavalry basing – on the left gallant British Sudanese mounted on a narrow 20mm frontage, whilst on the right we have dashing Dutch cavalry on the standard 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 and 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 and you will get the idea. Irregular troops might well be experienced and fierce fighters, but they are not drilled to manoeuvre in formation or be necessarily armed 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.



THESE BRAVE HIGHLANDERS PREPARE TO REPEL A HORDE OF BLOODTHIRSTY FUZZY-WUZZIES



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 (ie, 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 – ie, 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 (ie, the column must be deeper than it is wide).



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.



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 78.



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 74.

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”.

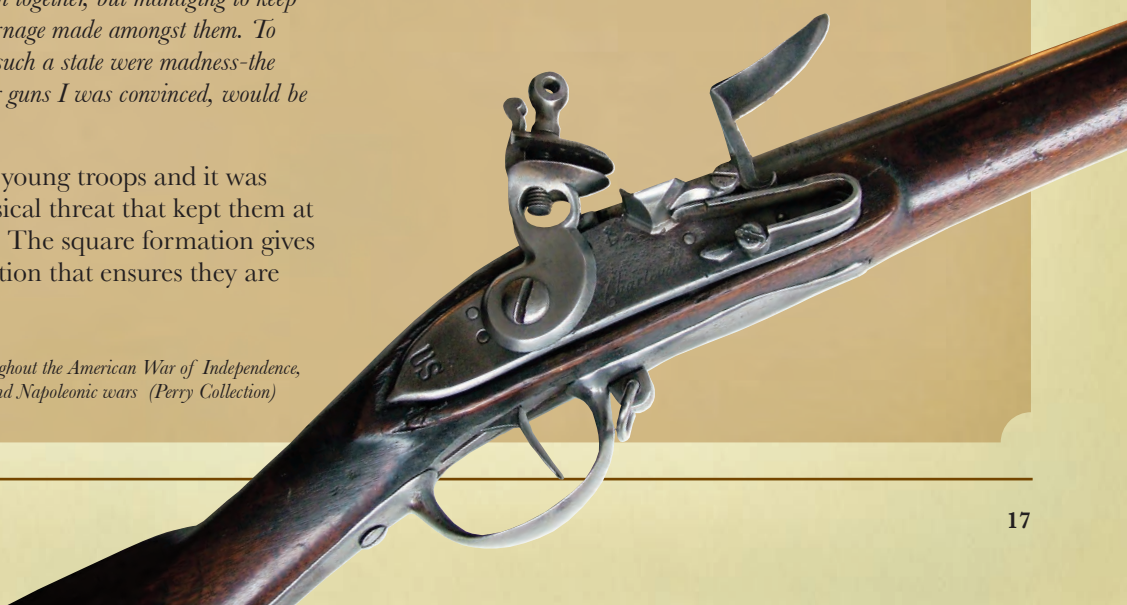
The Brunswickers were fresh, young troops and it was only the force of will and physical threat that kept them at their posts, but stand they did. The square formation gives a solidity to an infantry formation that ensures they are

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.

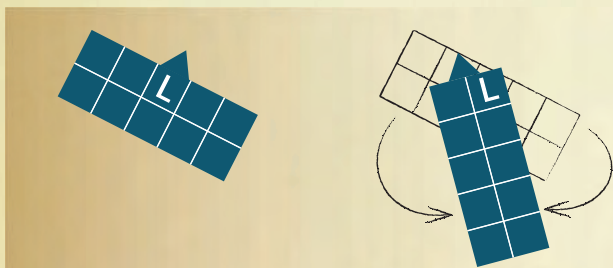
Mercer’s comment that he would not risk sheltering in the square with his own troop is also interesting, suggesting strongly that the new recruits would have taken the artillerymen’s withdrawal as an excuse to break and run. He may well have been right!

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

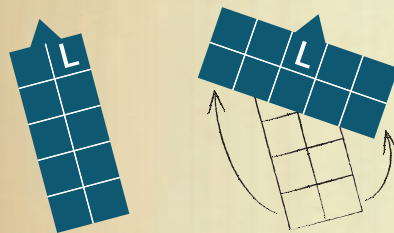


Changing Formation

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.



When changing formation begin by selecting the model from the centre of the unit's front rank – ie, 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. 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 ie, 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.



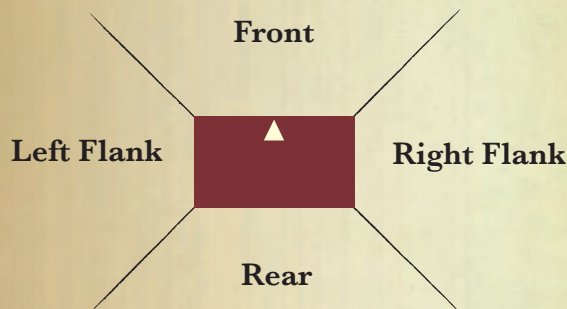
Formation and Tiny Units

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. As with irregular units – tiny units will default to their standard skirmish formation at the first opportunity.

Front, Flanks and 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.

THE FRENCH ARMY AMASSING, WAR OF SPANISH SUCCESSION



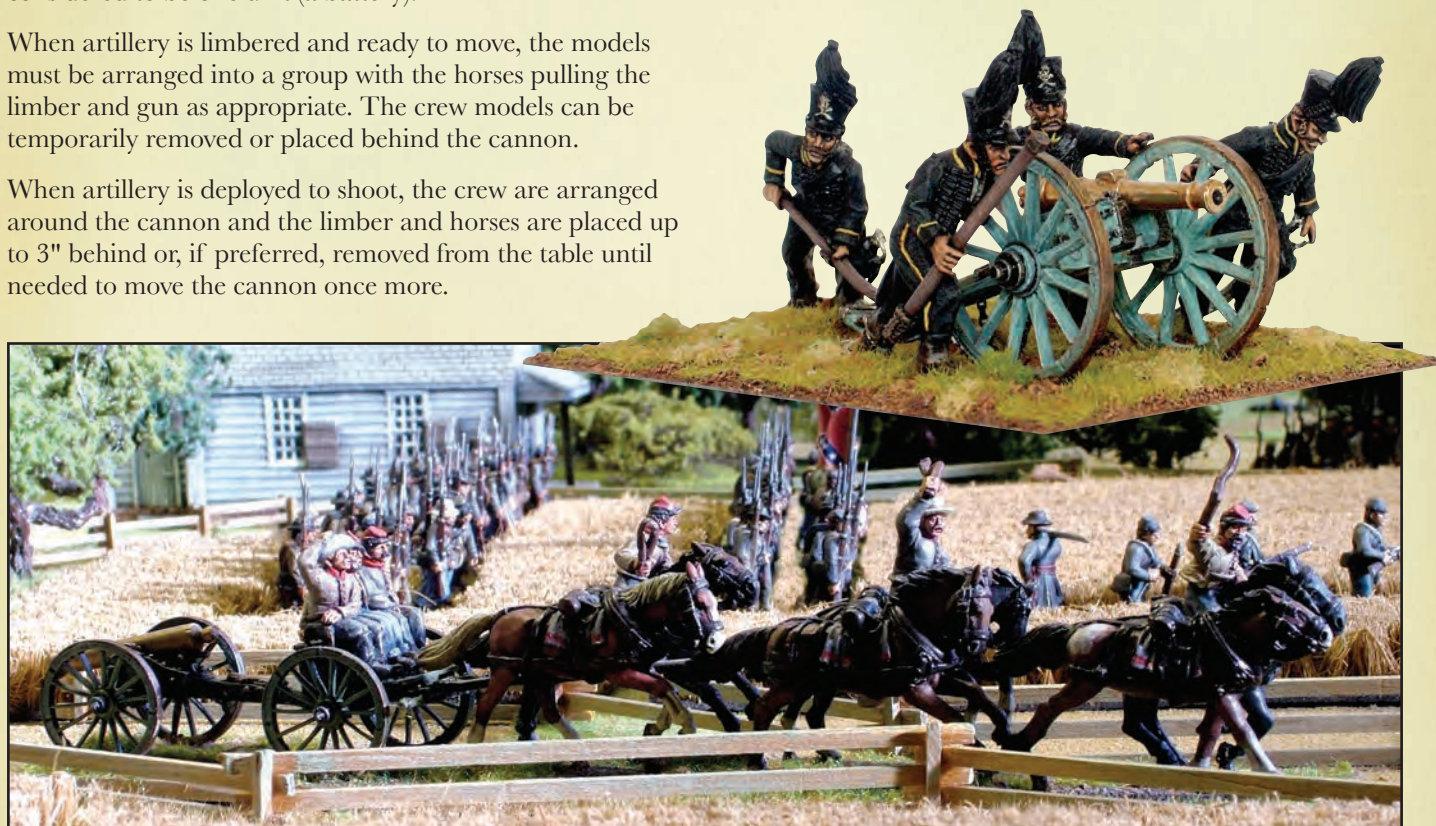
Artillery

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.



THE OPENING STAGE OF ANOTHER SPECTACULAR AMERICAN CIVIL WAR ENCOUNTER – WHAT WARGAMER WORTH HIS SALT WOULDN'T WANT TO PROVIDE HIS GUNS WITH TEAMS LIKE THIS?

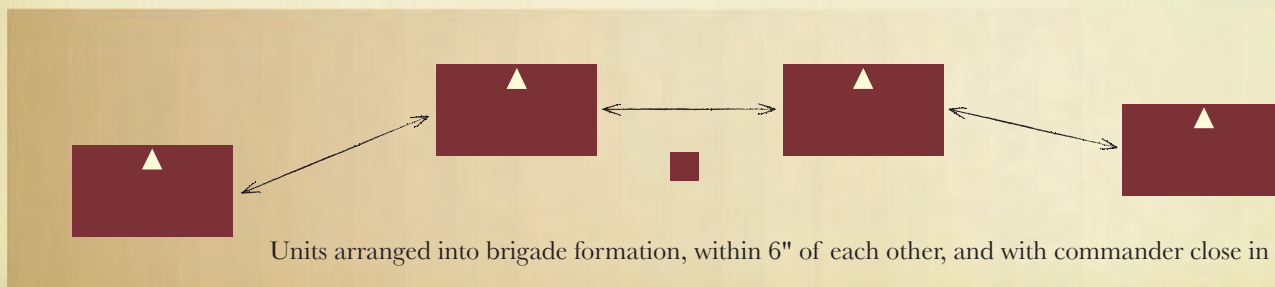
Brigade Formations

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



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



THE BRITISH THIN RED LINE PREPARES TO DEFY THE RUSSIAN BEAR!



EGYPTIAN CUIRASSIERS STAND READY TO FACE THE DREADED MAHDI

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 his own brigade/brigades, moves his 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.

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.

Sequence of Play

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

Blue Turn

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

Red Turn

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

We have dubbed our two opposing armies respectively '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 his 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 playing deciding whether to take the first turn or defer to his opponent.





BRITISH REGULARS MARCH TO TAME THE JACOBITE REBELS CIRCA 1745

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.

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.

Command

To win a battle, especially a battle between well-matched armies equipped in a similar manner, it will be necessary to out-manoeuvre as well as out-fight the enemy. Good generals will try to deploy their forces as rapidly as the terrain will permit 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. The keen commander will search for weaknesses in the enemy's ranks that can be exploited by reserves held back for just that purpose. And so on and so forth for the myriad opportunities and circumstances that determine the course of battle. In real-life, soldiers don't make these kinds of decisions for themselves. Instead, battalions are directed by their leaders in accordance with orders issued by generals and staff. The same is true in the Black Powder game.

In the Command part of his turn, each player attempts to move his army by giving orders to his troops. Orders are issued on behalf of the army's brigade commanders or sometimes by the army's general. Broadly speaking, to give an order the player first indicates which commander will give the instruction, then he indicates which unit he wishes to move, and finally the player describes what he wants the unit to do before rolling dice to determine if he is successful 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.



MAHDISTS PLOTTING MISCHIEF

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 gentlemen 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* give it an order to do so.

Orders can be framed in whatever fashion the player wishes within the guidelines given above. Units will always attempt to obey their orders in so far as possible. If a unit's move proves insufficient to carry out an order in its entirety, then troops will attempt to follow their instructions as 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 - 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 30).
- If the score is equal to the commander's staff rating or 1 less, the order is issued and acted upon in due course – the unit can make one move.
- If the score is 2 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 3 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.



Example: Our player indicates the unit he wishes to give an order and announces, “Brigadier Sir Buckingham Frogmorton is issuing an order to the battalion of Guards. The battalion will attempt to swing round and charge the French line on its left flank.” Our man indicates the position on the table where he wishes his troops to move, thus eradicating any lurking doubt as to his intentions. Two dice are rolled and the result is $2+4 = 6$ – the Brigadier has a staff rating of 8 so two moves are allowed. The Guards begin to swing round (one move) placing them within shooting range but beyond charge range of their enemy. For their second move the Guards complete their swing and position themselves facing their enemy’s flank, using what movement they have remaining to advance towards the French as far as they can. The player is very satisfied with his move – although he has not managed to charge (three moves would have been required) the Guards are positioned to pour enfilading fire into their enemy’s flank.

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 also that orders must always be unconditional and cannot therefore be dependant 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 is 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 20).

The commander-in-chief does not command a brigade but can give orders to *any* units in the army.

Each commander must complete *all* of his orders before

another 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 each of his own commanders one at a time.

If a commander fails to give an order then he *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. This applies to all commanders including the general. Such are the fortunes of war.

If a double 6 is rolled by any commander when giving orders, the result is a *blunder*. Blunders result in units moving out of control in some fashion and these are explained on page 29.

If a double six is rolled by the commander-in chief when giving orders then the result is a blunder *plus* no further orders may be issued by any commanders that turn. This means that commanders who have not yet issued orders will be unable to do so.

A Few Words about Charge Orders

As we have already discussed, it is necessary to give a specific order 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.

If infantry understands its force, the cavalry never breaks it.

Puysegur – Art de la Guerre Par
Principles et Par Regles 1748

A charge order can be framed in as specific or as general a manner as you please; for example, 'Charge the Old Guard!' or, 'Advance to the ridge and charge any enemy that appears!' 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. If you give a charge order, this means the unit will always move as far as possible 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.

The commander-in-chief can give brigade orders to groups of units in the same or different brigades. Such units must still be within 6" of each other before and after their move as described above. One advantage of giving orders from the general is that he can give orders to several brigades at once. This can be very useful on occasions, for example when units have been forced out of formation or if brigades have become divided following combat.

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 he fails then all the units have failed to receive the order and will not move that turn. When wishing to move several units together this is the usual means of giving an order.



FRENCH SALLY FORTH FROM THEIR DEFENCES IN THIS WAR OF SPANISH SUCCESSION ESCAPEDE



Example: Our player wishes to give an order to a brigade consisting of four units of foot, a unit of cavalry and a unit of horse artillery.

“Brigadier Sir Buckingham Frogmorton will give an order to these six regiments of his brigade,” declares our man indicating with a sweep of his hand the units he wishes to move. “The brigade is to move onto the Long Ridge and form a line, cavalry to the right and artillery deployed to the left”. Once again the player indicates the position where he wishes the units to form up – a ridge lying about 18" in front of the brigade’s foremost unit. Satisfied that he has done all he can to provide clear instructions to his troops, two dice are rolled. Frogmorton has a Staff rating of 8 and the dice scores an impressive $2+3=5$, giving three moves. The brigade moves with all haste in the direction of the

ridge – the lead infantry unit taking only two moves to both reach the ridge and arrange itself as required – the unit therefore halts at this point having fulfilled its order. Likewise the cavalry and horse artillery with their longer moves manage to reach the ridge and deploy along its edges within two moves – once again they halt having completed their orders. Two of the remaining infantry units manage to get into position with their third move, leaving the rearmost infantry unit short but thankfully still within its 6" minimum distance (otherwise the preceding infantry unit would have to drop back to keep the brigade together). All-in-all a pretty successful manoeuvre – even with one unit still to move into position, the Long Ridge is well defended and the horse artillery is ideally positioned to trouble the enemy.

Command Bonuses 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, aide-de-camps (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.

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 1 from the commander's staff rating for each full 12". For example: at 19" distance deduct 1, at 38" deduct 3, at 48" deduct 4. 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 1 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 1 if there is an enemy unit within 12" of any of them (ie, only ever deduct 1 in total).

Attack Column. If a unit is in Attack Column add 1 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 travelling along a road or track.

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 Table

-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



AMERICAN WAR OF INDEPENDENCE ENCOUNTER - FORWARD FOR LIBERTY!

A Lady's view of the wily Afghan

In 1841 during the first Afghan war, Lady Sale, wife of a British commander, had this to say of her foes...

"I often hear the Afghans designated as cowards: they are a fine, manly-looking set, and I can only suppose it arises from the British idea among civilised people that assassination is a cowardly act. The Afghans never scruple to use their long knives for that purpose, ergo they are cowards: but they show no cowardice in standing as they do against guns without using any themselves, and in escalading and taking forts which we cannot retake. To our deep humiliation we found that instead of being stalwart and devoted clansmen, the troops who had chased the British banner from the field chiefly consisted of tradesmen and artisans from Caubul" (sic)



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.

If a general rolls a blunder then it is resolved in the same manner as for any other commander. In addition, when a general rolls a blunder no further orders can be issued by that side that turn – any commanders still giving orders, or who have yet to give any orders at all, cannot do so. All order giving is halted by the general's unfortunate blunder! This can be very annoying – it is often best to leave the general until last when giving orders.

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 32.

Blunder Results Table

- 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.
- 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.
- 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.
- 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.
- 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.
- 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.



Initiative Orders

So far we have dealt only with orders issued by commanders. The initiative orders rule allows a unit to move once without an instruction from a 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 a commander that turn – the two are mutually exclusive.

Units using initiative must do so *before* any commanders issue any orders. Thus, during the Command part of his turn, a player always begins with units that are moving on initiative. All 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 an order. In most situations the unit can move in any fashion the player wishes, but the unit is limited to a single move. We won't concern ourselves over whether the unit can theoretically 'see' enemy within 12" or otherwise – 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 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 a 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.

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. Although infantry in square do benefit from the free move, their movement is quite severely restricted as explained in the *Advanced Rules* section – please note that squares do not present a practical way of moving about the battlefield (see page 74).

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.

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 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.

A commander can attempt to give a follow me order to any unit from his own brigade if it is within 12". In the case of a general, he can attempt to give a follow me order to any unit in the army so long as it is 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 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 is moved to join the unit, and the unit together with the commander can be moved up to three moves in any manner the player wishes.

It is not necessary for a player to state his intentions before moving, and the unit is free to charge or change formation if desired. The commander cannot move further that turn – he remains with the unit that he has joined at least until he can move in the following turn.

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





A FRENCH AIDE-DE-CAMP RACES THROUGH TOWN WITH NEWS FROM THE OUTPOSTS

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 any unit from his own brigade if it is within 12" and has two or more casualties. In the case of a general, he can attempt a rally order to any unit in the army so long as it is within 12" and it 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 commander and the unit, and declares, ‘Rally round me!’.

Once a commander gives a rally order he can give no further orders 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 commander cannot move that turn either – fate intervenes to thwart his best intentions (possibly the consequence of last night’s devilled kidneys).

If the result is a pass then the commander is moved to join the unit and one casualty is removed from the unit’s total. Neither the commander nor the unit can move further that turn – the commander remains with the unit that he has joined at least until he can move 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. 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 have a free move as we have already explained – they move once even if an order is failed. If a unit fails to receive a rally order it will lose its free move because it has no order to obey – bear this in mind!

Irregular and Tiny Units & 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 or tiny unit leaves a road in march column then it *must* reform into its default formation as its next move. This will be skirmish or as a warband in the case of irregular units and skirmish in the case of tiny units. The unit will do this *regardless* of the orders it is given and for this reason we call this a compulsory move. On the whole, it is a good idea to bear this in mind when issuing orders!

Note that a warband can be given an order to go into skirmish formation if this is the *only* way it can enter a particular type of terrain – a wood, for example. This is the only situation where warbands can adopt skirmish formation. If such a unit leaves the area of terrain then it automatically reforms into a warband as its next move.



British 1768 pattern Grenadiers fur cap (Perry Collection)

Guilford Courthouse, 1781

Sgt. Lamb's classic account of the Royal Welch Fusiliers during the rebellion in the colonies:

"When we arrived within forty yards of the enemy's line, it was perceived that their whole force had their arms presented, and resting on a rail fence, the common partitions in America. They were taking aim with the nicest precision. At this awful period a general pause took place; both parties surveyed each other with the most anxious suspense. Nothing speaks the General more than seizing on decisive moments; Colonel Webster rode forward in front of the 23rd regiment. And said, with more than his usual commanding voice. 'Come on, my brave Fuzilliers'. (sic) This operated like an inspiring voice, They rushed forward amidst the enemy's fire; dreadful was the havoc on both sides".

There was much to what won a fire fight in the Black Powder period: morale, dash, steadiness, experience, weaponry, discipline, inspiration, training being key, but not always the deciding factor. As with history, sometimes common sense, a belief in one's own units, and blind optimism will win through in a Black Powder game too!

Troops that Leave the Table

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 units to leave the table – though it is hard to imagine why one should wish to do so. 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.

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 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 of course.

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" where permitted or 12" in the case of very small 'battalion' pieces. As we have already mentioned, these distances 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.

Moving Units Table

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

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!

Proximity of Enemy

Our ‘no nonsense’ approach does have one caveat – namely where movement is affected by the proximity of the enemy. This is a sensible and obvious rule that most players will apply instinctively, but it’s worth stating before we go any further.

Once the enemy are within 12", the unit’s ability to perform even the most basic manoeuvres is considered to be impaired – once close to the enemy, units must move roughly straight forward or straight back. In practice units did not shuffle sideways in the face of the enemy and we shall not permit our troops to do so either. We call this the *proximity rule* or *12" rule*.

Once units are within 12" of any enemy units, all further movement must be made entirely within their front or rear quarter. We have already looked at front, rear and flank quarters – check back to page 19 if in doubt.

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 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.

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.

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 take 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.



SIEGE WORKS – THE WAR OF SPANISH SUCCESSION GRADUALLY DEGENERATED INTO PROTRACTED SIEGE WARFARE

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, ie, 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.

Moving Commanders

Each commander in the army is allowed to move once after he has completed issuing any orders he wishes to give and before the next commander begins to issue orders. It is not necessary to give commanders an order to move.

A commander who issues a successful follow me or rally order joins the unit he has given the order to. 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, 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 commander can join a unit simply by moving into touch. The player moves the commander so that it touches the unit and declares that the commander is joining the unit. Commanders who have already joined units do not normally move with them in the Command part of the turn (the obvious exception being the follow me order). However, commanders who have joined units do move with them in the shooting and combat parts of the turn where appropriate; for example, if the unit is obliged to *retire* as a result of enemy shooting.

Commanders are treated a little differently from units. As we shall see later, commanders are ignored when it comes to shooting, and in many other respects they are simply ignored by other units. If commander models get in the way of units of troops from either side then they can be moved aside by their player as is convenient, up to a full normal move if necessary. If commander 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 commander is deemed to have been killed or captured and is removed from the battlefield. 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.

Commander Move distance:

Commanders on foot	36"
Commanders on horseback.....	48"



CHINA! THE 1ST OPIUM WAR – THESE DOUGHTY REDCOATS ARE CAUGHT UP IN A FIREFIGHT WITH IMPERIAL TROOPS



BRITISH INFANTRY HASTILY FORM SQUARE AS THEY ARE CHARGED BY FRENCH CUIRASSIERS



COLONIAL MILITIAMEN PREPARE TO FACE REGULAR INFANTRY FOR THE FIRST TIME

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.

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 – $4" + 8" = 12"$.

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



NASSAU INFANTRY ARE JUST ONE OF THE MANY UNUSUAL AND COLOURFUL PARTICIPANTS IN THE NAPOLEONIC WARS



HERE A BUILDING IS DENOTED BY THE BOUNDARIES OF ITS ADJOINING WALLS

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.

Buildings

It is usual to represent farmsteads, hamlets and even larger settlements such as villages by means of either a single large model building or a roughly rectangular group of smaller buildings and yards covering an equivalent area. The total area must be sufficient to allow an infantry unit to be placed inside, up to a maximum size of about 12" x 12". The size may need to be increased further if players wish to use substantially larger units than those suggested. Large settlements must be divided into two or more easily recognisable blocks or designated as 'double-blocks' in which case they can hold twice as many units as a regular block.

It is a good idea to establish the extent of buildings at the start of the game, as any such areas will probably play a vital role in the forthcoming battle. The edges of a block may be partially defined by walls, barricades, or comparable barriers, in which case these serve only to indicate the edge of the building and are not treated as separate obstacles as described above.

Only infantry units can enter or assault buildings, except that artillery can be included as part of a building's defence if set up at the start of the game. An artillery piece positioned to defend a building cannot be moved. A single building or block can hold one unit of infantry plus up to one tiny unit of infantry and one gun with crew. Troops are assumed to take up positions around the perimeter, within houses, outbuildings, and so on, to defend the whole perimeter. For this reason units within buildings don't have any specific formation in the game.

To enter an unoccupied building, a unit must move into touch with the building or 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, models can be rearranged within it as required. 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. Note that 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.

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. This is exactly, and conveniently, the same as already described for units attacking across an obstacle. We shall return to rules for fighting in and around buildings in the section on *Hand-to-Hand Combat*, page 77.

Impassable Terrain

Before the start of the game players can agree that some terrain features are impassable as seems appropriate. Typical examples of feature 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.

River 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 landing 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.



LOWERING CLOUDS LEND A SENSE OF FOREBODING TO THIS CLASSIC ENCOUNTER BETWEEN THE ARMIES OF GREAT BRITAIN AND FRANCE



CHARGE! HEAVY CAVALRY ARE THE ELITE TROOPS OF THE NAPOLEONIC AGE



THE AMERICAN WAR OF INDEPENDENCE TAKES A TURN IN FAVOUR OF THESE BRITISH GRENADIERS



SUMMER HOLIDAYS WERE NEVER SO GLORIOUS AS IN THE HEYDAY OF EMPIRE

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 74).

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 51.

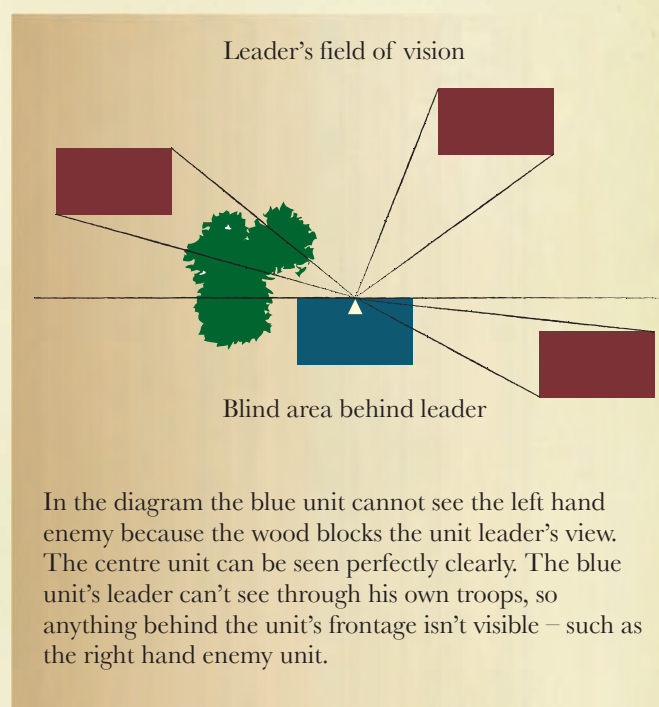
Visibility

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. 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 – ie, 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

Below 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.

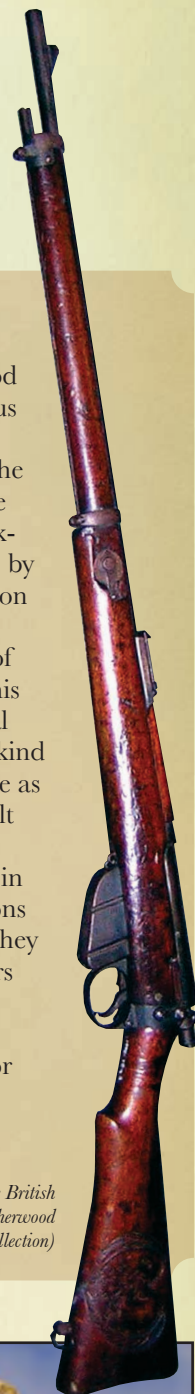
Pistols, Shotguns and Thrown Weapons	6"
Bow and arrow	12"
Smoothbore Carbines.....	12"
Smoothbore Muskets	18"
Rifled Carbines.....	18"
Rifled Muskets	24"
Breech-loading Carbines	24"
Breech-loading Rifles	30"
Bolt-action Carbines.....	30"
Bolt-action Rifles	36"
Light Smoothbore Artillery	36"
Smoothbore Artillery	48"

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.

We have included bolt-action, metal-cartridge, magazine-fed rifles although their use lies at the very end of the period covered by our rules. Their most vigorous employment lies beyond the scope envisaged by the Black Powder game. The first British bolt-action rifle to see service was the Lee-Metford in 1888. This black-powder weapon was superseded in 1895 by Britain's first smokeless powder bolt-action rifle, the Lee-Enfield. Other nations introduced smokeless powder weapons of similar type in the late 1880s, and it is this generation of bolt-action rifle with metal cartridges, smokeless powder and some kind of magazine feed that we categorize here as 'bolt-action'. In fact, various types of bolt mechanism had been used since the introduction of the Prussian Dreyse rifle in 1848, but we consider single-shot weapons of this kind to be 'breech-loaders' (and they are commonly described as such). Players who are keen to reflect known range advantages within a specific historical context (Dreyse rifle versus Chassepot for example) are invited to make such adjustments as they see fit.

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

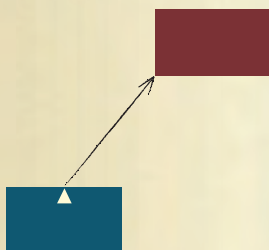


THESE PRUSSIAN INFANTRY EMERGED AS THE MOST DISCIPLINED OF INFANTRY DURING THE SEVEN YEARS WAR

Measure Distance

The distance to the target is measured from the model in the centre of the shooter's front rank (ie, 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.

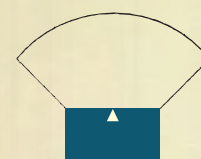


The uppermost blue and red units are fighting hand-to-hand combat and are considered 'intermixed' – the lower blue unit cannot therefore shoot at the red unit even though it is within sight and within range.



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.



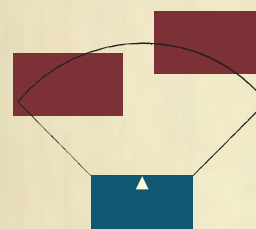
Pick a Target

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.

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.



ON THE MARCH! EVER PREPARED FOR THE WORST THAT NAPOLEON CAN MUSTER PICTON KEEPS A TIGHT HOLD ON HIS UMBRELLA - CARRY ON LADS!



CRIMEAN REDOUBT. NAVAL GUNS IN ACTION AGAINST THE RUSSKIS. THAT'S NO PLACE FOR A WOMAN, SIR!

Wolfe in the woods

The Seven Years War was still being played out in one of the first truly world wars. British General Wolfe was tightening his grip on French held Quebec, but the French had powerful allies as this description by a Sergeant Johnson of the British force shows...

"As soon as the victim is within their aim, they fire and very often kill him dead on the spot; for they very seldom miss their mark, being excellent marksmen. However that may be, they immediately spring up to him and with their butt strike at his head and endeavour to beat out his brains. If upon the advance towards him they discover any signs of resistance, they again take shelter as near the victim as possible, and then taking a cool and deliberate aim they throw their tomahawk, an instrument made in the shape of one of our camp hatchets, the head not quite as large, but, with a sharp turn on the back of the head, resembling a hawk's bill, and a longer handle, but not so thick as our

camp hatchet's; which they throw with great certainty for a considerable distance and seldom miss.

No sooner have they delivered the tomahawk out of their hands, but they spring up to him with their scalping knife, which is made in every respect like our kitchen carving knives, and generally at the first approach rip him open and sometimes take out his heart, but not always. It often happens time won't permit to perpetrate that Barbarous part of their inhuman cruelty. After all they cut around the top of the crown to the skull bone, and, raising up one side of the skin with the knife, with a jerk they tear it off by the hair and the work is done; upon which they set up the Indian whoop as a signal to their barbarous companions that the work is finished, as also a shout of triumph."

Gruesome stuff indeed, particularly to a rural recruit from Worcestershire or a Townie from the London streets. However, people always adapt and after four years fighting in the Americas, Wolfe had to forbid his 'civilised redcoats' from "The inhuman practice of scalping except when the enemy are Indians or Canadians dressed like Indians"

That's alright then...

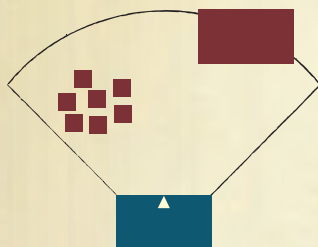
Units that are Not Clear Targets

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.

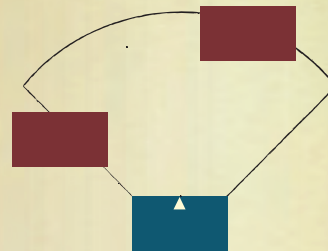
The following units do not present clear targets:

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

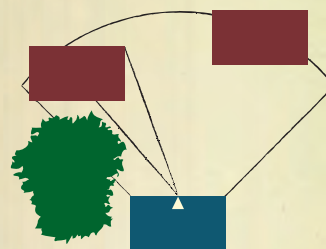
Here the closest target is a skirmishing unit and can therefore be ignored in favour of the more distant infantry unit. Skirmishers are not clear targets and can therefore be ignored in this way. Remember that a unit's leader cannot see right through a skirmishing unit's formation – the target must be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



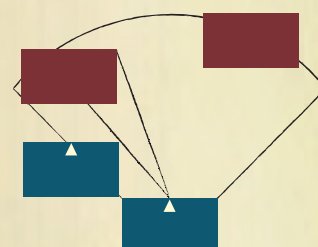
In this situation the closest enemy is partly outside the shooter's field of fire. If less than half the unit is within the shooter's front quarter it is not a clear target and can be ignored. The more distant unit is entirely to the unit's front quarter and can therefore be shot at – the fact that part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

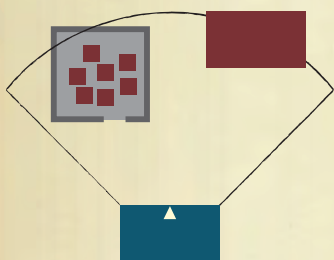


WHAT A SPLENDID SIGHT! GRENADIER GUARDS IN BEARSKINS DURING THE CRIMEAN WAR



A SWIRLING CAVALRY ACTION UNFOLDS - THE FRENCH CONTINUE TO MAKE TROUBLE IN EUROPE.
BELGIAN LIGHT DRAGOONS FACE FRENCH CUIRASSIERS AT QUATRE BRAS

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.

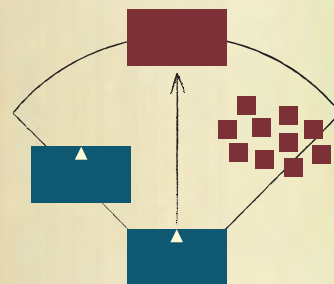


cannon to shoot through. In addition, if the gap is not at least as wide as the shooting unit, then the target is not a clear target.

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.

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.



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

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.

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.



Units in march columns, attack columns, squares and occupying buildings can only shoot in a restricted fashion. Their shooting value is automatically reduced as follows. 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.

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 the rules for buildings.

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.

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 below. For example, if shooters are disordered they suffer a -1 penalty and therefore require 5s or 6s to score a hit rather than 4s.



AND THEY SAY AN ARMED SOCIETY IS A SAFE SOCIETY! JOHNNY REB STICKS IT TO THE YANKEES.

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.

'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 – ie, a half-visible skirmish target is still -1 'to hit' and not -2.
+1	Close Range/Closing Fire/Skirmish 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. If skirmishers are armed with firearms, they receive the same bonus at all ranges not just at close range. Note that this bonus only applies once – ie, a skirmisher at close range is still +1 'to hit' and not +2.



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 his 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 48.

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. 2 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 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, the following modifiers apply to the morale dice:

Morale Dice modifiers

- +1 Attack Column.** If an infantry unit is in attack column, add +1 to the score of each dice rolled against non-artillery shooting. This doesn't apply to hits from artillery – cannon balls are quite discouraging to troops packed into dense attack columns!
- +1 Cover.** If a unit is within woodland, behind hedgerows or low walls, barricades or other comparable cover, add +1 to the score of each dice rolled.
- +2 Buildings.** If a unit is occupying a building or is sheltering behind fortifications, add +2 to the score of each dice rolled.
- 2 March Column.** If a unit is shot at whilst in march column it is unprepared for fighting and will quickly fall into disarray, to represent this deduct -2 from the score of each dice rolled.



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 (ie, 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.

A very uncivil war

A rebel soldier was seen approaching with a limping gait, and using his musket as a support. Sergeant Dunn raised his musket, saying 'I'll drop that fellow', but before he could fire, his piece was struck down by Captain Rickards, who exclaimed, 'you wouldn't shoot a wounded man!'. At that instant the advancing rebel levelled his gun and shot Captain Rickards, who died a few minutes afterwards. The dastard rebel fell in his tracks, riddled with bullets.

William P Seville, History of the first regiment, Delaware volunteers, Wilmington, 1884, Longstreet house, Baltimore 1986

Clearly no gentleman player of Black Powder would ever resort to such dastardly tactics...



American artillery jacket 1860s (Perry Collection)

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! 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 – ie, only casualty markers equal to the unit's stamina value are retained to indicate that the unit remains shaken.

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 73.

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 unless it is engaged in hand-to-hand combat: in which case the unit remains disordered until the end of a turn when it is no longer fighting.

Whilst a unit is disordered, the following restrictions apply:

- Whilst a unit is disordered it cannot be given an order or be included in a brigade order. Note that 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 he wishes.

- Whilst a unit is disordered, it cannot act upon its initiative. 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 much 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 countercharge, evade, or turn-to-face move as described in the section on hand-to-hand combat.

It will be immediately apparent that 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 whilst they remain engaged. This means that such units continue to suffer the associated penalties from turn-to-turn so long as combat lasts.

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 *Special 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.

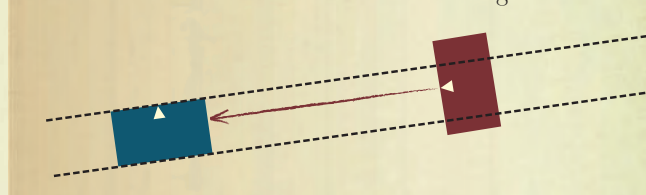
Enfiladed Targets

Only troops armed with firearms or artillery firing directly at a target can enfilade their enemy. Troops throwing

javelins or shooting arrows cannot do this, and nor can cannons firing overhead at a target, or howitzers or mortars that lob their shots upon their target. Skirmishing units cannot shoot enfilading fire – their fire is too scattered to take full advantage of their target's discomfiture.

A target is deemed enfiladed if the shooters are shooting into the flank of an infantry or cavalry line, attack column, or warband formation, and the shooters' leader model (centre front rank) lies within a corridor extended to the target's flank in such a way that a direct line extended from the leader strikes the target in the side. This mouthful is much more simply and satisfactorily explained by the diagram below.

The red unit is clearly positioned so that the leader model lies within a corridor extended from the target's flank.



A target is also enfiladed if it is in march column and is shot at from the front or rear. This is simply the same situation turned through a right angle as will be immediately obvious.

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

When shooting at an enfiladed target the total number of dice rolled is *doubled* – so a unit with a shooting value of 3 will roll six dice. This is a great many dice and is likely to inflict considerable anxiety upon the opposing player.



CHINESE GUNNERS SERVE THEIR PIECE UNDER THE WATCHFUL EYE OF A EUROPEAN OFFICER



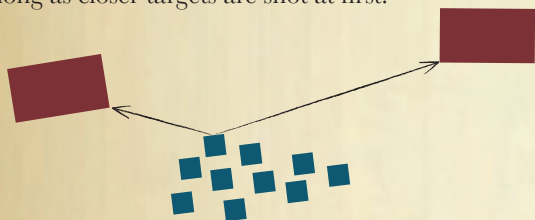
A SAVAGE INDIAN WAR BAND GOES HUNTING SCALPS IN THIS FRENCH-INDIAN WAR SCENE – NICE DAY FOR IT TOO!

Skirmishers

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

Pick a model from the outside of the formation and calculate shooting from that position. Skirmishers can divide their shots between different targets if you wish – so long as closer targets are shot at first.



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.

Here we have a bunch of skirmishers hiding behind a friendly infantry unit in the most craven fashion. As we can see it is possible for the model at the end of the line to draw a bead on the enemy but most of his compatriots are out of sight because of the interposing unit or because they are in each other's way. This is a pretty clear case for a maximum one dice out of the usual three – and note that the shot will also count as 'not clear' as less than half the enemy unit is visible. In extreme examples of this sort of thing one might not expect the skirmishers to shoot at all. Such matters may be left to the conscience of the players (a minimum 'one sixth' of the unit in sight for one shot to count from a unit with three shots is recommended to those in search of moral guidance).



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.

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 his 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 absolutely vital to get such units into fighting order as soon as possible.

Closing Fire

When an infantry unit armed with firearms is charged to its front it can deliver a volley of *closing fire* against the enemy as described below. Only an infantry unit 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. We'll deal with cavalry, cannons and closing fire separately.

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.

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 71). 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 56).

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 charger attempts to engage more than one enemy unit at once, as can occasionally happen, then each unit can shoot closing fire at the charger but the charger is not considered a clear target to either (and therefore -1 to hit).

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

Closing Fire with Cannons

Cannons can shoot closing fire in exactly the same way as infantry – and will always shoot at their closest range using canister or grape shot.

Because cannons and infantry are often placed together, it is common for chargers to find themselves facing closing fire from both infantry and cannons. This can be rather dangerous! When a charger takes closing fire from two or more enemy units at the same time, it is always treated as a 'not clear' target and therefore -1 to hit. See comments under 'Closing Fire' above.

Closing Fire with Cavalry

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 Countercharge* (page 63).

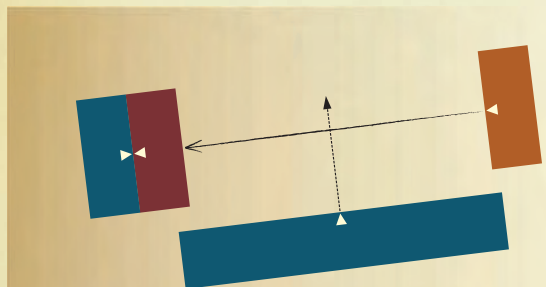
A general's view of the enemy

Sir John Fortesque, General and experienced gentleman, gave his views on the doughty Maori fighter:

"He had his own code of war, the sense of which was a fair fight on a day and place fixed by appointment, when the best and bravest man should win. The British soldier upset his traditions, but could not touch his proud honour. A Maori was capable of slaughtering wounded and prisoners and perhaps eating them afterwards, but he was known to leap down into the fire of both sides to save the life of a fallen foe. The British soldier therefore held him in the deepest respect, not resenting his own little defeats but recognising the noble side of the Maori and forgetting his savagery."

