

A Close Run Thing

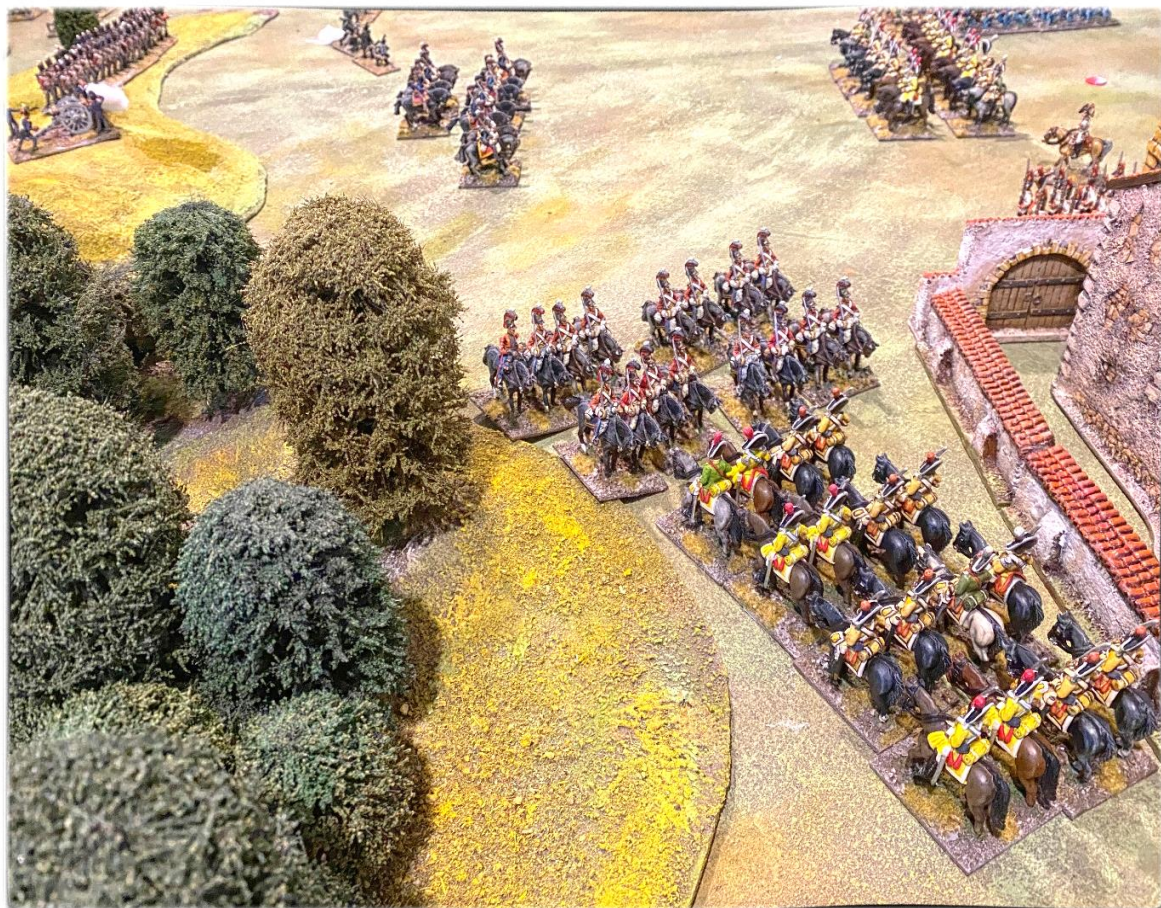
Wargame Rules for the Napoleonic Era



Core Rules Edition

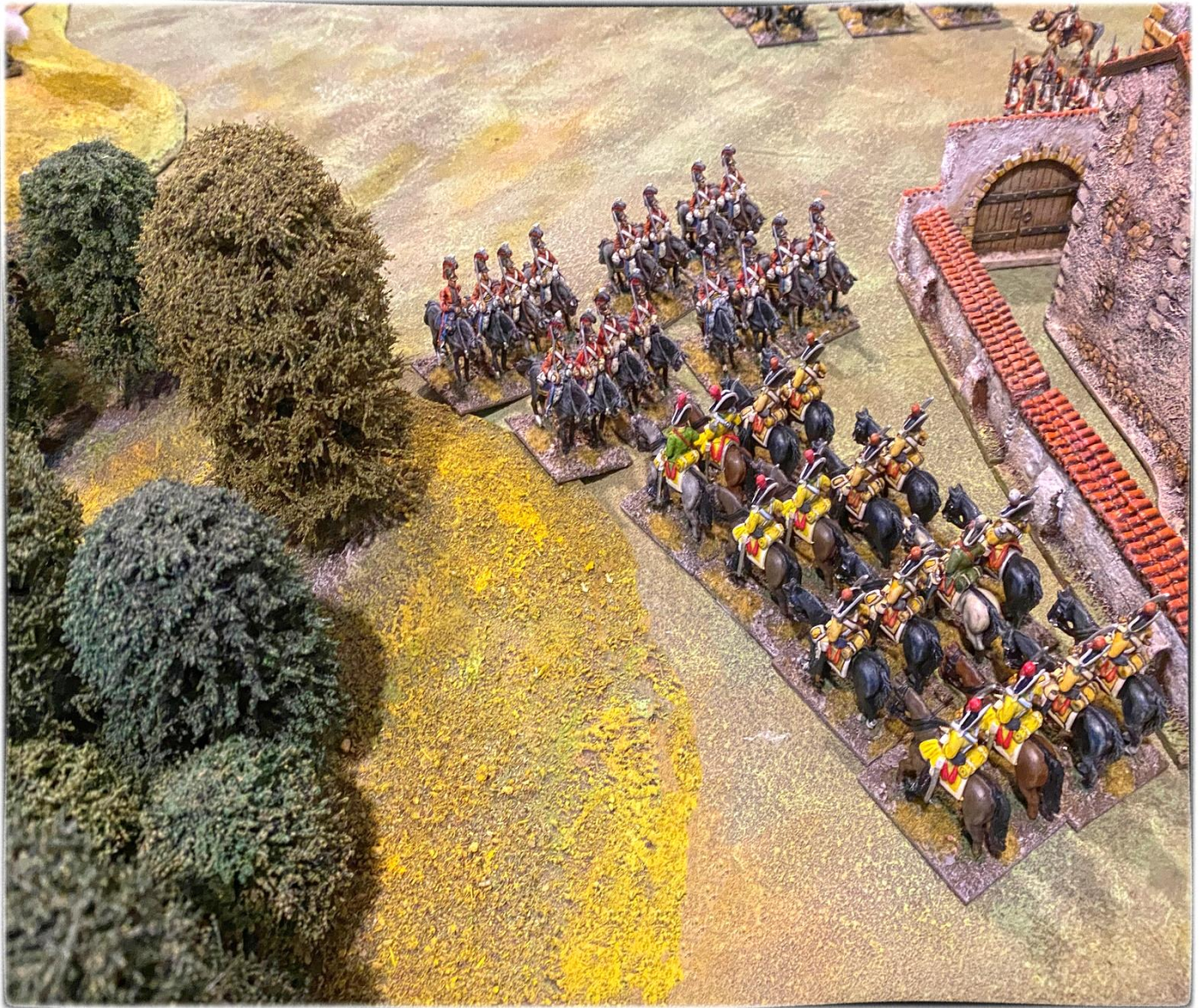
A WATOGY PUBLICATION

Wargaming at the Outpost, Grimsby



A Close Run Thing v1/25

Wargame Rules for Big Battles in the Napoleonic Era



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1. Introduction and Sequence of Play

