Big Battle Napoleonic Rules

Introduction

These rules are designed for re-fighting the large scale battles of the Napoleonic period with the emphasis put on playability rather than complexity. They allow a single player to control the large armies that fought in the major battles of the period whilst still finishing a game in a reasonable period of time.

DICE
All dice used in these rules are normal six sided dice numbered 1,2,3,4,5,6.

SCALES AND DEFINITIONS

1 cavalry figure	=	80 men
1 infantry figure	=	100 men
1 gun & crew	=	1 battery of 6 to 8 guns.
1 period	=	20 minutes

TROOP TYPES

HEAVY CAVALRY	Cuirassiers, Carabiniers and Guard and all British Dragoons.
LIGHT CAVALRY	Line and light dragoons, lancers hussars etc.
LIGHT INFANTRY	Jaegers, British light infantry and similar.
LINE INFANTRY	Other foot.
HORSE ARTILLERY	Light guns with horse mounted gunners.
HEAVY ARTILLERY	12# or other heavy guns grouped at corps or army level.
GENERAL	Commander in Chief, Corps, Divisional or Cavalry commander.

SPECIAL TROOP TYPES

British trained Infantry
British or British trained infantry of trained or higher morale class get an extra bonus when fighting in line.

Old regime infantry
Troops using C18 style firepower tactics. These also receive the bonus for fighting in line but also suffer various penalties as a result of their inflexibility and lack of skirmishers.

Ill armed infantry
Troops such as Prussian landwher in 1813 and Russian line whose musketry suffers through either a lack of equipment or training.

Poorly served artillery
Saxon, Spanish or similarly ill trained or ill equipped gunners who suffer a minus when firing. Russian guns are also poorly served but suffer no firing penalty because they are in larger batteries (see below).

Large Russian batteries
Large 12 gun batteries, these are mounted on a larger base than other artillery.

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MORALE GRADES

GUARD	French Old Guard. British guard and household troops.
ELITE	French Young Guard. Experienced British line troops. All other nations Guard and elite Grenadier formations.
TRAINED	Other regular troops with some experience. Inexperienced British regulars and fencibles.
RAW	Newly raised troops, Landwher and Cossacks. British militia and yeomanry.

ARMY TYPES

These rules distinguish between two types of army:
Armies with an efficient corps structure.
On the table such an army will have a CinC general base and a general base for each corps commander.
Division based armies without an efficient corps system.
On the table such an army will have a CinC general base and a general base for each division commander

BASING FIGURES

Infantry base	Four figures in two ranks of two or 3 figures in a single rank.	Frontage 3/4", depth 1".
Cavalry base	Four figures in two ranks of two.	Frontage 1", depth 2".
Large Russian Battery	Two or three crew for horse artillery, three or four for a heavy gun.	Frontage 2 & 1/4", depth 1".
Other artillery base	Two crew for horse artillery, three for a heavy gun.	Frontage 1 & 1/2", depth 1".
Limber base	Two horse models side by side.	Frontage 1 & 1/2", depth 1".
CinCs base	Carriage or 3 to 4 mounted figures.	2" square base.
Divisional general	Single mounted figure,	1" square base.
Cavalry general	Single mounted figure,	1" square base.
Corps general	Two mounted figures	1+ 1/2" square base.

CAVALRY AND INFANTRY FORMATIONS

Line	Single line of bases side by side.
Column	Two ranks of bases, as equal as possible in strength with the odd base, if any, in the front rank.
Column of march	Single file of bases end to end.
Square	Two ranks of infantry bases placed back to back.

ARTILLERY FORMATIONS

Unlimbered	Both crew and gun facing forwards.
Limbered	Crew face forward, gun with its barrel pointing backwards.
Column of march	As limbered, except a limber base is placed touching the front edge of the artillery base.

COUNTERS AND MARKERS

Coloured markers are used to indicate when a unit is in certain states:

DISORDERED	A yellow marker
ROUTING	A red marker
COUNTERING	A green marker

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UNIT SIZES

A unit of infantry or cavalry figures represents a brigade. An infantry unit consists of between 3 and 8 bases, a cavalry unit of 3 to 7 bases. A gun model represents a battery, a generals base represents the great man himself plus his staff.