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 it 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!



The red cavalry charge the blue cavalry – this is a perfectly good move but it takes the charging unit straight past the blue infantry. Because the red cavalry move across at least half the frontage of their unit, the infantry are allowed to shoot at them as they charge.

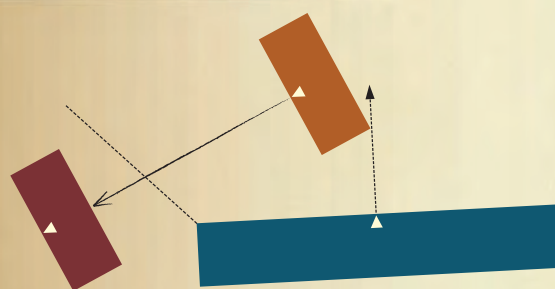
In situations where an enemy charges across the front of a unit in this way and within 12", the unit that has been traversed can shoot if the chargers move across at least half of the unit's frontage. Work out the shot as soon as the chargers have moved as you would for closing fire and treat any resultant break tests in the same way. 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 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.

It can also sometimes happen that an enemy unit – usually a small fast moving cavalry unit – traverses the front of a unit and then moves right round its flank. This only tends to happen when units are isolated but in situations like this we also allow the unit to shoot if the enemy moves within 12", moves across at least half of the unit's frontage, and moves out (or mostly out) of the firing unit's front quarter. In this case work out the firing as soon as the unit has moved, and apply casualties, disorder and any break test required at the end of the target's move.

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.



The red cavalry unit moves across the infantry unit's front and out of its front quarter. This diagram shows the position where the cavalry move across exactly half of the infantry unit's front – if the cavalry had started further to the left, it could have moved without attracting the infantry unit's fire. Note that the cavalry can still be shot at if a part of the unit remains in the front quarter – it counts as having moved into the flank where most of the unit is positioned to the flank.



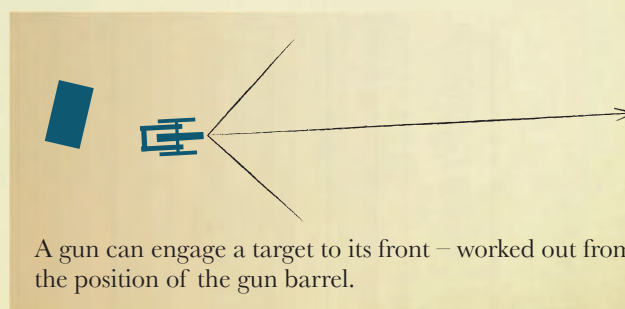
SIEGE WARFARE DURING THE SPANISH WAR OF SUCCESSION

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 except as noted below. 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.

A cannon can shoot at a suitable target excepting enemy units engaged in combat and units visible only through extremely narrow gaps as described on page 45. As with all shooting, we assume that units fighting combat are intermixed with friends and therefore never eligible as targets. Even though a cannon may be free to choose any visible target, it still suffers the -1 'to hit' penalty against units that don't present a clear target (see page 44).

Unlike either foot or horse, 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. Bear in mind that a gun must still be able to 'see' even though there are troops in the way. This sort of thing can only be judged by stooping over the table for a model's eye view. Regardless of whether a gun can see its target, it can only shoot over the heads of units that are both further than 6" from the

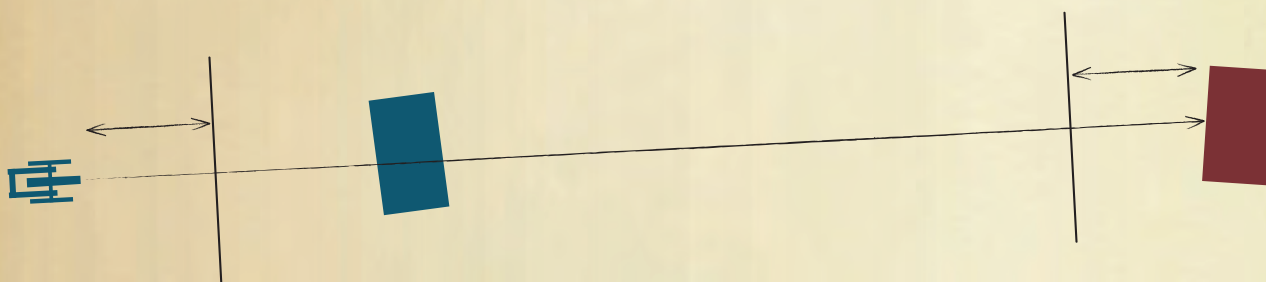
gun *and* further than 6" from the target. This 6" gap represents 'dead ground' – too close to either the gun or target to permit a clear shot.

The table below summarises maximum ranges for cannons:

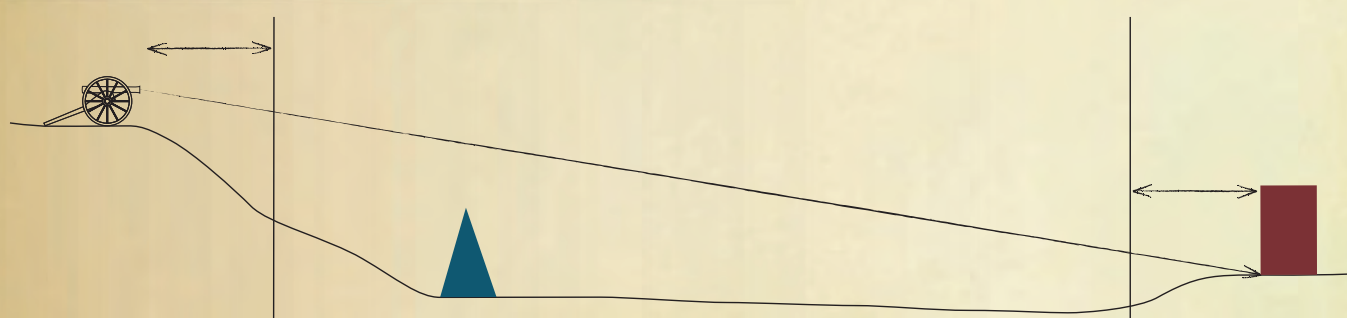
Maximum Cannon Range Table

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"

Our ranges are set in convenient steps relative to each other, to other weapons, to the movement of our troops, and the



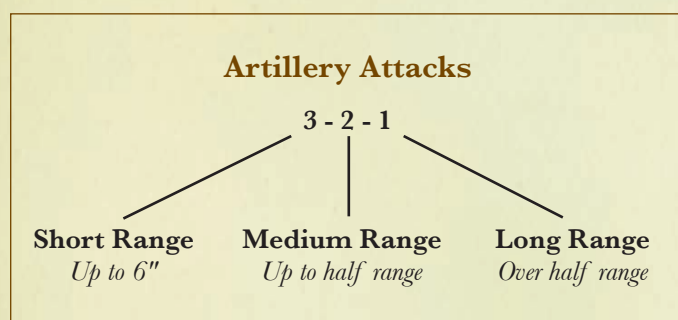
The gun is positioned on a hill facing the enemy unit on the right – a friendly unit lies between but the gun can 'see overhead' in this situation (a good squint over the gun barrel confirms that this is so!). The unit that is being fired over is not within 6" of either the gun or its target – so the shot is allowed.



And a side view of the same shot showing the gun's line of sight over the heads of the intervening unit.

size of table we typically use. 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 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 absolute 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.



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".

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

- +1 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.

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 74.

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 1 or 2 depending on range.

Artillery Morale Dice modifiers

- 1 Hit by artillery fire at long range.
- 2 Hit by artillery fire at close or medium range.

Canister

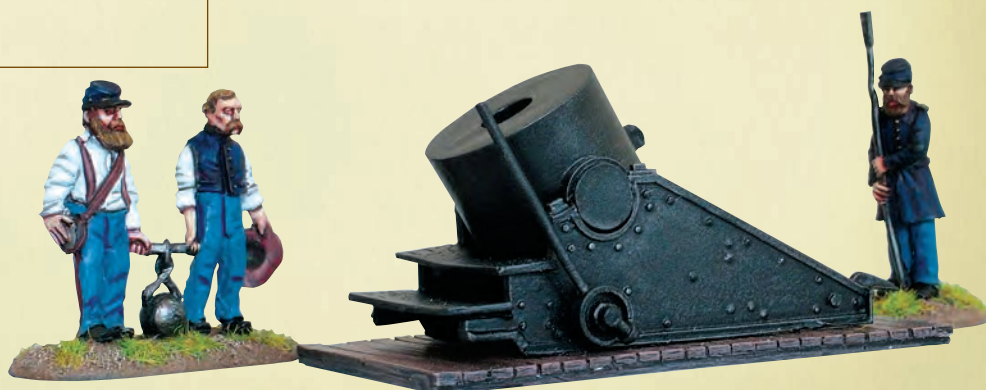
The Shooting value given for short range assumes that canister or equivalent shot is used in these situations. Canister was actually employed at quite long ranges against suitable targets from Napoleonic times onwards, but we assume its effect at longer ranges to be represented by the gun's normal shooting value. 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 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. This has been found to be 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.



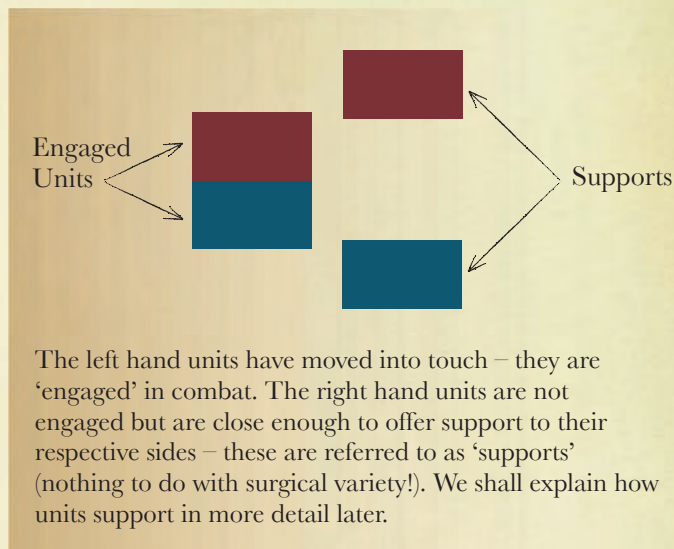
Hand-to-hand Combat

Fierce 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.

How Combat Works

Units begin hand-to-hand combat by charging their enemy during the Command part of the turn as described below. Once opposing units have moved into touch, they are 'engaged in combat' and will exchange blows as described in the rules that follow. In addition to units that touch, 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 71.



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.

It must be true - I read it in a newspaper...

Wargaming the colonial period uncovers a treasure trove of baffling and challenging attitudes to class, race, and meeting other gentlemen from overseas. Although by no means the only nation obsessed with the vagaries of beastly foreigners, Britain's newspapers were not slow in coming forward with their advice and observations on all things non-British.

On 6th October, 1873 *The London Times* published the following written by its military correspondent:

"Preparations for the Ashantee war

History teaches us that warfare with a semi-savage nation is marked by certain peculiar characteristics, which require to be fully recognised and provided for. The savage does not fight by the rules of modern tactics. He knows nothing of those intricate manoeuvres which characterise civilised warfare, and in general his idea of victory is connected to the number of scalps he has taken. His weapons are comparatively rude, (sic) and have little effect except in hand-to-hand fighting. Thus a battle between two opposing savage forces partakes of the nature of an

indiscriminate mêlée. In scientific warfare, the absolute number of slain is a matter of secondary consideration. Modern battles are won more by moral than by physical effects. We employ engines that terrify as well as kill, and we find it more advantageous to kill a few, provided the rest run away, than to slaughter a number while the remainder stand fast. Thus, a flight of rockets – a comparatively harmless warlike engine – might cause a regular 'skedaddle' among a set of savages without the loss of a single life."

Not sure he was *The London Times* correspondent after the Zulu war, however...

Zulu Assegai and Shield (Stallard Collection)



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 doesn't matter if a unit is ordered to charge but subsequently finds it is unable to do so because the distance is too great. As players are free to measure moves at all times this tends not to happen except where enemy are two or three moves distant, but there is no accounting for the occasional gaff so we must be prepared.

Some especially keen troops form an exception to the general rule in that they *must* charge where able to do so, the player having no choice in the matter, but these are special cases 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:

- **Shaken Units.** A unit that is 'shaken' cannot charge. Such units are not allowed to deliberately initiate hand-to-hand fighting even if they are normally obliged to charge by special rules described elsewhere.
- **Units in March Column.** Units in march column cannot charge as they are thoroughly unprepared for combat.
- **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 charge. They won't initiate hand-to-hand fighting even if normally obliged to charge by special rules described elsewhere.
- **Skirmish vs Line/Attack Column/Warband/Mixed/Square.** Units in skirmish order cannot charge units in line, attack column, warband, mixed or square formations. There are some exceptions and further special cases 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.



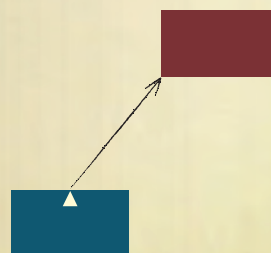
GENERAL GORDON BRAVELY DEFILES CRAZED MAHDISTS TO THE BITTER END!

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 40.

When beginning a charge, measure the distance from the centre of the front rank of the charging unit (ie, 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 this means individual troopers in a unit might be beyond their usual movement distance when they charge. This does not matter. Think of the unit quickening its pace as it approaches the enemy. Conversely, a unit might be unable to charge because the leader model is too far from the enemy even though some troopers are within move distance.

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.

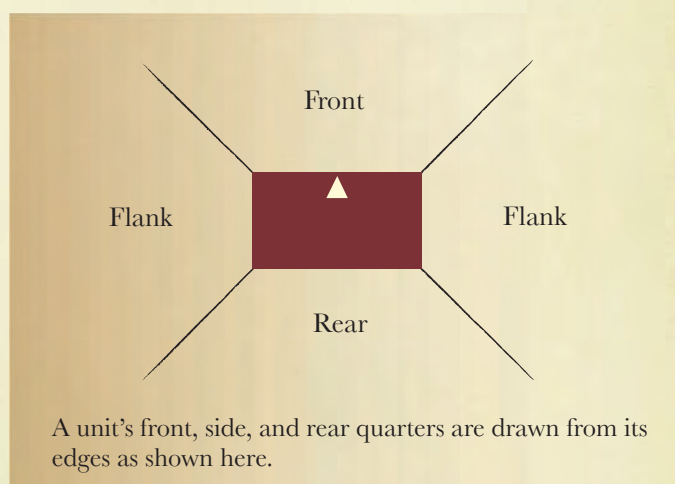




THIS IMPRESSIVE MARLBURIAN SET-PIECE SEES THE DETERMINED FRENCH ONCE AGAIN ENSCONCED BEHIND SOLID DEFENCES

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. A unit which is given an order to charge 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 diagram opposite will serve to remind us how this works.



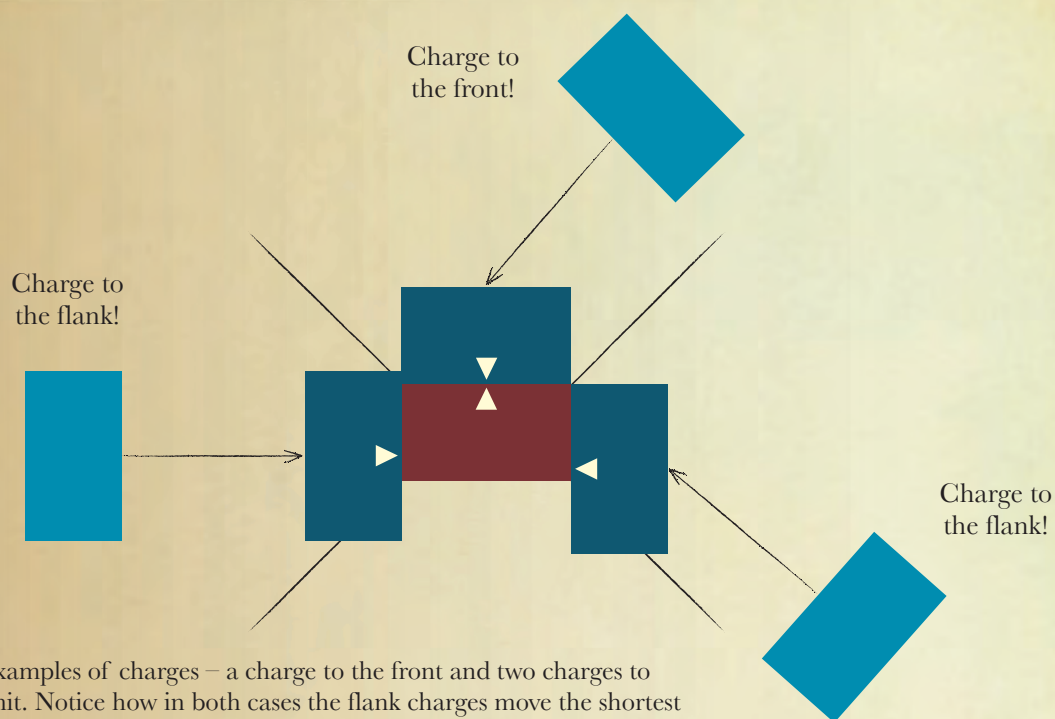
Charge!

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 blue unit moves the shortest distance but fails to maximise the frontage in contact – wrong!

The charger unit has moved much further than necessary and part of the units are not even touching – doubly wrong!



Note that individual models will often move further than the measured distance between the two units because of the need to make contact along a broad front. Units are therefore capable of charging greater distances than they can normally move. Don't worry about this – just think of the troops quickening their pace as they approach their foe.

Note that the rules don't allow a unit that starts off in front of an enemy to move round 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 as described above. This is important so bear this in mind.

By the way, 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.

If a charging unit lies partly in one quarter and partly in another, then the unit counts as in the quarter in which the leader model was in 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.

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

enemy formation because of the constraints of terrain or because the enemy unit is already engaged to its front. In these cases a unit ordered to charge is not able to do so. It must move to support friends already engaged against the target unit, or it must move to a position so that it can charge the enemy in its following turn. In both cases the unit is attempting to fulfil its orders in so far as it can.



BRITISH HORSE ARTILLERY, THE CRIMEA - VERY SMART CHAPS!

How many Units can Contact?

A unit can charge an enemy if there are no other friends already fighting the same facing – be that the front, flank or rear. If there are already friends fighting against the same facing, then a unit *cannot* charge unless there is: 1) room for at least a half of the target unit's face to fight, *and* 2) the charger can get at least half of its own frontage into touch. This is shown on the diagram below.



The larger blue unit wishes to charge an enemy already engaged by another blue unit. In this case there is at least half of the target's frontage exposed and at least half of the charger's frontage can be brought into contact – so the charge is allowed! In practice this is quite a rare occurrence but it can happen so we must make allowances.

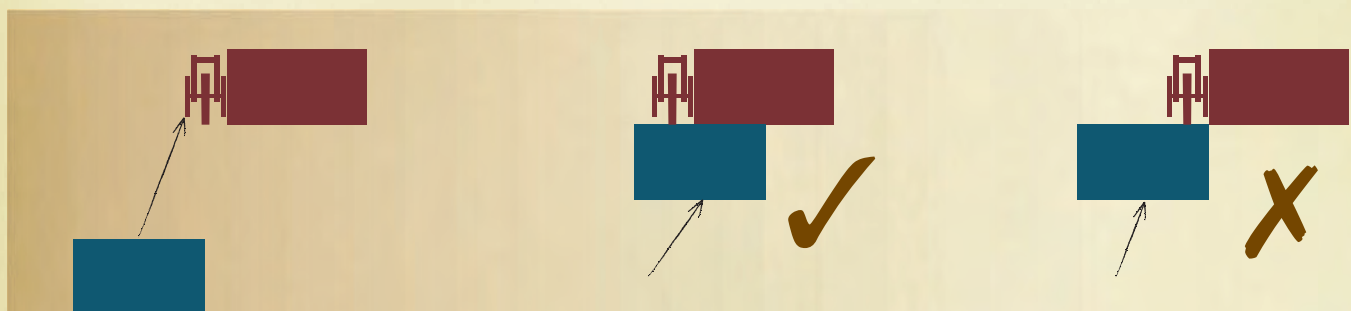
Units that can't charge because there is insufficient room may still be able to lend support to the fight. The role of supporting units is described later. Most engagements take place between one unit on each side with other units lending support.

Note that although we have made provision for fighting two units against one where their frontages are dramatically different sizes, this isn't intended to confer an advantage to units that are slightly oversized or undersized for their type. If we are willing to cut some slack and allow our units to vary a little in size then we must also extend the same courtesy to combatants and allow for multiple engagements only where it is equitable to do so.

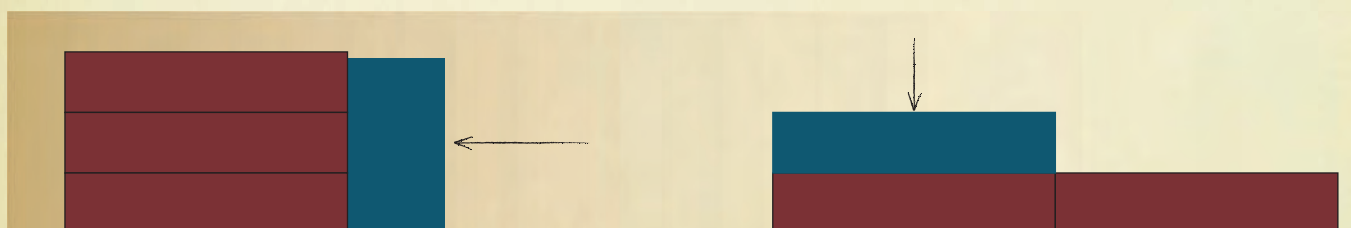
Charging More than One Unit at Once

There are some other situations where enemy units are so arranged that it is impossible to charge one without touching another. The most common occurrence is where an artillery piece is positioned alongside accompanying infantry, cavalry or other artillery. However, similar situations can also develop when larger units charge smaller ones, or where units in line are charged in the flank, amongst other instances.

In all these situations the obligation to place chargers into contact against the maximum portion of the facing edge of the enemy extends to adjacent units. This is most easily illustrated by the examples below.



On the left we see an infantry battalion about to charge the cannon to its front. The distance is measured in the normal way from the unit's leader to the cannon model and the cannon is within charge range. In the middle we see the same battalion having charged home. Note how the chargers shift to the right so that they also touch as large a portion of the adjacent enemy infantry as possible. In this situation the chargers will have to face closing fire from both gun and musket – very nasty! On the right the chargers have moved forward against the cannon but have failed to maximise contact against the accompanying infantry – incorrect!



Here are two situations where chargers touch adjacent enemy when they charge. Left – the blue unit charges the middle of three enemy units arranged one behind the other, contacting all three enemy at once. Right – in this case the chargers are the same size as their enemy and therefore cannot avoid touching the adjacent unit corner-to-corner.

Last of the Black Powder rifles

By the 1860s Britain was looking for a new rifle to equip her forces as flintlocks and percussion cap had had their day. Good though the flintlock Brown Bess and Enfield percussion had been, the Army ordinance board searched for the next generation of weapon. They exhaustively trialled 120 types of action and 49 cartridges before recommending the Martini-Henry, a product from Friedrich von Martini, a Swiss-Hungarian who designed the breech, and a Scot, Alexander Henry who devised a shallow seven groove rifling that gave a flat trajectory.

The combination was devastatingly effective. The simple under-action lever opened and snapped shut the single shot rifle, making it fast and almost soldier proof. The best shots could even get off twenty in a minute, though a trained soldier was expected to fire twelve aimed shots in 60 seconds. The bullet was long and broad and brass or copper cased. The powerful bullet and excellent rifling ensured that the round held a curiously flat trajectory, so little aiming high to compensate for range was necessary. This translated to good shots becoming marksmen, and average shots getting regular hits out to 400 yards, far enough to inflict dreadful damage to native troops en masse, or skirmishing regulars of any nation.

If the accuracy and rate of fire was not enough, its penetration and stopping power became legendary. At one hundred yards, where much volley fire was given and aimed fire common, eg, Rorke's Drift, the Boxer .45 bullet would penetrate fourteen inches of elm planks! Victims hit

by a Martini bullet were most unfortunate indeed, mostly losing a whole limb if struck, if not killed outright by such a heavy and powerful round.

As with all weapons, there were some drawbacks. The 'kick' of the recoil was quite extraordinary even to regular troops, so rapid and repeated firing would exhaust and badly bruise a man's shoulder very quickly, leading to a reduction in accuracy. Rapid firing might lead to jams occurring necessitating a pocket knife or bayonet to prise out a distorted cartridge. And the barrel grew hot very quickly, so that old soldiers either wrapped a handkerchief around the barrel by the left hand or sewed ox hide around it to prevent burns. Finally, as the soldier fired, his target was obscured by a mass of white smoke, the product of black powder, hiding his foe and drawing fire to his position.

As a soldier's maid of all work, the Martini-Henry ranks as one of the best in modern times. Rugged, dependable, hard hitting, accurate, some are still being used in Afghanistan today, a testament to a great Tommy Atkins weapon.

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



Adjacent units are drawn into an engagement *if* the charger covers at least *half* of their facing – bearing in mind that chargers must maximise their contact as described above.

Where the charger covers at least half the facing of an adjacent unit then the adjacent unit fights in the ensuing combat and can deliver closing fire or make any permitted response to the charge where able to do so. If less than half of an adjacent unit's facing is covered by the charge then the unit is not engaged, does *not* fight in the ensuing combat round and cannot deliver closing fire or make any other response to the charge. Where a unit is touched but does not become engaged, it is a good idea to move it back slightly to show this –

about 1" should suffice to make the situation clear. Such a unit is still eligible to provide support during the combat in the usual manner but it is not engaged and won't fight.



Players are encouraged to take an easy going attitude as far as exact alignments of units are concerned. If units are positioned in rough alignment the fact that one might be a half inch in front of another is not material. Where such situations arise, it is by far best practice for the player to state, 'these units are in a line', so as to avoid any confusion on the matter. Similarly, a player who wishes a unit to take up a position in front of another should endeavour to put sufficient distance between them so that there is no doubt about it. No wargame can progress satisfactorily without such everyday considerations, and where doubt arises, one must be generous. It is merely demeaning to gain petty advantage from fractions of an inch and to imagine otherwise diminishes all concerned.

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 in march column, and other units in skirmish formation.

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.

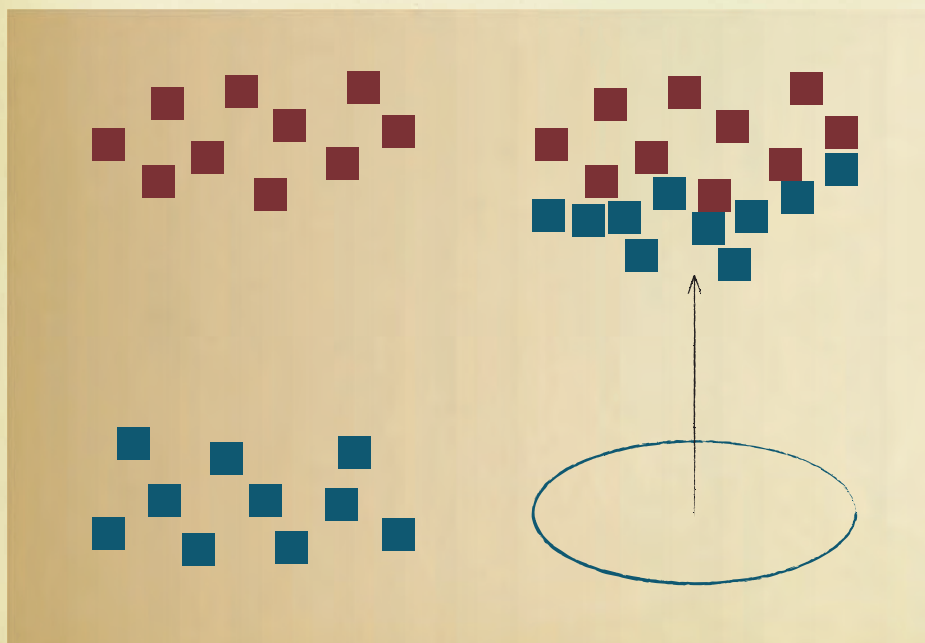
When a unit of skirmishers charges, pick a model from the edge of the formation to be the 'leader' in the same way as for shooting. Make the charge measurement from this model. As skirmish units are often quite dispersed this can allow individual skirmishing models to move quite a long way when charging. 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 below.

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.

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 countercharge as described below. Other possible options are listed below and are explained in the following sections:



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.

- **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 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. Horse artillery can choose to evade in the same way as non-skirmishing cavalry. This is all explained under the rules for *Evades* below.
- **Countercharge.** A cavalry unit that has been charged to its front can elect to countercharge assuming it would otherwise be allowed to charge the enemy unit concerned. This is explained under *The Cavalry Countercharge* 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 its foe – if there is not room for it to do so then it cannot move. Similarly if the unit is disordered it is not normally allowed to move and therefore cannot react by turning to face.

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

Evades

As noted above, some units are allowed to respond to a charging enemy by evading. Evading units move away from their enemy thereby avoiding hand-to-hand fighting. Units can evade whether they are charged to the front, flanks or rear. However, units cannot evade if disordered.

To work out the evade move begin by moving the charging unit in the usual way. The opposing player then declares his unit is evading. The evading unit is retired one full move in the opposite direction – eg, if charged to the front the unit retires one move to its rear, if charged to a flank the unit moves to the opposite flank. The unit that has charged remains where it is and its movement ends for the turn regardless of its orders.



SIEGE WORKS AGAIN – PUT YOUR BACKS INTO IT LADS!

Evading units retire one move exactly as described under Break Tests and are treated in all respects like units retiring from combat. See the Break Tests rules on page 73 for a description of how this works.

A cavalry unit in march column *can* evade if charged by infantry. As it does so it will automatically change to skirmish order or to warband if it is irregular and this is its default formation. Such a unit is automatically *disordered* once it has moved. In effect the evading unit has made two moves: a move and a formation change. As with units that retire twice from combat it therefore becomes disordered as a result (see *Combat Results* on page 68).

The Cavalry Countercharge

A cavalry unit that is charged to its front can respond with a countercharge. The player must declare his intention to countercharge *before* the opposing player executes the unit's charge move. Units are not allowed to countercharge if they could not normally charge, for example, march columns and units that are shaken or disordered.

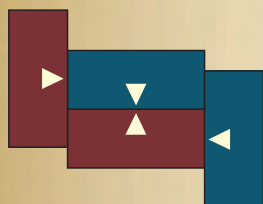
Once a countercharge has been declared, measure between the opposing leader models and establish the point equidistant between them. This is where the two units meet. Move the chargers and counterchargers forward into contact at this point.

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 countercharges 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.

Combat Engagements

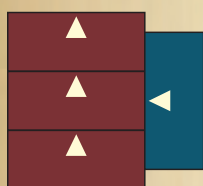
A combat engagement describes any situation where one or more opposing units are fighting each other. Most engagements are fought between one unit on each side. Engagements can sometimes include several units on one or both sides either because of incidental contacts or because units are fighting to their front, flanks and rear at the same time. All units that are interlinked by enemy units they are fighting are part of the same engagement.



In this example blue 1 has charged red 1 to the front. In the following turn blue 2 has charged red 1 to the side. In the next turn red 2 has charged blue 1 in the side. All four units are interlinked by enemy units they are fighting – so this is a single combat engagement.



Fortunately most combat engagements are straightforward one-on-one affairs like the example shown here.



Blue 1 has charged red 2 in the side – making incidental contact with red 1 and 3 at the same time – all units are engaged.

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.

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 in the same engagement would fight each other at the same time, but for the purposes of our game one side must strike first. It doesn't really matter which side strikes first during each round as troops always strike with the status they had at the start of the round.

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 simply '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 roll more or fewer dice than their combat value as shown below:

Unit Combat Values

Combat Value	Unit Size
+2	Large Unit. The combatants are a 'large' unit as defined by the chosen unit size for the army.
-2	Small Unit. The combatants are a 'small' unit as defined by the chosen unit size for the army.
1 Dice	Tiny Unit. Tiny units roll only one dice. Their Attack Value is always 1.



These modifiers for size are a good rule of thumb, but sometimes it may be appropriate to increase or reduce the Combat values further 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 chart opposite. 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.

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.

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 below. 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.

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 decide 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.

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.



FRENCH OLD GUARD AWAIT THEIR MOMENT OF GLORY AS REGIMENT AFTER REGIMENT MARCH TO FACE THE ENEMY



JOHNNY REB MARCHES TO WAR

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 40) and is covered in more detail in the rules for Break Tests and Shaken Units (page 70). 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 – ie, 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 various 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 70.

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 suffered by 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 suffered 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.



Supports

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

Some non-engaged units can contribute to a nearby combat engagement by adding a bonus to the combat results as indicated below. Only units that are not themselves engaged in combat can support in this way. Units that are already engaged in combat cannot support.

A unit can support a single 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.

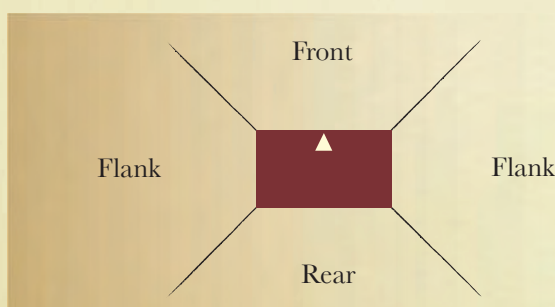
Units can only offer support to infantry or cavalry units other than as noted below:

- Artillery cannot be supported.
- Skirmishing units cannot be supported.
- Squares cannot be supported because they have no rear or side quarters.
- Units within buildings also cannot be supported and for the same reason.
- Units engaged to their side or rear cannot be supported even if they are also engaged to their front.

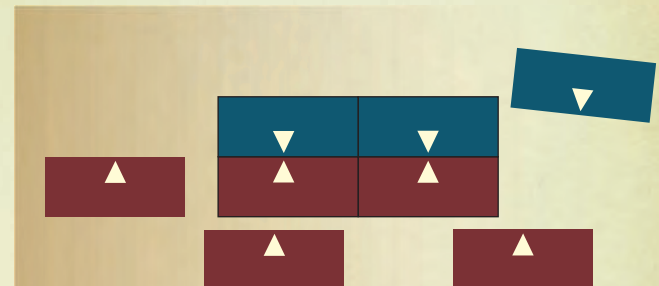
Aside from units in march column and limbered artillery, units can provide support *regardless* of their formation, size or type – eg, artillery, skirmishers, or infantry within buildings or squares can all support. Only units in march column and limbered artillery cannot support a combat.

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.

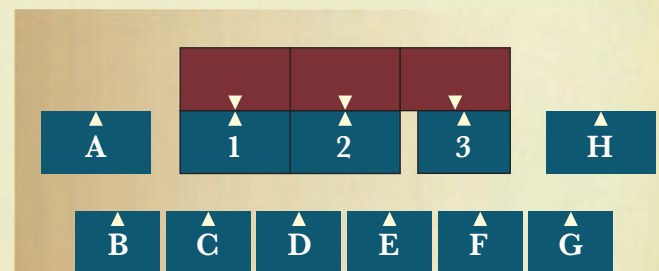


When an engagement includes two or more units fighting on the same side, add all the casualties and bonuses together and work out a single result. For example, if two units are fighting alongside each other and each has rear support then add +2. In multiple combats only the extreme flanks of the combat can be supported.



In this example the red force has +3 supports and the blue has +1 support.

Units that have friends fighting on their flanks as part of the same combat cannot be supported on that flank. This is most easily demonstrated with a further diagram.



How many supports? Units 1, 2 and 3 are engaged in the same combat because they are all interconnected as a result of touching common enemies. A and H can only support to the flanks of 1 and 3 respectively – so they give +1 each and +2 in total. 1, 2 and 3 can all be supported from the rear by a choice of units, so +1 for rear support for each engaged unit = +3 in total from the rear. But can the flanks of 2 be supported by, say, G or B if they are within 6" of 2's flank quarter? The answer is NO because unit 2's flanks are already covered by other units engaged in the same combat. No bonus is added for the flanks of unit 2 or for the inner flanks of units 1 and 3 even though there happens to be a bit of a gap between units 2 and 3. The total value of support for this combat is therefore 5. This is the usual way support works, +1 for each flank and up to +1 rear support for each engaged unit.





American Practicalities, 1776

Joseph Martin, a teenager in a Connecticut regiment in the Continental army writes:

“The officers of the new levies wore cockades of different colours to distinguish them from the standing forces, as they were called; the field officers wore red, the captain white, and the subaltern officers green. While we were resting our Lieutenant-Colonel and Major (our Colonel not being with us), took their cockades from their hats: Being asked the reason, the Lieutenant-Colonel replied, that he was willing to risk his life in the cause of his country but was unwilling to stand a particular mark for the enemy to fire at.”

What would the King say of such behaviour!

60th 'Royal Americans' cap 1770 (Perry Collection)

Combat Results

Combat results are worked out for each combat engagement as soon as all 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 the following bonuses to each side where they apply:

- +1 Rear support.** This is explained under Supports on page 67.
- +1 Flank support.** This is explained under Supports on page 67.
- +3 Square versus Cavalry.** If any units are in a square and are fighting cavalry they count +3. This is explained under Squares on page 74.
- +3, +2 or +1 Occupied Buildings.** If units are fighting from buildings they count +3 if large or standard sized, +2 is small, and +1 if tiny. This is explained under the rules for Fighting from Buildings on page 77.

The side which scores the highest total has won the combat engagement. All the units on the losing side have been defeated. If both sides score the same, the result is a draw.

After Combat

After any break tests have been taken and units retired or removed as appropriate, any units remaining in touch 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).

Defeated Troops

Each engaged unit on the losing side must take a break test and abide by the result (see Break Test on page 71).

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

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 71). 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 73.

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 73.

Victorious Units

If all the units engaged on one side either retire or break, then units on the other side can do any of the following:

- Nothing – the unit stays where it is.
- Change formation as described in the section on Formations (page 18).
- Fall back as described below.
- Make a sweeping advance as described below.
- Occupy buildings/positions as described below.

If all the enemy touching a unit retire or break, but other enemy are still engaged in the same combat against other friends, then victorious units can do any of the following:

- Nothing – the unit stays where it is.
- Change formation as described in the section on Formations (page 18).
- Fall back as described below.
- Move back into the combat as described below.

Move Back into Combat

If the unit is able to move back into contact with an enemy unit already engaged in the same combat then it can do so. It can move up to a normal move as directly as it can back into the fight. It can do this even if shaken or disordered. This doesn't happen very often – as in most cases there won't be any enemy left to fight!

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 or pursuing a retiring enemy in a running fight. It is especially useful for cavalry units because they can move further and hit harder.

A sweeping advance is only permitted in specific cases as noted below. In other situations a sweeping advance is not an option. A disordered unit is not allowed to make a sweeping advance.

If a unit charges or countercharges, wins the ensuing round of combat, and all enemy units engaged in the combat are either broken or retire, then the victorious unit can make one move to its own front up to the usual move distance.

This is called a sweeping advance. The unit *cannot* use this move to charge another enemy unless it is a cavalry unit as noted below.

If the unit is also a cavalry unit then it *can* use its sweeping advance to charge so long as it is not shaken. It can charge any enemy unit just as if it were charging in the Command part of the turn. It can even charge an enemy unit that has retired from the same combat engagement – think of the horsemen pressing home the attack on their fleeing foes! If a cavalry unit charges in this way, fight a further round of combat that turn.

A cavalry unit can only charge on a sweeping advance *once* during a turn. Horseflesh can only stand so much. It is possible for a cavalry unit to charge, defeat its enemy and then charge again as a sweeping advance, fight a further round of combat and defeat its enemy, and then make a second sweeping advance, but this second sweeping advance cannot also be a charge. Only one sweeping advance charge is allowed in a turn.

When a cavalry unit charges on a sweeping advance, the enemy can only respond by holding their ground, they are not allowed to shoot closing fire, evade or countercharge 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 forced to retire. The unit just makes a standard move into the building as described under the Terrain Rules (page 36).



THE FRENCH COME ON IN THEIR CHARACTERISTIC DENSE COLUMNS – SPLENDID TARGETS!

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 retreat 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** or 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 73 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.

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 – ie, if the unit is shaken by closing fire.

Break tests from closing fire refer to the results table as if the chargers were engaged in hand-to-hand combat. 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. Chargers must also test if they suffer one or more casualties from closing fire from artillery.

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 unit fighting – so only one test is taken, but it is possible for two or more units to be engaged in the same combat in which case each 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 will have penalties applied 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.



AN EARLY ACTION IN THE AMERICAN WAR OF INDEPENDENCE – SNEAKY REDSKINS ADVANCE THROUGH THE CORNFIELDS

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.

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 72).

The Break Test

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

- 1 **Excess casualties.** Deduct -1 for each excess casualty suffered by the unit either by shooting or hand-to-hand combat.
- 1 **Disordered.** Deduct -1 if the unit is disordered.
- 1 **The unit has suffered at least one casualty from artillery** that turn if testing as a result of shooting or closing fire.

The flintlock

By the middle of the seventeenth century advances in gunsmithing and military need led to the phasing out of the matchlock musket and the Wheelock mechanism for musket and pistol. There was a half way house before the true flintlock came about, known as the dog lock or snaphaunce. Whilst the matchlock was simple, sound and soldier friendly, it had many drawbacks. It needed masses of lighted cord to keep it in action, which may not sound much until you imagine 10,000 musketeers all burning cord matches on a battlefield or garrison, then the cost and waste is apparent. Although relatively cheap to make in comparison to a flintlock, the prices soon compared when consumables, ie, match cord, was taken into account.

Like most weapons, matchlocks hated rain, not good in European climates! The match also betrayed any night actions as the glowing cord showed up like glow-worms in the dark, making surprise attacks impossible. Coupled with poor reliability, eg, the match not being hot enough to touch off the priming powder or maladjusted, the combination of lit match and barrels of gunpowder was always a poor match, indeed whole companies of firelocks were created to guard the powder and artillery train.

The flintlock, although appearing archaic today, spanned much of our period, and from 1700 to 1850 reigned supreme worldwide, and was even then converted to the new fangled percussion with bad grace.