This concise rule set is designed for 'big battles' of the Napoleonic era in either 15mm figure scale (true scale and Epic) or in 28mm scale. The custom at The Outpost is to use a historical battle as a starting point scenario for the wargame. The rules have been designed for multi-player games with individual players in charge of a Division but can easily be translated for one-versus-one games or scaled down to Brigade level. This rule set was inspired by Neil Thomas' Napoleonic rules, and the principles behind his approach. His melee tables and morale system, and other elements of his rules, are integral elements in 'A Close Run Thing,'

The group have introduced their own ideas and innovations, in particular the **'Dice String'** mechanism has been developed within the group and is at the heart of the rules. One of the many virtues of the dice string is that it allows players to modify and amend the core rules, especially in tandem with special rules, for example, resulting from varying national characteristics. **'Command and Control' works through the dice string mechanism through which players allocate and prioritise their actions and responses.**

As the group continue to employ the rules, a comprehensive set of national characteristics, special rules and scenario specific rules and conditions will be assembled and published in a supplement. The rules have been developed by the collective membership of the Outpost Wargames Group: Martin Buck, Rob Cooper, Adrian Howe, Tim Smith, Si Tomlinson Dave Tuck and Ian Wright.

Sequence of Play

- Roll each game turn for which army has the initiative. D6 v D6.
- Throw and assemble **Command Dice Strings** for each Division (see section 3, page 6).
- Each game turn, players in control of Divisions alternate in allocating their Command Dice, and follow through the consequences, action by action, until all dice strings are exhausted.
- **There is no set sequence** of play, beyond that charging must be declared at the beginning of a game turn and melees are completed at the end of the turn. Movement, Firing, Charging and Melee will simultaneously be taking place at different parts of the battlefield and the ebb and flow of battle will, as in reality, vary enormously in different sectors.
- The **dice string concept** allows, and requires, players to act, and react, to a dynamic process of action and decision-making, in a context of uncertainty, akin to the unpredictable reality of battle.
- **The flexibility of the dice string concept** enables differential weighting to be given to many of the major elements of an army's capabilities, by adding or reducing the number of dice in the command dice string. For example, to account for the superior leadership and command structure of some armies or the varied quality of troops, more, or less, command dice can be allocated to reflect national characteristics. Units with less training and experience (see section 3, page 6) are represented by different coloured dice, not less dice, in the command dice.

- **The dice string mechanism helps to simplify (and substantially shorten) the rules**, while maximising the opportunities for tactical thinking. For example, the layer of rules and procedures relating to orders, and testing to see if they are enacted, is by-passed by the dice string mechanism as players must simply make decisions about their priorities on how to distribute their limited command dice.
- **The employment of bases (sometimes referred to as ‘stands’)** as the basis for model army unit organisation, also enables units to be differentiated, so, the standard 4-base infantry units can be varied to meet specific circumstances, national characteristics or scenario conditions.
- **For the purpose of later morale testing and deciding victory/defeat purposes**, at the beginning of the game count, and note the number of bases in each Division and then total the number in the Corps/Army. Calculate and note the following percentages: 25%; 33.3%; 40%.

2. Units and Formations

Model Army Organisation and Morale Status

The gaming units are regiments/battalions of infantry, regiments of cavalry and batteries of artillery and the command focus is the Division. The general custom at The Outpost is to use around 3 infantry units per Brigade with attached cavalry units and an artillery battery.

The Division can be as big or small as determined by the scenario, and/or models and space available.

The number of bases in a unit is the important factor, not the number of figures in a unit.

Four bases per unit is the standard organisation for infantry and cavalry. However more or less bases may be used if a different basing system has been used – and this will impact on the minimum number of bases remaining before a unit is removed (for example, if a Regiment initially has 6 bases then the unit is removed from the table when it reaches 2 bases remaining, as opposed to 1 remaining base for the standard 4-base unit).)

Infantry

Formations can be Line, March Column, Attack Column and Square

Units may turn 180° (about face) free, once per turn

Line consists of bases (stands) in 1 rank, four bases are ‘standard’. The number of figures on a base can also vary depending on the basing system used, as long as they ‘look right’ (e.g. are in ‘close order’ if depicting line infantry).