SETTING UP A GAME

Before beginning to play a game 'scenario' needs to be developed. This must include details of all the troops fighting on both sides, the terrain over which they are fighting, the deployment of troops at the start of the game, which side is the 'attacking' side, the length of the game and so on. In the case of the refight of a historical battle the scenario should obviously reflect the historical situation, in the case of a non historical game one player should draw up the scenario for the game, then the other player picks which side he wishes to use.

TROOP DEPLOYMENT

The area within which troops can be deployed will be determined by the scenario. The defender deploys all his on table troops first, then the attacker deploys his. Troops must not be deployed within 12" of any enemy troops. When troops are first deployed they must be within the command distance of their own corps or division commander, unless defending a fortification, town or other defensible terrain feature.

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PERIOD SEQUENCE

A game period consists of a pair of moves. In the first of these moves the attacking side is the phasing side, in the second the defending side is the phasing side.

Each move follows the same sequence as shown below:

Side A = phasing side, Side B = non-phasing side

1)   Side A tests to rally any eligible routing troops.

2)   Side A checks command and control.

3)   Side A does all normal moves, and marks any cavalry held on a counter.
Side B can try to form square with any infantry attacked by cavalry.
Side B can make any counter moves, then removes all counter markers from his units.

4)   Firing phase   Side B fires
                                                                          Side A fires

5)   Fight melees.

6)   Move routing and pursuing troops from both sides.
Side A can move any cavalry on counter, remove the marker from any units moved.

COMMAND AND CONTROL

Each General has a command span. Units need to be within the command span of a friendly general at the start of the phase to be able to make certain actions. These are:

1) Rally from rout
2) Move in line or column
3) Unlimber

A unit which has no general can still:

1) Rally from disorder
2) Rout
3) Fire
4) Form emergency square
5) Move in column of march
6) Follow up or pursue

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Command spans

Any CinC	12"
French corps commander	12"
Prussian corps commander	10"
Confederation of the Rhine corps commander	10"
Austrian corps commander	8"
Russian corps commander	8"
Cavalry corps commander	6"
Division commander	4"

NOTES:
- A general can command any troops within his army except that a cavalry commander cannot command infantry or heavy artillery, though further restrictions may be specified within the scenario for a particular game.
- A cavalry general in a division based army only has a command radius of 4".
- British Spanish and Portuguese armies never seem to have had effective corps structures so corps commanders for these nationalities are not listed.

Risks to generals
Generals cannot be fired at or killed in these rules. If an enemy unit moves over a generals base the player moves his general up to 6" in any direction to get him out of harms way.

MOVEMENT

	Normal	CofM	Rout	Pursuit
Infantry Column	10"	18	6	-
Infantry Line	2"	-	6	-
Infantry in square or stepping back / artillery wheeling	1"	-	-	-
Heavy Cavalry	12"	24	10	8
Light Cavalry	16"	24	12	10
Heavy Artillery	8"	18	-	-
Horse Artillery	16"	24	-	-
General	16"			

Formation changes
It takes infantry a full move to change formation, cavalry take half a move. Limbering or unlimbering costs four inches of move distance. Unlimbered artillery may not move or change direction except by wheeling up to an inch to bring a target within it's arc of fire. Guns may not move or wheel and then fire in the same move, though they may unlimber and then fire. Artillery take half a move to switch between being limbered and being in march column (or v.v.).

Changing direction
A unit can change direction either by wheeling or by making an about face. An about face costs four inches of move for cavalry or limbered artillery, a full move for infantry and is not allowed to unlimbered artillery. Units can only wheel forwards, the distance moved is the greatest distance moved by any one figure.

Rough Terrain
Infantry in rough terrain move at half speed. Cavalry in rough terrain move at one quarter speed and are disordered. A unit in column of march can move through a town at full speed. Artillery cannot move through rough terrain except that artillery in column of march can move through towns and any artillery can move across a ford at half speed.

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Column of march

Troops in column of march cannot move to closer than 12" from any known enemy. If contacted by an enemy unit they are routed automatically and lose 2 bases, any attached artillery is destroyed.

Emergency squares

Infantry not in square charged by cavalry must attempt to form square. Throw 2D6, and if their total is less than the distance in inches that the cavalry moved to contact them they have succeeded, otherwise they remain halted in their original formation. Adjust the total to they need to beat using the table below:

Guard	+2
Elite	+1
Raw	-2
In column	+1
Disordered	-2
Enemy infantry within 3"	-3

Infantry can try to form square even if not commanded by a general but need to be under command to get back out.