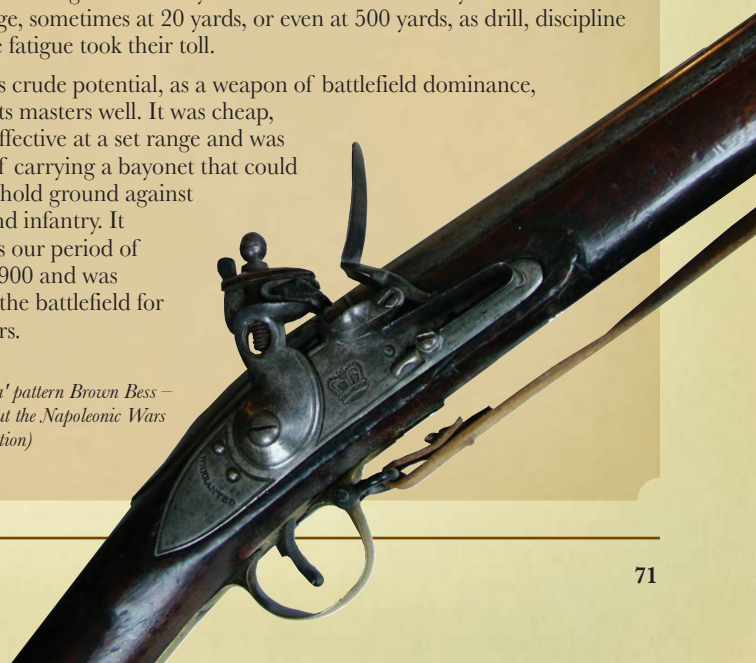
In the British army, the first mass produced and issued firelock musket was the Long Land Pattern, in about 1730, which subsequently, and affectionally became known as the Brown Bess. There is a whole network of study that argues where the name originates from...

Smooth bored like all other armies' muskets, it was held in great affection by generations of soldiers who saw little change in over 100 years of service. There are differences in nations' firearms which aficionados will tell you are significant. I'm sure that is true on the firing range, but when 100,000 fellows turn up for a battle, the small details of a weapon are local at best.

The Brown Bess was no doubt eulogised by its owners, but it was an imperfect weapon much as any other. Fired individually at a man sized target at over 100 yards, you would be either a crack shot or terribly lucky to bring him down at that range. Muskets misfired one in seven times even in trials, let alone battle conditions. Masses of white smoke was the result of black powder being fired, obscuring all enemies to the firer. Mass firepower was the only way to succeed in this period, and that's what the robotic drill ensured happened on the field, to thousands of close packed men firing often blindly into smoke covered enemy ranks at 100 yards range, sometimes at 20 yards, or even at 500 yards, as drill, discipline and battle fatigue took their toll.

Despite its crude potential, as a weapon of battlefield dominance, it served its masters well. It was cheap, reliable, effective at a set range and was capable of carrying a bayonet that could seize and hold ground against cavalry and infantry. It dominates our period of 1700 to 1900 and was queen of the battlefield for many years.

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



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.

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!

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 gets 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 here for ease of reference:

- 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 countercharge an enemy unit.
- Shaken cavalry units that win a round of combat cannot use a sweeping advance to charge an enemy unit.

As described in the rules for The Rally Order page 31 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.



Advanced Rules

This section of the Black Powder rulebook describes additional rules for special formations and weapons. So – you will find rules for Napoleonic style Battalion Squares, 18th Century Howitzers, Mitrailleuse type Machine Guns, and much else besides. 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 rules to satisfy most requirements, but they also serve as examples of how the main body of rules can be adapted and added to by players seeking to represent specific battles, situations and weapon systems.

Battalion Squares

Infantry squares are chiefly associated with Napoleonic warfare where they take the form of closed, tightly packed bodies 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 in square was invulnerable to attack by cavalry. Napoleonic units mostly have the 'form square' special rule described below, allowing them to form a square as a response to a cavalry charge. The rules that follow apply to *all* regular troops, including those of earlier years of the eighteenth century, when squares were used only as a last resort during a general retreat.

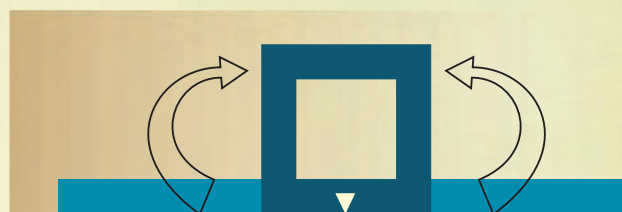
Strictly speaking there are two kinds of squares: battalion squares and brigade squares. The most commonly encountered are battalion squares so we will deal with these first. A battalion square is simply a unit in a square formation like this.

A unit of infantry in a square.



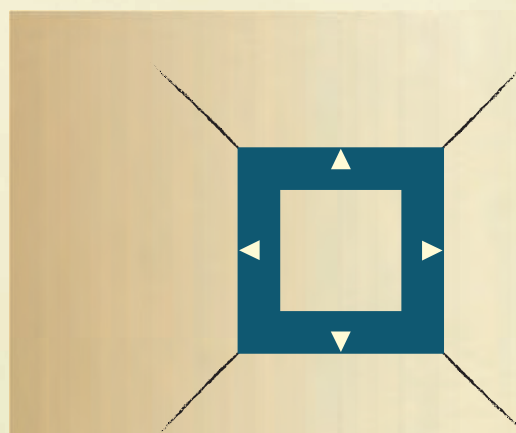
Only units of regular infantry can form square and, as with any formation change, an order is required to change to and from square. When forming a square the unit's leader model and the models to his left and right remain where they are and the rest of the unit is arranged into a square with roughly a quarter of the men on each face.

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 unit has four 'leaders' – one for each side. Movement can be calculated from any of these sides when changing formation. Shooting is calculated from each side as noted below.



The unit changes from line to square – the leader remains where he is.

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 – ie, not broadly towards the enemy. Squares cannot charge enemy units in any circumstances, not even if these lie in the direction of 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.



The square has four 'fronts' extending from its corners, and visibility and ranges are calculated from the centre front rank of each facing.

A battalion square has a shooting value of 1 per facing regardless of the unit's actual shooting value. It is usually 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



BRITISH SQUARE PREPARES TO SEE OFF THE UNWELCOME ATTENTIONS OF THESE FRENCH LINE LANCERS AT QUATRE BRAS

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, although such engagements will be rare in any case because of the inability of cavalry to charge home on a square as noted below.

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

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 his cavalry back, or around the side of the enemy, as he wishes. Cavalry that charge home onto a disordered or shaken square receive *no* charge bonus when doing so – either the basic charge or the additional charge bonus for cavalry. They will also suffer from the ‘square versus cavalry’ bonus of +3 added to the square’s combat result.

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. 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 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.

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

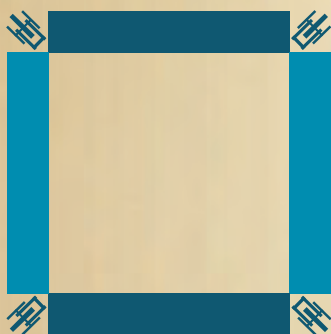
otherwise! Even where a unit theoretically presents a flank (as in the diagram above), enemy units are not permitted to charge or shoot at that flank so long as it is ‘covered’ by an adjacent facing unit (as in the diagram above).

All units in brigade square count as having both flanks and rear supported at all times (ie, a +3 combat bonus would accrue to a single unit engaged in combat).

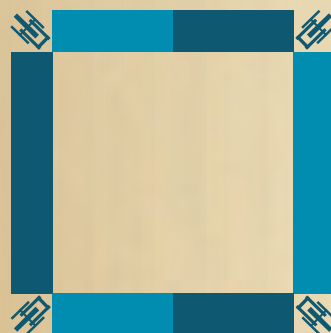
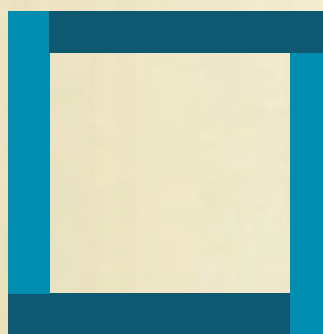
A brigade square can comprise troops from several different brigades and often will. Such a large square can only be given orders by the commander-in-chief – the general being allowed to give orders to all units in the army. This is the usual rule for generals of course. Told you it’d come in handy eventually!

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.



A brigade square is made up of four regular infantry units in line and can have artillery positioned at the corners.



A brigade square made up of a mix of standard and small units. In practice brigade squares will rarely be this neat!

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.

Rules for Fighting from 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. As described in the section on terrain (page 37) our own approach is to consider buildings as ‘blocks’ that are roughly squarish. A typical block might be a single largish house or a group of small buildings, perhaps delineated by walls, gardens and whatnot. Generally speaking, a ‘building block’ is of a size that can be occupied by an entire battalion. When you consider that a real battalion might represent 500-600 men it’s apparent that some abstraction is going on here! Just as 20-30 model soldiers represent some hundreds of men, so too a single building must represent a number of buildings and streets, or farm and outbuildings, covering an appropriate sized area.

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.

Generally speaking, 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.

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 he wishes in cases where enemy are approaching from different directions. As with



A GOOD VANTAGE POINT MAKES AN EXCELLENT SPOT FROM WHICH TO CONDUCT OPERATIONS

squares it is usually necessary to calculate the shooting for each facing separately. Tiny units and cannons shoot with their normal value.

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.

A unit in a building has a +2 morale bonus as already noted in the rules for shooting and fighting.

In hand-to-hand fighting a standard sized or large infantry unit in a building has a +3 combat result bonus, a small unit has a +2 bonus, and a tiny unit has a +1 bonus. Artillery receive no bonus to their result. 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.

A unit in a building that takes a break test ignores results that oblige it to retire and will hold their 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.

Mixed Formation

A 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 later part of 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.



"True valour consists not in combats which are made at a distance; but in shock and sudden attacks. That is the only road which brings us victory."

Chevalier de Folard, Nouvelles decouvertes sur la guerre 1724

The rules that follow apply only to troops that have the special 'mixed formation' rule.

A 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 remaining unit's front quarter. 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 whole 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.

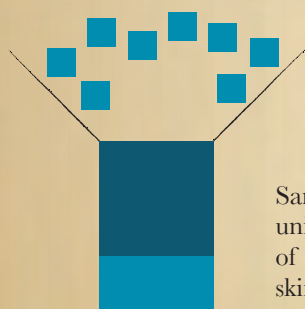
The front, side and rear quarters of a mixed formation are always worked out from the line or attack column and not from the skirmishers.

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 has a shooting value of 1 – although the unit benefits from the usual bonuses for skirmish shooting.

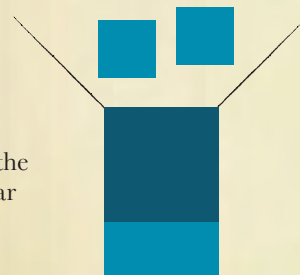
Enemy fire directed against the unit from its front quarter treats the mixed formation as a skirmishing target. Shots



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.



that come from the side or rear treat the target as a line or attack column. This means that the enemy will find the unit harder to hit because of its skirmish screen – assuming the enemy lies to the front of the unit of course.

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 – though it is permitted to place models onto the edges or rear of either formation where lack of space prevents skirmishers from returning to their normal positions.

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 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 shall allow a unit in mixed formation to

When Black Powder goes bad

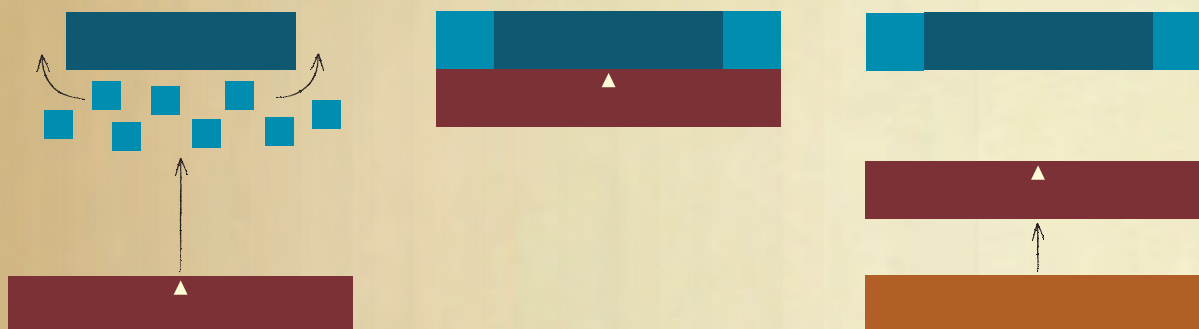
This is a tale from the American civil war of an early magazine loader experiment. It shows that despite all the horror of war, sometimes, you just have to laugh...

'A curious little Irishman in our company, nicknamed "Dublin Tricks", who was extremely awkward, and scarcely knew one end of a gun from the other, furnishing the occasion of another outburst of laughter, just when the bullets were flying like hail around us. In his haste or ignorance, he did what is so often done in the excitement of rapid firing by older soldiers; he rammed down his first cartridge without biting off the end, hence the gun did not go off. He went through the motions, putting in another load and snapping his lock, with the same result, and so on for several minutes. Finally he thought of a remedy, and sitting down, he patiently picked some priming into the tube. This time the gun and Dublin both went off. He picked himself up slowly, and called out in a serio-comic tone of voice, committing the old Irish bull "Hould, asy with your laffin' boys; there is sivin more loads in her yit!"

William G. Stevenson, Thirteen months in the Rebel Army, A. S. Barnes and Co, New York, 1959



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 that wish to charge will automatically form back into line or attack column as they do so.



Left – The red unit charges the unit in mixed order formation. Middle – The skirmishers are rearranged into line, the chargers are within charge distance of the line and their orders permit them to engage the enemy line, so the unit is moved into contact. Right – The red unit is either too far from the line to reach or its orders are to drive off the skirmishers without engaging the unit behind – the unit advances without engaging.

Howitzers and Mortars

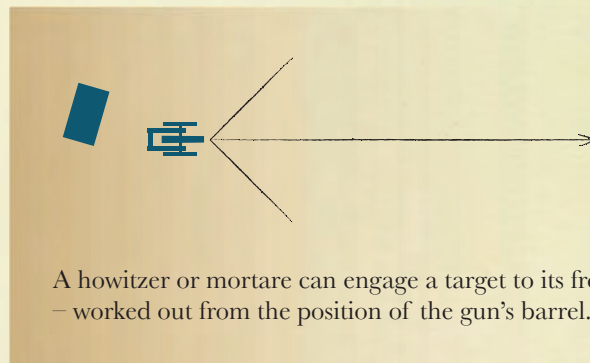
This section provides rules for howitzers and mortars. These weapons differ from regular cannons or guns in that they fire an explosive shell with a high trajectory rather than a solid shot with a flat trajectory. As such they are ideal for siege work and bombardment – conveniently throwing an explosive or incendiary projectile over annoying obstacles. They were also used in the field to some extent – field-howitzers and mortars being somewhat lighter and smaller than siege weapons on the whole. Compared to field guns, howitzers and mortars fire a heavier shell at lower velocity using a lighter charge of powder.

Howitzers are mounted onto artillery-type carriages, and range can be adjusted by angling the barrel appropriately. Mortars are mounted onto simpler carriages, and they have a fixed trajectory: range being adjusted by varying the charge. Our description is something of a simplification of course – the role of howitzers and guns began to merge in the later nineteenth century with the introduction of rifled artillery, but for practical purposes the essential difference is clear.

Each howitzer or mortar forms a unit together with its crew, limber or carriage and horses where appropriate. Shooting is worked out for each piece one at a time as for other artillery. A weapon can only shoot when it is fully unlimbered and deployed for action.

A howitzer or mortar can shoot at a target within a cone projected 45 degrees either side of the direction the weapon is pointing in. This is shown on the diagram below and is the same as we have established for other artillery.

Visibility and range is drawn from the barrel of the weapon as for other artillery. Howitzers and mortars must shoot at the closest target at half range or less but may choose a target at long range in the same way as described for cannon (see page 53).



Note that even though a howitzer/mortar fires with a high trajectory, we still require that the crew can ‘see’ the target. Heavier siege weapons were capable of firing into towns and fortifications, and could potentially adjust their aim using reports from forward observers, but we are primarily concerned here with field weapons. However, we shall allow a howitzer/mortar to fire at troops in buildings, woods, or similar terrain so long as the crew can see the terrain itself.

Unlike as described for cannons, where crew can see a target ‘over the heads’ of their own side’s troops, they can



HURRAH! A BRITISH EXPEDITIONARY FORCE PREPARES FOR ACTION – CAREFUL WITH THAT SCREW GUN, SIR!

always fire. Because the shell is lobbed high into the air and descends steeply onto the target there is no concern with shooting over the heads of other troops. This is different from cannons, which have a fairly flat trajectory and are therefore restricted in shooting ‘overhead’ by the rules described in the Shooting section.

All mortars and howitzers have a minimum range of 6”. Targets with a measured range of less than 6” cannot be shot at. This is simply allowing room for the shell to reach the top of its trajectory before falling upon the target.

Ranges

The table below summarises maximum ranges for howitzers:

Howitzers Maximum Range Table

Mortars	24"
Siege Mortars	48"
Field Howitzers – smoothbore	36"
Siege Howitzers – smoothbore	48"
Field Gun-Howitzers – rifled.....	60"
Siege Gun-Howitzers – rifled	120"+

Ranges have been fixed at somewhat less than equivalent cannons and have been generalised into basic categories for convenience. From the latter nineteenth century rifled artillery tended to combine the role of gun and howitzer – hence such weapons have been given the title of ‘gun-howitzer’. Specialist howitzers began to make a reappearance towards the end of the century in the siege role and for long range bombardment. Large siege gun-howitzers are unlikely to play a role in a tabletop wargame of the kind envisaged, but for comparative purposes we have given them a nominal range intended to cover the entire tabletop.

As mortars/howitzers have an explosive or incendiary shell, they inflict 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.

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

Dice Roll ‘To Hit’ Modifiers

- +1 Artillery shooting at a unit in attack column, march column, or infantry square.
- 1 Artillery at long range (over half maximum range).

Note that the modifier for ‘cannons’ shooting overhead is not taken into account when shooting a howitzer or mortar. They are designed to shoot in this fashion.

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 mortar or howitzer, a target’s morale saving throw is reduced by 2.

Morale Dice Modifiers

- 2 Hit by howitzers/mortars.

Artillery as a Target

Howitzers and mortars are treated exactly the same way as cannons and other artillery when it comes to shooting at them. Refer to the Shooting section for rules covering this.

These days it is not commonly considered quite the done thing to represent howitzer fire by throwing pellets of paper at your opponent’s troops and calculating casualties from where these tiny projectiles land.

In defence of this practice, it must be said that the sight of grown men pitching tiny projectiles from one end of the table to the other whilst their companions shout ‘wheee!’, followed by a general outcry of ‘booooo!’, is not without merit when it comes to entertainment. ‘Come come,’ such fellows might reasonably exclaim, ‘Let us have no time for the mincing sensibilities of naysayers. If we are going to push model soldiers round a tabletop, let us do so with good cheer!’ They have a point – for it is hard to conceive of any other reason for so doing.

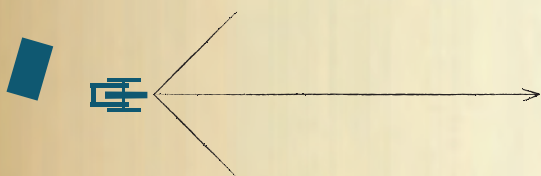


*Crescent Toys’
British 18 pdr Field Gun
(Stallard Collection)*

Machine Guns

Machine guns are artillery pieces and most of the rules for their deployment and use are the same as described for cannons. Each gun forms a unit together with its crew, limber and horses where appropriate. Shooting is worked out for each piece one at a time as for other artillery. A weapon can only shoot when it is fully unlimbered and deployed for action.

A machine gun can shoot at a visible target within a cone projected 45 degrees either side of the direction the weapon is pointing in. This is shown on the diagram below and is the same as we have established for other artillery.



Machine guns can engage a target to its front – worked out from the position of the gun's barrel.

We do not allow machine guns to shoot 'overhead' in any situations – at any range it is difficult to trace the path of individual bullets making such fire ineffective.

Ranges

The maximum range for machine guns is as follows:

Maximum Machine Gun 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".

We don't limit the number of shots a machine gun can make each turn – instead the dice rolled to score a hit can hit, miss or cause a malfunction. Roll one dice at a time and apply the usual 'shooting to hit' modifiers.

If the shot hits then score a 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.



NAVAL GUN CREW AND MULTI-BARRELLED GARDNER GUN – AN EARLY, BUT EFFECTIVE, MACHINE GUN – IDEAL FOR DISCOURAGING THE NATIVES!

If the 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. Machine guns always get at least two shots even if the first shot would otherwise miss or malfunction.

If a second or subsequent shot misses then it fails to hit and the machine gun cannot shoot further that turn.

If a second or subsequent shot misses and you roll a 1 then something has gone wrong and the weapon has jammed or malfunctioned in some way. A jammed gun can be repaired by its crew in any following turn. Roll a dice – on the roll of a 6 the weapon is repaired and can then shoot in its following turn.

Dice Roll 'To Hit' Modifiers

- +1 Artillery shooting at a unit in attack column, march column, or infantry square.

Remember, the machine gun is artillery as far as we are concerned and so benefits from the +1 modifier for shooting at columns and squares as noted above.

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.

Science versus fluck

Workable machine guns were developed from the mid-nineteenth century. The first hand-cranked multi-barrelled weapon to be deployed in anger was the French Mitrailleuse. This primitive gun was fed from a simple loading plate containing only one shot per barrel – variants had 25 or 30 individual barrels. The French Mitrailleuse saw action during the Franco-Prussian War but wasn't a great success.

More effective were weapons like the American developed Gatling and Gardner guns, which fed ammunition into a breech via a hopper or magazine. Gatlings were used in a limited way at the very end of the American Civil War and were subsequently deployed by American and European armies in various theatres. The Gardner was adopted by the Royal Navy and was later supplemented by the multi-barrelled Swedish designed Nordenfelt Gun.

This first generation of hand-cranked weapons was replaced from the 1890s by the Maxim – the first modern machine gun. Our rules are concerned with the earlier hand-cranked weapons.

The Maxim machine gun

We don't really think of the Maxim as belonging to the era of Black Powder although Maxim guns were employed to great effect during the First Matabele War in 1893 and at the Battle of Omdurman during the Sudan Campaign of 1898.

The Maxim changed the nature of warfare dramatically, replacing human courage and discipline with mechanical efficiency and ruthlessness. Its introduction heralded a different kind of conflict that would come to plague the twentieth century – a kind of war devoid of old-fashioned military virtues.

We consider the use of such weapons thoroughly unsporting and wouldn't really like to encourage irredeemable rotters by providing rules for them. Suitable adjustments can easily be made to the rules given should one feel inspired to tread in the footsteps of Lord Kitchener.



When hit by machine guns, a target's Morale saving throw is reduced by 1 or 2 depending on range as for other artillery.

Morale Dice Modifiers

- 1 Hit by artillery fire at long range.
- 2 Hit by artillery fire at close or medium range.

Machine Guns as a Target

Machine guns are treated exactly the same way as cannons and other artillery when it comes to shooting at them. Refer to the Shooting section for rules covering this.

More Reliable Machine Guns

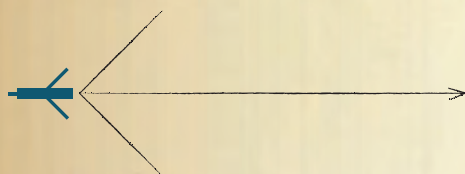
Whilst the rules for shooting machine guns can be very entertaining – we sometimes make allowance for the more reliable Gatling, Gardner and Nordenfelt guns compared to the primitive Mitrailleuse. So, all three of these guns ignore the first jam result each time they shoot and can continue firing if the player wishes.

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. Tippu Sultan campaigned successfully against rival kingdoms in the south of India and inflicted defeats upon British armies before his eventual overthrow in the Third Mysore war. In British hands the weapon was developed with improved range and explosive charge, but it was never an entirely predictable or accurate weapon.

Rockets are provided with frames for firing and each frame together with its crew, limber and horses forms a unit. Shooting is worked out for each piece one at a time as for other artillery. A weapon can only shoot when it is fully unlimbered and deployed for action.

A rocket can shoot at a target within a cone projected 45 degrees either side of the direction the weapon is pointing in. This is shown on the diagram below and is the same as we have established for other artillery.



A rocket can engage a target to its front – worked out from the position of the gun's barrel.

Visibility and range is drawn from the tip of the rocket as placed ready to fire. Rockets must shoot at the closest target at half range or less but may choose a target at long range in the same way as described for cannon and other artillery (see page 53).

Note that even though a rocket fires with a high trajectory we still require that the crew can 'see' the target. However, rockets were certainly capable of firing into fortifications, so we allow a rocket to fire at troops in buildings, woods, or similar terrain so long as the crew can see the terrain itself.

Unlike as described for cannons, where rocket crew can see a target 'over the heads' of their own side's troops they can always fire. As the rocket flies high into the air and descends steeply onto the target there is no concern with shooting over the heads of other troops. This is different from cannons, which have a fairly flat trajectory and are therefore restricted in shooting 'overhead' by the rules described in the Shooting section.

All rockets have a minimum range of 6". Targets with a measured range of less than 6" cannot be shot at. This is the same as noted for howitzers.

Ranges

We have given rockets a significantly longer range than most field artillery – though their inaccuracy tends to curtail their effectiveness as we shall discover.

As rockets have an explosive or incendiary shell, they inflict the same amount of damage regardless of range. This is normally reckoned at 2.

Maximum Rocket Range

Rockets60"

To shoot a rocket, begin by nominating a specific point on the target unit – usually an individual model. Now roll a dice for each attack (normally two dice as noted above).

Each dice that scores a 6 indicates a direct 'hit' and the target is disordered. Note that a 6 is always required to score a hit – not 4 or more as usual when shooting. Rockets were notoriously inaccurate!

If both dice miss scoring two 1s the rocket has exploded in situ and inflicts two 'hits' on the rocket team itself. Work this out as if the rocket team had suffered two hits from the rocket.

Aside from the above, any dice that score 1, 2 or 3 are misses and are ignored. Any dice that score 4 or 5 has landed some distance from the target. Determine what happens to each shot separately. For each shot roll two dice and add the scores together. This indicates how far the missile has landed from its aiming point (and this will be 2"-12" obviously). Roll for each wayward missile separately; so, one shot could land 5" distant and another 11", for example. Now 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. Calculate where each missile lands.

If a missile lands on top of a unit, whether the original target or otherwise, the target takes one hit. If a missile lands on or within 3" of any unit that is not already disordered, then that unit is disordered on the dice roll of a 6. An errant missile can potentially disorder several units.

None of the usual 'to hit' modifiers apply when shooting rockets. Instead hits are calculated using the scatter dice as explained above.

When hit by a rocket, a target's morale saving throw is reduced by 2 regardless of range.



ROCKETS PLUNGE AMIDST THE CARLIST RANKS CAUSING MAYHEM AMONGST MEN, ANIMALS AND CLERGY

Morale Dice Modifiers

-2 Hit by Rockets.

Rocket Artillery as a Target

Rockets are treated exactly the same way as cannons and other artillery when it comes to shooting at them. Refer to the Shooting section for rules covering this.

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 also 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 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 roll a dice once all shooting is complete as before.

On a score of a 6 or more, the building has caught fire. Roll a 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, it is not necessary to 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 equals the ferocity of the fire, deduct one from its value – eg, if the fire is burning with a ferocity of 6 a roll of 6 will reduce this to 5.

If the score beats the ferocity of the fire, the blaze is extinguished – eg, 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 – eg, if the fire is burning with a ferocity of 4 a roll of 1, 2 or 3 will have no effect.

Generals and Other Commanders

We have already discussed the role of commanders and provided suitable rules to represent them. In this section we cover further rules for commanders and, in particular, risks to command models from shooting and hand-to-hand fighting.

Commander Models

As discussed already each commander can be represented by a suitably sized base bearing the great man plus such supernumeraries and/or scenic elements as are deemed appropriate. We shall not specify dimensions for bases. We merely require that they should be of a size that is convenient. Measurements are always drawn from a commander's head in any case.

Vulnerability of Commanders

Commander models cannot be shot at or attacked in hand-to-hand fighting and are always ignored when it comes to determining the presence of friends or enemy. For example, a command 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 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 periods of movement and firing.

Commanders themselves 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, Commanders are therefore invulnerable to enemy action. However, there are some exceptions that apply when commanders have joined units.

- If a 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 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 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).



STEADY THERE, JIMMY! SCOTS HIGHLANDERS STALWARTLY ADVANCE UNDER ENEMY FIRE

Commanders Joining Units

A 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. A 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.

Commanders are obliged to join units if they issue follow me orders or rally orders. Commanders 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 – 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. Should it prove necessary the model can be rearranged within the unit's formation as is convenient.

Bonus Attacks from Commanders

Individual 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 Commanders join a unit, they 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.

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

*British Major coatee Sepoy Corp 1794
(Perry Collection)*



A Selection of Useful Rules

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-tried 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 (ie, it has sustained its full quota of casualties) it can attempt to rally at the end of its Command part of the turn if it is more than 12" from any enemy. Roll



FORWARD THE HEAVY BRIGADE! BALACLAVA – THEIR SUCCESSFUL CHARGE HAS LARGELY BEEN OVERSHADOWED BY LATER EVENTS!

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 scored 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.

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.

Anglos and Saxons

Outnumbered and scattered British forces in the Americas tried to solve their manpower shortages by employing mercenary German troops to subdue the rebellion. Although of good quality on the whole, and sometimes of the best quality, German troops from the various States found that the British troops did not always welcome them as comrades in arms. A Hessian Chaplain writes "The hesitation of the English general made them (the Germans) impatient, but still more the proud insulting look which the English are wont to cast on the Germans. This last not infrequently caused a bloody scene."

He goes on to report the following of a Jaeger subaltern who was attacked "by an Englishman in his cups with the declamation "God damn you, Frenchy you take our pay!" The outraged Hessian replied "I am a German and you are a shit". They went on to duel to the Englishman's death.

This friction, and language challenges, frequently led to the Crown's forces being divided up into British and German wings for battle, evident in the Saratoga campaign.

Thanks to Steven Schwamenfeld for this story



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 countercharges. Note that this bonus only applies when the unit charges or countercharges 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.

First Fire

- +1 Dice on First Shot

The first time the unit shoots in the game, it gets +1 shot (ie, 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 beginning to shoot 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 effectively 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



AWAITING ORDERS. WATERLOO – YOUNG GUARD SITTING ON THEIR PACKS

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:

1	Terror!	The unit is momentarily 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 momentarily overcome by 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.

Heavy Cavalry

• +D3 Combat Result on a Charge

When heavy cavalry charge or countercharge into combat their side receives a bonus on combat results equal to half the roll of a dice rounding up (ie, 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 countercharge. 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 reduced 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 countercharge, 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 countercharge. 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.

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.

Reliable

• +1 Command

When giving 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.

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.



French Cuirass 1834 (Perry Collection)

Cuirassier and Cuirassier, said Alice...

Many of Napoleon's victories were clinched with the massed charges of the steel clad cuirassiers all over Europe. At Waterloo twelve regiments of cuirassiers made multiple charges against allied cavalry formations and infantry squares which came close to breaking the stalemate and winning the battle for the French. Big men (you had to be a minimum of 5' 8") on big horses, clothed in rich blue tunics and high jacked boots, topped with a silvered helmet with horse hair plume, they were considered some of Europe's finest cavalry.

The steel back and breast plate which gave them their name was polished so they shone. Indeed, when they asked for bearskins to mark out their elite squadrons as was the custom in other line regiments, they were told by Berthier that they were all veterans, and all considered an elite already, a telling compliment. By 1807 all French heavy cavalry generals had to wear the cuirass, showing that the armoured cavalryman was seen as the true heavy shock troops.

The two regiments of carabiniers, who always thought of themselves as a cut above the other line regiments, were converted to wearing brass cuirasses and helmets after their appalling casualties suffered at Wagram, though in true Gallic grumbling style complained that it might be seen as a reflection on their courage...

Armed with a strong straight heavy cavalry sabre, there were few targets that could resist a massed cuirassiers charge though there was a lively debate on how vulnerable the long sword made its owner in a truly close up swirling mêlée against lighter slashing swords.

The back and breast plate undoubtedly gave good protection from sword and lance blows, from pistol shots but was not musket proof...

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 Rourke'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 extra-ordinary 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.

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 (ie, if the order was for two units to charge then move both in contact 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 (eg, 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.

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. 1=1, 2-3=2, 4-5=3, 6=4. Large units add 1 to the dice score and Small units deduct 1.

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 – reserve this rule for a single unit. For troops likely to be poor and only average at best, re-roll 6s.

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.

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!

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
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	1 free break test re-roll
Wavering	Take a break test when you take a casualty.



The Personal Qualities of Commanders

The rules in this section demonstrate how the rules for individual commanders can be tailored to reflect their unique abilities and idiosyncrasies. Needless to say, such rules could quite readily serve to differentiate the abilities of commanders whether historical or not – and we leave it to players to make such use of them as they see fit. It is a simple and entertaining matter to cook-up rules that turn our gallants into head-strong heroes, timid ditherers, or craven buffoons; historical precedents abound!

We rate our commanders as high, medium, or low in three different areas of their personality: aggression, decisiveness, and independence. This rating can be randomly determined by rolling a dice for each category in turn.

A Commander can be high, medium or low in any of the three qualities listed: so he could be highly aggressive, but only medium decisiveness and perhaps low independence. Such an individual would be happy to sit on a hillside all day if that was consistent with his General's battle plan, but given clear instructions to move forward would lead his troops straight into the teeth of the action!

Commanders of medium ability receive neither bonuses or penalties – these are your average Commanders. A Commander as described in the main body of the rules is medium aggressive, medium decisive and medium independent. Other Commanders receive the following bonuses or penalties to their Command dice rolls:

	High (roll of 6)	Medium (roll of 2-5)	Low (roll of 1)
Aggression	Courageous with nerves of steel. Heedless of danger to himself or others. Believes battles are won at the tip of a bayonet.	A balanced individual, neither excessively hot-blooded nor risk averse as the occasion demands.	Prefers not to engage unless the odds are heavily stacked. Grieved by excessive losses and appalled by waste of life.
Decisiveness	Quick to assess a situation and make decisions. Sometimes lacking caution and prone to go off half-cocked.	Likely to act in a timely manner but mindful of the need for good intelligence.	Cautious by nature, prefers to gather information and assess situations before taking action. Prone to dither.
Independence	Contemptuous of authority and over confident of own ability. Angered by criticism and dismissive of advice.	Respectful of authority but willing to exercise personal judgement and make decisions where necessary.	Unwilling to act without clear authority and then inclined to dogged obedience. Shuns responsibility and blames others for his mistakes.



THE SCOTS HIGHLANDERS' BLOOD-CURDLING CHARGE WAS FEARED BY REGULAR TROOPS

High Aggression (Aggressive)

The Commander adds +1 to his Staff Rating when giving an order to charge an enemy within reach. The bonus only applies if it is possible for the unit to reach the enemy it is ordered to charge. The bonus applies to a whole brigade so long as it is possible for at least one unit to charge.

Low Aggression (Timid)

The Commander deducts -1 from his Staff Rating when giving any order to charge. The Commander adds +1 to his Staff Rating when giving any order to retreat from the enemy so long as the order does not also happen to 'advance' the unit towards other enemy.

High Decisiveness (Decisive)

The Commander can always re-roll a failed Command check if the player wishes BUT if he fails the re-roll the result is always a blunder regardless of the dice score. For example, our chap requires a dice roll of 7 or less to issue his order – he rolls 9 (failure) but because he is highly decisive the player rolls again and this time scores 6 – a pass and one move. If the re-roll had been an 8 the result would have been a blunder!

Low Decisiveness (Hesitant)

If the Commander successfully gives an order with a result of three moves then he must roll again and abide by the second result. At this point it is traditional for opponents to heckle enthusiastically, 'Come Sir! Make up your mind or we shall be here all day!'

High Independence (Head Strong)

If the Commander is the first Commander to issue orders that turn, he adds +1 to his Staff Rating for that turn. However, regardless of whether he goes first or not, the Commander will always blunder on rolls of 11 or 12 rather than just on a 12 as normal – making him more than twice as likely to blunder as other officers.

Low Independence (Irresponsible)

If the Commander issues his orders **before** the army's General then he does so with a penalty of -1 on his Staff Rating. If he waits until the General has given orders then he uses his full value. However, should he ever blunder then the player is allowed to roll twice on the Blunder chart and choose between the indicated results rather than rolling randomly as normal (our man likes being told what to do!). If the Commander is the General then he always has a Staff Rating one lower than normal due to his inability to issue orders after himself, so to speak.

To return to our (thankfully imaginary) example. Our aggressive but irresponsible Commander adds +1 when giving charge orders but suffers -1 at all times unless he waits for the General to go first. If he blunders then the



LORD CARDIGAN
HERO OF BALACLAVA, SCOURGE OF THE RUSSIAN ARTILLERY

player rolls two results and chooses between them – we imagine the General's couriers are quick to galvanise him into action!

Generating and Using Personal Qualities

Our system of personal qualities is intended to allow us to represent historical commanders who were rash, cautious, stubborn or vainglorious to different degrees. However, it is also possible to use the system to add colour to wholly fictitious commanders too. In this case, it is suggested that Generals be treated as of medium value in all respects – after all they have risen to positions of authority in our tabletop armies and we would not wish to appoint hot-heads or ditherers to lead our troops!

For each Commander other than the General roll a dice for each of the three qualities described. Make the roll before the first turn of the game. On the roll of a 1 the Commander is 'low' in that quality. On the roll of a 6 he is 'high'. Any other roll he is 'medium'. There are countless other ways of employing the system or of elaborating or expanding upon it, but it is important not to overcomplicate the game or overly tax the memories of our players.

Victory and Defeat

This section of the game is all about victory and defeat – how to recognise the moment when the battle is done and one army has emerged victorious. In our game there is no set way of deciding when a battle is over, or even which side has won. We quite commonly play until a general consensus to stop is reached. Not for us the formality of playing for a set number of turns every time – although we always have that option of course! Nor do we worry much about deciding which side has the victory, as we feel such things can be settled perfectly happily by a civilised discussion over a glass of port.

That said – certain conventions have evolved over the years and these form the basis for the rules in this chapter. Players need not feel too bound by these particular rules – we are happy to ignore or change them where we feel it appropriate to do so – we suggest you do the same.

Brigade Morale

Once a brigade has suffered very many casualties, or if it has partly abandoned the battlefield, the fighting spirit of its remaining units is likely to be affected. Surviving troops are deemed too disheartened or too heavily fatigued to fight on effectively. This is called the ‘Brigade Morale rule’ and it works as follows:

If at the start of that side’s turn, half or more of the total units of infantry or cavalry in a brigade are lost then the whole brigade is deemed to be ‘broken’. All the remaining units in the brigade are then obliged to follow the rules for broken brigades as described below. Once a brigade is

broken it remains broken for the rest of the game – it cannot recover.

A unit is considered ‘lost’ for purposes of calculating brigade morale if:

- It has been removed from the battlefield because it has been destroyed, or
- If it has left the battlefield either deliberately or otherwise, or
- If it is ‘shaken’ at the start of the turn (ie, if it has suffered casualties equal to its stamina value – usually 3).

We usually ignore artillery pieces when working out whether a brigade is broken, although artillery pieces will be affected by the rules for broken brigades along with the rest of the units in the brigade. The exception is where artillery forms the majority of units in the brigade – ie, it is a brigade of artillery or ‘grande battery’ – in which case guns are counted along with infantry and cavalry.

For example, if a brigade consists of three infantry, two cavalry and two guns then it is broken once three infantry/cavalry units are lost – three being the smallest number that is ‘half or more’ than the total of five. In this case the guns are simply ignored. If a brigade contains four guns and two infantry units it is a ‘grande battery’ and is broken once any three units are lost including guns – three being the half the total of six.



DON'T FIRE UNTIL YOU SEE THE WHITES OF THEIR EYES!



UNION TROOPS ENGAGED IN A CLASSIC AMERICAN CIVIL WAR PROTRACTED FIREFIGHT

Sometimes brigades will include tiny units representing scouts, or other incidental units, and on the whole we ignore these for purposes of calculating brigade morale. We also ignore very small battalion guns regardless of how many might be included in a brigade. If light cavalry units are assigned to brigades but not deployed with them at the start of the game we also ignore these units as they will usually fight detached from their parent brigade and often on the other side of the battlefield – this is something that has to be established at the start of the game. Such units will still be affected by brigade morale but they are not counted when working out whether the brigade is broken or not.

Units from Broken Brigades

The following rules apply to all units from broken brigades.

- Units that have already left the table, or which leave the table from that point on, cannot return and are deemed out of the battle for good.
- Units that are disordered remain disordered from turn-to-turn and 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 even if they are allowed to recover by means of some special rule. Once shaken, units remain shaken.
- Units are allowed to make a single 'retire' move in the Command phase instead of using their initiative or receiving an order. They can do this even if

disordered – in which case it is the only move they are allowed to make. Retiring units must attempt to withdraw from the fighting in the most practical manner and will leave the table if able to do so.

- Units within 12" of the enemy and not already engaged in hand-to-hand fighting **must** 'retire' as described above unless occupying buildings or other defensible positions or in square in which case they can hold their ground instead. Infantry units that are hopelessly surrounded and unable to retire can form square if normally able to do so.
- Artillery units that choose to retire can expend two moves – one to limber and one to move – assuming they'd normally be able to do so. Artillery units that cannot limber cannot retire and if they are obliged to do so their crews are considered to have abandoned their guns and fled. Crews won't attempt to retire by manhandling guns.

Army Morale

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.

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.

The Colour of War

Few armies could have looked more colourful or imposing than the might of the Dervish army commanded by the Mohammed Ahmed ibn Al-Sayid Abdullah, the Mahdi in the Sudan. His huge armies made up of 600 differing tribes were themselves of all sorts of colour ranging from light brown skin tones to black. United in their faith in Allah and their charismatic leader, they dressed themselves in a simple off-white tunic called the jibbehs. Originally intended to show poverty and humility, the brightly patched garment, worn with baggy trousers beneath, became the mark of a soldier. The patches were applied symmetrically, two or three in front, one on each sleeve and one each on the side, collars having a border of colour cut in a triangle shape.

It would seem that the most popular patch colours were the following: black, blues, reds, turquoise and green, black patches being edged yellow, whilst blue patches were bordered red. To finish off this simple garment, red, blue, black or yellow cloth was used to trim the short cuffs, the low hem and the collars. These garments were made en masse in Omdurman and supplied to the soldiers as they set out on campaign, in much the same as their Egyptian or British counterparts.

The Amirs, officer types, could have more elaborately decorated jibbas – at Omdurman, Khalifa Abdullah was seen in a blue patched jibba with a blue waistband and mounted on a donkey shaded by a parasol. Amir Mahmud who was wounded and captured was famously photographed in a simple tunic, though stained with blood from a bayonet wound to his leg.

Who can resist painting a whole army of these tremendously colourful and brave troops!