Battalions in Attack column - 2 bases wide and 2 or more ranks deep

Battalions in Square, Triangle or 2 bases back-to-back

Battalions in March Column - 1 base wide, 4 or more ranks deep. This formation is also used when failing to stand (or counter-charge in the case of cavalry) after a morale test, the unit has to withdraw into this formation.

This reflects 'disordered status' - when a unit is in March column it may not fire or fight. This unit will have to use its free 'about face move' and use a command dice to change its formation into one that may fire or fight – so essentially a command dice **is used to rally the unit**.

Formed Units (not skirmishers) take 1 move penalty to move from one formation to another. **Cavalry** take ½ move into, or out of, of March column.

Skirmishers may be represented in several ways – including two or more figures in 'open order' on a base, a single figure on a base, or a 'standard' (line) infantry base. Number of skirmisher bases employed will depend on the army, tactics and scenario concerned. **Light infantry units may change formation to act as skirmish units**.

By using a command dice, skirmishers can lay prone, thereby allowing units in line or column to fire over them. A command dice is also necessary to raise them from prone.

Cavalry

Heavy Cavalry, Light Cavalry, Lancers – four bases is standard and formation shape is not critical (either a line of 4 or two lines of 2), however if the unit is in march column formation it may not fight even if charged. It suffers ½ move penalty to move from march column to any other formation.

Cavalry in March Column - 1 base wide, 4 or more ranks deep. This formation is also used when failing to **counter-charge** after a morale test - the unit has to withdraw into this formation. **This reflects 'disordered status'** - when a unit is in March column it may not fire or fight. This unit will have to use its free 'about face move' and use a command dice to change its formation into one that may fire or fight - a command dice is used to rally the unit.

Foot and Horse Artillery - Light, Medium, Heavy

An artillery battery can be represented by a group of guns and limber models or by a single gun. The number of batteries on opposing sides is scenario specific.

Before starting the game, players should **roll to see how much ammunition** individual artillery guns have. (Detailed later in the Firing and Re-supply sections).

Morale Ratings (D6 score required to pass a morale test):

Each unit's Morale Rating may be clearly noted and/or marked (for e.g. by a colour coded small tiddlywink disc – blue for Elite, green for Poor, Regular no marker). **Morale ratings reflect the training, experience, esprit de corps, leadership and resilience of the unit.**

Elite/Guard/Veteran 3+ Regular 4+ Poor/Militia/Green/Levy 5+

3. Dice Strings

Sequence for each Division:

- 1 dice per unit fielded (including skirmish units)
- For each unit lost in combat, remove a dice from the number of dice thrown.
- Roll all the dice. Sort dice into strings (all the 2s,3s,4s etc. are placed together in a line)
- Compare 1's to 6's. More 1s than 6s in any colour, all 1s are handed over for the opponent to re-roll these for their use. A lesser or equal number of 1's to 6's then the 1's are removed for this turn. **After the complete turn has finished, (i.e both sides have completed their dice string actions), these dice are handed back to their opponent.**

Example:

- Red Dice (Guard units in this example) any 1's rolled may be re-rolled once.
- Blue Dice (Regular troops in this example) 1's & 6's are used in the normal way
- Green Dice (Raw and Militia units in this example) any 6's rolled are downgraded, not allowing the Green dice to benefit from the 6. However, a 6 can be converted to any other number and be added to a dice string.

6's rolled are for special actions e.g. to attempt a re roll of a failed morale test or an additional fire action, but not 2 shots with the same unit in the same '*dice string*' turn. A 6 cannot be used for failed hit rolls either during firing or melee. Some examples of the use of a Command dice 6 are highlighted in the following sections but need not be restricted to these ideas. In the end if players agree a '6' may be used for a purpose, then use it!

6's may also be saved and carried over into the next game turn

Using a Dice String:

Example:

A player may have three 4s in his chain. The first dice 4 may be used for manoeuvring a unit.

A second dice 4 is used to direct a cavalry unit to charge an enemy unit.

The third dice 4 is used to move an infantry unit from column of march to line.