Foot cannot move whilst in square.

If the infantry successfully form square the cavalry halt 2" away from them (or in their original position if closer than 2" away).

Pursuit

A cavalry unit which breaks or destroys an enemy unit makes a pursuit move forwards, at the end of which it becomes disordered. A pursuing unit must hit any enemy unit in its path, except it will halt 2" short of a square. A unit which does not contact enemy during its pursuit move ceases to pursue. A unit may pursue in either of a periods moves.

Rout

A unit which routs must run as directly as possible towards its own baseline whilst avoiding all enemy. All routers adopt column formation during their first rout move. Routers move in both of each periods moves until they either rally or leave the table.

Interpenetration

Friendly units may interpenetrate without penalty, even if one or both are disordered or routing.

Counter moves

A cavalry unit which does not move during its movement phase can be given a 'counter' marker. This allows the unit to make a limited move either in the rout/pursuit phase of its own move or at the end of the enemy's next movement phase. A counter move is only half the length of a normal move.

Deploying in a town

To claim melee benefits from being within a town a unit must deploy within it. This counts as a formation change. A unit deployed in a town counts as being in line. Only infantry can deploy within a town. The unit must reform into another formation before moving again.

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Attached artillery

An artillery piece with at least half of on face of it's base in contact with a friendly infantry or cavalry unit is counted as being attached to that unit. This gives the artillery a degree of protection in melee. An artillery piece cannot be attached to a unit deployed in a town or other difficult terrain.

RECOVERING FROM ROUT

A routing unit which is both within a friendly Generals command radius and not in contact with an enemy unit at the start of its sides move may test to rally from rout. Throw 2D6, the total needed to rally depends on the units class:

Raw	11
Trained	10
Elite	9
Guard	6

If the unit is within the command radius of it's CinC deduct one from the score required. A cavalry general cannot rally infantry.

A unit which fails to get the required score continues to rout, there is no limit to the number of times a routing unit can attempt to rally. A unit which passes the test must immediately rally and counts as disordered until it has done so.

DISORDER

Causes of disorder:
1) Cavalry slowed by difficult terrain.
2) Cavalry who have pursued.
3) Any unit who suffered more than 1 casualty in a single firing phase.
4) A unit which has passed a test to recover from rout but has not yet rallied.
5) Old regime infantry changing formation between column and line.

Effects of disorder:
1) Disordered units may not contact an enemy unit unless the disordered unit is pursuing.
2) Disordered units are penalised when firing
3) Disordered infantry are penalised when attempting to form square.

It is not compulsory to rally a disordered unit except when the unit has passed a recover from rout test.

RALLYING

A unit rallies after becoming disordered or after passing a test to rally from rout. A unit rallies by halting for a whole friendly move. A unit may not fire or fight a melee in the same move as in which it rallies.

CHARGING

A charge is any move designed to contact an enemy infantry or cavalry unit. A charge is the same length as a normal move. A charging unit may wheel at the start of it's charge move to face it's target, and may wheel further during the charge to avoid difficult terrain. A unit that starts the period with any part of it within a 45 degree arc of it's target's front must charge the front of it's opponent, it may not hit the enemies flank or rear, thus in the diagram below a unit in position 1 may not charge the flank of unit A even if it has the move to wheel round and do so, but a unit in position 2 would be allowed to charge unit A in the flank as no part of the unit would be within 45 degrees of the front of unit A at the start of it's move..
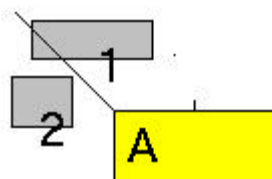
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FIRING

Cavalry, limbered artillery and troops in column of march cannot fire. A unit may fire at any enemy that has passed within it's arc of fire within the last move, though there is a deduction for firing at an enemy no longer available as a target during the firing phase. Throw 2D6 for each firing unit, an attacking die (red) and a defensive die (white). Adjust the attacking die according to the table below. If the attacking dies score is twice or more that of the defending die one base of the target unit is killed. A firing unit firing with an attached artillery battery available as a target can choose to fire at either the artillery or the unit it is attached to (even if the unit it is attached to would not otherwise be a valid target).