Mahdist jibbeh taken as a trophy by British Staff after the Battle of Omdurman 1898 (Perry Collection)

Winners and Losers

Once the morale of one side's army has collapsed, it is usually considered to have lost. This is a fairly simple state of affairs – the side whose army's morale 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. Such a fighting withdrawal, if successful, 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 circumstance demands an end to play. Such 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 with the largest proportion of intact brigades is deemed to have the advantage and, bearing in mind other objectives that might have been set, is the winner.

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, as at the Battle of Rourke's Drift or El Teb (see page 162). 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!

Summary

A brigade is broken once half of its units are lost.

Units from broken brigades:

- Cannot return to the table
- Stay disordered once disordered
- Stay shaken once shaken
- Can automatically retire one move (even if disordered)
- Must automatically retire one move if any enemy are within 12" unless defending or in square
- Artillery unable to retire will abandon their guns.

An army is broken once half of its brigades are broken.



INDIAN OFFICER JOSEPH BRANT LEADS HIS MAJESTY'S BRAVE NATIVE SUBJECTS TO BATTLE AGAINST THE REBELLIOUS AMERICANS



HANNOVERIANS IN THEIR DISTINCTIVE FORAGE CAPS ON THEIR WAY TO SORT OUT NAPOLEON AND HIS LACKEYS – GOOD FOR YOU, JERRY!

The Age of the Musket

The turn of the eighteenth century has been taken as the starting point for our game – and with good reason. In Europe, and by extension her colonies, the first decade of our era saw the appearance of the musket armed infantryman as the master of the battlefield. At the same time there emerged within Europe the institutions of government able to recruit and maintain professional armies in the field, and, with increasing success, to finance warfare on a continental and, eventually, a world scale.

The musket reached its first practical incarnation as the ubiquitous weapon of first resort with the perfection of the flintlock mechanism and development of the bayonet – though both took some time to catch on everywhere. By the last decade of the seventeenth century, the English and Germans had pretty much abandoned the earlier matchlock musket that used burning match to ignite a charge of loose powder. The French followed suit only just prior to the Battle of Blenheim in 1704 and Austrian armies still included a fair number of these primitive matchlock weapons as late as 1710. None-the-less, we shall nail our colours to the mast and proclaim the Age of the Musket properly begun. It is a weapon that would endure on the battlefields of Europe and beyond for over 150 years and find employment in some form or another for a further 50 years or more.

The modern reader, beset with the cosmopolitan cultural sensibilities of our age, might ask of developments elsewhere; of the Ottomans and Persia, of India and the East, and of China and Japan. Alas, this is not a work that aims to bring breadth to its subject or one which seeks to be fair or even-handed in its dealings with distant peoples both civilised and savage. Our concern is with the progress of warfare in the western style, not least because it is the West that would come to dominate the whole world over the period covered by our game. No corner of the globe would be untouched by these developments and often violently so. These conflicts form much of the meat of our game.

WARS OF THE EIGHTEENTH CENTURY

It would be a fairly laborious and dull affair to simply list every war that took place in the eighteenth century; neither would it serve our purpose. After all, our aim is to collect model armies and take them to war upon the tabletop. It necessarily follows that we are mainly interested in those conflicts that offer some scope for challenging battles, a choice of combatants, and – though it should not need saying – for which a good selection of model soldiers can be purchased and painted. Given that collectors have been busily doing just that for many years now it is fair to say that interest has tended to gravitate towards those wars for which models are most readily available, and where details of organisation, tactics, and (most importantly) uniforms are reasonably easy to find.

The War of the Spanish Succession

The War of the Spanish Succession lasted from 1701-1714 and centred upon the attempts of the British, Dutch and various German states to curb the influence of France over the settlement of the Spanish throne. The Bavarians took the side of the French. Savoy usefully switched sides during the war itself. British wargames enthusiasts often refer to this and contemporary conflicts as the ‘Marlburian’ period after the

British Captain-General and Allied Commander-in-Chief the Duke of Marlborough whose celebrated victories provide much of the inspiration behind the era. It is also the first war in what is otherwise often known as the ‘Horse & Musket’ period amongst wargamers or, slightly bizarrely, as the ‘Tricorne’ period after the predominant military headwear of the eighteenth century. It remains, as far as this writer is aware, the only wargames period to be named after a hat.

The great battles of the war include some fantastic set-pieces and classics of linear warfare – which is to say – warfare conducted by armies arranged into formal lines often with lines arranged behind each other forming supporting waves and reserves. The development of the musket as the decisive arm encouraged the development of linear tactics because only by forming troops into long lines was it possible to bring the greatest degree of fire-power to bear. Fire control methods and drill remained relatively simple; both would improve steadily throughout the century. The issue of how to deliver fire in the most effective way was already one that vexed the greatest military minds of the day, with some troops firing by one rank at a time, whilst others adopted a platoon firing system in which continuous fire was maintained by dividing troops into separate bodies which would shoot one after the other. These differences and relative lack of tactical manoeuvrability pose some interesting challenges for anyone attempting to stage the War of the Spanish Succession using the Black Powder rules.

The Great Northern War

The Great Northern War lasted from 1700-1721 and was a much more desperate and exotic affair than that taking place far to the south. The war saw Russia attempting to break the dominance of Sweden under Charles XII in which she was aided by an alliance of northern states that would include Denmark, Poland and Prussia. In 1710 Charles attempted to bring the Ottomans into the war leading to brief fighting between Russians and Turks in Moldavia.

The Great Northern War offers all that can be found in the wars of Marlborough and more beside, yet remains something of a backwater as far as most collectors are concerned. Perhaps that will change one day, but for now the player who wishes to take up the baton of Peter the Great or Charles XII is obliged to seek somewhat harder for information about his subject and suitable models for his armies than his southern rivals.

Having dealt with the Swedes, Peter the Great turned his attentions eastward into the Caspian and southern Caucasus region, fighting the Persians for control of Georgia and Daghestan. This eastward expansion of the Russian Empire would progress throughout the century but remains a relatively obscure subject for wargames – still it’s a tantalising thought!

The War of the Austrian Succession

The War of the Polish Succession (1733-1738) and Russo-Turkish War of 1735-1739 attract little attention from English speaking wargamers. However, the war of the Polish Succession did see Frederick of Prussia in action for the first time – as crown prince in his father’s army – and it was a truly European war with fighting in the Rhineland and Italy as well as in Poland. The main combatants were France, Spain and Savoy on one side, with Russia, Austria and Saxony on the other. I

mention these lesser known conflicts here merely to illustrate how individual wars often merged into longer periods of sustained warfare. For those contemplating the European wars of the mid-eighteenth century it is fruitful to consider them as a whole. Some aspects of these armed struggles were to remain constant; the rivalry between France and England, between Austria and Prussia, and between Russia and Sweden. Other alliances were pragmatic and shifting, as implacable rivals sought to gain the support of other influential states.

The War of the Austrian Succession (1740-1748) saw France and Prussia acting in concert against their mutual rival the Hapsburg Empire. In theory the subject of dispute was the accession of Maria Teresa to the throne of Austria, giving rise to rival claimants on the basis of the old Salic law by which only a man could inherit. However, in reality Prussia, at that time a small power with a largely untested army, was ripe to extend her military and political power, whilst France was always keen to expand her influence over the Hapsburg territories. The following war is one that offers much to the wargamer, with almost every nation of Europe involved and conflict spreading to the Americas and India. The armies of the period were not remarkably different from those that fought in the Seven Years War in the following decade, so that most enthusiasts would be happy to deploy the same models in either conflict without undue fear of censure. With Prussia allied with France it is hardly surprising to find Britain and the Dutch republic supporting Austria. The Kingdom of Sardinia and Saxony also turned out for the Austrians on this occasion. France was allied with the Bavarians once more, offering the more aesthetically inclined wargamer a chance to add a dash of cornflower blue to that sea of French grey. The Russians and Swedes took the opportunity for another bout, with the Russians taking the side of the Austrians and the Swedes that of France.

The war witnessed some notable and famous battles including Mollwitz in 1741 when the Prussian infantry famously saved the day following the rout of their cavalry by the Austrians. Dettingen in 1743 saw the forces of Britain, Hanover and Austria defeat a French army – the last time that a reigning British monarch took to the field in the admittedly rather Germanic form of George II. Fortenoy in 1745 was a remarkable French victory against a combined British, Hanoverian, Austrian and Dutch army. Following their success at Fortenoy the French went on to capture a

large part of the Low Countries, and their victory inspired the Jacobite Rebellion which forced the British to withdraw forces to face the Scots. Perhaps the most influential battle of all was Hohenfriedberg, where the Prussians defeated the Austrians and where Frederick truly became Frederick the Great. The charge of the Beyreuth Dragoons and their destruction of the Austrian infantry at Hohenfriedberg was to inspire Frederick's development of the 'shock' cavalry tactics that emerged during the Seven Years War. For us gamers it is a battle that is worthy of study, especially when it comes to the balance of power between infantry and cavalry.

The war also offers us some of the most influential personalities of the day: Frederick the Great of Prussia, the French Marshal Maurice de Saxe, King George II – no stranger to military affairs he had fought as a young man at Oudenarde in 1708, and the Duke of Cumberland – a younger son of George II and victor of Culloden.

The Seven Years War

The Seven Years War (1756-1763) is the archetypal conflict of the age and has a sizeable and enthusiastic following amongst wargamers. Once again it is traditional to cite Frederick the Great as the man responsible for getting things started, though the French and British had already stumbled into a state of armed opposition in North America and in the Mediterranean. The war would involve practically all the European powers and spread into North America and India where the consequences would be considerable. For once the Dutch managed to stay neutral – electing to take a well-earned rest after their hectic efforts of the first half of the century.

Following the War of the Austrian Succession, the Austrians had forged new alliances with their old enemies France and Russia against the Prussians. Somewhat alarmed to find the three greatest powers of Europe sharpening knives upon her borders, Prussia sought and gained the support of Britain together with her allies in the form of Hanover, Brunswick and Hesse. So, strange as it might seem, the principal players of the war now found themselves on opposite sides to that of the previous decade. Austria, France, Saxony, Sweden and Russia were arrayed against Frederick – though Russia was to change horses mid-stride upon the death of the Empress Elizabeth in 1762 and the accession of Peter III. Frederick's war was a bitter struggle for the future of the Prussian state, surrounded by enemies, dependent upon the British for money; it was the stage for the Prussian King's most glittering victories and darkest defeats. That he survived was a minor miracle. That he did so would establish the authority of Prussia as a European power

Highlanders, Crimean War



and make possible the growth in Prussian hegemony that would eventually lead to a united Germany under Prussian dominance in the following century.

The most famous battles of the war include such household names as Kolin, Rossbach and Minden, but the war provides many battles that are worthy of our attention. This makes the period a popular subject for wargamers and, fortunately for us, also for manufacturers of model soldiers. It is fairly easy to find details of uniforms, military organisation, and contemporary tactics – and we'll leave the enterprising reader to do just that.

North American wargamers may be more interested in the contemporary French and Indian wars, an extension of the fighting between the British and French for control of overseas colonies in North America and the Caribbean. Although lacking the grandeur of the large set-piece field battles that characterised European warfare, this is more than compensated for by the inclusion of colourful native Indians and irregular units of backwoodsmen or *coueurs des bois* such as Roger's Rangers. It is notable as the war that ended French colonial ambitions in Quebec with the victory of General Wolfe at the Plains of Abraham – surely a battle well worth fighting if ever there was one!

The American War of Independence

The American War of Independence (1775-1783) has always been a popular subject amongst American wargamers as one might expect. It is also a reasonably popular period amongst British gamers, which is surprising considering the relatively narrow scope offered by limited forces over terrain not ideally suited to the manoeuvre-based battles of the Seven Years War, for example. None-the-less, there is a good deal of source material available in the form of easily digestible uniform and campaign guides, and a great deal more academic history for those willing to make the effort. Model manufacturers too have lavished more time and attention upon this conflict than upon many major European wars. As a subject for wargames it is therefore well worth considering, and if your tastes stretch to less formal warfare, you will find much that is tempting.

The causes for the war lay in the spectacular British successes against the French in the previous decades which at a stroke removed many of the impediments that had hitherto constrained the expansion of the Thirteen Colonies. The natural desire for self-government by an increasingly wealthy and independently-minded population lay at the heart of dissension between the British government and the colonies. Taxation, arising from the need to fund the defence of the colonies, provided the spark. The political course of the war and its conclusion are well

enough known to an English speaking audience to pass over at this point.

Most of the famous battles of the American War of Independence were relatively small affairs such as Bunker Hill where each side fielded about 3,000 troops. Even the larger conflicts such as the Saratoga campaign were small by European standards, but they still offer considerable scope for gaming with their combination of professional troops and militias. Saratoga was to prove the turning point of the war with the loss of a large portion of the British forces including Canadian militia, Indians, Brunswickers and Hessians. American success was to convince the French to lend their support to the nascent republic. The war came to a conclusion with the intervention of French ships under the command of the Comte de Grasse who defeated the Royal Navy at the Battle of the Chesapeake depriving British forces at Yorktown of any hope of relief. France also contributed 6,000 troops to the American cause, under the command of Jean-Baptiste Donatien de Vimeur, the Comte de Rochambeau. Heavily outnumbered, with many men wounded and his army running out of supplies, General Burgoyne surrendered to the American General Gates on 17th October 1777 – and to all intents and purposes the British dominion of the colonies was at an end.

The French Revolutionary and Napoleonic Wars

Following the French revolution of 1789, France was torn by radical fervour and internal dissent. This led very quickly to foreign intervention and the period known as the French Revolutionary Wars. This was bad news for the French aristocracy and much of the citizenry of Europe besides, but an absolute godsend for us wargamers. Thus was heralded a long era of conflict that we are wont to bundle under the comfortable title of 'Napoleonics'. This period is one of the most popular amongst gamers and model collectors. This is hardly surprising. The military history of the age features an awesome cast of characters and numerous incidents of high drama. Tactically the Napoleonic age takes us from strictly linear warfare into a form of highly mobile and decisive conflict that would allow France to subjugate most of Europe within a few short years. Meanwhile, uniforms had blossomed into a variety of bedazzling colours and styles that make a Napoleonic army the most flamboyantly colourful choice for a modern collector. This is especially true of the forces of France with her exotically attired cavalry and impressive Guards regiments in bearskins.

Napoleon's contribution to the development of strategy is too far-reaching to deal

40th Foot, American War of Independence



with in a satisfactory way here, but in the spirit of helpful compromise, we shall make a brief foray into the matter and leave it to the newly-won enthusiast to take up the baton. This should not prove too difficult, as endless ink has been expended on the subject over many years, making the Napoleonic period one of the easiest to research. At least this is so in theory. In practice, there is so much information about events and armies of these times that there is plenty of room for contrary opinions on all matters military both on the battlefield and off of it. Even Waterloo, that most well-known of battles, provides sufficient fuel to stoke conflicting accounts of events on that fateful June day in 1815.

Napoleon is often credited with developing a focussed purpose and aim in the conduct of war. In the Napoleonic doctrine, battles should be decisive affairs, crushing the enemy and opening the path to conquest. That this should deserve mention at all speaks volumes for the genteel conventions of eighteenth century warfare where battles were often indecisive, when unsuccessful armies frequently disengaged and withdrew, and where wars usually ended with peace treaties that restored the previous state of affairs or resulted in the exchange of the odd province or colonial outpost. This was not Napoleon's way. At the Battle of Austerlitz in 1805, upon observing the fatal weak spot in his enemies' position he commented, 'One sharp blow and the war is over,' a reasonable summation of his grasp on the conduct and purpose of warfare if ever there was one!

What enabled French armies to achieve such spectacular success was the sheer size of her military machine. Napoleon put the whole of France onto what today we would call a 'war footing' mobilising the entire nation behind the fight. Conscription enabled extremely large forces to be mustered, creating bigger formations than had been usual in previous times in the form of army corps and divisions. These large armies would have been of little value in themselves without the means to manoeuvre and supply them. Where armies marched, so logistics must march also, and a higher degree of organisation was therefore required to coordinate Napoleonic forces than ever before. Napoleon himself was particularly adept at bringing his forces from strategic manoeuvre to battle, bringing large bodies of troops onto the battlefield in an effective manner.

During the Napoleonic wars, fighting took place throughout Europe and involved practically every nation at one time or other. Only the French and British kept up hostilities throughout, baring the brief and unconvincing interlude afforded by the Treaty of Amiens of 1802. Much of the fighting between these great rivals took place at sea, but Britain also armed and funded the enemies of France, providing weaponry and subsidies running into many millions of pounds. This was paid for by the introduction of income tax in Britain (a similar measure was soon adopted elsewhere) surely the most enduring legacy of the entire war.

The shifting pattern of alliances against France known as the First, Second, Third, Fourth, Fifth and – eventually – Sixth Coalitions are complex and would require many hefty volumes to describe in detail. The first two coalitions were attempts by other European nations to overthrow the power of revolutionary France or to curb her influence. This they failed to do, exposing the weakness of old-fashioned tactical doctrines in the face of France's new armies and dynamic leadership. During the course of the War of the Third Coalition, France subjugated and absorbed much of the territory of the Holy Roman Empire, leading to its dissolution following the defeat of Austrian armies at Ulm and then at Austerlitz in 1805 where Napoleon beat a combined Austrian-Russian army. The Treaty

of Pressburg that followed ended the Third Coalition and redistributed the territories of the old Holy Roman Empire into the French controlled Kingdom of Italy, the newly created French satellite state the Confederacy of the Rhine, and various French allies including Bavaria. Following this, many of the German states previously aligned with Austria against France were drawn together under French hegemony. The following war of the Fourth Coalition (principally an alliance of Prussia and Russia against France) was to see French conquests stretch even further with the occupation of Berlin, the rapid defeat of Prussian armies, and the creation of a further French satellite in the form of the Duchy of Warsaw. By this time Napoleon's empire stretched from Naples in the south to the Duchy of Warsaw in the north, and from Spain to the borders of a much reduced Austria in the east.

The Fifth Coalition of 1809 was essentially an alliance of Austria and Britain, and the main subject of interest for gamers is the Peninsula War, where British armies were actively engaged together with their Portuguese allies and Spanish Guerrillas. Elsewhere, the war saw Napoleon's first significant defeat at the Battle of Aspern-Essling, but, thanks to the victorious Austrians' failure to capitalise on their success, Napoleon was able to go on and capture Vienna and to defeat Austria at the Battle of Wagram.

The Sixth Coalition was an alliance of Russia, Sweden, Austria, Prussia, Britain with her Portuguese allies, and various smaller German states opposed to France. Britain was still engaged in the Peninsula but French ambitions would be dashed following defeat at the Battle of Vittoria on June 21st 1813. At the same time Napoleon had invaded Russia with a vast army that included troops from all of his European domains. Although successful at the Battle of Borodino, and capturing Moscow which the Russians burned to prevent its effective occupation, virtually the entire French army was destroyed during the subsequent retreat. This reversal in fortunes inspired other nations to join the alliance against France and signalled the end of Napoleon's long run of success.

Following disaster in Russia the Napoleonic war entered a new phase. French armies were no longer all conquering, and allied forces were often better led and organised than in previous years. Lutzen in 1813, fought against a combined army of Prussians and Russians, was a tactical victory for Napoleon and shows that he remained as brilliant a battlefield commander as ever. Unfortunately, he was unable to turn his advantage into a strategic one, and the allied forces mostly made good their escape. Lacking sufficient cavalry to mount an effective pursuit the French could only claim the field. It was a sign of things to come. The Battle of Leipzig in 1813 was probably the battle that sealed Napoleon's fate – it was actually a series of battles fought over several days. It is also known as the Battle of the Nations reflecting the participation of Austrians, Prussians, Russians and Swedes against the French together with troops from the Confederation of the Rhine, Duchy of Warsaw and Italy. Saxons fighting for the French deserted to the allies on the final day of the battle. After this defeat Napoleon had simply run out of effective combat forces, and was forced to fight a series of defensive battles as the allies gradually pushed towards Paris. With capitulation came exile on Elba for the former Emperor and the establishment of a new world order with the Treaty of Vienna. France has been defeated.

The Hundred Days Campaign culminating in the Battle of Waterloo is usually seen as the end of the Napoleonic period and tends to eclipse events of the previous years at least in the catalogues of model manufacturers. Although uniforms changed somewhat during the course of the whole war, as they

After Napoleon

Following the Napoleonic Wars a new order was established in Europe and things quietened down a good deal from the wargamer's point of view. Towards the end of the Napoleonic period there is the War of 1812, when the United States, taking umbrage at British harassment of its shipping, invaded Canada. It is not a conflict that excites much interest except amongst those who delight in family squabbles. It has passed into history as the war that gave voice to the American national anthem (inspired by the British shelling of Fort McHenry in Baltimore harbour). The most significant battle, the Battle of New Orleans, did not take place until the war was over, news travelling slowly in those days, but it remains a famous United States victory none-the-less.

Spanish control of her colonies weakened during the Napoleonic period, and South American countries began to assert their independence. Latin America remained entangled in internal wars for some decades following the creation of Argentina in 1810. However, these have failed to attract the interest of either wargamers or figure manufacturers so we shall not dwell further upon them. In Spain itself we have the civil war known as the Carlist War beginning in 1833. British, French and Portuguese troops were also involved. Up until now it has not aroused the interest of gamers, but with the availability of an attractive model range who knows?

We shall briefly mention the French conquest of Algeria beginning with the invasion of 1830. Algeria remained a source of periodic conflict throughout the nineteenth century and beyond, much in the same way as British rule in India was punctuated by regional wars and unrest. As far as we know this conflict has never much excited the attention of wargamers, not even French ones, but the invasion and subsequent war gives us the colourfully attired Zouaves whose flowing uniforms were to lead to the creation of permanent formations in the French army and inspire their equivalent during the American Civil War.

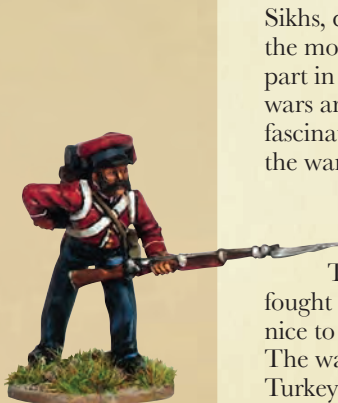
Whilst on the subject of America it would be remiss to forget the various wars fought by the expanding United States and her neighbours. Most notably the Texas Revolution (the Alamo 1836) and the Mexican-American War (1846-48). These arouse some interest in the United States but can't really be considered as mainstream subjects for wargaming. However, those wishing to make the attempt will find sufficient models to meet their needs.



Brazilian Fusilier 1865



Argentinian Infantry 1840



are wont to do, these changes are usually minor and can easily be overlooked in a wargames army. The British infantryman's adoption of a new and distinctive style of hat – the Belgic shako – does tend to separate the 'Waterloo' wargamers from the earlier 'Peninsula' wargamers, but life would be dull indeed without such matters to enliven our hobby.

WARS OF THE NINETEENTH CENTURY

If eighteenth century warfare was characterised by European rivalries, the following hundred years would be characterised by European colonial ambitions. The exceptions include one of the most popular subjects for wargames – the American Civil war – as well as the Crimea and Franco-Prussian wars. The long decline of Ottoman power created an opening for Russian and Austrian ambitions in the Balkans. The German wars of unification were to affect Prussia and her allies, Denmark and Austria. War was becoming an increasingly technical matter, with the development of rifled muskets, breech-loaders, and eventually magazine fed rifles. Artillery progressed from simple muzzle-loading weapons to cast-steel breech-fed guns and howitzers. Early hand-cranked machines guns joined the arsenals of the developed world. The century was also to witness the last days of the mounted arm – a fact that was not universally recognised and would not become inarguably obvious until the First World War.

The Sikh Wars and Indian Mutiny

The Sikh Wars are perhaps the most interesting of the colonial conflicts of the early nineteenth century, pitching the British (British East India Company) against a powerful and militant native kingdom. The First Sikh War was fought from 1845 to 1846 and ended with the British having made only partial gains. The Second Sikh War was fought from 1848 to 1849 and ended with British annexation of the Punjab. The Sikhs were a ferocious military caste who ruled over a mostly Muslim population. The Sikh military had been developed with French advisers and included modern artillery as well as fierce horsemen and determined native troops. The most notable battle was Chillianwala which was claimed as a victory by both sides. British failure to decisively beat the Sikhs gave rebellious Indians cause for hope and served as encouragement for later mutineers.

The Indian Mutiny itself began in 1857 and things had pretty much run to a conclusion by the following year. It has passed into popular history as a landmark event in the story of Empire. As a subject for wargames it is both colourful and varied, with British regulars, Indian Sepoys, and all degrees of native troops from fierce tribesmen to craven mobs. It is notable that the Sikhs, defeated by the British only a few years before, remained the most loyal of all her native troops and played a significant part in the defeat of the mutineers. Both the Mutiny and Sikh wars are subjects covered by manufacturers, and it is a fascinating period for the wargamer whose primary interest is the wars of Empire.

The Crimea

The Crimean War was the first large scale war to be fought between Europeans since the days of Napoleon and it is nice to see the old gang getting back together for another bout! The war lasted from 1853 to 1856 and involved France, Britain, Turkey and the Kingdom of Sardinia on one side and Russia on the other. That Britain and France should end up allies was a break with tradition that some, including the British overall



Isabelino Line Infantry, First Carlist War

commander Lord Raglan, could never quite fathom. The ultimate cause of the war lay in competing Russian and French ambitions in the Near East. It was the first war to see railways employed to transport troops in any significant way, and it was the first war where telegraphy, and even photography, was to play a part. One of the military innovations to be employed for the first time was the French developed Minie ball – a bullet shaped ball designed to exploit the new rifled muskets. These muskets were still muzzle loaded just like those of the eighteenth century, but with the new ammunition, rifling, and better powder, they were far superior weapons. Similar (in some case identical) weapons would be used throughout the American Civil War.

Although the Crimea makes an interesting subject for a wargame it is nowhere near as popular as the American Civil war which was to follow. Its strongest appeal lies in the unmitigated incompetence of the allied command which gives us wargamers so many opportunities to make mischief!

The American Civil War

Of all the wargames periods covered by the Black Powder game, the American Civil War is second only in popularity to the Napoleonic wars. Prospective gamers will find many ranges of models covering their chosen period, as well as readily available guides to uniforms, campaigns and battles. There is also a mass of general reading material covering the politics and history of the period. Not surprisingly, the conflict is especially popular amongst American gamers, but it also has a strong following in Britain and elsewhere. This derives from the time, many decades ago now, when pretty much the only models available for wargames set in our period were American Civil war subjects, principally the HO/OO scale Airfix Confederate and Union troops and artillery sets. As a result, many of the founding fathers of modern wargaming refought their battles with American Civil War armies in blue and grey plastic. Countless young gamers were inspired to follow suit, creating a legacy of interest in the Civil War that is with us still.

The war was fought between 1861 and 1865 and took part in two theatres: the east, principally in the area between Washington and Richmond, and the west, which is to say west of the Appalachian mountains. It was not a contest of equals by any means. The northern Union could muster, equip and maintain far more troops than their southern Confederate rival. The north was a modern industrial power with huge resources. The south on the other hand was largely dependent on agriculture and especially upon the revenues of cotton production. The Union controlled the bulk of the American navy, and the southern states therefore found themselves

blockaded from the start of the war. This blockade was not completely effective, but it did place the Confederacy under what was to all intents a siege. One of the appealing aspects of the conflict, therefore, is the romance of a David and Goliath contest between north and south, between the old-fashioned values of the southern gentry and the ruthless industrialism of the north. Of course, many would choose to identify with the moral crusade to end slavery, which was – regardless of comments made by some southern leaders following the war – the chief source of dissension between north and south.

The Confederate leaders knew that they could not win a long war and their only hope lay in a quick military victory. It was assumed this would oblige the north to come to terms and possibly pave the way for an alliance with one or more European powers. Although overtures were made to the British and French, neither government was much interested in the idea of a war against the Union. The Confederates had imagined that European demand for cotton would favour their case, but this proved illusionary. Cotton supplies were met by increased production in Egypt and India. More important than cotton was British dependence upon the north's grain. British ship-builders and commercial arms manufacturers readily supplied the south, but it is inconceivable that the British government could have openly supported a slave-owning aristocracy.

Early Confederate successes in the east gave hope to the idea that the Union states might be forced to come to terms. Lee's army of Northern Virginia seemed unbeatable in the field, whilst Stuart's cavalry were able to harass supply lines and raid deep into northern territory. The northern commanders were over-cautious and timid in the face of Confederate aggression. Fortunately for the union, its forces could afford to suffer defeat in battle and come back to the fight. When the army of Northern Virginia was held to an inconclusive draw at Gettysburg in 1863, Lee's invasion of the north was brought to an end. The battle is regarded by many as the turning point after which the Confederacy was on the defensive. It is sometimes referred to as the 'high water mark of the south'. It was also the bloodiest battle of the war.

The call to arms was met with considerable enthusiasm on both sides. Both armies were made up of volunteers who were, by necessity, hastily raised and trained to meet the immediate needs of campaigning. Regiments lacked the mix of veterans and experienced officers found in long-standing European armies of the time, but most were to acquit themselves well in the heat of battle. Infantry formed the main fighting force of both sides. Although cavalry played an important strategic part in the war as raiding forces, and for gathering information about enemy movements, they played only a minor role in most

battles. Generals on both sides did not prove especially adept at coordinating mixed forces, and this resulted in battles where neither cavalry nor artillery were as effectively used as they might have been. Artillery was certainly employed to deadly effect, but on the whole from positions of previously prepared defence or bombardment. As commanders gained experience they were to learn how to exploit the different arms more effectively. During the Appotomax campaign, for example, the Union cavalry operated as mounted infantry in a coordinated supporting role; the first signs of a tactical sophistication that would surely have developed further had the war lasted.

The main weapon of the war was the infantryman's muzzle-loading musket. At the start of the conflict troops were equipped with smooth-bore weapons differing only from their Napoleonic forebears by the addition of percussion caps rather than flintlocks. These weapons were rapidly, though never entirely, replaced by rifled muskets firing Mince balls such as the British Enfield and home-produced Springfield. Even by the time of Gettysburg, the well-equipped army of the Potomac still had ten per cent of its troops equipped with smoothbores. Some troops were lucky enough to carry modern single-shot breech-loading rifles such as the Sharps rifle. Fire fights were often protracted affairs whilst genuine close combat with bayonets was rare – troops often preferring to stand at close quarters and blaze away at each other. Cavalry carried a variety of weapons including swords, shotguns and carbine versions of the breech-loading Sharps and Burnside's. However, the favoured weaponry for cavalry were repeating pistols and carbines, including the Henry and Spenser repeating carbines. These were devastating weapons capable of sustained and rapid fire, especially by dismounted troopers; favouring the development of the mounted infantry role for cavalry.

As well as seeing the emergence of armies reliant upon rail transport, the conflict witnessed the first significant use of repeating weapons, the development of semaphore and telegraph as means of communication, and the debut of the Gatling gun in the western theatre. The widespread use of field fortifications and entrenchments would also foreshadow the First World War.

The Franco-Prussian War

The Franco-Prussian war of 1870-1871 was the last major conflict of the nineteenth century to be fought between two European powers. Although the fighting lasted a short time, the war was to quickly change the balance of power that had prevailed since the defeat of Napoleon. Following France's defeat and Germany's unification, the world would be set upon a path that would lead to world war and all that would follow in the next century. It is a pity the French did not make a better fist of it, as it would surely have saved the world a great deal of subsequent unpleasantness.

Royal Sussex regiment, Sudanese war



The Franco-Prussian war has a great deal to offer the wargamer and it is a shame that it is rather a neglected period from the point of view of most figure manufacturers. The opposing armies are much more diverse and interesting than those of the near contemporary American Civil War with which it has otherwise much in common. For one thing, the uniforms are far prettier, with French cavalry in particular attired in almost Napoleonic splendour and colonial troops such as Zouaves, Chasseur's d'Afrique and Tirailleurs Algeriens.

The armies of France were equipped with the new Chassepot rifle, probably the most advanced arm of its kind in the world. The Chassepot was a breech-loading bolt-action type of rifle that far outranged the older Dreyse rifle used by the Prussians. Long range and accurate rifle fire from the French infantry was to be the main source of Prussian casualties in the war. The Prussians, on the other hand, were provided with modern steel breech-loading artillery that they employed to deadly effect. In some respects it was a war between French rifles and German artillery, but more accurately it was a war lost by poor generalship and collapsing morale.

The French secret weapon of the war was the Mitrailleuse – an early type of hand-cranked machine gun. It was a less effective weapon than the American designed Gatling, relying on a pre-loaded breech block of 25 or 30 bullets rather than feeding ammunition into the gun. However it was a potentially devastating weapon with a range comparable to field artillery of the day. The Mitrailleuse was treated as artillery by the French army, and consequently it was used at long range rather than to provide close range support. This proved something of a mistake as the gunners were unable to observe the fall of shot or correct their aim. The cloud of gun smoke that the rapid firing of black-powder cartridges caused also signaled the gun's presence and made a marvelous target for enemy artillery.

The last great cavalry action to take place in Europe was fought at the Battle of Mars-la-Tour when a Prussian corps of about 30,000 engaged the entire French army of the Rhine numbering about 130,000 troops. The Prussians mistakenly believed they were attacking the rear guard of the retreating French army. As it turned out, it was not the rear of the enemy army they had attacked but the front. Having rather obviously bitten off more than they could be expected to chew, the Prussians managed to hold the enemy army and prevent its withdrawal. Fearing that French cavalry would attack his infantry whilst they were trying to regroup under artillery fire, the Prussian commander ordered his own cavalry to charge against both guns and enemy horsemen. What looked like suicide proved successful beyond anyone's expectations – not least that of Von Bredow in command of the Prussian cavalry. Von Bredow managed to conceal his initial advance behind a fold in the ground. Bursting upon the surprised artillery, the charge scattered the crewmen and panicked the infantry behind. The French cavalry attempted to countercharge, but

their efforts were thwarted by their own infantry who were now so jittery they simply shot at every man on a horse whether French or German. The Prussians, having finished the enemy artillery and neutralised their cavalry, turned about and made good their escape. This episode went down in history as Von Bredow's 'Death Ride' and was to encourage the belief that cavalry still had a role to play in European warfare for decades to come.

Pony Wars

Whilst European powers scrambled to establish colonies overseas, America's own colonisation continued westward into Indian territory. Clashes between US forces and civilians and Indian tribes were commonplace. These conflicts have always appealed to wargamers reared on a diet of western movies and TV, and it is hardly surprising to find that appropriate models are available in plenty.

The Red River War of 1874 was fought to drive the Comanches from their lands in the Southern Plains and into reservations in Indian territory. The Black Hills War of 1876-77 was fought against the Sioux and Cheyenne and is famous for the Battle of Little Bighorn and death of Custer. Like colonial actions in Africa, these battles were asymmetric affairs between small modern forces and large tribal armies. This affords a very different kind of game to a typical Napoleonic or American Civil War battle. For players who are knowledgeable about their period, and confident enough to run games of this kind, this can be great fun for all.

The Zulu War

The 1879 British campaign against the Zulus has attracted more attention from wargamers and figure manufacturers than its brief duration or historic significance can possibly merit. The story of Isandlwana and of the defence of Rorke's Drift has passed into British military folklore and is too well known to bear repeating here. As a subject for wargames the appeal lies in the widely disparate nature of the opposing sides. The British carried modern breech-loading rifles in the form of the Martini-Henry. Since the Franco-Prussian war these weapons had been considerably improved by the development of the brass cartridge. The Zulus carried assegai and shields. The British were backed by an Empire that encompassed a quarter of the planet. The Zulus were backed by extraordinary personal courage and determination. The limited nature of the forces makes it possible to amass opposing wargames armies relatively easily – although you will need many more Zulus than British! Thousands of 'em!

The Sudan

The final quarter of the nineteenth century witnessed colonial conflicts in South Africa, Afghanistan, and the Sudan. It also saw the Russians and Turks fighting over the disintegrating Ottoman empire in the Balkans. None of these conflicts are common subjects for wargamers or producers of models. The Sudan Campaign is the best known of the later Victorian colonial encounters, and is the best served by available models. It is otherwise known as the Mahdist war. As with the Zulu War it is memorable for a spectacular British defeat, this time the fall of Khartoum and death of Gordon in 1885. Like the Zulu War, it features a modern army equipped with rifles against an army largely made up of spearmen (Dervishers and Fuzzy-Wuzzies). Both sides deployed modern artillery including German Krupp cannons, as well as hand-cranked repeaters such as the Gatling and Gardner guns. The British fought in brigade squares – mobile defensive formations bristling with

Some Mid-19th Century Wars

We pass over the early wars of German unification without much feeling of regret – the Schleswig War (Denmark versus Prussia) and Second Schleswig War (this time with added Austrians) are not without their supporters, but whether we would want to encourage them is another matter. The same goes for the Prussian-Austrian war of 1866 or Seven Weeks War as it is otherwise known. A much more serious omission would be the Taiping Rebellion fought in China from 1850 until 1864 between the religiously motivated Taiping Heavenly Army and Imperial forces including the elite Ever Victorious Army partly commanded by Europeans – Charles George Gordon was one of these European commanders. As a result, he was famous as 'Chinese Gordon' long before he became more disastrously famous as 'Gordon of Khartoum'. Some claim this bloody civil war (just one of many rebellions that would plague China until the fall of the Qing dynasty at the start of the twentieth century) witnessed the most combatants and the most deaths of any war in the nineteenth century. Despite or perhaps because of this, it is not a war that can claim many enthusiasts amongst wargamers; although models are available and it is interesting to tackle a subject that is neither European nor North American.



*Bavarian command,
Franco-Prussian war*

guns with artillery placed at the corners. The Egyptians and British eventually withdrew from the Sudan, but returned under Kitchener in 1896 and settled matters once and for all at Omdurman two years later.

THE BEGINNING OF MODERN WARFARE

With the development of the magazine-fed rifle, the era of the musket was well and truly over. No longer would battles be settled by lines of men standing within shouting distance and firing ordered volleys at each other. The validity of such tactics had been brought into question during the Franco-Prussian war and could never withstand the increase in personal firepower afforded by the magazine fed rifle. They persisted in the unbalanced colonial battles of the next quarter century primarily because native troops were unable to deploy equally devastating weaponry. The effect of a Gatling or Gardner gun on a British square doesn't bear thinking about – let alone a Maxim or Krupp. We have used our Black Powder rules to fight actions as late as the Boer War (1899-1902) and Boxer Rebellion (1898-1901), and doubtless they could be adapted for later conflicts by those willing to make the effort, but for most practical purposes the scope of our game ends with the turning of the twentieth century.

The Games and how they were played

All of the battles that follow were fought in the wargames room of either Alan Perry or John Stallard. Both Alan and John are fortunate in having sufficient space to play host to players, umpire and (as we were recording events for posterity!) our valiant war correspondent. All of the battles had at least two players per side, and in most cases we managed at least three players on one side or other. Generally speaking, this is how we always play. Our games are invariably sociable affairs and a good excuse for a get together and a good chin-wag about all things wargaming.

Being hard-grafting types we have to fit our games in after work hours, so all the games described on the following pages took place of an evening – usually between six o'clock and ten o'clock – although on occasions things would stretch towards midnight. Of course, that leaves plenty of time for a meal – and the local take-away takes care of that very well indeed! We must also allow for suitable refreshment during play. Making war can be thirsty work.

Whoever is hosting the game will decide on our scenario, set up the terrain, collect together the necessary models, and work out any specific rules required. Our scenarios may be refights of an actual battle that has sparked the imagination of our host, or it may be an adaptation of a real battle re-cast with slightly different forces. Much

depends on which models are available. Fortunately, the Perry brothers possess a large and impressive collection that covers most of the major wars of the later 18th and 19th centuries. On top of that, our group of friends can muster substantial armies for many conflicts – as you might expect of gamers who have been collecting armies and fighting games for rather more decades than it is prudent to admit. Of course, being built over many years, not all of our collections are based in the same way, and this is why the Black Powder game makes allowance for such things.

At this point it is worth explaining how our host goes about setting up the game. This is usually done over a few days prior to the game so that things are ready to roll once players arrive.

Having chosen a battle, the first thing to do is make sure there are enough models available – though the chances are that whoever has concocted the scenario will have this in mind right from the start. Sometimes it will be necessary to drum up a few reinforcements from the players. For example, our Crimea game uses a mix of John's own collection and that of Dave Andrews. The next task is to build the battlefield. Our tables are all modular and built up from either two foot squares or two by four foot sections. By rearranging sections it is possible to represent a wide variety



FRENCH FORCES FROM ALAN AND MICHAEL PERRY'S COLLECTIONS

of battlefields, including hills, slopes and rivers. Buildings, woods, fields, bridges and such-like are represented by separate pieces arranged on the boards as required. Sometimes we will make a piece of scenery for a game – on other occasions the arrival of a new piece will serve as inspiration for the game itself. Most of the photographs in this book feature either Alan's or John's tabletop so you'll get a good idea of how things go together.

When arranging forces it is necessary to consider the objectives of each side. In a straight-forward encounter it is best if the forces are pretty evenly balanced. On the other hand, if the objective is for one side to hold out for a proscribed period or to execute a withdrawal from the table, then a smaller force is generally required for the side holding out or withdrawing. In a typical encounter battle, we'll have three players on each side with each player controlling a brigade. A brigade might typically be four infantry battalions, a gun, and two cavalry regiments together with a commander. This is purely an example and is given in order to give the reader an idea of the size and type of forces we might use in a typical game.

We try to avoid battles where both sides simply line up in the first turn and go at it. More commonly, even in encounter battles between evenly matched forces, we like to have at least one side deploy onto the table over a number of turns. For example, we might have one side entering the table in march column via roads leading onto the battlefield. In such case the host might often arrange for a small advanced holding force to have taken possession of a bridge, building, vital ridge line or some other strategic point on the tabletop. Sometimes we dice for brigades to enter the battlefield to introduce a random element into the timing of the battle. This sort of thing will be suggested by the battle that is being fought – for example, the Battle of Freemans Farm game was a classic occasion where the timing of reinforcements was to dictate the course of events. When looking for battles to fight, this is exactly the sort of thing that we can make use of to produce an entertaining game.

Aside from a general idea about deployment and forces, the other important thing to consider is the objective for each side. In other words – how do I win? The simplest objective in an encounter game is to break the opposing army – but we normally set an overall objective, for example, to control a number of important points on the battlefield such as crossroads, important buildings and bridges or fords. In an attack/defence game where the defender sets up in prepared positions, the attacker's objective is always to capture one or more of these positions. Our Crimea game is an example of just such a battle and is inspired by the Battle of the Alma. Our other favourite is the rearguard action or 'escape' game, where the outnumbered side has to making a fighting retreat across the table. This is where a good sized table is important as we need to be confident our escapees will not make good their escape in turn one! One



MORE FROM THE PERRY COLLECTIONS - BRITISH IN THE SUDAN

way of tying down a retreating force is to give them a supply column, possibly wagons of wounded, or some such encumbrance that can be given a fixed move each turn. Another way of slowing down a retreating force is to put something in their way, and in our Peninsula game we put a wide river, a narrow bridge and an enemy guarding force emplaced in a village. With these fighting retreat games, the objective is usually for the retreating force to get as many units off the table by the nominated route as possible – and at least half to claim the victory.