Once the process of allocating a dice string is started it must be followed through until

all dice are used (or else dice are sacrificed).

Firing does not require the use of a command dice.

A command dice must be used if a player wishes to charge.

2 dice in a string, or one dice and a 6 used together, can move a whole brigade irrespective of the number of units in it, as long as they are performing the same movement or action.

2 dice in a string may be used together to 'double' move a unit. 4 dice in a string used together to double move whole brigade

If available, a player may choose to use a 6 and a regular dice from a string or even 2 x 6's to enable a unit which has already fired, to fire again (*but not in the same dice string*) **So, it may be possible to fire a unit multiple times during the playing of the whole turn.**

No unit may 'double fire' in the same dice string.

A 6 cannot be used to re-roll any failed firing roll.

4. Charges

Charges are declared at the start of the dice string turn. It takes 1 dice from a string to declare a charge.

Only 1 unit may charge each face of the defending unit.

Squares are classed as having only 1 front facing.

A charging unit may not turn more than 45° to charge

Units cannot charge through other units but may charge through skirmishes.

No **support** firing on the charging unit by other units is allowed.

A defending unit charged frontally may fire against the attacker, even if it fired in their turn in the same dice string. (No defensive fire is allowed by emergency formed squares)

Cavalry armed with carbines do not get defending fire.

Infantry Charging

- May only charge other infantry, skirmishers and artillery.
- It costs 1 command dice to declare a charge
- May only declare a charge on other infantry if the attacking unit has more bases than the defending unit.

- May charge skirmishers and artillery without this restriction.
- If an infantry unit is being charged by an opposing infantry unit, the defending unit has to test to stand **[unless the defending unit is in square formation]** by a D6 score equaling or exceeding its morale rating. If it fails, it has to withdraw ½ move facing the attacker in its current formation or 1 full move away in march column.
- If the unit fails its morale test to stand, a command dice 6 may be used to attempt to pass the morale test again. This can be done once only. Once in contact, the melee is resolved at the end of the player's initiative turn.

Cavalry Charges

See Melee Table (page 14) for dice thrown per base in cavalry combat.

It costs 1 command dice to declare a charge.

At the same time as a charge is declared, the defending unit must declare if it intends to counter charge or withdraw.

A marker is placed at the end of the 20 cm/inch charge distance.

Cavalry versus skirmishers do not have to test to charge, but are still blown after such a charge.

To pass a cavalry charge test, the unit must equal or exceed its unit morale rating. If it fails to charge the unit does not move and is not 'blown' (if it fails this test a command dice 6 may be used to attempt to pass the morale Charge test again. This can only be done once)

In the case of the attacker not passing its charge test, the defending unit does not have to take any test.

The defending cavalry unit may counter charge by passing a morale test using the same D6 throw criteria, or withdraw ½ move away facing the attacker or a full move away with its back to the attacker, in any formation.

If the defending cavalry unit is charged from the flank or rear by an opposing cavalry unit that starts its charge over a half move distance away, the defending unit may voluntarily withdraw but can only make a full move away 'back to' the enemy in march column.

If it wishes to counter charge (turn and face the enemy in this case) it has to pass a morale test, failing the test it has to take the charge in its current position.

If the attacking unit starts its charge within a half move distance away, the defender cannot voluntarily withdraw, it has to take a morale test. Passing the test allows the unit to withdraw 1 full Move away 'back to' the enemy in march column.

Failing the Morale test means enemy charge is carried home on the defenders flank or rear as declared.

The defending unit must declare if it intends to counter charge or withdraw at the same time as the Charge is declared.

If it fails to counter charge, it has to withdraw 1 full move, facing away from the attacker in March column. In this case the attacker may wish to occupy the now vacated ground

If it fails, its counter charge test a command dice 6 may be used to attempt to pass the morale test again. This can only be done once.

If it passes its counter charge test it is deemed to be counter charging and is **'blown' whatever the outcome of the melee**. Mark this blown status with, for example, a small tiddlywink disc.