Firing factors:

Light infantry firing	+1
Ill equipped infantry firing	-1
Ill served artillery firing	-1
Target is in cover	-1
Target is in square or is enfiladed	+1
Artillery in canister range	+1
Artillery at long range	-1
Firers disordered	-2
Firing unit has 3 or less bases	-1
Firing unit is charged by cavalry and not in square	-1
Firing unit is in square	-2
Target is un-enfiladed line	-1
Firing at a target that s no longer available	-2

Ranges

Old regime	2"
Other muskets and rifles	4"

		Horse	Heavy
Artillery	Short (Canister)	2	2
	Medium	6	8
	Long	10	16

A unit that loses more than one base to fire in a single phase becomes disordered.

Arc of fire
An infantry unit can fire at any target within 45 degrees either side of straight ahead of the centre of the unit, so long as there is a clear line of sight. An artillery unit can fire at any target within 10 degrees either side of straight ahead so long as there is a clear line of sight, of the same width as the front of the battery, between the battery and the target.

Valid target
A unit may not fire at a unit that was not a valid target at the start of the firing phase. Eg. Unit A causes a hit on enemy unit 1 and unit 1 is dispersed. This exposes enemy unit 2 to the sight of unit B, unit B is not allowed to fire on unit 2, it's fire is deemed to have contributed to the destruction of unit 1.

Squares and artillery
A firing gun attached to a square does not count the minus for being in square.

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MELEE

Cavalry v's Cavalry or Infantry, Infantry v's Infantry
As far as possible melees should be divided up into 1 unit v's 1 unit fights. Where one side has more than unit involved the phasing player chooses which unit on each side will be the unit that actually fights. The other unit(s) involved do not fight directly but count as supporting bases to the fighting unit. One rank of cavalry or Old Regime infantry can fight or count as supports, two ranks of other infantry may do so.

For each side throw a die and adjust the score thrown using the table below:

Each cavalry base v's infantry not in square	+4
Each other eligible base in the unit fighting	+1
Guard	+2
Elite	+1
Raw Cossacks	-2
Other Raw	-1
Disordered	-1
Enemy defending obstacle	-1
Enemy defending fortification	-3
Heavy cavalry	+2
British trained or Old Regime infantry in line	+3
Other infantry in line	+2
Infantry in square	-5
1 or 2 eligible bases in supporting units	+1
3 to 5 eligible bases in supporting units	+2
6 or more eligible bases in supporting units	+3

Compare the adjusted scores and apply the appropriate result from the table below:

Difference	Result
0 or 1	Indecisive, bounce back 2" (1" each in the open, if one side defending cover they hold, opponents bounce back 2"). Cavalry may choose to bounce back up to an additional 5", the attacking unit choosing how far to recoil first.
2,3 or 4	Losers pushed back 2" and lose a base, winning cavalry must follow up 2", winning infantry must follow up unless they received a charge this move, in which case they must hold their ground.
5 or more	Losers lose 2 bases and rout, winning infantry hold their ground, cavalry pursue.

Melee results for supporting units
Troops supporting a unit which wins a melee take the same melee result as that unit. Troops supporting a unit which loses or fights an indecisive melee can be bounced or pushed back but do not rout, being pushed back instead. Supporting troops who are pushed back do not suffer casualties. A unit routing a supported unit may follow up the push back of their supports rather than holding its ground or pursuing.

Melee results and other units

Troops who are pushed or bounce back force back any friendly unit(s) in their way. The unit pushed back is not disordered by this but the unit(s) forced back by them are disordered as a result.

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Cavalry v's infantry

Cavalry automatically break infantry not in square and in the open that they have contacted in the flank or rear. The infantry lose 2 bases and rout, the cavalry must pursue.

Infantry in square bounce cavalry off automatically.

Cavalry that contact or are contacted by infantry whilst in rough terrain automatically break, losing one base. Infantry may not move into contact with enemy cavalry who are in the open.

Artillery in melee

Cavalry and infantry can destroy unaccompanied enemy artillery simply by passing over it. This does not count as a melee and does not slow the units movement. The destroyed artillery unit does not get to fire in the move in which it is destroyed.

Artillery attached to a unit is counted as part of that unit for melee purposes, though artillery pieces do not count towards the number of bases in the unit. Artillery pieces can fall back with a unit which is pushed back but artillery attached to a unit which routs is destroyed. Artillery pieces attached to a unit which follows up or pursues an opponent must limber up and are placed at the rear of the unit they are attached to.