Before a game gets underway, we always take a few minutes to go over any special rules. Often whoever is taking the role of umpire will add or alter rules with the general agreement of the players. Sometimes the umpire will want to introduce secret reinforcements, or a rule that one side may be aware of but not the other. Such things are arranged by each side taking it in turns to study the battlefield in company with the umpire. On occasions folded pieces of paper may be slipped from umpire to players informing them of the imminent arrival of reserves, the success (or otherwise) of outflanking moves, or even offers to surrender or change sides from unsteady allies of your enemy. If neither side can ever be quite sure what the enemy has up his sleeve, it does help to keep players on their toes and encourages commanders to act with all the hesitancy and suspicion that plagued real generals!

Hopefully, these brief notes will help to give players an idea of how the Black Powder game is played by its authors. Of course, players will no doubt do as they please, but Black Powder is a deliberately loose and participative game best suited to games between good friends with the assistance of an umpire. The umpire's job – lest we forget – involves interpreting or even altering the rules and making such judgements as are required, but his objective is to ensure all participants have a good time and come back for more!

The Battle of Freeman's Farm

America 19th September 1777

Our American War of Independence game is a portrayal of the the First Battle of Saratoga - otherwise known as the Battle of Freeman's Farm - which took place on 19th September 1777 in Upper New York State.

THE BATTLE

Lieutenant General John Burgoyne's expedition into the Upper New York State wilderness was a tough assignment for his force of British regulars. The terrain thereabouts was heavily wooded, punctuated with deep ravines and criss-crossed with streams. Within the woods were occasional clearings and farms. To make matters worse, the opposing American forces, led by Major General Horatio Gates, were entrenched in excellent defensive positions. Unfortunately for Gates, the other senior American commander Major General Benedict Arnold had ideas of his own. Upon hearing the news that the British were advancing, and frustrated by Gates' apparent inactivity, Arnold persuaded his commander to allow him to attack whilst the British were divided and vulnerable.

Arnold dispatched Colonel Morgan with his force of riflemen and Light Infantry forward as a vanguard (about 500 men). Once alerted to the presence of advancing American forces, Burgoyne split his command into three in an attempt to envelope the exposed vanguard. Brigadier General Fraser and Lt. Colonel von Breymann's Germans with about 2,000 men took the right, Brigadier General

Hamilton with about 1,500 took the centre and the Brunswick Major General von Riedesel with around 2,000 took the long and difficult route to the left.

At around 12.30pm Morgan's riflemen had only just arrived at Freeman's Farm when a 100 man picket from Hamilton's Brigade emerged from the surrounding woods. The riflemen's rapid and accurate fire badly mauled the picket and drove them away. In response, Rangers, Indians and Canadians were thrown into the riflemen's flank pushing them back. Hamilton then formed line on the farm and deployed his artillery. Fraser formed up on Hamilton's right. Meanwhile more Americans from Brigadier General Poor's Brigade (around 2,000 men) joined the action via the many narrow paths through the woods, increasing the pressure on the British forces. Bayonet charges were delivered on both sides but all were repulsed. At one point the British centre wavered and two guns were briefly taken by the Americans before they too were driven off. Brigadier General Learned arrived on Poor's right with an additional 1,500 men but these were brought to a halt by the converged British Grenadier regiment.

After negotiating some very rough terrain, von Riedesel's brigade eventually made an appearance on the right/rear of the American line. At this point the Americans fell back in fairly good order after inflicting overall more casualties on the British, although slightly outnumbered. Although not a decisive encounter, Burgoyne's troops had been badly mauled compromising the ability of the British to fight on.



"When I quitted domestic happiness for the perils of the field, I conceived the rights of my country in danger, and that duty and honour called me to her defence. A redress of grievances was my only object and aim; however, I acquiesced in a step which I thought precipitate, the declaration of independence: to justify this measure, many plausible reasons were urged, which could no longer exist, when Great Britain, with the open arms of a parent, offered to embrace us as children, and grant the wished-for redress."

Benedict Arnold's letter to the Inhabitants of America



POOR'S COMMAND DEPLOY FOR ACTION

THE WARGAME

The Table

The game was played on our 12 foot x 6 foot table set up as shown on the map. The area around Freeman's Farm was represented with Morgan's brigade 'hidden' from the opposing players, and Hamilton's column on the table with his pickets thrown out close to the farm.

Both armies were assigned a staff rating of 8.



ORDERS OF BATTLE

We fielded the units at sizes that we happened to have rather than basing their strengths on the actual encounter, but it would be easy enough to adjust the participants to more closely fit the orders of battle should you wish to do so. Osprey Publishing's *Saratoga 1777: Turning Point of a Revolution* book is a good source of information about the Battle of Freeman's Farm and other conflicts during the campaign.

The British

Commander-in-Chief

- Lieutenant-General John Burgoyne

Hamilton's Brigade

- Pickets - 12 figures (small unit)
- 9th Foot - 24 figures
- 20th Foot - 24 figures
- 21st Foot - 24 figures
- 62nd Foot - 24 figures
- Artillery - 2 guns

Fraser's Brigade

- Indians - 12 figures (small unit)
- Canadians - 12 figures (small unit)
- Corps of Marksmen - 12 figures (small unit)
- 24th Foot - 24 figures
- Converged British Grenadier Battalion - 24 figures
- Converged British Light Battalion - 24 figures
- Loyalists - 12 figures (small unit)
- Artillery - 1 gun

Von Breymann's German Brigade

- Grenadier Battalion - 24 men
- Light Battalion - 24 men
- Jaegers - 12 men (small unit)
- Artillery - 1 gun



The Americans

Commander-in-Chief

- Major-General Benedict Arnold

Morgan's Brigade

- Riflemen - 12 figures (small unit)
- Dearborn's Light Infantry - 12 figures (small unit)

Poor's Brigade

- 1st New Hampshire - 24 figures
- 2nd New Hampshire - 24 figures
- 3rd New Hampshire - 24 figures
- 2nd New York - 24 figures
- 4th New York - 24 figures
- 1st Connecticut Militia - 24 figures
- 2nd Connecticut Militia - 24 figures

Learned's Brigade

- 2nd Massachusetts - 24 figures
- 8th Massachusetts - 24 figures
- 9th Massachusetts - 24 figures
- 1st Canadian Regiment - 24 figures



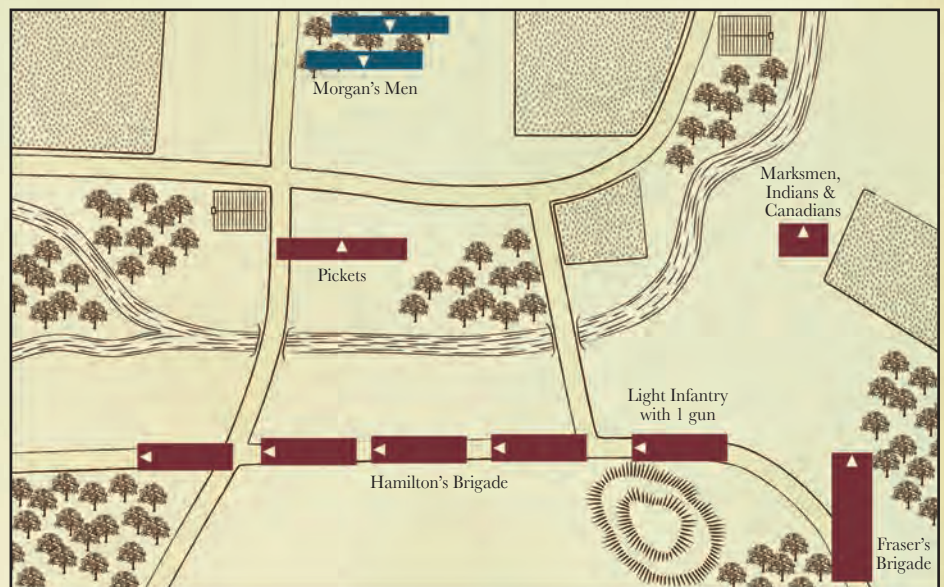


THE AMERICAN LINE HOLDS AS REINFORCEMENTS ARRIVE

Dispositions

The British had no inkling that the farm buildings would be occupied at the start of the game – although given the set-up suspicions were naturally aroused. The players were briefed in general terms – the British being informed that the Americans were advancing to meet them, and the Americans that they were advancing upon the British.

On the American side, Morgan's Brigade was assumed to be on the table but hidden as marked on the set-up map – these troops were therefore kept aside and the American players informed by the umpire. The remaining American brigades could try to enter from the table edge via the forest paths from their second turn. On the British side Hamilton's column was set up on the table with the pickets thrown out close to Freeman's Farm. Leading elements of Fraser's column were also placed on the table edge with von Breymann's brigade assumed to be just behind Fraser's in the column. Major General von Riedesel's flanking move was not represented on the table but the British were informed of it and the umpire took on the responsibility for determining when these reinforcements would arrive



(unknown to the players, the umpire had already resolved to unleash von Riedesel's Germans only once one army was broken – limiting their effective contribution somewhat!).

Objectives

The aim of both sides is fairly simple – to meet and defeat the opposing forces. The side obliged to withdraw first concedes the game or, failing that, the side with the highest number of broken brigades at the end of the evening.

American Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Dearborn's Light Infantry	Infantry	Muskets	4	2	4+	2	Skirmish, Small, Marauders, Sharpshooters
Dearborn's Riflemen	Infantry	Rifled Muskets	4	2	4+	2	Skirmish, Small, Marauders, Sharpshooters
Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire
Connecticut Militia	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable

Special Rules

All the Americans are regulars – although not necessarily as well trained or disciplined as their opponents. Units designated as Skirmishers can adopt a Skirmish formation – other units cannot do so. All Americans are armed with muskets aside from the Riflemen who are so armed (giving them a 24" range as opposed to the usual 18" for muskets).

First Fire. The better trained American troops are given the First Fire rule – they add +1 shot the first time they shoot. First Fire was recognised as being especially potent during the period.

Skirmish. Units indicated as such are allowed to adopt a skirmish formation. Note that other troops can adopt a skirmish formation only to enter terrain that they could not otherwise enter.

Sharpshooters. Dearborn's and Riflemen count as Sharpshooters – they can re-roll one missed shot per turn.

Marauders. Dearborn's and Riflemen get the Marauders rule – they ignore the distance penalty when given orders.



MARKSMEN, INDIANS AND CANADIANS OPERATING AHEAD OF THE MAIN FORCE

British Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Pickets	Infantry	Smoothbore Muskets	4	2	4+	2	Skirmish, Small, Marauders
Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady
Indians	Infantry	Smoothbore Muskets	4	1	5+	2	Skirmish, Small, Bloodthirsty
Canadians/Loyalists	Infantry	Smoothbore Muskets	4	2	4+	2	Small, Unreliable
Marksmen	Infantry	Smoothbore Muskets	4	2	4+	1	Small, Skirmish, Unreliable, Sharpshooters
British Grenadiers	Infantry	Smoothbore Muskets	7	3	4+	4	First Fire, Crack, Steady
British Light Battalion	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Skirmish
German Grenadiers	Infantry	Smoothbore Muskets	6	3	4+	4	First Fire, Crack, Steady
German Jaegers	Infantry	Rifled Muskets	4	2	4+	1	Small, Skirmish, Sharpshooters, Marauders
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	-

Special Rules

All the British are regulars apart from the Indians who are Skirmishing Irregulars and therefore obliged to fight as Skirmishers. British units designated as Skirmishers can adopt a skirmish formation – other units cannot do so. Note that the Picket are deployed as skirmishers at the start of the game. All British are armed with muskets and the cannons are the standard muzzle loading smooth bores together with limbers.

First Fire. The British Line and comparable troops are given the First Fire rule – they add +1 shot the first time they shoot. First Fire was recognised as being especially potent during the period and the British ability to control their fire gives them the edge.

Crack. British Line battalions get the Crack rule to reflect their superior discipline under fire – they can re-roll one morale save each time the unit suffers casualties so long as no casualties have been inflicted so far.

Steady. Most of the British troops get the Steady rule – they automatically pass their first break test with the best possible result.

Skirmish. Units indicated are allowed to adopt a skirmish formation. Note that other troops can adopt a skirmish formation only to enter terrain that they could not otherwise enter.

Sharpshooters. Marksmen and Jaegers count as Sharpshooters – they can re-roll one missed shot per turn.

Marauders. For this game, the Pickets and Jaegers get the Marauders rule – they ignore the distance penalty when given orders.

Bloodthirsty. The Indians are Bloodthirsty – they can re-roll all failed hand-to-hand combat attacks the first time they fight.

Small. Small units are indicated (ie, 12 man units in this case) and the game values have been adjusted accordingly (eg, one less Attack, Shooting and Stamina values).



HOW IT PLAYED

Our two forces were commanded by two players per side – Michael Perry and Alan Perry taking the British, Rick Priestley and Chris Cound the Americans. With Morgan's brigade set up 'hidden', the British took the first turn by advancing their columns towards the apparently deserted farm buildings. The picket took the lead, emerging from the woods into the clear ground in front of the hidden Americans.

In the American turn the hidden units were revealed and unleashed the first volley of what looked like bad news for the picket. To the horror of the American players, their fire had no effect what-so-ever; the cause of liberty was thwarted by some of the most appalling dice throwing ever to grace a wargames table.

Now alert to the enemy's presence, Hamilton threw his brigade into line and advanced to support the pickets. The British Light Infantry crossed the stream on the right. Fraser's brigade was poorly served thanks to yet more unfortunate dice rolling, but being in column the troops did at least move once.

In their second turn both of the main American brigades got off to a flying start by moving onto the battlefield via the paths. The British response was to draw two guns into

position from Hamilton's brigade whilst Fraser managed to throw his Marksmen, Indians and Canadians up to the stream. Aside from this the British made slow progress – and von Breymann's brigade remained off the table.

The Americans were more fortunate with their next orders and managed to form into a good line and pour accurate fire into Hamilton's brigade. The tenacity of the British proved up to the challenge with the Crack rule keeping casualties at bay for now.

Fraser's brigade moved rapidly up to the stream and formed line to the right of Hamilton. They were promptly by von Breymann's brigade of Germans who had marched smartly onto the table – a welcome reinforcement for the British.

By this time the American line found itself under threat with mounting casualties, but the brave lads continued to shoot at the advancing British. Fortunately for the British their enemies' fire proved poor apart from the right of the American line where the British 20th Foot were shaken by a single deadly salvo. It must have been all the smoke from the last British fusillade (or the blunder rolled by Rick!) but one American regiment lost control and charged towards the British centre all on its own. With no support and targeted by volleys of closing fire, the Americans failed to



HAMILTON'S BRIGADE SWINGS INTO ACTION



MORGAN'S RIFLEMEN SURPRISE THE BRITISH PICKETS (BY NOT HITTING ANYTHING!)

contact and were driven back leaving them stranded in front of the British guns. Obviously inspired by this heroic (some might say foolhardy!) deed, two more American regiments on the far right tried charging but were badly shot up by the British and also failed to contact, although they did manage to drive off the pickets at long last!

"He is famous for losing the Battle of Saratoga, which encouraged the French to enter the war and help Mr. Washington win the battle of Yorktown."

John Burnham on
General John Burgoyne

With the left of Hamilton's line wavering, the British players dispatched an additional regiment to strengthen it. Now it was the turn of the British to launch a series of charges that were to prove only marginally more effective than those of the Americans in their turn. The British Light Infantry were broken by devastating shooting and at the same time the British Grenadiers found themselves stopped in their tracks

by closing fire. However, a lone American regiment was successfully charged and broken in the ensuing mêlée taking a supporting regiment with it.

This threw the American players into a whirlwind of activity as they tried to move regiments to bolster their rapidly dissolving line. But it was the British who appeared to be in trouble in the centre as American fire broke one regiment as it tried to charge in and forced another to retire. Hamilton's Brigade was forced to pull back. Sensing that the moment had arrived to make their play, Fraser's and von Breymann's brigades both charged into the American lines. Two of the American regiments broke and fled as a result, and this broke the morale of not only the brigade but the whole army (two American brigades having broken morale at this point). The Americans started a fighting withdrawal but this quickly turned into a rout as the leading elements of von Riedesel's column arrived on the right/rear of the American line (under the command of the umpire who had kept this move up his sleeve until the final turn).

All participants agreed it was an excellent game which had a real flavour of the period and a similar outcome to the actual event despite the very different beginning with the British pickets holding their ground and even outshooting their enemy.

*"Not a drum was heard, not a funeral note,
As his corse to the rampart we hurried;
Not a soldier discharged his farewell shot
O'er the grave where our hero we buried."*

The Burial of Sir John Moore at Corunna
by Charles Wolfe

Fighting

This game was created and run by Alan Perry and is neither drawn from nor particularly inspired by any actual battle – although the theme of a fighting retreat has its parallels in the battle of Corunna. Our game firmly belongs to that species of battle often described by wargamers as a ‘what if?’ scenario: an encounter invented by the players and usually intended to best take advantage of the troops and scenery at hand. In our case we were inspired by the possibility of playing a large game utilising the full length of the tabletop (12 feet). The other ingredient, vital to any large battle over a sizeable table, was a houseful of combatants including one or two possessed of extraordinarily long arms.

Our scenario pitches a French army against the British and takes place during the Peninsula War. We may speculatively place it in the year 1809 – with Napoleon leading the French army in a series of hard fought battles that saw the collapse of Spanish resistance and the British retiring on all fronts. Our battle postulates that a small British force is in full retreat from a larger French army. The British General finds himself bound by a river and must capture a crossing point or else his army will be trapped by the enemy's relentless advance.

The British army is heading for a bridge just beyond the outskirts of a local town – named El Perez in honour of our host Alan Perry! As the British approach the bridge, the French spur their forces forwards to try to block their retreat. The French are assisted in this matter by a garrison of French infantry who have taken up a defensive position in the village of Petitos overlooking the bridge itself.

The premise for the game is simple enough – the British deploy just beyond the outskirts of the town of El Perez and exit the table by the far edge crossing the bridge at Petitos in order to do so. The French enter the table from the town edge of the board in the wake of the British and only have to stop their enemy escaping in order to win. The measure of success will be the proportion of troops successfully withdrawn by the British and the French success in preventing the same.



Retreat at El Perez

Spanish Peninsular 1809



THE WARGAME

The Table

The game was played on our 12 foot x 6 foot table set up as shown on the following maps.

The Armies

We decided to represent the armies in a fairly simple manner – making minimal use of extra rules and without adding too many troop types or grades of elites. Partly this was because the game would be fairly large and we wanted to complete the battle in an evening, and partly because some of our players were new to the game and we didn't want to overburden our guests with the full complexity of the rules.

Our battalions are organised into units 32 strong for the British and 36 strong for the French – we categorised all these as 'standard sized'. The British rifles are in small units

of 12 men each and the cavalry in standard sized units of 20 models. The French garrison unit was also categorised as 'small' with 20 men – this was intended to make them slightly fragile as their protracted resistance would seriously curtail the British chances. Some battalions were slightly under strength by a few models (deserters and victims to Spanish tummy most likely) but we did not let that worry us.

All infantry have the standard smoothbore musket of the day, aside from the riflemen who have the equivalent rifles. All cavalry firearms are considered to be part of their close fighting equipment and are otherwise ignored. Artillery and Horse Artillery are standard smoothbore weapons.

Both sides were given a Staff rating of 8 throughout – though note that French infantry columns are rated as 'reliable', earning an additional command bonus. We did not use the special rules for Commander's characteristics on this occasion for the reasons already described.

ORDERS OF BATTLE

The British

General in Command

First Brigade

- Brigade Commander
- 3 Battalions of British Infantry (32 models each)
- 2 Companies of Riflemen (small units – 12 models each)
- 2 Artillery pieces + limbers

Second Brigade

- Brigade Commander
- 3 Battalions of British Infantry (32 models each)
- 1 Battalion of Portuguese Infantry (32 models)

Third Brigade

- Brigade Commander
- 3 Battalions of British Infantry (32 models each)
- 1 Battalion of Portuguese Infantry (32 models)
- 1 Artillery piece + limber

Cavalry Brigade

- Brigade Commander
- 1 Regiment Heavy Dragoons (20 models)
- 1 Regiment Hussars (20 models)
- 1 Regiment Light Dragoons (20 models)
- 2 Horse Artillery + limbers

The French

General in Command

First Brigade

- Brigade Commander
- 4 Battalions of French Infantry (36 models each)

Second Brigade

- Brigade Commander
- 4 Battalions of French Infantry (36 models each)

Third Brigade

- Brigade Commander
- 4 Battalions of French Infantry (36 models each)

Artillery brigade

- Brigade Commander
- 5 Artillery pieces and limbers

Cavalry Brigade

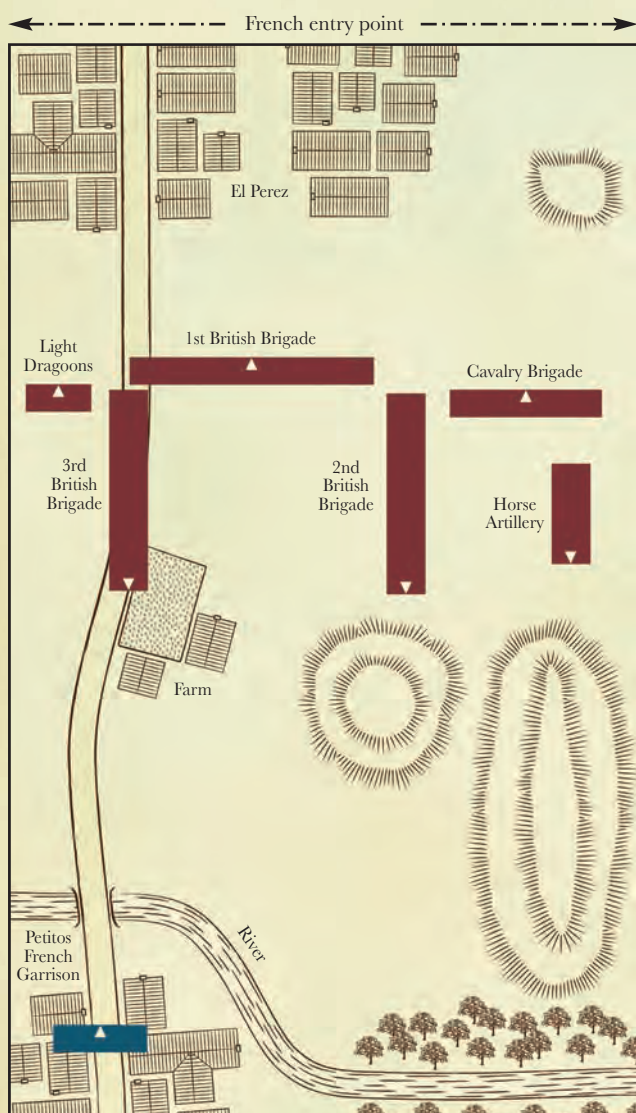
- Brigade Commander
- 1 Regiment Hussars (20 models)
- 1 Regiment Chasseur a Cheval (20 models)
- 2 Regiments Dragoons (20 models each)
- 2 Horse Artillery + limbers

Garrison Troops

- Garrison Commander
- 1 Battalion of French infantry (small unit – 20 models)



BRITISH AND PORTUGUESE COLUMN RETIRING IN GOOD ORDER



Dispositions

The British army can deploy anywhere beyond the town of El Perez and up to half way across the table as shown on the accompanying map. The French enter the table in their first turn – with troops ordered onto the table from their theoretical starting position within the town. The French garrison starts at the village of Petitos. Because the main French force require orders to enter the table, it follows that some troops may not enter during the first turn, in which case simply give orders in subsequent turns until they arrive.

The actual British deployment during our game is shown on the map opposite and demonstrates the slightly schizophrenic nature of the British Command – with half the forces arranged in column of march poised to strike for the bridge, and half deployed across the line of the French advance ready to make a fight of it.

Objectives

The British must get as many units as possible off the table via the bridge at Petitos before the end of play that evening – which we shall consider also the end of the daylight and therefore the natural time for both sides to cease fighting. If the British get at least half of their units off the table, they will be considered to have won. If the British fail to achieve this they will have lost. The degree of loss or victory is the proportion of troops successfully evacuated from the table by the British. Some consideration will be given as to the likelihood of intact units escaping at the end of the evening. If the British manage to successfully repel the French army then they will be considered to have gained the field and made good their escape – but outnumbered as they were, we didn't consider this likely!

British Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line Infantry	Regular Infantry	Smoothbore Muskets	6	3	4+	3	First Fire
Riflemen	Regular Infantry	Rifled Muskets	4	2	4+	2	Skirmish, Sharpshooters, Small
Dragoons	Regular Cavalry	Swords	8	-	4+	3	Heavy Cavalry +1
Hussars/ Lt Dragoons	Regular Cavalry	Sabres	6	-	4+	3	Marauders
Horse Artillery	Regular Artillery	Light Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4+	2	-

Special Rules

First Fire. The British line are given the First Fire rule – they add +1 shot the first time they shoot. We felt this was a good way of representing good fire control and discipline from the British – and it tallies well with their historic reputation.

Skirmish. The riflemen are allowed to adopt a skirmish formation. Note that other troops can adopt a skirmish formation only to enter terrain that they could not otherwise enter or as part of a mixed formation.

Sharpshooters. The Riflemen count as sharpshooters – they can re-roll one missed shot per turn.

Heavy Cavalry +1. Note that the Dragoons have been given the Heavy Cavalry rule (bonus to their combat result) but at +1 rather than the standard +D3 for genuine ‘heavies’.

Marauders. Hussars and Light Dragoons get the standard rule for ‘light cavalry’ – they ignore the distance penalty when given orders.

All Napoleonic infantry have the ‘must form square rule’ and, unless they have the ‘skirmish’ rule, can only go into skirmish order to enter terrain they could not otherwise enter. All line infantry units can form ‘mixed formation’ (ie, deploy skirmishing companies ahead of their main body).



*“We always have been, we are,
and I hope that we always shall
be detested in France.”*

The Duke of Wellington

French Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line Infantry	Regular Infantry	Smoothbore Muskets	6	3	4+	3	Reliable Attack Column
Garrison Battalion	Regular Infantry	Smoothbore Muskets	4	2	4+	2	Unreliable, Small
Dragoons	Regular Cavalry	Swords	8	-	4+	2	Heavy Cavalry +1
Hussars/ Chasseur à Cheval	Regular Cavalry	Sabres	6	-	4+	3	Marauders
Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4+	2	-

Special Rules

Reliable Attack Column. French infantry are considered Reliable (+1 Command) when in Attack Column formation or a mixed formation of Attack Column with skirmishers – this was the usual method by which the French infantry advanced into combat.

Unreliable. The garrison is considered Unreliable – which means they may not move on a Command score equal to the Command roll required.

Heavy Cavalry +1. Note that the Dragoons have been given the Heavy Cavalry rule (bonus to their combat result) but at +1 rather than the standard +D3 for genuine heavy cavalry.

Marauders. Hussars and Chasseur à Cheval get the standard ‘light cavalry’ rule – they ignore the distance penalty when given orders.

All Napoleonic infantry have the ‘must form square rule’ and, unless they have the ‘skirmish’ rule, can only go into skirmish order to enter terrain they could not otherwise enter. All line infantry units can form ‘mixed formation’ (ie, deploy skirmishing companies ahead of their main body).

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

The Duke of Wellington



HOW IT WAS PLAYED

Each side was represented by three players, dividing the armies between them and reserving the General for common usage. We played without an umpire on this occasion – deferring to Alan’s game plan to determine set-ups as already described, and resorting to good common sense to resolve any unforeseen circumstances that might arise.

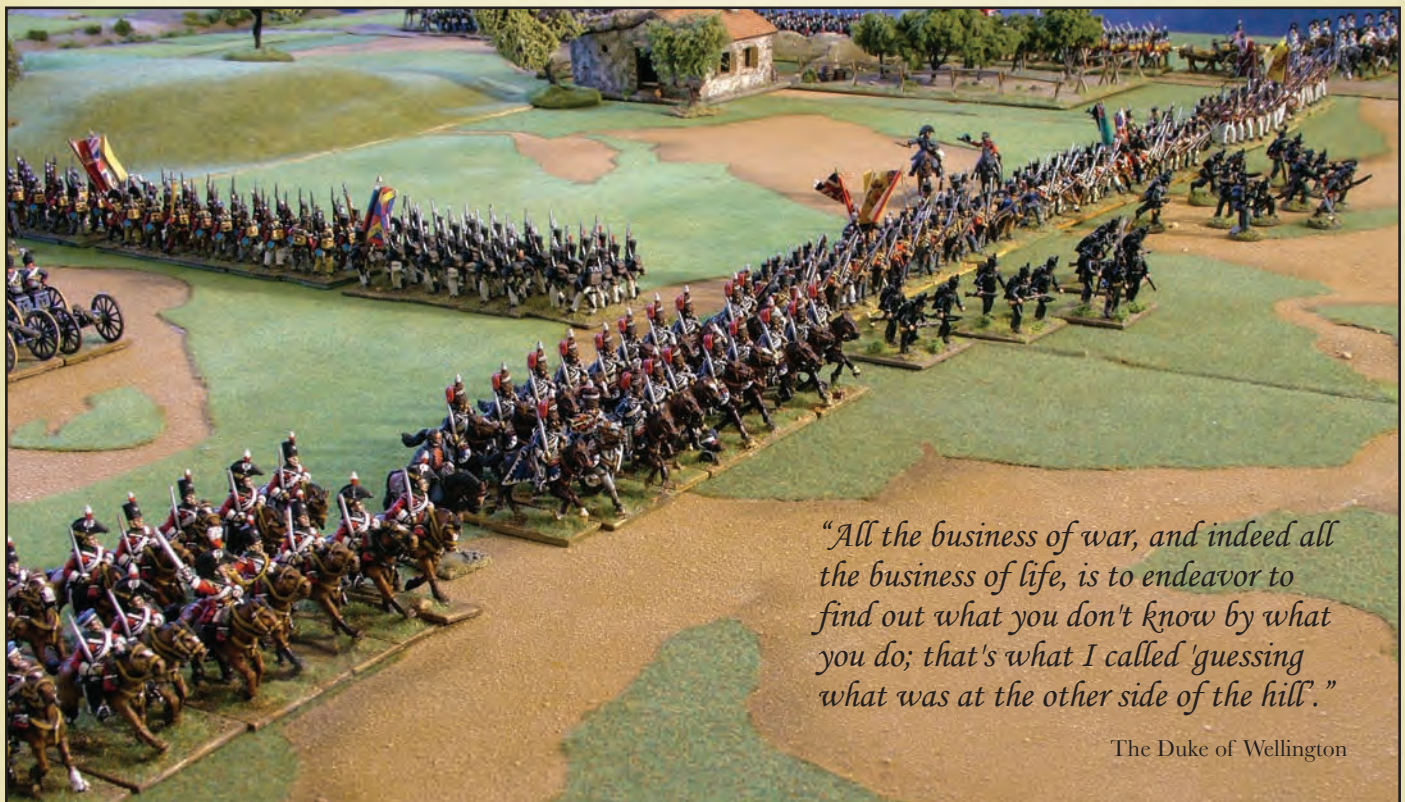
The British began the game by falling back before the French pursuit, leaving their cavalry to act as a rearguard. As the French marched resolutely through the suburbs of El Perez, the British 3rd brigade, headed by the Portuguese, drove the French garrison from the bridge at Petitos securing the army’s means of escape. This was a very good start for the British. It looked likely they might achieve their objective before the French army could make its superior numbers count. Things did not go so well on the other flank where the British 2nd brigade managed to lose its bearings whilst advancing through the hill country, taking it far off-course and entirely away from the bridge (in fact a spectacular blunder saw the whole brigade march off to its left at high speed!).

The French cavalry, advancing rapidly from the open ground beside the town, immediately fell upon the British

rearguard and a vigorous but indecisive mêlée ensued. Both sides fell back exhausted and were to take no further part in the battle – the British cavalry screen had done its job although at some cost. With the French infantry rapidly clearing the town, the British realised they couldn’t reach the bridge quickly enough to escape and therefore decided to turn the 1st and 2nd brigades and make a fight of it. The British deployed into a line taking advantage of the high ground and anchoring their left flank on the small farm situated beside the main road.

The French centre moved forward in columns of attack and fell upon the British 1st brigade but without success despite the assistance of the French artillery now deployed just beyond the farm. The British held firm. The British 2nd brigade divided into two – with two battalions deploying to support the 1st brigade whilst the other two made their way to the bridge.

Taking advantage of the road, the French 1st brigade accompanied by Dragoons stormed past the farm. The French Dragoons swept their British counterparts from the field and advanced upon the flanks of the British infantry who were forced to form squares. Things were starting to look bad for the British – with French cavalry to their rear



“All the business of war, and indeed all the business of life, is to endeavor to find out what you don't know by what you do; that's what I called 'guessing what was at the other side of the hill'.”

The Duke of Wellington

THE BRITISH REARGUARD PREPARE FOR THE FRENCH ONSLAUGHT



THE FRENCH MAKE THEIR WAY THROUGH THE NARROW STREETS OF EL PEREZ

and the relatively untouched French 1st brigade moving to block off their line of retreat. Only the British 3rd brigade had managed to cross the river, with the Portuguese holding the bridge as the rest of the brigade made it off the table.

With no hope of breaking the French stranglehold, the British commander gracefully surrendered – with only a single brigade declared ‘safe’, the score stood at one brigade successfully escaped and the rest of the army killed or captive – a convincing victory for the French.

“People talk of their enlisting from their fine military feeling - all stuff - no such thing. Some of our men enlist from having got bastard children - some for minor offences - many more for drink.”

The Duke of Wellington

APPENDIX – Stats for Napoleonic Troops

The armies deployed during the Fighting Retreat at El Perez were relatively simple and didn't include many of the more exotic troops common in Napoleonic armies such as Cuirassiers – which did not fight in Spain! Nor did we extend the common courtesy of allowing individual battalions veteran status – which we normally would in such a large battle. As players will doubtlessly wish to include as wide a variety of Napoleonic troops as possible in their own games, we have appended a full list that covers all the basic stats we generally use in our own Napoleonic battles.

Special Rules

All Napoleonic infantry have the 'must form square' rule.

All Napoleonic infantry who do not have the 'skirmishers' special rule can form a skirmish formation only to go into terrain they could not otherwise enter, and will automatically revert to line when they leave it (as per irregulars).

All Napoleonic infantry can use mixed formation (skirmish companies thrown forward of the main body).

Although equipped with carbines or pistols, we do not generally give Napoleonic cavalry a long ranged shooting ability – their weapons are employed at close quarters only.

British Line Cavalry. We generally give these Ferocious Charge! re-roll misses on Charge. These lads were notorious for getting stuck in and we rather like to reflect this with an appropriate rule. We also commonly rule that a British cavalry unit that leaves the table suffers a -2 Command penalty when it tries to return – the British cavalry were notoriously poor at returning to the fray.

British Line Infantry. We normally gave these First Fire! Roll an extra dice with your first volley. This encourages the British to hold their fire and makes the most of a disciplined firing routine – which we feel is true to their fighting character.

French Line Infantry. These were given the Reliable rule (+1 Command) when in Attack Column or mixed Attack Column formation (ie, Attack Column with skirmishers deployed to the front). This encourages the French to come on quickly in Attack Column – which we feel suits their reputation and accords well with their usual tactics.

Russian Infantry. These were either provided with Steady (automatically pass first break test) or alternately fielded as large units which have a naturally above average resilience. This makes Russian infantry especially solid in the face of enemy fire – which we feel appropriate for these notably phlegmatic troops.

Prussian Landwehr. We tend to class these as Unreliable (no move on a score equal to the required Command roll). This makes them rather clumsy and plodding – and we feel that's a fair reflection of these hastily trained and equipped units.

Individual battalions can be given any other bonuses as seem appropriate on the occasion. Similarly, depending on the size of the game undertaken, it is perfectly acceptable to drop bonuses from some units or to move stats up or down a peg if they are fighting on 'top form' or 'under par'. We leave it to players to employ such bonuses and penalties as they see fit.

"My Lord,

If I attempted to answer the mass of futile correspondence which surrounds me, I should be debarred from the serious business of campaigning...

So long as I retain an independent position, I shall see no officer under my command is debarred by attending to the futile driveling of mere quill-driving from attending to his first duty, which is and always has been to train the private men under his command that they may without question beat any force opposed to them in the field."

The Duke of Wellington -
to the Secretary of State for War during the Peninsular Campaign



Napoleonic Armies 1805-1815

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Guard Infantry	Infantry	Smoothbore Muskets	7	3	3+	4	Reliable, Elite 4+
Veteran Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	Reliable, Elite 4+
Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	-
Rifle-armed Light Infantry	Infantry	Rifled Muskets	6	3	4+	3	Skirmishers, Sharpshooters
Militia Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable
Guard, Elite or Veteran Cuirassiers	Cavalry	Swords	10	-	3+	3	Reliable, Heavy Cavalry D3
Cuirassiers (Heavy Cavalry)	Cavalry	Swords	9	-	3+	3	Reliable, Heavy Cavalry D3
Guard, Elite or Veteran Line Cavalry	Cavalry	Swords	9	-	4+	3	Reliable, Heavy Cavalry D3
Dragoons (Line Cavalry)	Cavalry	Swords	8	-	4+	3	Heavy Cavalry +1
Guard, Elite or Veteran Lancers	Cavalry	Lances	8	-	4+	3	Reliable, Marauders, Lancers
Lancers	Cavalry	Lances	7	-	4+	3	Marauders, Lancers
Guard, Elite or Veteran Light Cavalry	Cavalry	Sabres	7	-	4+	3	Reliable, Marauders
Hussars (Light Cavalry)	Cavalry	Sabres	6	-	4+	3	Marauders
Guard, Elite or Veteran Horse Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Reliable, Marauders
Horse Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Guard, Elite or Veteran Foot Artillery	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	-

"I have none. I have had them all shot."

Isabelino General and later Spanish Prime Minister
Ramon Maria Narvaez y Campos – supposedly his
dying words when asked if he would forgive his enemies.

The Carlist Wars were a series of bitter civil wars that divided Spain throughout the middle of the 19th century. The First Carlist War came about following the death of Ferdinand VII in 1833.

Ferdinand left no male heir. His wife Maria Cristina became Queen Regent on behalf of their infant daughter Isabella by the terms of an arrangement Ferdinand had made only three years before. Isabella's succession was disputed by Ferdinand's brother Don Carlos who regarded himself as the legitimate and divinely appointed heir to the throne of Spain. Although the law allowed for female succession, this had never been put to the test, and the tradition of male succession was deeply ingrained both by social precedent and religious belief. The Carlists, as Don Carlos' supporters were known, included the Catholic Church and others opposed to the encroachment of republican values in government. The Carlists became the focus for reactionary, traditional and religiously conservative groups throughout Spain. Conversely, those opposing Carlos's claim to the throne came from the more progressive and republican factions and they were known variously as Isabelinos, Cristinos and Liberals. This bitter division would throw Spain into bloody turmoil more than once in the 19th century and would continue to influence Spanish politics a hundred years later.

This battle was yet another first for us – being the first time Michael Perry's new collection of armies from the Carlist War had ever graced a wargames table. It was also the first time any of the participants had ever gamed this particular conflict. For two of our players it was their first game of Black Powder as well!

The Battle of San Miguel was devised and run by Michael and takes the form of a fictional tussle over a small town somewhere in Spain in the 1830s. Once more the Perry's wargames table was employed for

this encounter – 12 feet long and 6 feet wide – and the game was played down the full length of the table.

Our scenario pictures two opposing forces moving towards the small town of San Miguel which lies on a long ridge with an ancient monastery to the east and a shallow river running between. The Isabelinos and their British allies approach from the eastern edge and must cross the river before they can capture the town. The Carlist main force arrives through a narrow defile from the west. However, a small Carlist force has been shadowing their enemies' progress and has taken up a position on the hill to the south of San Miguel overlooking the town. Both sides aim to take possession of the town by occupying it and hopefully driving the enemy army from the field. The side in possession of the town at the end of the evening will be the winner – with some consideration made as to the remaining states of the opposing armies.



The



Battle of San Miguel

Spain 1830s



THE WARGAME

The Table

The game was played on our 12 foot x 6 foot table set up as shown on the map.



The Armies

Infantry battalions were organised into units 24 strong – all treated as ‘standard sized’. They were all fairly ordinary in capability apart from the units marked as ‘Veteran’ which had elite status, and those designated as ‘Militia’ which were unreliable, as noted below on their stats. The cavalry units were all six strong which we categorised as ‘small’ and all stats were adjusted

accordingly. Some of the cavalry were also given elite status as noted in the lists below. The group of clergy were considered a ‘tiny’ unit comprising six figures in all – their presence was kept secret by the umpire until they were ready to rush out of their monastery and wreak mischief!

All infantry carried the standard smoothbore musket whilst all cavalry firearms were considered to be part of their close fighting equipment and were therefore ignored for ranged fire. All cavalry for this game were equipped with lances – following 1835 all Isabelino line and light cavalry were so equipped. All Artillery and Horse Artillery were standard smoothbore weapons, the Carlists’ Mountain Gun was treated as a battalion gun with a range of 24", being essentially a small mobile cannon.

Both sides were given a Staff rating of 8 throughout – neither great not especially poor – just solidly average.

ORDERS OF BATTLE

The Isabelinos

General in Command

First Brigade

- Brigade Commander
- 1 Battalion Royal Guard
- 1 Line Battalion
- 1 Light Battalion
- 1 Squadron British Lancers (Small+Veterans)
- 1 Foot Artillery & limber

Second Brigade – British

- Brigade Commander
- 2 Battalions British Foot
- 1 Battalion Royal Guard (Veterans)
- 1 Horse Artillery

Third Brigade (Militia)

- 1 Line Battalion
- 2 Battalions National Guard (Militia)

Fourth Brigade (cavalry)

- 2 Squadrons Light Cavalry (Small)
- 2 Squadrons Line Cavalry (Small)

The Carlists

General in Command

First Brigade (advance party)

- Brigade Commander
- 1 Volunteer Battalion (Militia)
- 1 Squadron Line Cavalry (Veteran, Small)

Second Brigade

- 1 Squadron Lancers (Veteran, Small)
- 1 Battalion Infantry (Veterans)
- 2 Battalions Infantry
- 1 Mountain Gun & limber (24" range)

Third Brigade

- Brigade Commander
- 2 Battalions Infantry
- 1 Battalion Infantry (Veterans)
- 1 Volunteer Battalion (Militia)
- 1 Squadron Lancers (Small, Veterans)
- 1 Foot Artillery & limber

Fourth (hidden) Brigade

- Clergy (Tiny, Militia)



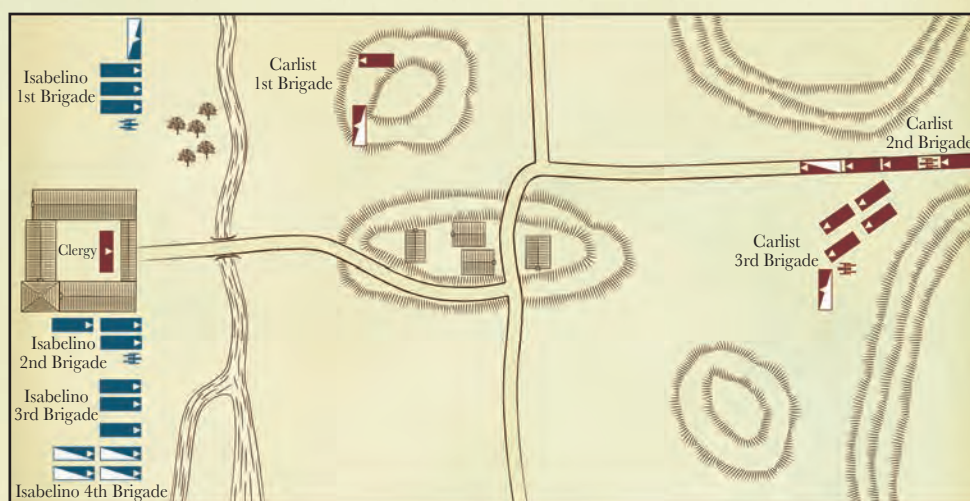
MERINO'S LANCERS LEAD CARLIST FORCES AS THEY EMERGE FROM THE DEFILE

Dispositions

The Isabelinos can deploy within 24" of the eastern table edge either side of the monastery. The Carlists enter from the western defile and can be deployed up to 24" along the road or within one move of the road but no further than 24" from the western edge. In addition, the Carlist advance party consisting of one infantry, and one cavalry unit begin the game on the hill to the south of San Miguel.

The presence of the clergy in the monastery was kept a secret at this stage in the game and only revealed by the umpire when they appeared. The umpire secretly rolled at the start of each Carlist turn, with the clergy appearing on the roll of a 6 on the first turn, a 5 or 6 on the second, a 4, 5 or 6 on the third and so on.

The deployments used by our players are shown on the map opposite. The Isabelinos are poised for a big push to the north of San Miguel with the bulk of their troops and almost all the cavalry deployed to the north of the monastery. The southern wing is relatively weak, but should prove sufficient to drive off the Carlist advance party and establish a domineering position on the opposite hill. The Carlists have also deployed the bulk of their strength



towards the north, aiming to make a line stretching from the hill in the north-west to the town. Meanwhile the rest of the Carlist army is poised to dash down the road and grab San Miguel or, failing that, form a southerly extension to the main line.

Objectives

Both armies aim to capture the town and drive off their enemy – the side in possession of the town at the end of the game will be the winner and some consideration will be made as to the battle-worthiness of both armies once the battle is over.

Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line/Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire
Veteran Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Elite 4+
British Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire
Militia Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable
Clergy	Infantry	Smoothbore Muskets	1	1	3+	1	Skirmish
Veteran Lancers	Cavalry	Lances	6	-	4+	2	Lancers, Small, Elite 4+
Light Cavalry	Cavalry	Lances	5	-	4+	2	Marauders, Small, Lancers
Line Cavalry	Cavalry	Lances	5	-	4+	2	Small, Lancers
Horse Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	-

Special Rules

First Fire. Aside from the Militia units, all infantry get the First Fire rule – they add +1 shot the first time they shoot.

Elite 4+. Veteran units are designated as elite – they can attempt to reorder their ranks if disordered and do so successfully on the dice roll of 4 or more.

Marauders. The Light cavalry and horse artillery get the standard ‘light cavalry’ rule – they ignore the distance penalty when given orders.

Small/Tiny. All small and tiny units have had their stats reduced accordingly.

Skirmish. As a tiny unit, the clergy fight as skirmishers.

All infantry battalions have the ‘must form square rule’ rule. Infantry can only go into skirmish order to enter terrain they could not otherwise enter – apart from the tiny unit of Clergy which is restricted to skirmish formation as noted above. All infantry battalions apart from militia can form ‘mixed formation’ (ie, deploy skirmishing companies ahead of their main body).

Note that for this battle we did not designate any units as skirmishers apart from the clergy or give any troops the ability to skirmish other than to enter terrain.

The most significant troops we didn’t employ for this battle were the Isabelino Guard Cavalry of which were four regiments. Two of these were sword armed with some troopers carrying carbines, in addition (the carbine armed being Tiradores) one was equipped with carbines throughout (Cazadores) and one was formed of Lancers (Lanceros).



HOW IT PLAYED

We rolled randomly for the first turn and it fell to the gallant Isabelinos to open the battle. The 1st brigade, spirits buoyed no doubt by the morning sunshine, smartly forded the river and marched through the scattered trees on its opposite bank, giving little heed to the rag-tag warriors on the hill before them. North of the monastery, the three remaining brigades got off to a slow start only just reaching the river by the time their compatriots in the 1st brigade had already crossed further downstream.

The Carlist advance party could not believe the audacity of the Isabelinos' bold progress in column of march. Whilst the Volunteer foot took up a commanding position on the hill, the cavalry swept upon the exposed Isabelino artillery, scattering its horses and crews before smashing into the advancing infantry columns and knocking them back across the river. Victorious but now exhausted, the Carlist cavalry fell back towards the town where their commander hoped to rally them for another attack. Meanwhile the Carlist main force advanced steadily according to its plan of attack – the 2nd brigade marching towards San Miguel whilst the 3rd brigade spread out into the plain.

Somewhat chastised, the Isabelino 1st brigade regrouped and formed into lines – clearly the Carlists were not going to be the pushover they had first thought! The British

Lancers spurred forward to cover the 1st brigade's redeployment, smashing into the Carlist cavalry who were still attempting to regroup to the south of San Miguel. A fierce fight ensued until both cavalry formations withdrew exhausted – both being shaken and therefore unable to fight on. Meanwhile the 1st brigade's infantry opened fire upon the Carlist Volunteers – at long range it proved a waste of



ARMED CLERGY – THOU SHALT NOT BE KILLED BEDAMNED



ISABELINOS AND BRITISH AUXILIARY LEGION FORDING THE RIVER



ISABELINO LINE AND LIGHT CAVALRY PUSHING FORWARD

both ammunition and the battalion's 'first fire' bonus as no hits were scored.

Meanwhile the Isabelino infantry north of the monastery attempted to ford the river but progress proved rather slower than their commanders had hoped. Their accompanying cavalry crossed the river upstream and pushed forward, passing San Miguel on their left and reaching the road roughly half way across the plain.

Seeing the enemy horsemen advancing towards them, the Carlist 3rd brigade swiftly manoeuvred from column of march into line. The brigades' formation now extended from the slopes of the small hill in the north-west to the ridge at the top of which stood the town of San Miguel. The accompanying artillery deployed and opened up upon the enemy cavalry – round shot bounced through the horsemen's ranks without noticeable effect. As hostilities began in the plain, the 2nd Carlist brigade redoubled its pace, the leading infantry battalion reaching and entering San Miguel whilst the accompanying Lancer swung round to cover the southern approach. The remainder of the column began to form a line along the road leading

southward from the town, with only the last battalion still in column of march to the west of San Miguel.

The Isabelino commanders watched the Carlists march into San Miguel and cursed the sluggishness of their initial advance. The Isabelino General decided to divide his troops. The 2nd brigade, consisting of the veteran Spanish Royal Guard and British regulars, launched an attack upon the town. The 3rd brigade, including the militia battalions, advanced into the plain towards the Carlist lines. Southwards, the 1st brigade advanced cautiously and occupied the high ground whilst the British Lancers rallied beside them.

Meanwhile the Isabelino cavalry in the north started to make their numerical superiority felt. One squadron of lancers skirted the edge of the town and encountered the single straggling unit of Carlist infantry still marching towards San Miguel. It was a daring move, aiming between the two wings of the opposing army at a vulnerable point, and it caught the overconfident Carlists by surprise. However, to the amazement of all, the Carlist infantry put up such a fight that the result was a stalemate and the

cavalry were obliged to withdraw (the infantry managed to make five out of six saves – quite something against charging Lancers!).

Battle now erupted across the field. In the centre the Spanish Royal Guard led the attack on San Miguel – taking punishing fire from the defenders but charging home regardless. Despite being beaten in the combat, disordered by closing fire, and shaken by mounting casualties, the Royal Guards passed their Break test and continued fighting. Meanwhile the infantry battle began in the northern plain as the Isabelinos opened up at long range, inflicting scattered casualties along the Carlist line and destroying the enemy artillery. In the south, fire from the Isabelino 1st brigade drove away the troublesome Carlist cavalry from the advance party and poured a crashing volley into one of the freshly deployed battalions of the Carlist 2nd brigade.

It was at this moment that the umpire revealed the presence of the Carlist sympathisers in the monastery. Whether they were priests, monks or a mixture of both we were never too sure – but we all agreed they were less than perfect exemplars of the creed of brotherly love. Swathed in black, they disgorged from the monastery gates and began to shoot the nearest British battalion in the back. As if this weren't bad enough, the Carlist Lancers from the 2nd brigade managed to manoeuvre round the outskirts of the town and fell upon the flanks of the Spanish Royal Guard just at the very moment they were engaged in a life-or-death struggle with the town's Carlist defenders. The Royal Guard tumbled like a pack of cards and the Carlist Lancers plunged forward into the adjoining British battalion, routing it as well! The victorious Lancers swept forward into the open space to the north of the town leaving the Isabelino 2nd brigade reeling and broken! The Isabelino commanders gaped with horror at the sight of the Carlist Lancers who had not only wiped out their best infantry brigade but now appeared to have free rein behind their own lines.

The fire fight between the opposing infantry continued with mutual exchanges of fire but very little effect. The remaining British battalion managed to turn about and volley the treacherous clergymen, but the crazed clerics held their ground. The Isabelino cavalry brigade turned about to confront the Carlist Lancers. Whether it was exhaustion or just a sudden realisation of their predicament, the Carlist Lancers failed to move in response and once more the armies settled down for a protracted exchange of fire. In the south the Carlists scored the only notable success as they managed to wheel their cannon forward and the extra weight of its fire soon sent an Isabelino battalion fleeing.

Although the Isabelino cause was starting to look hopeless, there was good news in the north as two units of Isabelino cavalry fell upon the heroic, if doomed, Carlist Lancers.

The Carlist Lancers were quickly overthrown and scattered to the four winds but they had succeeded in disrupting the whole of the Isabelino's northern wing and drew most of the serviceable cavalry away from the main fighting at a critical moment. Only one Isabelino cavalry unit now remained in fighting condition facing the Carlist battleline, and that mounted a brave charge upon their opposing number – the Carlist Lancers from 3rd brigade. It was a courageous attempt to rekindle a victory from the ashes of defeat, but the dice were not kind and both cavalry units fought with no clear result.

Meanwhile in the south, a unit of Carlist infantry broke under the pressure of Isabelino fire and a charge from the rallied British Lancers. It was the only encouraging sign in a battle growing increasingly desperate. The Isabelinos had established control of the southern part of the battlefield but their troops were looking decidedly thin on the ground. The Carlist commanders saw how matters laid and pressed their advantage in the north, driving back the Isabelino infantry with a series of well aimed volleys. Once more the remaining Carlist and Isabelino cavalry clashed – and once more the fighting proved indecisive.

By the end of the final Carlist turn (turn 6 of the game) the Isabelinos had begun to give ground in the north and had too few troops left in the south to do more than sit tight and defend the highground. The town of San Miguel remained firmly in the hands of the Carlists and the Isabelino commanders reluctantly conceded defeat. It had been a bloody and close-fought battle with some surprising and ambitious moves by both sides. Upon reflection it was agreed that it was the Carlist's rapid march into San Miguel that had won the game for them, together with the remarkable resistance of the infantry column that had so valiantly fought off the charge of the Isabelino Lancers. The attack of the Spanish Royal Guard on the town had been the best chance the Isabelinos had of taking San Miguel – but frontal attacks on built-up areas are always fraught with danger and the Carlists' devastating closing fire had pretty much sealed the Royal Guard's fate. The rather cheeky attack of the Carlist Lancers right into their flank had turned the certain defeat of one unit into defeat for the whole brigade – after which the Isabelinos struggled valiantly just to stay in the fight. Still it had been an excellent game with some exciting moments, and a real treat to command such marvellously sculpted and painted armies.





Crimea River

The Crimea 1854

Our Crimean game must begin by tipping a metaphorical hat to the two inspiring film versions of *The Charge of the Light Brigade*. The earlier rather less politically correct version with Errol Flynn has a dash about it that thrills even today! The later movie by Tony Richardson is memorable for many things: the wonderful animations from Richard Williams, some stirring cavalry sequences, and a glimpse of the previous infantry action at the river Alma. In this we are treated to English and Scottish redcoats splashing across the river to storm the opposite heights occupied by Russian artillery in redoubts. It's a splendid if rather short scene and one which famously ignores the French contribution to the action. What better place to begin our tale from the Crimean war!

This battle was fought using the Crimean War collection of Dave Andrews; armies that had never set foot on a wargames table before that very game. As I hope the accompanying photographs testify, both armies were beautifully painted and the sense of occasion was palpable.

Taking into account the models available, we concocted a battle where the British infantry would assault across a river and up the slopes on the other side to attack Russian emplacements. Of course, in the real Battle of the Alma the French and British were allied together against the Russians. Famously, Lord Raglan got a bit confused at times and referred to the Russians as 'the French', old habits dying hard and all that. As we didn't have any French, we decided to proceed without allied support – the game would be loosely inspired by the action at the Alma but is plainly not an attempt to recreate it accurately. This would at least prevent confusion in the mind of our Lord Raglan!

The Battle of the Alma was fought in 1854, one in a series of battles that pitted the British, French, Turkish and

Sardinian armies against the forces of Tsar Nicholas of Russia. The conflict came to be known as the Crimean War. It is a war that epitomised military incompetence and neglect for the common soldier in all the armies. Our teams declared themselves well up for the role of recreating the ignominious part played by their forebears. They were to prove men of their words all.

THE ANTAGONISTS

Dave Andrews, as Lord Raglan, took overall command of the British players, arranging his brigades on the far bank of the river Alma. His orders were to storm the heights and take the Russian heavy guns despite their protective earthworks (also sculpted by Dave). The Light and Heavy brigades of cavalry with accompanying artillery would provide support that was lacking in the original battle.

The Russian players were ably led by Alan Perry filling in for the splendidly named Prince Alexander Sergeivich Menshikov. They had merely to hold their nerve and wait for the thin red line to attempt to take the guns! Alan's team looked surprisingly confident considering their numbers, and this unnerved the opposing players somewhat. We all knew that Dave had not yet managed to paint any Russian cavalry. What the British players did NOT know was that the crafty umpire had just taken delivery of 100 painted Russian dragoons and Cossacks for his own army! These were kept hidden in a shoe box, a fact known only to the Russian players and Lord Raglan, who was informed of the trick before the battle so no hard feelings would follow. He was of course a perfect gentleman and kept this bad news from his fellow British players, merely reminding them to watch out for French on their flanks!

*"We don't want to fight but by jingo if we do..
We've got the ships, we've got the men, and got the money too!
We've fought the Bear before and while we're Britons true,
The Russians shall not have Constantinople..."*

MacDermott's War Song (1878) by G. W. Hunt hails from a later crisis when the Russians threatened Turkey via Bulgaria, but sets the tone nicely for our Crimean game.





THE PAGEANTRY OF THE BRITISH ARMY. GOD BLESS HER MAJESTY!

THE WARGAME

The Table

The table as set up opposite gave us a battlefield 9 foot by 5 foot with the Alma river running along the full length of the British lines. The river was deemed fordable throughout – we wanted to see our Redcoats splashing across after all!

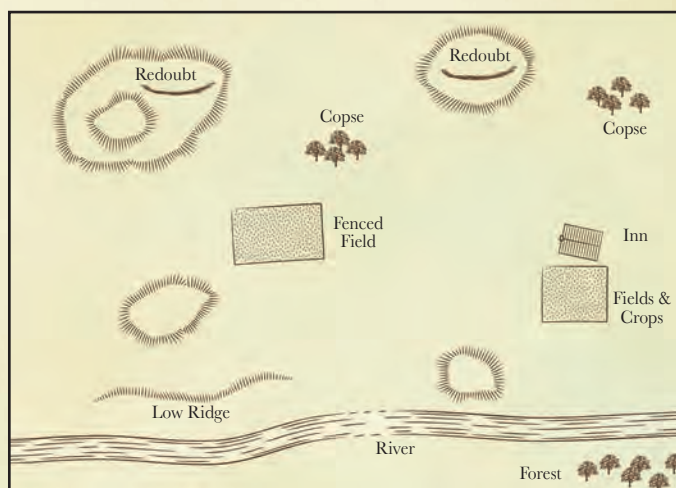
The scenic features encompassed a small farm on the right of the British advance and two dominating hills on the Russian side, crowned with two redoubts bristling with cannon.

The Armies

All Russian line units were designated as Stamina '4' to reflect the traditionally stoic Russian infantryman. The Russians were largely armed with recently converted smoothbore flintlocks and we gave these the standard musket range of 18". Although a few Russians in each regiment were issued rifles, we didn't think this significant at this scale of representation. The cult of the bayonet was the Russian way!

The Russian cavalry remained 'secretly' off-table in their shoe box awaiting a successful order to move from the baseline. Four pieces of heavy artillery were placed in the two redoubts. We agreed on some sighting restrictions as the embrasures on the redoubt would cut down on the field of fire. As it turned out, the Russian guns had plenty of targets to choose from.

The British units included the Brigade of Guards who fought in tall bearskins and who we gave Stamina '4'. We also fielded the 'Light Bobs' Light Infantry and the famous Rifles whom the Russians describe as being dressed in black, although bottle-green in reality. We made sure we had a fearsome Brigade of Scots to hold the 'thin red line' and gave them the benefit of the 'tough fighters' rule. By this time the British army had re-equipped with the Minie rifled musket which was



accurate out to 300 yards. The Russians even reported taking casualties at 1,200 yards from British fire. We therefore classed the British as armed with rifled muskets with 24" range.

We added the Heavy and Light Brigade to the British troops with field and horse artillery to make up a flexible and balanced force. All British cavalry units were designated as 'small' at six figures each and given appropriate stats.

Lastly, we assigned each force its Staff rating. It has to be said that none of the commanders at the actual Battle of the Alma emerged with flying colours. We thought that on balance the British forces had more local initiative than the Russians, so Raglan and the British were granted a 9 and the clumsy Russians 8. Undoubtedly generous in favour of the British, but we felt this would give the attacking forces the impetus needed to push forward in the face of the Russian guns.

ORDERS OF BATTLE

The British

General in Command

- Lord Raglan (best played by the most easily confused yet genteel member of your group).

First Brigade (Left hand Brigade)

- Brigade Commander General Pennefather
- 1 Battalion 95th Rifles (32 models) Sherwood Foresters
- 1 Battalion 55th Foot (32 models) Border Regiment

Second Brigade (Scottish)

- Brigade Commander General Cambell
- 1 Battalion 93rd Foot (32 models) Argyll and Sutherland Highlanders
- 1 Battalion 79th Foot (32 models) Cameron Highlanders

Third Brigade (Guards)

- Brigade Commander General Bentinck
- 1 Battalion Grenadier Guards (32 models)
- 1 Battalion Coldstream Guards (32 models)
- 2 Foot artillery batteries

1st Cavalry Brigade (Light Brigade)

- Brigade Commander Maj-General Lord Lucan (best played by the most lunatic fellow you can muster)
- 4th Light Dragoons (6 models)
- 15th Light Dragoons (6 models)
- 8th Hussars (6 models)
- 11th Hussars (6 models)
- 17th Lancers (6 models)
- 1 battery of horse artillery

2nd Cavalry Brigade (Heavy Brigade)

- Brigade Commander Brigadier-general The Honourable James Yorke Scarlett
- 4th Dragoon Guards (6 models)
- 5th Dragoon Guards (6 models)
- 1st Royal Dragoons (6 models)
- 2nd Royal North British (6 models) Scots Greys
- 6th Inniskilling Dragoons (6 models)

The Russians

General in Command

- Prince Menshikov (he was described once as an 'imperious bully' - surely not a gentleman!)

First Brigade

- Brigade commander General Gorchakov
- 2 Battalions of the Volhynia Regiment (32 models each)

2nd Brigade (eastern Group)

- Brigade Commander General Kvetzenski
- Battalions Kazan Regiment (32 models each)

3rd Brigade (western Group)

- Brigade Commander General Kiriakov
- 2 Battalions Moscow Regiment (32 models)

1st Cavalry Brigade

- Brigade Commander Ivor Nastikof
- 2 Regiments of Don Cossacks (12 models in each)
- 2 Regiments of Light Dragoons (12 models in each)

2nd Cavalry Brigade

- Brigade Commander General Kikabolokov
- 2 Regiments of Cossacks (12 models in each)
- 2 Regiments of Light Dragoons (12 models in each)

1 Horse artillery battery

- Large redoubt with 2 guns
- Small redoubt with 2 guns

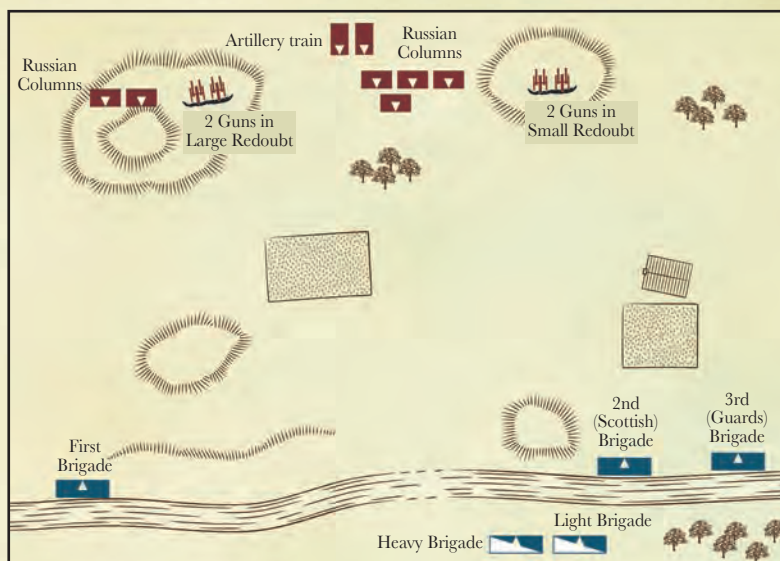


Dispositions

The Russians were allowed to deploy on their back line as far in as their fixed earthworks (approx 8" onto the table). The two secret cavalry brigades could enter anywhere along the back line or up to 12" forward on either flank, but needed to pass an unmodified Command roll to move on to the battlefield (still a lottery with a Command of 8).

The Russian guns were placed in the redoubts and considered immovable for the duration of the game and therefore not subject to orders.

The British forces were free to deploy 6" onto the table anywhere along their back line. The river was assumed to present no significant obstacle. The British could have deployed their cavalry at the start but were allowed to keep their cavalry brigades off the table and to enter on a Command roll in the same way as the Russians – this they duly elected to do.



Objectives

The British are charged with taking either or both of the dominating redoubts. Taking one would be considered a partial victory; taking two would show the Russian Bear that the British Lion had teeth and open the path to Sebastopol and victory! The only caveat was that the British cavalry were to be

husbanded carefully as it was all the cavalry available for the whole campaign. With only 2 hits per unit, this was going to be tricky. If either or both brigades were to be broken, this would count against the British to the tune of a captured redoubt.

For the Russians the task was a simple one: hold your ground and at all costs prevent the British capturing either of the redoubts.



THE RUSSIAN BEAR AWAITS

British Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
55th Foot/ Line Infantry	Infantry	Rifled Muskets	6	3	4+	3	First Fire, Steady
Grenadier/ Coldstream Guards	Infantry	Rifled Muskets	6	3	4+	4	First Fire, Steady
Highlander Regiments	Infantry	Rifled Muskets	7	3	4+	3	First Fire, Steady, Tough Fighters
Light Infantry/ 95th Rifles	Infantry	Rifled Muskets	6	3	4+	3	Sharp Shooters, Skirmish
Dragoons/ Scots Greys	Cavalry	Swords	6	-	4+	2	Small, Heavy Cavalry +1, Ferocious Charge
Lancers	Cavalry	Lances	5	-	4+	2	Marauders, Ferocious Charge, Small
Light Dragoons/ Hussars	Cavalry	Sabres	4	-	4+	2	Marauders, Ferocious Charge, Small
Horse Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	

Special Rules

The British infantry are armed with rifled muskets throughout. Aside from the Lancers – who have lances – cavalry are sword armed and no account is made of firearms carried. All artillery is muzzle loading and essentially unchanged since Napoleonic times. British Staff rating was fixed at 9 for the not entirely justifiable reasons given.

Ferocious Charge. British cavalry have the Ferocious Charge rule and can re-roll misses when they charge into combat.

First Fire. The British infantry are given the First Fire rule – they add +1 shot the first time they shoot. We felt this was a good way to represent the fire control and discipline from the British redcoats, and it tallies with Russian accounts.

Heavy Cavalry +1. Note the cavalry of the Heavy Brigade have been given the Heavy Cavalry rule (bonus to their combat result) but at +1 rather than the +D3 for genuine ‘heavies’.

Marauders. Hussars, Light Dragoons, Lancers and Horse Artillery get the standard ‘light cavalry’ rule – they ignore the usual distance penalty when given orders.

Sharp Shooters. The Light Infantry/Riflemen are sharp shooters – they can re-roll one missed shot per turn.

Skirmish. The Light Infantry/Riflemen are able to adopt a skirmish formation. Note that other troops can also adopt a skirmish formation but only to enter terrain that they could not otherwise enter or as part of a mixed formation (as below).

Small. All the British cavalry units are ‘small’ (six figures) in keeping with the much reduced strength of the British cavalry in the Crimea due in no small part to sickness amongst men and horses. The stats as given have been adjusted for unit size.

Steady. The British infantry are given the Steady rule allowing them to pass their first Break test with the best possible result.

Tough Fighters. The Highlanders are given the Tough Fighters rule allowing them to re-roll one missed attack each turn.

All Crimean War regular infantry have the ‘must form square’ rule and, unless they have the ‘skirmish’ rule, can only go into skirmish order to enter terrain they could not otherwise enter and are obliged to reform as soon as they leave such terrain. Line infantry of all nations can form ‘mixed formations’ (ie, deploy skirmishing companies ahead of their main body).



Russian Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Russian Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	4	Reliable Attack Column
Reserve/ Militia	Infantry	Smoothbore Muskets	5	2	4+	3	Unreliable
Light Dragoons	Cavalry	Sabre	6	-	4+	3	Marauders
Cossacks	Cavalry	Lance	5	-	5+	3	Unreliable, Lancers Marauders
Don Cossacks	Cavalry	Lance	5	-	5+	3	Unreliable, Lancers Marauders
Horse Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Steady

Special Rules

Although we made all of our Russian infantry solid Line Infantry types, we've included the stats for poorer quality troops (reserves and militia) of which there was no certainly shortage in the Russian army. Had we a few more regiments at our disposal, we would undoubtedly have fielded at least one brigade as militia.

The Russian infantry are armed with smoothbore muskets with 18" range, cavalry are armed with sabres – although the Don Cossacks have lances in addition. Cannons are smoothbore muzzle loaders of traditional type.

Reliable attack column. We made Russian infantry Reliable (+1 Command) when in Attack Column or mixed Attack Column formation (ie, Attack Column with skirmishers deployed to the front). This encourages the Russians to advance into close combat en masse which was the accepted and most often seen Russian tactic.

Unreliable. Russian troops such as militia, sailors, reservists and Cossacks are considered Unreliable. This does not mean they are cowardly but unused to strict orders and discipline and therefore not always predictable. Unreliable troops may not move on a Command score equal to the Command roll required.

Marauders. Light Dragoons, Cossacks and Horse Artillery get the 'light cavalry' rule – they ignore the usual distance penalty when given orders.

Steady. On this occasion we gave the Russian artillery defending the redoubt the 'Steady' rule – which means they automatically roll the best result possible for their first Break test. For most troops this is an automatic pass – though not always for artillery! Bear this in mind.

As described for the British, all Russian regular infantry have the 'must form square' rule, can used 'mixed formations' and, unless they have the 'skirmish' rule, can only go into regimental skirmish order to enter terrain they could not otherwise enter. See the entry under the British army.



"I sat and watched the battalion column march towards the approaching groups of Zouaves, when suddenly it stopped and opened fire, but to my astonishment our troops fired off their muskets, held as they were – pointed in the air – without any pretence of aiming."

Bariatinsky

HOW IT PLAYED

After some good natured speculation as to who amongst our six players might be the most entertainingly bumbling on the one hand and the most dangerously psychotic on the other, we appointed Dave Andrews to the post of Lord Raglan and Alan Perry to that of Prince Menshikov – though frankly we were spoilt for choice on both counts. Your Majesty's humble servant – John Stallard – elected to bravely take on the role of War Correspondent and occasional arbiter, impartial or otherwise.

The remaining posts were filled out by lottery with the exception of the Scottish regiments which naturally fell within the remit of Bob Naismith – as brave and true a kiltie as they come.

Each player from each side rolled a dice each, and the side with the highest total score was given the chance to take the first turn. Raglan's men proved the more fortunate and their commander announced his intention to commence hostilities forthwith.

At the Alma the British were criticised by allies and enemy alike for their slow, ponderous approach march. This was handsomely replicated in our game when the very first order was blundered; the left-most brigade misinterpreting

their order to advance at quick march and the green-clad rifles marching smartly off the battlefield to hoots of derision and cries of "Shame! What would the Queen say!"

The Brigade of Guards, unkindly dubbed the 'wooden-tops' by their supporting arms, also failed to advance and continued to redress their ranks in the face of the enemy. That left the Scots Brigade, who with characteristic fervour raced forward a full 36" into the teeth of the Russian left flank. It was a fearsome display of courage which left the brigade horribly exposed. The two foot batteries moved onto a small ridge but were slow to unlimber.

All in all, it was not a good first move for Lord Raglan who promptly declared himself well satisfied and thoughtfully reminded his compatriots to watch out for the French on their flanks.

The Russian first turn also began with a blunder from one of the two central infantry brigades which, perhaps overawed by the majestic appearance of the Guards Brigade opposite, moved aimlessly to their left. The other central brigade shuffled over to support the adjoining redoubt which looked in imminent danger of being outflanked by angry Scotsmen. The right hand brigade



RAGLAN UNLEASHES HIS CAVALRY

calmly marched to the top of the heights to support the redoubt and proceeded to jeer at the feebleness of the British advance. First blood went to the doughty Russian artillerymen who landed a hit on one of the opposing guns.

Not much liking being jeered at, the British responded by surging forward gloriously; all three brigades advancing in a continuous line towards the Russians. A crashing volley from the Guards disordered a Russian battalion whilst still out of range of return fire.

The Russian response was to let rip with artillery fire at the Grenadier Guards and the regiments supporting them on either side. The casualties inflicted would surely have broken any normal unit, but the Guards played their Steady! rule and hung on.

Fearing that things were in danger of turning into an ungentelemanly brawl, Raglan sounded the order to bring the British cavalry onto the field. The gallant horsemen wasted no time and ploughed straight into the Russian infantry opposite. A swirling mêlée began and the Russians suffered heavily, but thanks to their four hits they managed to hold their ground.

The charge of the British cavalry was met by the headlong counter-attack of the Russian cavalry advancing rapidly from their shoe box, onto the battlefield, and up the middle of the table to relieve the hard-pressed Russian infantry. It was a nasty shock for the British! The middle of the field was soon a charnel house as squadron after squadron charged, counter charged, fell back, and swept forward in quick succession.



BRITISH HORSE ARTILLERY SUPPORT THE CAVALRY



THE RUSSIAN HORDE COUNTERATTACKS

On the British right the Scots found themselves being shot down by point-blank canister fire from horse artillery and further menaced by the guns in the redoubt. Meanwhile, the British advance was stalled on the left wing as units fell into disorder, but they courageously refused to retreat, passing all Break tests required.

"At about midday English rifle bullets, with their characteristic ricocheting 'ping', began to fly overhead – a sound not heard before by our troops who had never been under fire and knew little of rifles. It filled most of the men with alarm so that they kept asking each other in frightened tones what the sound was, though in reality they must have known."

Unknown Russian NCO

Meanwhile a crafty Russian brigade commander (it was Rick Priestley – name and shame I say!) in a desperate

attempt to save his centre ordered a particularly underhand manoeuvre, charging the gallant Scots Greys (who had hitherto been doing sterling work) simultaneously in both flanks. In the twinkling of an eye it was all over for the brave Scots cavalry who broke and fled.

The battle finished on the sixth turn – with the majority of the British brigades broken and the army therefore obliged to withdraw. Raglan had little left to fight with in the centre; his army's left wing remained tied down in front of the artillery; and even the doughty Scots had been forced back by the weight of Russian fire-power. Both armies had been fought to a standstill, but the Russians still held the high ground and crucially their heavy guns. The Russian Bear had prevailed!

It was a blooding that both armies will remember and a fantastic game played by some good friends who played up and played the game. My thanks go to Rick, Paul, Alan, Mike, Peter, Bob and, of course, Dave Andrews.

*Your Correspondent in the Field,
John Stallard.*

Daybreak at Hangman's Creek

North America 1860s

The American Civil War provides plenty of inspirational source material for enthusiasts of military history, and it is one of the most popular subjects amongst those who choose to fight battles with model soldiers. The story behind this particular game is pure invention, but it is not untypical of the smaller kinds of actions fought between the Union and Confederate forces in the eastern theatre.

The idea for this encounter is that a Confederate division is making a surprise dawn attack upon Union forces guarding a town and its important gun foundry and munitions works. The Union commander will have to fend off the initial assault to give his subordinates time to muster a credible defence. The Confederate commander will need to quickly seize one or more objectives before the Union troops can organize themselves to stop him.

The armies used for this game belong to the indefatigable Alan Perry and Michael Perry. When the game was fought, they had been recently reinforced by regiments of infantry from the Perry Miniatures range of plastic models. The game would therefore prove a severe test of the notion that plastic warriors fight just as hard as their metal equivalents

– though truth be told it was well-nigh impossible to tell them apart without picking up the models when the difference in weight became immediately apparent.

THE ANTAGONISTS

With three players per side, each took charge of a brigade whilst one player took on the additional responsibility for overall command.

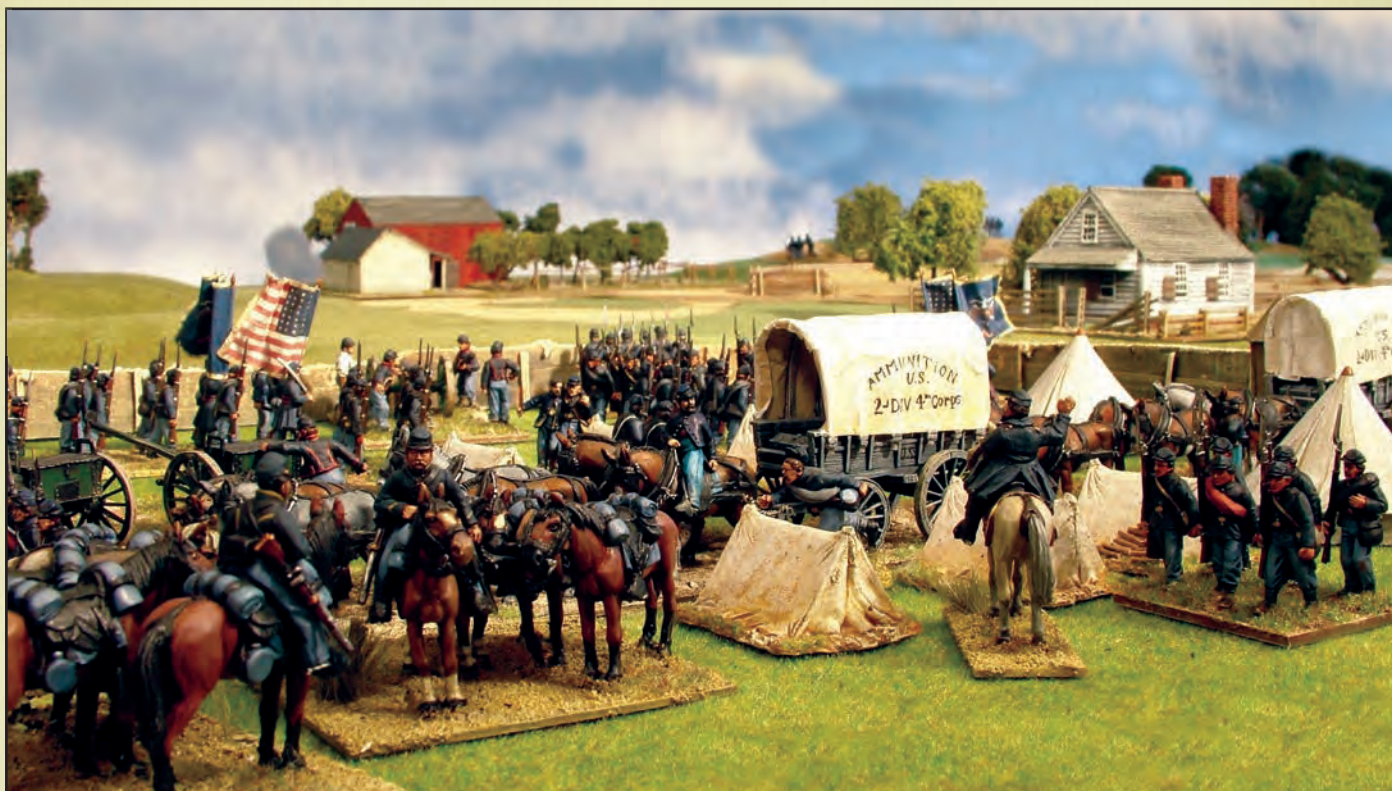
Rick Priestley assumed control on behalf of the South with his army divided into three brigades of infantry together with two guns but no cavalry. The Confederates began the game poised to enter the battlefield along the designated table edge behind the long ridge and between the hill and farm. Their orders were to capture the town, the camp and/or the gun foundry – preferably all three.

The Union forces were led by Alan Perry and comprised a similar force of three brigades divided between the three main objectives, and a single regiment on picket beyond the town. His instructions were to hold his position and prevent the gun foundry, town and camp falling into enemy hands.



"I think I understand what military fame is; to be killed on the field of battle and have your name misspelled in the newspapers."

General William T Sherman

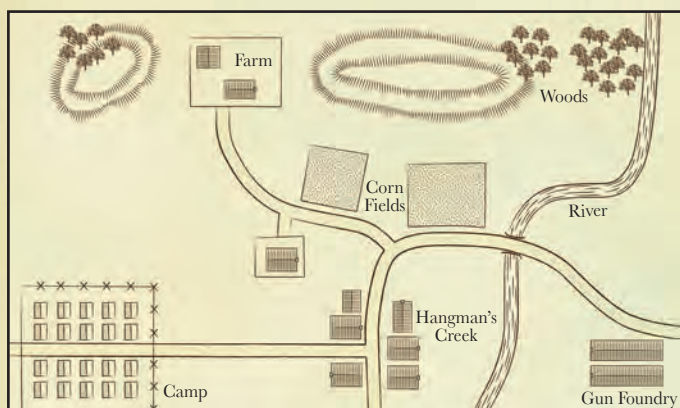


THE PEACE OF THE UNION CAMP IS SOON TO BE SHATTERED

THE WARGAME

The Table

The game was played on our 12 foot x 6 foot table set up as shown on the map.



The Armies

With six players and one entirely new to the game, we decided not to overcomplicate matters. Although the armies are reasonably large, we kept things simple by not adding too much in the way of elite forces or special rules. As it happens this rather suits the character of American Civil

War conflicts – the dice proving to be entirely democratic arbiters of capability.

The infantry regiments are organised into units 36 models strong and categorised as ‘standard’ sized. The single cavalry unit of 12 was also considered ‘standard’.

All infantry have rifled muskets of the kind commonly used by both sides: the Springfield, Richmond and British Enfield being the most usual. In the case of the cavalry, these were really more like mounted infantry compared to European cavalry, so we took account of this by allowing them to dismount and provided suitable rules for firing their carbines (see the Stats and Special rules). We assumed that all the artillery pieces were of the muzzle-loading smoothbore type – although more sophisticated rifled weapons had been developed by the time of the Civil War the older types were still used.

Both sides were given a modest Staff rating of 8 for their commanders. We neglected to include the rules for the qualities of individual commanders, judging the self-evident eccentricities of the participants to be as much ‘character’ as anyone could reasonably be expected to bear over the course of one evening.

ORDERS OF BATTLE

The Confederates

General in Command

- Major-General Thaddeus Grope

First Brigade (left flank)

- Brigade Commander:
Brigadier-General Paul Ulysses Sawyer
- 3 Infantry regiments
- 1 Foot artillery

Second Brigade (centre)

- Brigade Commander:
Brigadier-General Richard Ganderpoke Priestley
- 4 Infantry regiments
- 1 Foot artillery

Third Brigade (right flank)

- Brigade Commander:
Brigadier-General Robert Cyrus Naismith
- 3 Infantry regiments

The Union

Commander-in-Chief

- Major-General Jeremiah Wackenham

First Brigade (camp)

- Brigade Commander:
Brigadier-General Alan Abner Perry
- 3 Infantry regiments
- 1 Foot artillery
- 1 Cavalry regiment

Second Brigade (town)

- Brigade Commander:
Brigadier-General Peter Ebenezer Dennis
- 4 Infantry regiments (including picket)

Third Brigade (gun foundry)

- Brigade Commander: Brigadier-General
John Justin Hallelujah 'Hedgerow' Stallard
- 4 Infantry regiments (including one at gun foundry)
- 1 Foot artillery

Dispositions

The Confederates would all begin 'off the table' and would be allowed to move on from anywhere along the indicated table edge in whatever formation they wished. Before the game started, the Confederate commanders therefore divided their forces as already described and decided to enter the table as shown on the accompanying map.

The Union forces began the game scattered and unprepared, some on the table and some off the table bivouacked in their quarters somewhere in the town which we imagined to stretch beyond the table edge.

One infantry regiment from 2nd brigade formed the picket. The picket was allowed to begin the game in skirmish formation anywhere on the table between the town and long ridge. The Union commanders elected to position the picket along the ridge as shown on the accompanying map. This unit was allowed to act before the alarm was raised. The picket was permitted to make one move per turn on its own initiative regardless of whether enemy were within 12" or not (normally units can only use initiative if enemy are within 12"). This was intended to represent the picket's standing orders. As soon as the picket was given regular orders, whether successful or otherwise, this special rule ceased to apply and the picket would then move as any other regiment.

All other Union troops and commanders began the game either off the table or bivouacked and unaware that the attack had begun. These troops and commanders could only begin to act once the alarm had been given. The alarm

was judged to have been given as soon as either side shot at the enemy or once a round of hand-to-hand combat had been fought (whichever happened first).

The three infantry and gun from 1st brigade began in the camp but remained unaware of the attack until the alarm was raised. Until then these troops could do nothing.