DISPERSAL

When an infantry or cavalry unit is reduced to a single base it is removed from the table.

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Scenario: The battle of Ligny

The Prussian Army   (Defending)

Commander in chief: **Blucher**

1st Corps:
Corps commander (Zeithen)
3 x 24 PRUSSIAN LINE
2 x 20 PRUSSIAN LINE
2 x 16 PRUSSIAN LINE
1 x 16 PRUSSIAN JAEGER
2 x 24 PRUSSIAN LANDWHER
2 x 20 PRUSSIAN LANDWHER
2 x 12 PRUSSIAN CAVALRY
1 x 20 PRUSSIAN LANDWHER CAVALRY
2 x PRUSSIAN HEAVY ARTILLERY
2 x PRUSSIAN HORSE ARTILLERY

2nd Corps:
Corps commander (Pirch)
5 x 24 PRUSSIAN LINE
3 x 20 PRUSSIAN LINE
4 x 24 PRUSSIAN LANDWHER
3 x 12 PRUSSIAN CAVALRY
1 x 20 PRUSSIAN LANDWHER CAVALRY
2 x PRUSSIAN HEAVY ARTILLERY
3 x PRUSSIAN HORSE ARTILLERY

3rd Corps:
Corps commander (Thielmann)
4 x 24 PRUSSIAN LINE
3 x 24 PRUSSIAN LANDWHER
3 x 20 PRUSSIAN LANDWHER
2 x 16 PRUSSIAN CAVALRY
1 x PRUSSIAN HEAVY ARTILLERY
3 x PRUSSIAN HORSE ARTILLERY

Troop classifications:

PRUSSIAN LINE	trained line infantry
PRUSSIAN LANDWHER	raw line infantry
PRUSSIAN JAEGER	trained light infantry
PRUSSIAN CAVALRY	trained light cavalry
PRUSSIAN LANDWHER CAVALRY	raw light cavalry
PRUSSIAN HEAVY ARTILLERY	12# battery
PRUSSIAN HORSE ARTILLERY	6# battery

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French Army   (Attacking)

Commander in Chief: **Napoleon**

Guard corps:

Corps commander (Druot)
2 x 24 OLD GUARD
2 x 20 OLD GUARD
2 x 20 YOUNG GUARD
1 x 20 GUARD CAVALRY
4 x HEAVY ARTILLERY
1 x HORSE ARTILLERY

3rd Corps:
Corps commander (Vandamme)
2 x 28 FRENCH LINE INFANTRY
3 x 24 FRENCH LINE INFANTRY
2 x 20 FRENCH LINE INFANTRY
1 x 12 FRENCH LIGHT CAVALRY
1 x HORSE ARTILLERY

4th Corps:
Corps commander (Gerard)
2 x 24 FRENCH LINE INFANTRY
4 x 20 FRENCH LINE INFANTRY
1 x 16 FRENCH LIGHT CAVALRY
1 x HEAVY ARTILLERY
1 x HORSE ARTILLERY

1st Cavalry Corps:
Cavalry general (Pajol)
1 x 20 FRENCH LIGHT CAVALRY
1 x 16 FRENCH LIGHT CAVALRY
2 x HORSE ARTILLERY

2nd Cavalry Corps:
Cavalry general (Exelmanns)
1 x 20 FRENCH LIGHT CAVALRY
1 x 16 FRENCH LIGHT CAVALRY
2 x HORSE ARTILLERY

4th Cavalry Corps:
Cavalry general (Milhaud)
1 x 20 CUIRASSIERS
1 x 16 CUIRASSIERS
2 x HORSE ARTILLERY

D'Erlons troops
1 x 20 FRENCH LINE INFANTRY
1 x 16 FRENCH LINE INFANTRY
1 x 16 FRENCH LIGHT CAVALRY

Troop classifications

OLD GUARD	Guard class 'line' infantry
YOUNG GUARD	Elite 'line' infantry
GUARD CAVALRY	Guard class heavy cavalry
FRENCH LINE	Trained line infantry
FRENCH LIGHT CAVALRY	Trained light cavalry

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FRENCH CUIRASSIERS	Trained heavy cavalry
FRENCH HEAVY ARTILLERY	12# battery
FRENCH HORSE ARTILLERY	6# battery