A single infantry regiment of the 3rd brigade began at the gun foundry and remained unaware of the attack until the alarm was raised in the same way as the troops in camp.

All the Union Commanders began the game in their quarters in town in the position marked on the map and could do nothing at all until the alarm had been raised. Once the alarm was raised, they could give orders to their brigades, including to troops attempting to march onto the table as described below.

All further Union troops began the game off the table needing orders to enter via the roads before they could join the battle. Once the alarm had been raised, the remaining troops in each brigade could attempt to march onto the table via their indicated approach road (1st brigade via the camp, 2nd brigade through the town, and 3rd brigade from the gun foundry). All orders given to these units measured the distance to the table edge until such time as they entered the battlefield.

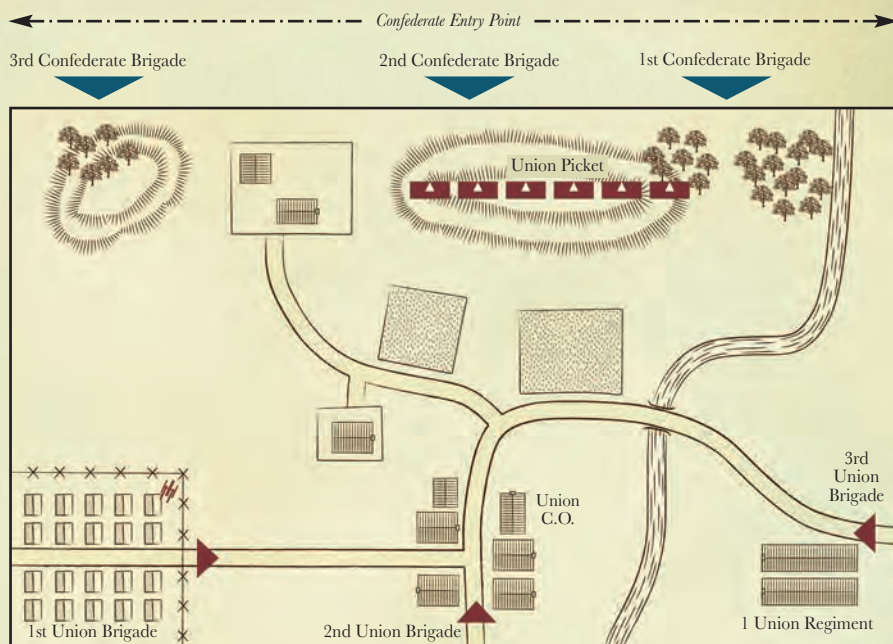
The Union players had the first turn in which the pickets were allowed to move on initiative as already described – giving them the opportunity to either move forward to force a confrontation with their enemy or to take up a defensive

position in any of the surrounding terrain. Bear in mind the Confederate forces were off the table at this point and could not therefore be shot at or engaged in combat, therefore the alarm could not be given. Otherwise the Union forces slept on.

Objectives

The Confederate's objective was to capture the town, the camp and/or the gun foundry – and preferably all three. Capturing any one of these would be a totem victory, two a partial victory, and all three an outright victory, no doubt paving the way for a march onto Washington!

The Union objective was simply to stop the Confederates. A lot would depend upon the Confederates' ability to get across the table quickly before the Union could mount an effective defence. Similarly, the Union commanders couldn't be sure when their reinforcements



would arrive or where the main weight of the confederate attack would fall.

Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Infantry	Rifled Muskets	6	3	4+	3	
Picket	Infantry	Rifled Muskets	6	3	4+	3	Marauders, Skirmish
Cavalry	Cavalry	Rifled Carbine	5	1	4+	3	Marauders, Skirmish
Dismounted Cavalry	Infantry	Rifled Carbine	4	2	4+	3	Skirmish
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	

Special Rules

Infantry are armed with rifled muskets and cavalry with rifled carbine equivalents. All artillery is muzzle-loading smoothbore.

The picket was given the **Marauders** rule assuming they have been briefed to act on the event of enemy activity. This means they ignore the usual distance penalty when given orders. The picket can adopt **Skirmish** formation and must begin the game in skirmish formation representing the strung out picket line. The pickets can reform into a regular line or column during the game if the players wish. We also allowed the picket one free move (initiative) each turn until such time as the player attempted to give them orders. This allowed for a measure of independent action from the start as seemed only fair.

The cavalry was also given the **Marauders** rule as is usual for 'light cavalry' types. The cavalry can dismount and then fight with the stats given, but note they are armed with carbines which have a shorter range than regular muskets. A unit can move and dismount/remount as a single move but requires a specific order to do so. Dismounted cavalry take any Break tests and are otherwise treated as 'infantry' under the rules.

For this particular game we decided that, apart from the picket, infantry regiments could only go into skirmish order to enter terrain they could not otherwise enter. Such units would then be obliged to reform as soon as they left such terrain. The cavalry can adopt skirmish formation if desired.

All commanders were given a Staff rating of 8. In retrospect this was quite a challenge for the Confederates who were dependant on getting their men into position before the Union troops could deploy. Then again, it's also a challenge for the Union who have to bring troops onto the tabletop from the rearward areas.



HOW IT PLAYED

Dawn broke to reveal a Confederate division poised to advance upon the unsuspecting inhabitants of Hangman's Creek. Taken aback by the sudden appearance of an enemy army on their doorstep, the Union picket line withdrew to the centre of the field trying to take cover from the fencing and corn.

The Confederates advanced steadily and formed a broad line along the long ridge between the wood and the farm. Spying the Union picket cowering in the corn fields, the Rebs obligingly blazed away – the sound of gunfire instantly alerting the entire Union command to their presence.

The alarm having been given, the Union Commanders attempted to gather their forces and proved reasonably lucky. The 3rd brigade duly marched onto the field from the road by the gun foundry. The 1st brigade turned out and formed up within their camp. Only the 2nd brigade failed to make an appearance, leaving the Union centre wide open.

The sight of the town and no sight of its defenders tempted the Confederates forward in the centre whilst the flanks attempted to turn to intercept the troops moving against them. At least that was the plan! On the left Sawyer's brigade blundered badly – a mix-up in their orders diverting them towards the town and across the path of the 2nd brigade in the centre of the Confederate line. This appeared to throw the whole attack into disarray – and the pace of the advance was brought to a virtual stand still.

Meanwhile on the Union right flank the 3rd brigade advanced with undiminished celerity, the commander shaking his column out into line along the creek and making a credible defence line in front of the gun foundry.

On the Union left flank troops continued to mill about in camp – perhaps unsure where the enemy were coming from. Fortunately the 2nd brigade – marching to the sound of the guns – made an appearance on the outskirts of the town.



THE CONFEDERATE ARMY ADVANCES PUSHING BACK THE UNION PICKETS

This was all a bit of a blow to the Confederates who had clearly pinned their hopes on an early victory in the centre.

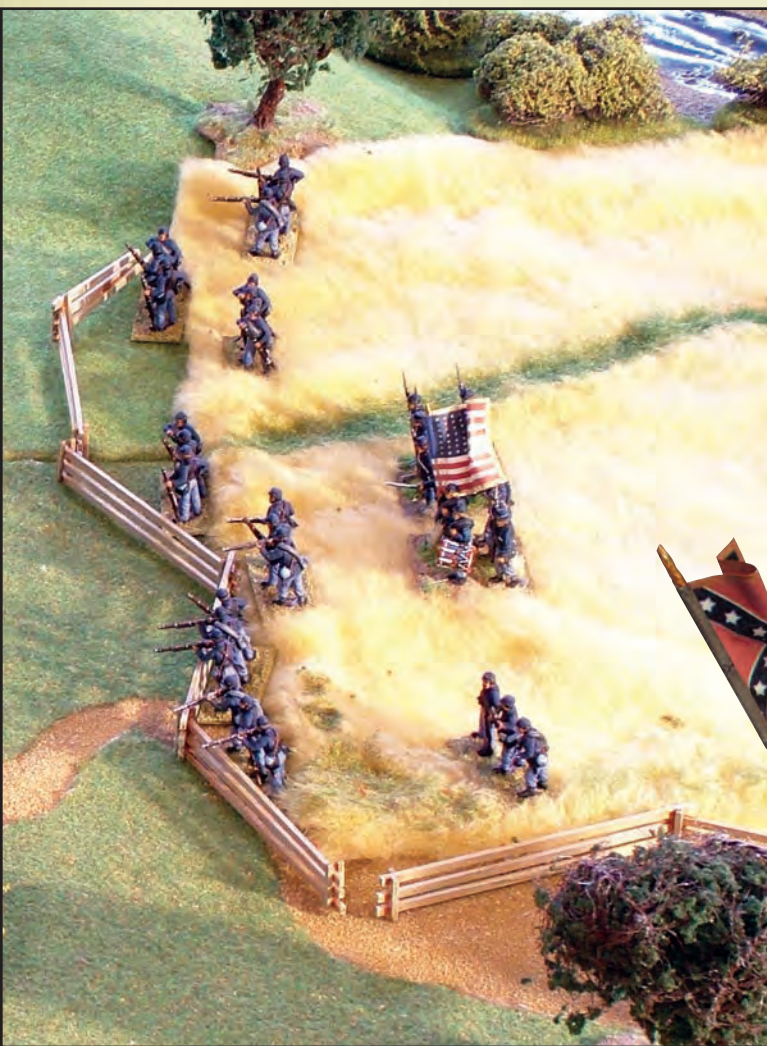
The Confederates moved off through the cornfields, with some regiments turning to their left to face their enemy across the creek. On the Rebel's right flank, the commander seemed unnecessarily cautious of the potential hornets nest represented by the fortified camp now buzzing with alert troops. He therefore decided to veer towards the centre contracting the Rebel line. The Rebels were now so thick in the centre it looked like they might easily be surrounded!

With the Union centre ably defended by regiments of the 2nd brigade, and the gun foundry defended by the 3rd, the battle settled down to a fire fight between these troops and the opposing Rebels. Neither side had left itself much room to manoeuvre. It looked like things would devolve into a brutal slogging match. Casualties started to mount on both sides with the more exposed units falling into disorder.

It was now that the previous reluctance of the Confederate

3rd brigade to go forward was to prove decisive as Union troops finally moved out of their camp and swung round to threaten the gap between the Rebel centre and right flank. The Rebel regiments in the centre had left themselves open to a flank attack, and this was delivered with a blood curdling yell by the Union cavalry (led by the merciless Alan Abner Perry no less). Attacked from front and flank, the first Confederate regiment broke and fled. The Union troops pressed their attack and the cavalry rolled up yet another enemy regiment, crippling the Confederate centre.

All the infantry regiments engaged so far had been pretty badly mauled without the Confederates getting close to any of their objectives. With the untouched Union 1st brigade arriving on the Rebel's right, the South conceded defeat and we called it a day. On consideration it was agreed that the remnants of the Confederate army would have probably retired with the largely undamaged 3rd brigade covering the retreat of Sawyer's and the 2nd, but that is where it was left; a total Union victory and a sad day for the South!



BRIGADIER GENERAL DENNIS' TROOPS ARRIVE IN TIMELY FASHION

"What! What! Men, dodging this way for single bullets! What will you do when they open fire along the whole line? I am ashamed of you. They couldn't hit an elephant at this distance."



Often cited as the last words of Major-General John Sedgewick, the highest ranking Union Commander to be killed during the war – shortly before being struck down by a Confederate sharpshooter.

"A very remarkable people, the Zulu: they defeat our generals; they convert our bishops; they have settled the fate of a great European dynasty".

Prime Minister Benjamin Disraeli. The last remark referring to the death of Louis Napoleon on a scouting mission in Zululand 1st June 1879.

This battle is based upon an action that took place during the Anglo-Zulu War – that savage conflict between two very different, yet in their way equally successful, military systems. Although based on the action described, our game takes considerable liberties in presenting the events as a tabletop battle. It is best thought of as a game inspired by the fighting over Myer's Drift at the river Ntombi rather than an attempt to recreate what happened all those years ago. Many of our games are drawn from actual events in this way – and in adapting historic accounts it is often interesting to allow for what might have been as well as what actually occurred. Our Action at Ntombi is a game of this kind – it takes a real action as its basis but expands upon the forces involved and extends the fighting to include troops that did not engage on the day.

THE ANGLO-ZULU WAR

The Anglo-Zulu war was not a conflict that either the Zulu leaders or British government really wanted. It was brought about by the ambitions of the British High Commissioner for Southern Africa Sir Henry Bartle Frere and a cadre of colonials bent on expanding British influence throughout southern Africa. These people saw the Zulu's kingdom as a threat to the emergent colony of Natal and to the northern expansion of British influence. Frere was convinced that conflict was inevitable and took every opportunity to antagonise the Zulus and talk-up cross-border incidents. His tactics were successful. British forces under Lord Frederick Augustus Thesiger Chelmsford advanced into Zululand to end the so-called threat posed by the Zulus. The scene was set for bloody confrontation.

CAPTAIN MORIARTY'S DILEMMA

It was Captain David Moriarty's rotten luck to be picked by his Major, Charles Tucker, of the 80th regiment of Foot to march five miles north from the safe cantonment of Luneburg to escort an infuriatingly slow supply column. It was even worse luck to discover the column's ox-drawn wagons scattered in a vulnerable string above and below the ford of the Ntombi river at Myer's Drift. Recent rain had raised the river, separating the wagons and forcing Moriarty to camp at the drift until the water level subsided.



Moriarty dutifully followed standing orders to laager his camp until he was prepared to move. He arranged 17 large ox wagons into a defensive barrier, forming an inverted 'V' on the north side of the river with the two 'feet' of the 'V' rested on the river. He placed his men's tents in the laager, and garrisoned it with approximately seventy men. On the south side of the river, Lt Henry Harward, Sgt Booth and 35 men remained to guard two wagons. Moriarty's position was strong but he failed to entrench, and the rising and falling water led to gaps appearing in his wagon line – gaps that a determined enemy could exploit.

The Zulu chief Mbilini was just that determined enemy. Zulu scouts had kept Moriarty's unsuspecting column under constant surveillance. In the early hours of the 12th March,

Action at Ntombi

Zululand 12th March 1879



Mbilini led his men stealthily in a night march to envelop the sleeping British. This was a traditional Swazi battle tactic, but it was very nearly compromised when a warrior accidentally discharged his musket alerting the men in the camp. Alarmed, the troops turned out, but once it became apparent they were not under immediate attack Moriarty ordered his men back to bed. Lt Harward, on the south bank, ordered his men to sleep fully dressed and kitted with weapons to hand.

Creeping through the mealie fields and taking advantage of the mist, the Zulus got to within 70 yards before a sentry spotted them and fired a warning shot.

The Zulus paused only to deliver a crashing volley then

leapt forward shouting their war cry of "Usuthu!" (kill!). Such a well prepared charge could have only one outcome. Captain Moriarty, who had unaccountably pitched his tent outside the laager was speared early on. He fell pistol in hand shouting, "Fire away boys, I'm done!" The soldiers on the northern bank did their best to resist, but were swamped by excited Zulu warriors eager to wash their spears. Those not already slain, realising it was certain death to remain, plunged into the river and tried to join their comrades on the south bank.

Lt Harward and his men had by now formed a firing line ready to blaze away at any Zulu brave enough to rush across the ford. Seeing, however, that their situation was untenable and that they would shortly be outflanked,

Harward ordered Sgt Booth to collect as many men as he could and retreat to Rahbe's farm which lay about four miles further south towards Luneberg. He then made a fateful decision, one that would save lives, but ultimately ruin his own. He mounted his horse and galloped off to Luneberg ostensibly to get help as he was the only man with a horse.

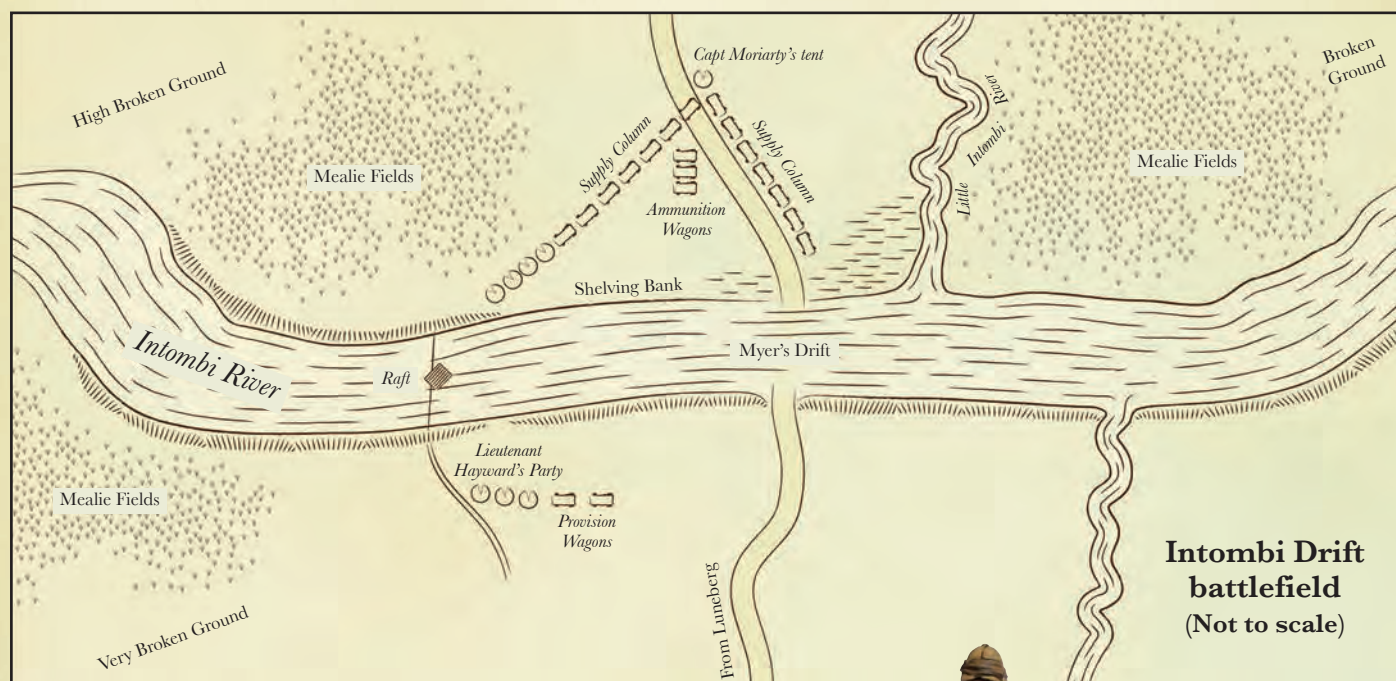
The British army has always been run by its NCOs, and Sgt Booth and his Lance Corporal Burgess were straight out of the book. They gathered up some wounded and naked survivors and fought a masterly retreat, firstly stopping at Myer's mission station, then plucking up courage and carrying on another three miles to the Rahbe farmhouse, stopping only to volley any Zulus foolish enough to close, before meeting up with the relief force and safety.

Lt Harward reached Luneberg much earlier at 6.30 am and alerted Major Tucker who immediately assembled a relief force consisting of the sister companies of the 80th and mounted officers.

The Zulus, well informed as ever, melted away from the oncoming redcoats, taking with them 250 head of cattle, large quantities of ammunition and much of the supplies. They left behind 61 dead soldiers, and 18 civilian drivers, all badly cut up as was the Zulu custom; even the tents were slashed and the dogs slaughtered. Curiously, Moriarty's was the only corpse not disembowelled.

All that the relief party could do was to bury the dead and recover the wagons. The Zulu victory was complete, leaving perhaps 30 bodies of their own at the river bank and a few more killed in the pursuit of Booth's men.

The reputation of Mbilini was enhanced. Sgt Booth received a well deserved Victoria Cross. Lt Harward was court-martialled for deserting his men. Although, acquitted on all charges, Harwood's reputation was in tatters, and he later resigned his commission. Officers simply did not abandon their men, whatever the best of intentions, and his conduct was read out to all regiments in the British Army, so that all would know how an officer and a gentleman was expected to behave.



"Half measures do not answer with natives – they must be thoroughly crushed to make them believe in our superiority. I shall strive to be in a position to show them how hopelessly inferior they are to us in fighting power, altho' numerically stronger."

Lt-General Thesiger, Lord Chelmsford, 21st July 1879



ORDERS OF BATTLE

The Zulus

The Zulus were commanded by Prince Mbilini wa Mswati. His forces are estimated to be between 800 and 4,000 men, although the lower figure is the one generally accepted. The British relieving force who saw them in daylight adjudged their numbers to be as high as 7,000!

The Zulu Impis are armed in their time-honoured fashion with bull-hide shields and assegai. It is recorded that the Zulus fired a great crashing volley before charging in to the British positions, these shots may have come from any or all the units involved, or may have been delivered by skirmishers who had worked their way up close to the river before opening fire. Either way, the Zulu forces had some musketry available to them on the day.

Prince Mbilini wa Mswati The hyena of the Pongolo

Mbilini was one of the most aggressive Zulu commanders and successful in many raids and skirmishes with the British invaders. A Swazi, rather than a Zulu, he soon developed a reputation for cunning cleverness and ruthlessness that made him a feared man. He rode a horse well, shot well, and seemed to understand the white men's ways better than most.

His victory at Ntombe was perhaps his greatest triumph, but his success came to an end, fittingly enough, when he and three other mounted Zulu notables were caught raiding cattle by mounted British infantry and local levies. After a chase, all four Zulus were shot from the saddle, and Mbilini's horse took his dying master back to his homestead at Hlobane. The British patrol that caught him, was made up of officers of the 80th regiment, the victims of his greatest victory at Ntombe.

Commander-in Chief

- Prince Mbilini wa Mswati

Each brigade was assigned an unnamed commander, though splendidly attired (4 in total)

Left horn (first brigade)

- 2 Impi (32 figures each)

Right horn (second brigade)

- 2 Impi (32 figures each)

Head (third brigade)

- 2 Impi from Royal army (32 figures each)

Chest (fourth brigade)

- 1 Impi (32 figures)
- 1 unit of skirmishers (16 figures)
- 1 unit of skirmishers (16 figures)

The two regiments forming the 'head' represent troops from the royal army sent by Cetshawayo – these are the best troops available. The remaining five regiments and two skirmisher units represent troops from Mbilini's clan.

The Zulu player very sportingly organized his forces in the classic Zulu manner, having the two horns to sweep around the arriving British, and a central mass to demonstrate in the face of the British and finally a reserve force kept out of harm's way by the river. He would later be thankful to Shaka's legacy and the soundness of such a simple yet effective battle plan.



THE BRAVE ZULU WARRIORS PLUNGE INTO THE SWIRLING WATERS OF THE NTOMBE



THE DULL BUSINESS OF GUARDING CREAKING WAGON CONVOYS NEVER SEEMED TO END

The British

The British forces involved include a company strength detachment of the 80th regiment (Staffordshire), under the command of Captain Moriarty, together with wagons and drivers.

The relieving force was commanded by Major Charles Tucker, 80th rgt. It comprised the sister companies of the regiment together with a scratch detachment of mounted officers. None of these relieving troops actually encountered the enemy who withdrew as the British approached.

The British units involved in the Ntombe battle had no readily available cavalry or naval units – we were more fortunate than they and decided to take advantage of the models available to improve upon affairs.

Our force is not an untypical assortment of the kinds of troops available to Chelmsford during the campaign, including naval and native units – the latter especially useful for scouting. We therefore divided the force into three brigades – with Sergeant Booth and the remnants of the original defenders represented by a fourth brigade of one small unit.

Commander-in-Chief

- Major Charles Tucker 80th foot

1st Brigade, Lt Johnson

- 1 company 80th foot (16 figures)
- 1 company 80th foot (16 figures)
- 1 company 80th foot (16 figures)

2nd Brigade, Lt Sherrard

- 1 company Naval Brigade (24 figures)
- 1 company Natal Native Contingent (20 figures)
- 1 Gatling gun with 3 figures crew and 4 'puller' team.

3rd Brigade, Doctor Wardrop

- 1 squadron Natal Native Horse (14 figures)
- 1 squadron Frontier Light Horse (16 figures)
- 1 Troop 17th Lancers (8 figures)

4th Brigade, the gallant Sgt Booth

- 1 small unit of stragglers 80th foot (8 figures)

THE WARGAME

Overview

Our battle picks up the action with remnants of Moriarty's force surrounded at Myer's mission station under the command of Sergeant Booth. Meanwhile a substantial relief force is on its way and is about to enter the battlefield. In our game the Zulus have not retreated but instead are preparing to meet the relief force face-to-face – this gives us our battle! The relief force will attempt to rescue the beleaguered British detachment and the Zulus will attempt to use Sergeant Booth and his men as bait to draw the relief force into a trap.

The Table

The game was played out on our 8 foot x 6 foot table and the terrain placed as shown on the map below. The Ntombi river runs the full length of the table with the drift, looted camp and Myer's mission station towards one end. The terrain was laid out so that the Zulus would have opportunities to hide whole regiments and potentially ambush the British relief forces as they moved onto the table. The actual site of the action was covered in mealie fields – a staple crop of the area tall enough for units to disappear into.

We took some liberties with the scene of the battle as we wanted to represent salient features which were, in reality, several miles apart. We resolved to compact the action into a relatively small space and made such compromises as were felt necessary.

Myer's mission station, for want of any other information, we represented as a small wooden farmhouse with two large outside clay ovens. We also set down several Zulu beehive huts as their structure is such an iconic shape and were to be

found, and in fact still are, all over Zululand and Natal.

Dispositions

Booth's unit (the British 4th brigade) begins the game at Myer's mission station. The British relief force deploys south of the river Ntombi along the eastern edge of the battlefield as indicated on the accompanying map. The British begin in march column and any units unable to fit into the deployment area are allowed to enter from the table edge as they receive orders in either their first or subsequent turns.

Once the British have deployed their troops, the Zulus position their forces on the table. The Zulus hold the field following the massacre of Moriarty's force and are therefore allowed to deploy their forces anywhere outside the British deployment zones but no closer than 16" to Myer's mission station. By deploying after the British the Zulus preserve the element of surprise and can be placed very close to the British relief force if desired.

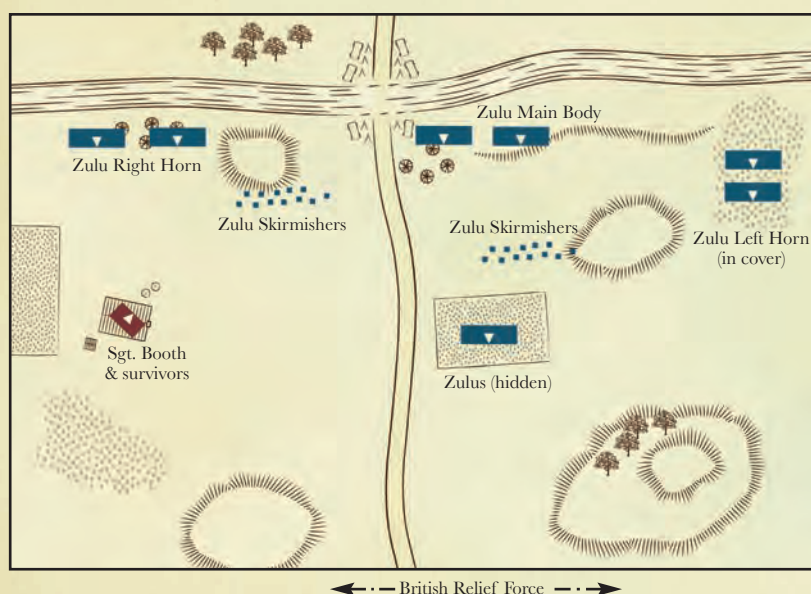
In addition to units set up on the table and visible from the onset, and unbeknownst to the British, the Zulu side was allowed to deploy up to two regiments hidden in any of the areas of fields, scrub or encampment on the table. The position of these hidden units was agreed with the game umpire prior to the battle – the models themselves taking shelter in an inconspicuous shoe box on a shelf (cunning fellows these Zulus!).

The British would take the first turn representing the relief column moving onto the battlefield.

Objectives

The British objective is to see off the Zulus, rescue any survivors and recover the bodies, wagons and supplies from the drift. This is a tall order and if all is achieved the British can cheer loudly and award medals all round. The most important thing is to rescue Booth and his men alive – and this alone must count for at least half of a successful outcome.

The Zulus aim to use the position to teach the ponderous British a lesson! Destroying the remnants of the original force would be easy – but there is greater glory to be won if the newcomers could be ambushed and defeated. There is also the matter of the wagons and supplies – a great prize for you and equally valuable to the foe. Breaking the relief force would be a complete victory, merely possessing the drift at the end of the game would enable you to loot the wagons and score a partial victory.





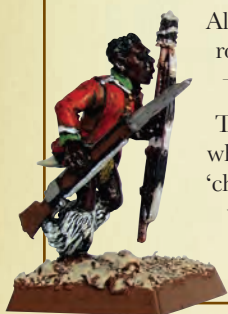
A ZULU INDUNA BRANDISHING HIS AXE LEADS HIS WARRIORS IN A RUSH ON THE WAGONS

Zulu Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Mblini's Impis	Irregular Infantry	Smoothbore Musket & Spear	6	1	4+	3	Warband
Royal Impis	Irregular Infantry	Smoothbore Musket & Spear	7	1	4+	4	Warband
Skirmishers	Irregular Infantry	Rifled Musket & Spear	5	2	4+	2	Skirmish

Special Rules

All Zulu troops are irregulars and are either **Skirmishers** or **Warband** as indicated.



All the Zulu units include a proportion of troops equipped with poor quality trade muskets – they were legendarily rotten shots! The skirmishing units have the best available, no doubt including Martini-Henrys looted from the British – but in deference to Zulu marksmanship we count all as muskets.

The Zulu hidden unit, would be revealed as soon as they moved or as soon as British troops moved into them – in which case the British would be judged to be 'surprised' and halted a few inches distant unless under suitable orders to 'charge at first opportunity!' (we left it up to the umpire to interpret this or put it to a dice roll as required... not wanting to give the game away by alerting the British to the possibility of an unseen ambush).

The Zulu army has an overall Staff Rating of 8 except for the Commander-in Chief Mbilini who is rated at 9.

British Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
80th Infantry Companies	Regular Infantry	Breech-loading Rifles	6	3	4+	3	Stubborn, Steady
Booth's Stragglers	Regular Infantry	Breech-loading Rifles	4	2	4+	2	Stubborn, Steady, Small
Naval Brigade Infantry	Regular Infantry	Breech-loading Rifles	6	3	4+	3	Steady
Natal Native Contingent	Regular Infantry	Rifled Musket, Spear & Shield	5	2	4+	3	Skirmish
Frontier Light Horse	Cavalry	Breech-loading Carbine	4	3	4+	3	Marauders, Skirmish
Native Horse	Cavalry	Breech-loading Carbine & Spear	5	2	4+	3	Marauders, Skirmish
17th Lancers Companies	Cavalry	Breech-loading Carbine & Lance	8	1	4+	2	Stubborn, Ferocious, Small, Lancer
Naval Brigade Team	Regular Infantry	Breech-loading Rifles & Cutlasses	1	1	4+	1	Tiny
Naval Gatling Gun	Artillery	Gatling Gun	1	Special	4+	1	Steady *

Special Rules

* The Gatling is drawn by teams of men pulling on ropes. We allowed the Gatling to move, limber and unlimber as if it were horse artillery, but with 12" per move rather than 18". When not pulling the machine guns, excess crew form a tiny unit of Naval Brigade. This unit must remain within 3" of the guns if they are to continue to act as pullers in any following moves.

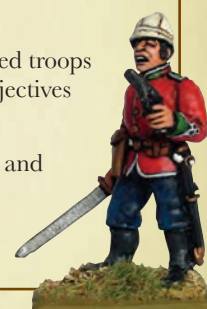
All British troops are regulars and are armed with breech loading Martini-Henry rifles (infantry) or carbines (cavalry). Native troops are similarly armed apart from the Natal Native Contingent who are armed with muskets. Lancers are additionally armed with lances as you might expect.

The Natal Native Contingent, Native Horse, and Frontier Light Horse are all restricted to Skirmish formation, as is the Naval Brigade draught team when fighting as a tiny unit.

All skirmishing cavalry can dismount to fight on foot and can subsequently remount if required. A unit can move and dismount/remount as a single move but requires a specific order to do so. Cavalry lose the **Marauder** and **Ferocious** rule whilst dismounted. Dismounted cavalry take any Break tests and are otherwise treated as 'infantry' under the rules.

The British are capable of forming and advancing in Brigade Square but the Natal Native Contingent and all mounted troops cannot form any face of such a square. In this particular game it is unlikely the British will be able to achieve their objectives by forming a square – although we leave the option available should things get desperate.

The British army has an overall staff rating of 8 except for the Commander-in-Chief Major Tucker who is rated at 9 and Sergeant Booth who we will also rate at 9. However, for the British first turn we decided that Booth's men would be commanded by the umpire on the grounds that they were initially 'on their own.'



HOW IT WAS PLAYED

One of our merry crew took on the thankless task of umpiring whilst another acted as war correspondent to record events for posterity. Our players tossed a coin to see which side they would represent; however, do feel free to partition up the forces as you will.

The British players deployed in three columns for the relief force with Booth's men besieged in the mission station and commanded for the first turn by the umpire. The players decided upon a bold thrust straight towards the mission station employing a march column of all three companies of the 80th supported on their right by the Naval brigade, Natal Native Contingent and the Gatling. The cavalry brigade would form another column plunging straight onto the unreconnoitred battlefield. It was a bold plan – that much must be said.

The wily Zulu commander had opted to deploy in the manner of “the horns of the buffalo”, but had also taken care to place a hidden regiment on his left flank, concealed in a mealie field. His other hidden unit was placed in the centre concealed by tall crops, ready to strike at the British as they advanced.

The British pushed on to the table with their march columns giving them two moves in the first turn and getting them within rifle range of the mission station. Sadly the combined Naval/Natal Native Contingent column only succeeded in inching forward in support and a gap opened up between them and the regulars to their left. The cavalry trotted out in column, the Lancers being held in reserve off the table at this point.

Mbilini sprung his trap with a spectacular Command roll of 4 to lend substance to a startling cry of ‘Usuthu’. His left hand regiment surged forward to their maximum 36" towards the mounted troops. The British cavalry coolly turned their horses' heads and galloped back along the baseline pursued by two large Zulu regiments intent on mischief.

“The gun is a coward’s weapon and a man has to be a man to fight with assegais. If a man is a man he will fight at close quarters.”

Mangwanana Mchunu, 1936



MBILINI'S MEN HAVE STRUCK DOWN CAPTAIN MORIARTY AND THINGS LOOK GRIM FOR THE 80TH...

The Zulu centre advanced in concert with the right horn. Despite some keen shooting from Sgt Booth's forces, which managed to disorder and halt one regiment, another unit smashed into the mission station and with devastating hand-to-hand rolls reduced the plucky garrison's position to dire straights (the Steady rule allowed the unit to fail its Break test – else things would have ended there and then!).

In response, the three drilled infantry companies threw themselves into a line, covering the left and centre of the Zulu lines. They then began volleying at long range to little effect. The second brigade shook into line but its firing was also poor, sailors and under-equipped natives being no match for British regulars. Even the Gatling failed to cause significant damage, whilst the cavalry skirted away from the stalking Zulus.

Despite the poor luck suffered by the British in their second turn, it was as nothing as that displayed by Mbilini's subsequent dice rolling. Despite his ferocious threats he failed to get any of his brigades to do anything at all. No such problems dogged the fighting at the other end of the table. Back at the mission station Sgt Booth's luck finally ran out as the Zulus fought their way inside and massacred the remnants of Moriarty's command. Meanwhile the Zulu skirmishers managed to pop away at long range, tumbling the odd redcoat.

It had all come down to a slugging match by now with all the Zulu units revealed and committed. The smashing volleys from the Martini-Henry's were taking effect as the three infantry companies blazed away at their opponents shattering one Impi and forcing it to flee and stalling another in its tracks.

It was a decisive charge by one of the Royal Impis that began to turn things against the British. The gallant Zulu warriors manoeuvred to launch a flank charge onto the exposed flank of the hapless Natal Native Contingent who predictably crumbled and fled. Their flight exposed the Naval brigade who were overrun and slaughtered in the blink of an eye.

A spirited counter attack by the irregular Native Horse straight into the Zulu lines, and another down near the river, failed to draw any of the Zulu units from their frenzied assaults on the British regulars and by turn five, it was all but over for Major Tucker and his forces.

British pluck, the ubiquitous Stubborn rule and some fine dice rolling nearly kept the Zulus at bay. With their cavalry raiding off into the distance and supporting brigade cut to pieces in vicious hand-to-hand fighting, the Staffordshires fought like lions with close range blistering musketry and fearsome bayonet play. Numbers ruled the day however and the Zulu reserve did what it was designed to do. It came storming



“HOLD THEM! HOLD THEM!”



“PRESENT!”

forward and burst on to the redcoats, who were driven back and destroyed or at least badly mauled – Major Tucker organizing a fighting retreat. Mbilini was content to see them go whilst he could lick his wounds and count his booty!

It was a close run thing, and both sides had shown great pluck and determination right up until the end. The British commander reflected that his three units of cavalry had achieved little; had they dismounted and thickened the firing line, they may have done better. The Zulu commander may well have learned that to catch light cavalry, you have to have patience and allow them deep into your lines before springing your trap – or else you will be chasing them to no purpose all day!

A splendid game that rang true to the period and in which the generals kept in character that added hugely to the atmosphere and fun of the game.

*"Ye sons of Great Britain, I think no shame
To write in praise of brave General Graham!
Whose name will be handed down to posterity without any stigma,
Because, at the Battle of El-Teb, he defeated Osman Digna."*

The Battle of El-Teb by William McGonagall (best read in broad Scots!)

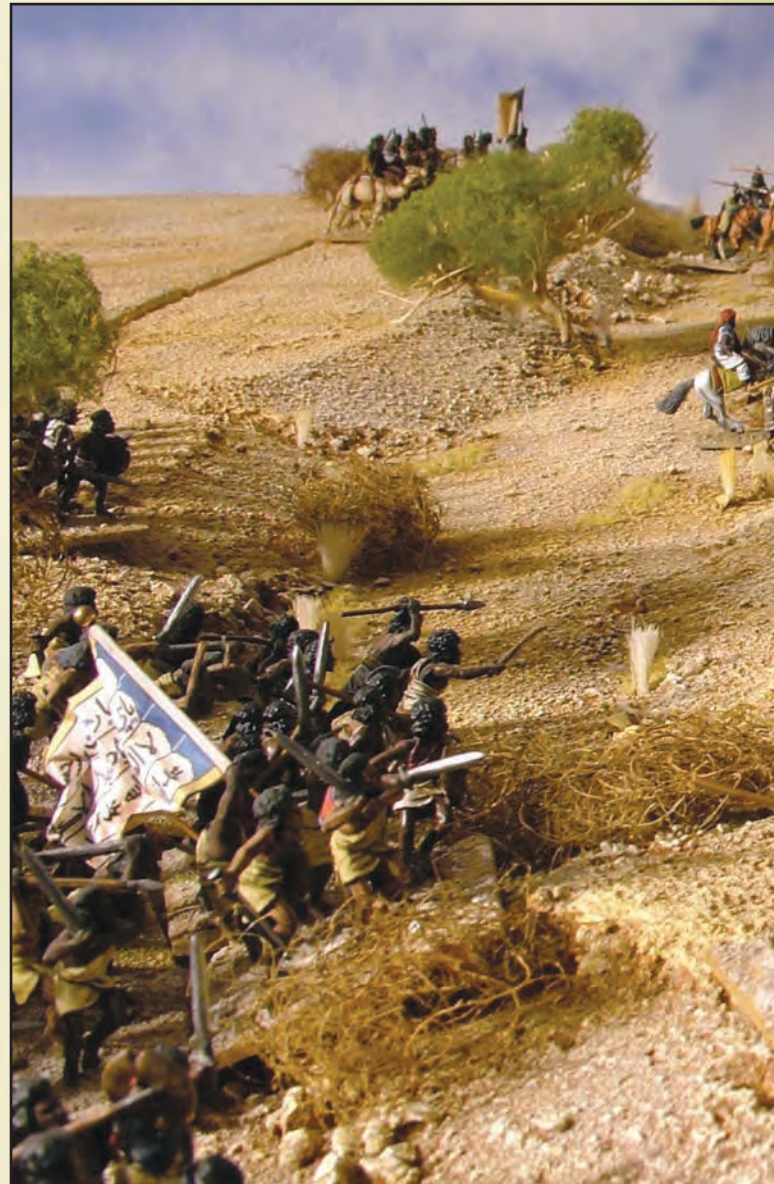
The

In 1881 Muhammad Ahmad, a Muslim preacher proclaimed himself the Mahdi – the redeemer of Islam – and raised the tribes of the Sudan in a holy war against their Egyptian masters. The Mahdist revolt spread inexorably throughout the country. Egyptian troops sent out to restore order were easily defeated. Province after province fell into the hands of the Mahdi's followers known as the Ansar or 'helpers'. Only small pockets of resistance remained in the form of beleaguered Egyptian garrisons. These would eventually all surrender except for those that sallied out in a vain attempt to reach safety. Many soldiers, together with their modern weapons and stores of ammunition, would subsequently fall into the hands of the Mahdist forces.

Following European intervention in Egypt in 1882, the country was effectively run as a British protectorate, although still nominally remaining part of the Ottoman Empire. British troops were stationed in garrisons around the country and were therefore on hand to join troops from Aden and India when the British government moved to help the Egyptian authorities deal with the worsening crisis in the Sudan. Britain's initial objective was to mount an effective withdrawal of Egyptian troops rather than to prop up the failing regime. This was the task given to General Charles Gordon. Gordon established himself at Khartoum in February of 1884 where, contrary to his instructions, he entertained notions of defending the province: fortifying the capital and equipping a small fleet of gunboats. He would soon find himself trapped as the tribes of northern Sudan rose in support of the Mahdi, cutting off Khartoum from the outside world. For a while Gordon hoped that help would come from the east via the strategically important coastal bases under Anglo-Egyptian control. The battle of El-Teb was fought as part of this contest for control of the eastern coast.

THE ANTAGONISTS

The warlike Beja people controlled a large part of the eastern Sudan occupying a region that stretched from the Red Sea to within 100 miles of Khartoum. Although not strict adherents to the Mahdi's rule, the Beja were keen to jump on the bandwagon when revolution broke out. Their leader was ex-slave trader and Emir to the Mahdi Osman Digna, but the forces around El-Teb on the 29th February



1884 were under the command of his nephew Madani Ibn Ali and Abdullah ibn Hamid, the Emir of the Coast. Troops were drawn from the Beja tribes of the Hadendowa, Gemilab, Ashraf, Arteiga and Hassinab as well as allied Sudanese tribesmen.

Battle of El-Teb

The Sudan, 29th February 1884



BEJA MAKE CONTACT WITH THE THIN RED STREAK (WELL, MOSTLY DULL GREY STREAK...)

Their opponents comprised a British expeditionary force diverted from Suez to reinforce the Egyptian garrison at the port of Suakin which then attempted to relieve the town of Tokar which lay about ten miles to the south. Previous attempts by the Egyptians to reach Tokar had ended in disaster. The morale of the native garrisons was therefore

shaky to say the least. When Commander-in-Chief General Sir Gerald Graham landed at Suakin he learned that Tokar has already fallen, but decided to press on as far as El-Teb in any case, having decided that a show of force was needed.

ORDERS OF BATTLE

The British

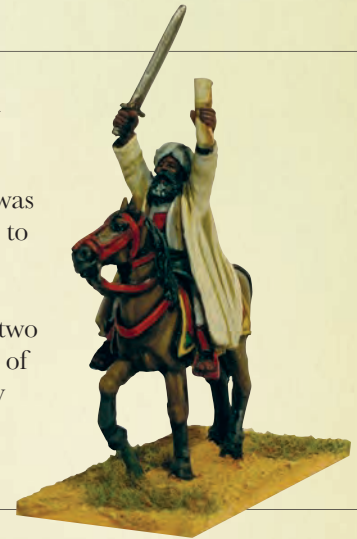
Graham's force consisted of 2,600 infantry and 750 cavalry and included eight mountain guns and six machine guns.

- The 75th Gordon Highlanders
- The 3rd Battalion of the 60th Kings Royal Rifle Corp
- The 89th Royal Irish Fusiliers
- The 6th Battery 1st Brigade Scottish Division Royal Artillery with eight 7-pounder mountain guns
- The 42nd Royal Highlanders the Black Watch
- The 65th York and Lancasters
- Royal Marine Light Infantry
- Naval Brigade with six machine guns (3 Gatlings & 3 Gardiners) and Royal Engineers in attendance
- 10th Hussars
- 19th Hussars
- Mounted Infantry
- 50 Abyssinian mounted scouts

The Sudanese

The Sudanese force consisted of 6,000 Beja with six artillery pieces (four Krupps and two bronze mountain guns) together with a Gatling gun and rockets captured from previous actions and most likely crewed by defectors – whether willing or otherwise!

The game is based on the Battle of El-Teb fought on the 29th February 1884. This was in fact the third battle to be fought in the same spot in as many months; the previous two resulting in massacres of the Egyptian forces by Osman Digna's followers.



BEJA CAVALRY ATTEMPT TO OUTFLANK THE BRITISH



ALLIED NILE ARABS WAIT IN RESERVE

THE BATTLE

The Sudanese had dug in along a ridge of hills where they had constructed a series of rifle pits and artillery redoubts or 'sangars'. Behind the first hill lay the ruins of a brick sugar refinery which had been fortified. The village of El-Teb lay on the more distant hill protected by its own sangar. The Beja were well armed, having captured thousands of Remington rifles together with 45,000 rounds of ammo in an earlier encounter with Egyptian forces. They had also taken possession of four Krupps field guns, two bronze mountain guns, a Gatling gun and rockets. Two of these artillery pieces were arranged on the sangar on the southern tip of the nearside hill which formed the front of the Sudanese position. The remaining artillery was arranged around El-Teb itself. The approach to the Sudanese position consisted of broken and scrubby ground. Overall, the Sudanese had occupied a naturally defensible position which they had fortified and equipped with artillery.

The British force advanced towards El-Teb in a large brigade square with artillery placed at the corners and the cavalry and mounted infantry scouting ahead. Graham manoeuvred his square across the front of the enemy position, attempting to move round the Sudanese flank. As soon as this formation gained the attention of the Krupps cannons in their hillside sangar, Graham withdrew his cavalry beyond range and returned fire with his own guns –

successfully silencing the enemy's fire. Graham followed up by advancing towards the enemy who withstood the first volleys of the British infantry and charged upon the square. This charge was repulsed and the British pushed forward taking the guns. At this point Graham launched his cavalry against the Beja, mistaking their orderly withdrawal for a general retreat. The Ansar turned to fight and proved more than a match for the cavalry. A protracted mêlée ensued much to the disadvantage of the mounted arm. Meanwhile the British infantry, having worked their way round the enemy's flank, proceeded to close combat with troops dug in around the old sugar refinery. After fierce hand-to-hand fighting with the Highlanders, the Sudanese retreated to their third line of defence around El-Teb from where their remaining artillery continued to shell the British troops. A protracted fire fight ensued, during which the Sudanese artillery was finally silenced before the Gordons charged in to take the position. The majority of the Sudanese forces withdrew in good order after putting up a stiff resistance and even defying a cavalry charge that was expected to scatter them. Both sides showed remarkable discipline throughout. It was an important victory for the British if only to demonstrate that the Mahdists could be beaten, but it was an inconsequential action when seen against the overall objectives of the war.

THE WARGAME

The Table

The game was played on our 12 foot x 6 foot table set up as shown on the map. The Sudanese positions were compacted slightly to fit onto the table with the defensive positions mostly represented by low walls. The area to the north of the Sudanese position was determined to consist of low scrub sufficient to hamper movement and provide cover to lurking Beja snipers.



The Sudanese Army

Commander-in-Chief: Madani ibn Ali

1st Brigade: Abdullah ibn Hamid

- 2 units of Beja armed with rifles (30 figures per unit)
- 6 units of Beja armed with spears (30 figures per unit)
- 2 units of Allied Sudanese armed with spears (30 figures per unit)
- 2 units of Beja skirmishers armed with rifles (10 figures per unit)
- 2 field guns with crew

2nd Brigade: Unnamed Cavalry Commander

- 2 units of Baggara cavalry armed with spears (12 figures per unit)
- 2 units of Camel mounted cavalry armed with spears (12 figures per unit)

We decided to represent the mixed artillery with two field guns as that seemed to most accurately recreate the battle without over-representing Sudanese firepower. Obviously it would be possible to scale up the action and include the Gatling, but the forces available for the game suggested otherwise. The Sudanese cavalry were actually few in number – just over a hundred in reality – but as we happened to have a body of cavalry painted, we decided to use them anyway. It would certainly give the British something else to think about! Incidentally – although the Beja had captured rockets and launchers these were not used during the battle as far as we can tell – they were recaptured intact by the British. We therefore decided to ignore them, but obviously this is a matter of taste and it would be perfectly reasonable to include them if you so wished.

The British Army

Commander-in-Chief: General Sir Gerald Graham

1st Brigade: Major General Redvers Buller

- 1 unit 24 Infantry - The Gordon Highlanders
- 1 unit 24 Infantry - The Kings Royal Rifle Corp
- 1 unit 24 Infantry - Royal Irish Fusiliers
- 1 field gun - Royal Artillery

2nd Brigade: Major General Davis

- 1 unit 24 infantry - The Black Watch
- 1 unit 24 infantry - The York and Lancasters
- 1 unit 24 infantry - Royal Marine Light Infantry
- 2 units of one machine gun each – Naval Brigade additional crew comprising one tiny unit of five men when not moving guns.
- 1 field gun - Royal Artillery

Cavalry Brigade: Brigadier General Stewart

- 1 unit 12 cavalry - 10th Hussars
- 1 unit 12 cavalry - 19th Hussars
- 1 unit 6 cavalry - Mounted Infantry (small unit)
- 1 unit 6 cavalry - Abyssinian mounted scouts (small unit)

Once again we scaled down the artillery to give manageable numbers whilst allowing us to fully represent the square. Note that the Naval Brigade machine gun was actually pulled by its crew by rope – so we have devised suitable rules to allow this to happen at a reasonable pace (see British Stats and Special Rules).



THE INITIAL BRITISH MOVE. MOST BEJA ARE STILL HIDDEN BEHIND THE RIDGE AND ARE, THEREFORE, NOT PLACED ON THE BATTLEFIELD YET

Dispositions

We obliged the Sudanese players to set up at least half his force on or behind the hills. Units remaining out of sight of the British were not placed on the table until the players wished to attempt to move them; their initial position was noted on a rough sketch map given to the umpire. The remaining Sudanese are positioned off-table either to the right or left flank and are allowed to enter the table at the start of any nominated turn after the first. Troops arriving onto the table can be positioned along the table edge behind the Sudanese positions as shown on the map and can be given orders as normal that turn.

The British force enters the table edge from the road to Fort Baker. The force can deploy up to 12" onto the table. Units unable to deploy at the start of the game due to lack of space can still be included in brigade orders and moved onto the table in the first turn – allowing the British player to keep his formation together if he so desires.

Objectives

For this game we decided to impose a time limit to give the British a sense of urgency. The British player needs to capture the village of El-Teb by the end of the eighth turn, or else have forced the Sudanese army to withdraw. The Sudanese player needs only to stop him.



British Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Gordon Highlanders/Black Watch	Infantry	Breech-loading Rifles	7	3	4+	4	Steady
King's Royal Rifle Corps	Infantry	Breech-loading Rifles	6	4	4+	3	Steady
York & Lancasters/RMLI/Royal Irish Fusiliers	Infantry	Breech-loading Rifles	6	3	4+	3	Steady
Naval Brigade Team	Infantry	Breech-loading Rifles	1	1	4+	1	Tiny
Hussars	Cavalry	Breech-loading Carbine & Sabres	9	1	4+	3	Marauders
Mounted Infantry	Cavalry	Breech-loading Rifles	4	2	5+	2	Marauders, Skirmishers, Small
Abyssinian Mounted Scouts	Cavalry	Breech-loading Carbine	4	2	5+	2	Marauders, Skirmishers, Small
Naval Machine Gun	Artillery	Gardner Machine Gun	1	Special	4+	1	Steady *
Field Guns	Artillery	Field Gun Howitzer	1	3-2-1	4+	1	Steady

Special Rules

* The artillery pieces are drawn by teams of men pulling on ropes. We allowed these to move, limber and unlimber as if they were horse artillery, but with 12" per move rather than 18". When not pulling the machine guns, excess crew form a tiny unit of Naval Brigade. This unit must remain within 3" of guns if they are to continue to act as pullers in following moves.

All British troops are regulars and are armed with breech loading Martini-Henry rifles (infantry) and carbines (cavalry).

The British are allowed to form into brigade square. Bear in mind that all units in a brigade square can make one move when an order is failed (much like a march column), and that this applies to units within the square and artillery positioned at the corners. This permits for a cautious but predictable approach in the historical manner.



The mounted infantry and mounted scouts are restricted to skirmish formation, as is the Naval Brigade draught team when fighting as a tiny unit.

The naval machine gun is a Gardner (it could equally well be a Gatling as both types were present).

The field guns are rifled field-gun howitzers.

The British army has an overall staff rating of 8, apart from orders given by General Graham, which have a Staff rating of 9.

Sudanese Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Beja Spearmen	Infantry	Spears	6	1	4+	3	Warband, Fanatics
Beja Riflemen	Infantry	Breech-loading Rifles	6	2	4+	3	Warband, Fanatics
Allied Sudanese Spearmen	Infantry	Spears	5	1	5+	2	Warband
Beja Skirmishers	Infantry	Breech-loading Rifles	5	2	4+	2	Skirmish, Small
Baggara	Cavalry	Spears	6	-	5+	2	Warband
Camelry	Cavalry	Spears	6	1	4+	3	Skirmish
Field Guns	Artillery	Field Gun Howitzer	1	3-2-1	5+	1	-

Special Rules

All Sudanese troops are irregulars and are either Skirmishers or warband as indicated.

Spearmen are so armed and the shooting value shown is for thrown spears. Aside from thrown spears, no special rules are attached to spear-armed troops. The camel mounted cavalry are also spear-armed and similarly their shooting value is for throwing their weapons. All rifle armed and skirmishing Beja have breech-loading Remington rifles.

The Sudanese commanders have a staff rating of 8 throughout.

The Field Guns are rifled gun-howitzers as for the British. Unlike the British artillery, the Sudanese guns are emplaced in defensive sangars and can only be manhandled to face. They have no draught teams.



CAPTURED EGYPTIAN GUNS AND CREW PRESSED INTO SERVICE

“War means killing the enemy, we can’t get out of that. It is very dreadful, and all humane people deplore the fact, but the history of the world shows that it is a means to progress and civilization.”

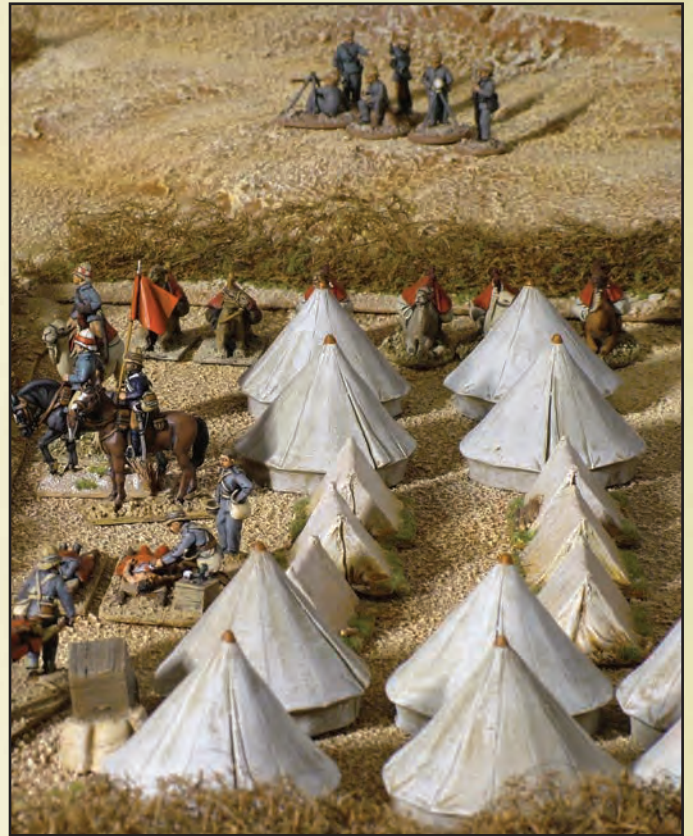
The National Review – Comment on the Battle of Atbara during the Second Sudan War.

HOW IT WAS PLAYED

Two players took part on each side with a fifth acting as umpire. Both sides therefore divided their forces into two roughly equal groups. In the case of the British, each player took command of one infantry brigade whilst the cavalry were divided between them – because the British cavalry all have the Marauder rule it was felt unnecessary to keep them together. The Sudanese players took a practical decision to divide the army roughly in half with the cavalry concentrated in the open area to the left of the hills.

The British decided to move separately in two columns to begin with, reasoning that they could form a brigade square if the need arose. As things turned out this was an optimistic assumption and the wisdom of General Graham's cautious approach in formed square would quickly become apparent.

The Abyssinian mounted scouts pushed forward on the left flank through the low scrub, followed by elements of Davis's brigade, while the rest of the brigade and Buller's strung out in march columns to their right and slightly in echelon behind. The British plan was clearly to rush forward and form a line of battle before the Sudanese had a chance to react. Retaining march columns in the face of such a determined foe was a brave decision to say the least – but it did guarantee a rapid approach. To cover the columns, the Hussars formed a screen and pushed forward with the mounted infantry between.



BRITISH ZAREBA, OR FORTIFIED CAMP



BAGGARA AND BEJA CAVALRY PRESS HOME WITH THEIR NEARLY SUCCESSFUL ATTACK

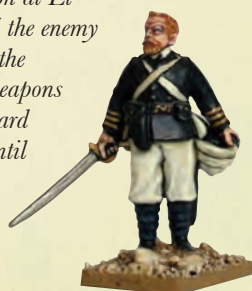


THE BLACK WATCH EVENTUALLY DRIVE BACK THE SKIRMISHERS

The Hussars came under artillery and rifle fire from the Sudanese position, driving the 10th on the right back towards their own advancing infantry. The Abyssinian mounted scouts also fell back on getting to grips with Beja skirmishers and spearmen in the scrub. The Black Watch charged in with the intention of clearing out these nuisances – although it was to prove a harder fight than they had anticipated. The rest of the British infantry began to form a long firing line, abandoning all hope of forming a square as the massed units of Beja surged forward from the centre. The Sudanese cavalry and camelry swung around to the British right flank, almost catching them before they were formed, but the 10th Hussars returned just in the nick of time to save the day. The Sudanese camels beat a hasty retreat whilst accurate rifle fire from the British lines helped to keep the rest of the enemy cavalry at bay.

Captain Valentine Baker was another Briton who fought bravely and was wounded during the fighting at El-Teb. Captain Baker was a former British soldier who had been disgraced and driven into exile following a scandalous incident involving a young lady in a railway carriage. Baker sought employment as a mercenary, eventually finding himself in charge of the Egyptian police under the Ottoman Sultanate. Baker Pasha had already met and been defeated by Osman Digna's army at El-Teb on the 4th February in a battle he was lucky to survive; only a handful of officers escaping the massacre of poorly trained Egyptian troops by the Sudanese. It was this shocking event that prompted the British government to send Graham and his troops to the Sudan. Baker guided the British back to the scene of the earlier battle.

Captain Arthur Wilson of the Naval Brigade was awarded the Victoria Cross for his part in the action at El-Teb. As the naval guns advanced some of the enemy charged from their redoubts and attacked the exposed crews who were dragging their weapons forward using ropes. Wilson rushed forward and succeeded in holding the foe at bay until soldiers from the York and Lancasters arrived to save the day. Wilson later went on to a very long and successful career and became Admiral of the Fleet.



In the centre, despite desperate charges inflicting serious damage to several British infantry battalions, the main bulk of the Beja eventually fell back to the ridge line exhausted. They were pursued on the right by the Black Watch with the rest of Davis's brigade following up closely behind. The Sudanese now held on desperately to the ridge and sangars, but were eventually overrun losing both guns and most of their units retiring in the final turn of the game. The British held the field but with many of their units stuffed! The solidity of British infantry with their Steady rule had won the day but it was a risky thing and the British players considered themselves lucky to have pulled it off.

Appendix 1: More about Unit sizing and basing

As you have undoubtedly gathered by now, we are quite cavalier about basing conventions and unit sizes – and quite happy to field units of varying size on the same tabletop. We do sometimes field units based to different frontages together – or more likely opposing each other – and, although this is trickier, have found it quite easy to work round any potential problems. The purpose of this section is to show some concrete examples of basing from our own collections to illustrate how we manage things, and to make a few observations from experience.

The Size of Units

We tend to field typical standard sized regular infantry units at anywhere between 16 and 36 men depending on the type of game being played, but for any particular game we prefer to keep the numbers broadly similar. For example, 24-30 or 30-36 would be a reasonable spread for standard sized line infantry regiments. The game can be played with a wider variation, but this can result in firepower becoming concentrated or more spread out conferring something of an advantage to one side or the other. The best guide to use when working out acceptable variation is the smallest number + 25% to get the largest number. This is shown on the table that follows with some popular unit sizes rounding to whole even numbers – odd numbers can be used but units normally deploy into lines two deep and there is something about the sight of uneven ranks that offends! The reverse is true if you are deploying into three ranks of course.

Standard unit size	Maximum variation (whole)
16	20
20	25 (24)
24	30
30	37 (36)
32	40
36	45 (44)
40	50

As units generally deploy into a line two deep to fight, this equates to a frontage of 12 models for a 24 man unit or 15 models for a 30 man unit, for example. This difference – three models width – makes no practical difference to the firepower or the ability of units to concentrate for close combat. When putting together a game, the important consideration is that the frontage of standard sized units should generally fall within this kind of range. Once again this will work out at 125% of the value of the shortest width (eg, a proportion of 4: 5 or 12 models:15 models to continue our example).

Units larger than 36 models tend to become unwieldy unless you are playing early 18th century games where a deeper line formation is historically justified and 'looks right'. In this case, a three deep firing line of 36 models will occupy no more frontage than 24 men two deep. Sticking to our +25% width in

A regiment of twelve 6th Dutch Hussars cavalry based upon a 25mm frontage



A regiment of sixteen French Cuirassiers cavalry based upon a 20mm frontage

line rule, we can see that units of 36 could be used with units of up to 45, ie, a width of 12 and a width of 15.

Obliging large units to form up into deeper lines is also one way of playing armies against each other where units are of disparate sizes. In some cases this will accord with history – where French troops of the later 18th century typically form three deep as opposed to English and Prussians arranged two deep. In other cases, it may simply be a convenience of play – although a more pleasing option may be to just leave some of the models in the box!

Size of Bases

Our collections have been built up over many years and we have lived to witness the gradual increase in height and girth of the typical model soldier. Once it was usual to fit a model about 30mm tall onto a base 15mm wide. This conforms to a fighting width of 3 feet which is exactly that generally proscribed for troops arranged in line of battle. Closed order could be as little as half this – but 7 1/2 mm was never a practical proposition for basing model soldiers unless you were using flats! So, 15mm looks about right because it is right for troops arrayed ready for battle. Manoeuvres were usually carried out at wider intervals – at least until the time of Frederick the Great who introduced cadenced marching and close order manoeuvres to the Prussian army in the mid-18th century.

The tendency for models to get larger and proportionately more bulky has made it increasingly difficult to continue to base to a consistent 15mm for line infantry. Thus, many people nowadays adopt a 20mm frontage standard even though the models themselves are not much taller than they ever were – it is the bulk that does it! Now whether you

prefer your models more anatomically realistic or not is neither here nor there, each to his own, our concern is that both should be equally useable on the same battlefield either opposed to each other or fighting side-by-side. The trick here is to apply the same principle of unit width as already described for unit size and to reduce the number of models in the 20mm based units. For example, if we have 15mm based units in 30s, that equates to a frontage of 225mm in two lines. The 20mm based unit should lie within 100%-125% of this which is (rounding) 240-280mm or 12-14 models width which equals 24-28 models in two lines. The chart below shows the nearest equivalents on the basis of line width.

Model frontage of line in 15mm	Model frontage in 20mm (rounding)
8	6
10	7
12	9
15	12
16	12
18	14
20	15

Cavalry Bases

We have the same thing going on with cavalry, and rather than repeat ourselves we shall simply take it as read that the +25% rule for width is applied to get an equitable equine solution. In this case the choice is usually between 20mm and 25mm width per model and cavalry units are generally smaller than infantry, but otherwise all the same comments apply.

A unit of 24 Scots Highlander infantry based upon a 20mm frontage



A unit of 36 French Guard infantry based upon a 15mm frontage



Appendix 2: Using smaller and larger models

As we have made plain throughout our book, the Black Powder game was created to allow us to use our own collections of 28mm size models. This is a nominal size for models based on an average height for a man of 28mm – although many models advertised as 28mm are actually larger. This means that not all models from different manufacturers can be used together, even though they might all be described as 28mm. Most wargamers have their favourite manufacturer and will choose to build their collections around that manufacturer's offerings.

28mm sized models may be our choice, but they are not the only choice by any means. It is possible to buy wargames models of various sizes or scales ranging from the very smallest 6mm sized or 1/300 through to traditional 54mm tall 'toy soldiers.' The most popular intermediate size is 15mm metal miniatures which have the advantage of being individually cheaper than larger models and allowing games to be fought over smaller tables. 20mm is the nominal size of 1/72 scale plastic models offered by companies such as Hat, Airfix, Revell and many others. At one time soft plastic figures were widely and gladly used by wargamers, which makes it rather strange that they are not more popular today. The variety of soft plastic models available to those willing to make use of them is far greater than in days of yore when Airfix models were eagerly bought by pioneer wargamers. 30mm is a size that was once popular in the early

days of wargaming, and models tend to be far more slender than contemporary 28mm equivalents which are about the same height. However, they'll pass alongside 28mm models easily enough. 40mm is an old fashioned toy soldier size – the Britains' 'B' series size – a sort of economy version of the classic 54mm toy soldier which is itself the largest practical size for wargames.

If you want to use Black Powder to play games with smaller sized models – 5mm, 10mm, 15mm or 20mm being the most readily available – then we'd suggest either halving all ranges and distances or playing in cm rather than inches. In all cases it is the space occupied by the units that matters most – and the 'halve distances' rules assumes units will have a typical frontage of 'about half' that of a standard 28mm sized unit – so about 120mm rather than 240mm. This does allow games to take part on smaller tables, which might be an important consideration for some players. We have tried this out with 10mm models using centimetres and can report very satisfactory results.

With 20mm models, you can pretty much play the rules as written if you prefer and this does give you some leeway for increasing the size of the units to fit the 28mm unit footprint. This is an option for all smaller sized models – you can always make your units bigger and play the rules as written. This actually brings the ranges and



*Left: 42mm Danish Infantry 1840s
(The Shiny Toy Soldier Co.)*

*Below: 15mm Rumanian Cavalry,
Russo-Turkish War (Rank & File)*



*Left: 20mm Latin American Wars of
Independence (Conversions based on
Italerai models)*



*Left: 10mm French
Seven Years War
(unique sculpts by
Alan Perry)*

movement more closely in line with the figure scale. If you want to recreate a Napoleonic battalion with 600 or so figures, then it is certainly possible with 6mm figures!

For models larger than 28mm, it is recommended that players reduce the number of models in each unit so that the units are about the same size as described in the game. All distances and measurements can then be made without any further modifications. Although the authors have not attempted games with 54mm models we have pressed a few 40mm toy-style models into service without any trouble.

With large models such as this, units tend to look better when the number of ranks is reduced by about half that described in the game. This is because 40mm sized models are not much wider than 28mm models – but are very much longer. This is especially true of cavalry. As a result, deeper columns become very unwieldy, but this is easily overcome by halving ranks. This means that lines will be one rank deep, attack columns two or three ranks, and march columns as deep as possible.

With 40mm models of the toy soldier type, it seems rather odd to fasten the models to bases – it just doesn't seem to fit with the traditional style of the models somehow. Because the units are built up of far fewer models, it is no great hardship to move the models individually, so we can do without bases altogether if we wish. Of course, it will be necessary to arrange the ranks so that units occupy roughly the same width, but the game easily accommodates a little variation in unit width so this need not cause any problems – apart from the models falling over. But if you enjoy the aesthetic of the 'old school' toy soldier, the opportunity to line them all up again will doubtlessly appeal.



Above: 30mm French Hussars, Seven Years War (Rusty Sabre Miniatures)

Right: Stephen Jones' beautiful 6mm Battle of Wagram Napoleonic game

Below: 6mm Russian Napoleonic Infantry (Adler Miniatures)

Bottom: 42mm Marlburian Bavarians (Irregular Miniatures)



Appendix 3: Template Troops

This section lists the standard values we generally use for regular troops. These values hold good for the whole period covered – only weaponry changes. Of course, not all forces have access to all troop types – no Cuirassiers in the American Civil War, for example – but none-the-less, our list serves as a useful reference. Naturally there will always be exceptions, which is where the various special rules come into play, but the following list will cover most regular troops. For more irregulars, we suggest taking the examples used in our battles as a guide.

Infantry Battalion

Type	Hand-to-Hand	Shooting	Morale	Stamina
Regular Infantry	6	3	4+	3

These are the standard stat values for regular infantry armed with muskets of whatever type is appropriate to the Age.

Common Special rules: Elite for best quality Guard troops, Reliable for Guard troops and Veterans, Unreliable for Militia, Ferocious Charge for Highlanders and other hot-heads.

Light Infantry Battalion

Type	Hand-to-Hand	Shooting	Morale	Stamina
Regular Infantry	6	3	4+	3

Light Infantry have standard stats but are armed with appropriate weapons, for example Baker Rifles in the case of Napoleonic British Light Infantry. Often divided up into smaller units – in which case reduce Shooting and Stamina by 1 and Hand-to-hand by 2. Always allowed to skirmish.

Common Special rules: Sharp Shooters. Reliable for Guard troops and veterans, Unreliable for angry mobs!

Warband Infantry

Type	Hand-to-Hand	Shooting	Morale	Stamina
Irregular Infantry	6	1	4+	3

This is a typical value for natives. The values include a mix of firearms of an appropriate type. Examples include the Sudanese and Zulus. These troops will always be warbands. We usually allow the Zulus regular status as this allows them to break into skirish formation, but this is somewhat exceptional.

Common Special rules: Fanatics and Bloodthirsty.

Cavalry Regiment

Type	Hand-to-Hand	Shooting	Morale	Stamina
Regular Cavalry	7	-	4+	3

These are the standard stat values for regular Dragoons and similar cavalry armed with a sword and pistols or carbine of whatever type is appropriate to the Age. This covers most cavalry of the 18th century prior to the introduction of hard charging cavalry during the Seven Years War. Thereafter it covers most cavalry of the Light Dragoon type, but not Heavy Dragoons which we always treat as 'heavies'. Shooting is ignored, being assumed to take place only as part of hand-to-hand fighting – but for earlier cavalry and smaller actions use a value of 1 to represent fire from the saddle.

Common Special rules: Elite for best quality Guard troops,

Reliable for Guard troops and Veterans, Unreliable for Militia, Determined Charge and Ferocious Charge for hot-heads such as British Napoleonic cavalry.

Heavy Cavalry Regiment

Type	Hand-to-Hand	Shooting	Morale	Stamina
Regular Cavalry	8	-	4+	3

These are the standard stat values for regular heavy cavalry armed with a sword and pistols or carbine of whatever type is appropriate to the Age. Some, though not necessarily all these cavalry wear breastplates, and they are trained to charge 'boot-to-boot'. They are typical of cavalry post the Seven Years War and include Heavy Dragoons and their equivalent. The same comments apply regards shooting as for standard cavalry.

Common Special rules: Elite for best quality Guard troops, Reliable for Guard troops and Veterans, Unreliable for Militia. Always have the Heavy cavalry rule – either at +1 or at +D3 to distinguish the best from the rest.

Cuirassier Regiment

Type	Hand-to-Hand	Shooting	Morale	Stamina
Regular Cavalry	9	-	3+	3

These are the standard stat values for Cuirassiers and Carabiniers armed with a sword and pistols or carbine of whatever type is appropriate to the Age. These are essentially the heaviest cavalry on the biggest horses and woe betide anyone who gets in the way! The values assume the unit is elite – as will usually be the case for these troops. The same comments apply regards shooting as for standard cavalry.

Common Special rules: Elite, Reliable, they always have the Heavy cavalry rule at +D3.

Hussars/Light Cavalry Regiment

Type	Hand-to-Hand	Shooting	Morale	Stamina
Regular Cavalry	6	-	4+	3

These are the standard stat values for regular Hussars, Lancers and similar light cavalry armed with a sword or lance and pistols or carbine of whatever type is appropriate to the Age. Shooting is ignored, being assumed to take place only as part of hand-to-hand fighting, but for earlier cavalry and smaller actions use a value of 1 to represent fire from the saddle. This covers Napoleonic Hussars, Chasseurs and Cossacks amongst others.

Common Special rules: Ferocious Charge for hot-heads such as British Napoleonic cavalry, they always have the Marauder rule.

Warband Cavalry

Type	Hand-to-Hand	Shooting	Morale	Stamina
Irregular Cavalry	6	1	5+	3

This is a typical value for natives. The values include a mix of firearms of an appropriate type. Examples include the Sudanese, native Afghans and native Indians. These troops will always be warbands.

Common Special rules: Fanatics, Bloodthirsty and Marauders. Reliable for Guard troops and Veterans, Unreliable for angry mobs!

Mounted Infantry

Type	Hand-to-Hand	Shooting	Morale	Stamina
Cavalry	5	1	4+	3
Infantry	4	2	4+	3

These are the standard stat values for regular mounted troops whose preferred mode of fighting is to dismount and make a firing line, such as Union cavalry of the later American Civil War period. Such troops are usually armed with the best weapons of the day, in the case of the Union cavalry, these included early repeating carbines. Shooting values can be increased to 3 if armed with magazine fed rifles. Usually allowed to skirmish.

Common Special rules: Mounted infantry are allowed to either mount up or dismount as part of a standard move, Sharp Shooters.



Artillery

Type	Hand-to-Hand	Shooting	Morale	Stamina
Artillery	1	3-2-1	4+	2

This is the standard value we use for almost all field artillery up to and including the American Civil War – it represents a muzzle-loading cannon of the standard type, usually a six pounder going up to eight pounders in some armies. It has a range of 48". Where we want to differentiate between weapons of slighter different calibres, the usual method is to adjust the range one way or the other by 6".

Common Special rules: Elite for best quality Guard troops, Reliable for Guard troops and Veterans.

Horse Artillery

Type	Hand-to-Hand	Shooting	Morale	Stamina
Light Artillery	1	3-2-1	4+	1

This is the standard value we use for almost all horse drawn field artillery of the equivalent era to the above. As you can see it has the same values except for Stamina – where we always make horse artillery more fragile. This is partly on the principle that horse drawn guns have the facility to withdraw if threatened, but also because it discourages players from unnecessary suicidal heroics (though we have found no way of stopping them altogether!).

Common Special rules: Elite for best quality Guard troops, Reliable for Guard troops and Veterans.

Template Troops

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry Battalion	Regular Infantry	-	6	3	4+	3	-
Light Infantry Battalion	Regular Infantry	-	6	3	4+	3	Skirmish
Cavalry Regiment	Regular Cavalry	-	7	-	4+	3	-
Heavy Cavalry Regiment	Regular Cavalry	-	8	-	4+	3	Heavy Cavalry
Cuirassier Regt	Regular Cavalry	-	9	-	3+	3	Heavy Cavalry
Hussars/Light Cavalry Regiment	Regular Cavalry	-	6	-	4+	3	Marauders
Regular Infantry (mounted)	Regular Cavalry	-	5	1	4+	3	Sharpshooters
Regular Infantry (dismounted)	Regular Infantry	-	4	2	4+	3	Sharpshooters
Warband Infantry	Irregular Infantry	-	6	1	4+	3	Warband
Warband Cavalry	Irregular Cavalry	-	6	2	4+	3	Fanatics, Bloodthirsty, Marauders
Artillery	Artillery	-	1	3-2-1	4+	2	
Horse Artillery	Light Artillery	-	1	3-2-1	4+	1	-

Appendix 1 – A suggested system of points

Many wargames rules utilise the concept of 'points values' to select competing armies. This is especially common with rules that are intended for use in tournaments in which a large number of players from around the world bring their armies to battle against a variety of opponents over the course of a day or weekend. To accommodate this kind of event, each type of unit is allotted a 'value' and armies are selected to a total agreed value – thus ensuring that all the competing armies start off on a more-or-less equal footing.

Our Black Powder game makes no use of points values. Instead, a player or umpire works out the scenario and allocates the forces as he sees fit, bearing in mind the objectives of each force, the terrain they are fighting over, and the all-too-familiar foibles of the participants. This method was used as the basis for all the battles described in this book. It is also how we happen to play our own games. Because Black Powder has been developed entirely to suit our well-established and mutually understood preferences, we have never felt the need to introduce points values. One suspects that the mental strain involved would be dangerously taxing for several of our number. As our games are always scenarios of one kind or another, the forces involved are selected with each specific battle in mind, presenting a mixture of challenge and opportunity to the players on both sides.

This appendix attempts to suggest how a system of points values might be constructed for those who feel a deep-seated emotional attachment to such things. We shall not pretend that the suggested methodology has been extensively tested or that armies chosen using these principles will be perfectly balanced. However, this system will serve as a rough and ready way of allocating 'fighting worth' to opposing armies already chosen along historically credible lines. Players who wish to refine the system to their own satisfaction are encouraged to do so.

Working out Points Values

When putting together roughly equal armies for a battle without specific conditions or objectives, our usual method is to give each side the same number of units of each type. Where one side has slightly more infantry (say), we may compensate by allowing the other more cavalry or artillery. Where one side has an elite unit, we may allow the other two militia units to compensate. Although we would normally judge these things case-by-case, you can achieve the same thing by allocating relative points values to units instead. The system which follows has been constructed on this basis.



FRENCH HIGH COMMAND, WAR OF THE SPANISH SUCCESSION

Commanders

The actual worth of commanders tends to vary depending on the size and nature of the brigades under their command. Having one extra or one fewer commander than your opponent can make a big difference. However, having a great many additional commanders makes almost no difference because these extra hangers-on quickly run out of troops to command!

We shall give a value to commanders of their Staff rating x10 – so typical commanders with a rating of 8 cost 80 points.



BRITISH MARCHING THROUGH ENEMY TERRITORY THROW OUT SKIRMISHERS TO THEIR FLANKS, AMERICAN WAR OF INDEPENDENCE

Infantry

The base value for infantry is 36 points for a standard sized battalion with fighting qualities as follows.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Base Infantry	Regular Infantry	Smoothbore Musket	6	3	4+	3	-

This is a good place to start because it is the usual set of values for musket-armed infantry battalions of the 18th and 19th centuries. The base level of 36 points is arrived at by adding the values of its fighting abilities using the list below:

Hand-to-hand Combat 1 point per pip

Shooting

1 point per pip if range up to 12"

2 points per pip if range up to 18"

3 points per pip if range up to 24"

4 points per pip if range up to 30"

5 points per pip is range up to 36"

Morale

4 points per pip

Stamina

4 points per pip

Values for smaller, larger or variant units can be arrived at by totting up the values as appropriate and adjusting for any special rules applied as noted below. For example, a typical tiny unit with 1 combat attack, 1 shot, morale of 4+ and a single pip of stamina would be worth 19 points. A small unit version of the standard infantry battalion with 4 combat attacks, 2 shots, 4+ morale and 2 stamina comes in at 28 points.

Cavalry

The base value is fixed at 44 points for a standard sized cavalry line regiment with fighting qualities as follows:

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Base Cavalry	Regular Cavalry	Sword	8	-	4+	3	Heavy Cavalry +1

This is a good place to start for cavalry because it is a typical fighting cavalry unit of the 18th and early 19th century. Although cavalry are often armed with firearms of one kind or another, we do not usually take account of these, instead assuming they are employed only as part of the close combat fighting ensemble. Points are calculated for cavalry as follows:

Hand-to-hand Combat 2 points per pip

Shooting

1 point per pip if range up to 12"

2 points per pip if range up to 18"

3 points per pip if range up to 24"

4 points per pip if range up to 30"

5 points per pip if range up to 36"

Morale

4 points per pip

Stamina

4 points per pip

Heavy Cavalry (+1)

4 points (as noted below)

Values for smaller, larger or variant units can be arrived at by totting up the values as appropriate and adjusting for any special rules applied exactly as for infantry.



FRENCH CUIRASSIERS FINALLY RECEIVE THE ORDER TO ATTACK

Artillery

The base value for a standard smoothbore foot cannon ranged at 48" is 27 points.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Base Artillery	Regular Artillery	Cannon	1	3-2-1	4+	2	-

Cannon

This is a weapon typical of the 18th century battlefield and one which scarcely changed well into the 19th century. Points are calculated for artillery as follows:



Hand-to-hand Combat

1 point per pip

Shooting

4 points if range up to 12"

8 points if range up to 24"

12 points if range up to 36"

16 points if range up to 48"

20 points if range greater than 48"

Morale

2 points per pip

Stamina

2 points per pip



AN AMERICAN FORTLET GUARDING AN IMPORTANT RIVER CROSSING, AMERICAN WAR OF INDEPENDENCE

Special Rules

The Selection of Useful Rules in the Black Powder book describes a mix of occasional and general rules, some of which are of value only in specific circumstances. The following costs reflect the worth of these special rules in the broadest terms only:

Bloodthirsty (re-roll failed attacks first turn)	3 points
Brave (free rally on roll of 4+)	5 points
Crack (re-roll morale if you have no casualties)	4 points for morale of 3+, 3 points for morale of 4+, 2 points for morale of 5+, 1 point for morale of 6+
Determined Charge (must charge)	5 points deduction – this is reckoned to be considerable disadvantage although much depends on the tactics employed and objectives of the battle
Elite 4+ (overcome disorder on roll of 4+).....	6 points (2 points per pip of the dice if you wish to use variable Elite ratings)
Fanatics (Ferocious+Terrifying)	8 points infantry, 10 points cavalry
Ferocious Charge (re-roll failed attacks on charge).....	3 points infantry, 5 points cavalry
First Fire (+1 shot on first fire)	1 point
Form Square (must attempt to form square)	Free – its value is varied and can be a disadvantage!
Freshly Raised (test for panic).....	3 point reduction
Heavy Cavalry (+D3 Combat Result)	8 points
Heavy Cavalry (+1 Combat Result)	Included in basic line cavalry value – at 4 points
Lancers (-1/-2 Morale Save on charge)	5 points
Marauders (Ignore distance modifiers to command)	5 points
Reliable (+1 Command).....	4 points/but free if restricted to attack column only
Sharp Shooters (re-roll missed shot)	3 points
Steady (pass first Break test)	5 points
Stubborn (re-roll morale)	5 points
Superbly Drilled (free move).....	5 points
Terrifying Charge (enemy must take Break test)	5 points
Tough Fighters (re-roll failed hit)	1 point infantry, 2 points cavalry
Unreliable (no move on = Command roll).....	3 points reduction
Untested (randomise stamina)	Free
Valiant (re-roll 1 Break test)	3 points
Wavering (Break test when take casualty).....	Reduction equal to double unit's stamina value – ie, 6 points for standard infantry and cavalry units

Resources

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Terrain and scenics by: *Dave Andrews, Chris Bone, Ernie Baker, Grand Manner Ltd, Hovels Ltd, Stephen May, Aly Morrison, Alan Perry and Michael Perry.*

This book is full of lavish photographs of splendidly painted, finely detailed model soldiers. It's only right and proper that any gentleman of substance would enquire as to where he could procure a collection of his own.

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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, or Skirmishers
- 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

Black Powder™

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

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.	

Black Powder™

Battles with model soldiers
in the age of the musket

This book describes the Black Powder game and its various procedures and rules as played by the authors and their friends. The authors' aim is to enable and encourage the reader to recreate the great battles of the 18th and 19th centuries with armies of model soldiers on the tabletop.

As well as providing for the fundamentals of warfare such as the command of troops, movement on the battlefield, the effects of musketry and artillery, and the role of morale, the book includes numerous examples of further rules allowing the player to tailor games to their own preferences.

In addition, seven complete examples of Black Powder battles are included, embracing a range of conflicts throughout the period covered – both real and imagined.

The American War of Independence – the Battle of Freeman's Farm 1777

The Peninsular War – Fight Retreat at El Perez 1809

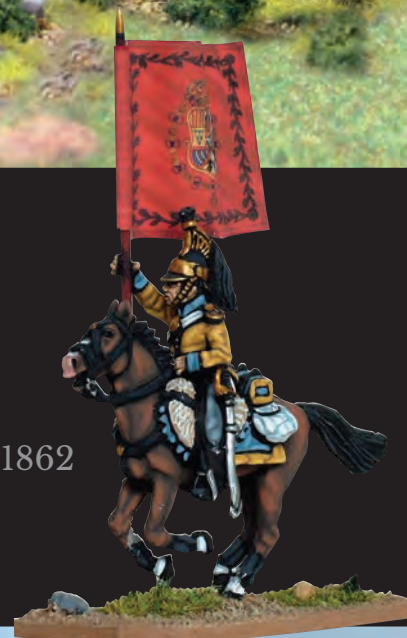
The Carlist War – the Battle at San Miguel 1830s

The Crimea – Crimea River 1854

The American Civil War – Daybreak at Hangman's Creek 1862

The Zulu War – Action at Ntombi 1879

The Sudan – the Battle of El Teb 1884



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