If the defending unit withdraws from the charging enemy unit, by either failing the counter charge test or by choice, neither the attacker nor defender are blown

A charging cavalry unit that wins the melee may, if it has any charge distance left, may engage any enemy unit within a 90-degree arc (45 degrees each side of the centre of the unit) and still have **full effect and dice bonus**.

At the end of a **Heavy** cavalry unit charge, the unit must test first to see if it remains 'In control/under command'

British Peninsular 1-4 fail, Other 1-2 fail. Other periods British 1-3 fail, Other 1-2

If a Heavy cavalry unit charges out of control, (i.e. it fails control test) it charges up to its full charge distance. It loses its dice bonus and only hits on 6.

They are effectively blown but they ride on for glory! They must charge the nearest enemy unit within their charge distance and angle. If none is available, the test is ignored. This test is repeated until the unit passes a test, is eliminated or loses a melee

At the end of a cavalry charge the attackers and counter-charging defenders, **are** deemed to be 'blown'. **They** will now only hit on a 6 and lose any additional dice bonus. **Blown status remains for the rest of the game.**

Any blown cavalry unit may still charge an enemy if it declares a Blown Charge in the charge phase, **but again, must test to charge first – by passing a morale test in the usual way**. However it receives -1 on its unit's morale when testing. Additionally, when fighting, it loses its melee dice bonus, if any. It only fights on 1 dice per base and only hits on a 6.

Exception: if it declares a **Blown Charge** to the flank or rear of an enemy unit, against skirmish or any unit in March Column it receives a +1 dice per base.

If charging a blown cavalry unit, the blown unit may withdraw or attempt to counter-charge with -1 of its morale when testing. **A command dice 6 may be used to attempt a re-roll**. If it fails to counter charge, it has to withdraw 1 full move, facing away from the attacker in March column. In this case the attacker may wish to occupy the now vacated ground.

5. Movement

Standard Move cm/15mm inch/28mm

Line formation 8

Attack Column/Foot Artillery Limbered 12

Unlimbered medium/light artillery 4

Cavalry/horse artillery/supply wagon 20

March Column/Foot Artillery Limbered 14

March Column/Foot Artillery Limbered on Road 16

Skirmishes 16

Terrain and formation change penalties

Infantry changing formation: 1 move

Cavalry moving from march formation to any other formation $\frac{1}{2}$ move

Over 45 degrees: $\frac{1}{2}$ move

180 degrees (about face) : 1 free per turn

Foot Artillery Limber/Unlimber: $\frac{3}{4}$ move (From a move distance of 12)

Horse Artillery Limber/Unlimber: $\frac{1}{4}$ move

River fording: $\frac{1}{2}$ move

Enter town/building: 1 move

Woods infantry $\frac{1}{2}$ move; skirmish formation no penalty.

Hills: impact will be noted in any specific scenario.

Interpenetration is allowed provided the unit can clear the unit it is moving through. The exception to this is a unit retreating after losing a Melee. If its route is blocked by a unit(s) and has no other retreating path, then the retreating unit is eliminated.

Emergency Square - does not need a command dice from the dice string, to be attempted. It may only be formed if the charging unit starts its charge more than $\frac{1}{2}$ its move distance away from the unit it is charging

To form this Emergency Square, roll a D6 equal or more than the unit Morale Rating. A dice string 6 may also be used for a re-roll, if it fails its first attempt.

Emergency Squares do not get any defensive fire before the melee takes place.

7. Firing

Ranges

15mm Ranges for firing: (cm long/short)

Heavy Artillery 90/30; **Medium Artillery** 72/24 **Light Artillery** 54/20

Rifle: 24 **Musket:** 18 **Carbine:** 10 long (light cavalry only, cannot move and fire)

28mm Ranges for firing: (inches long/short)

Heavy Artillery 54/18; **Medium Artillery** 48/16 **Light Artillery** 36/14.

Rifle: 18 **Musket:** 12 **Carbine:** 6 long (light cavalry only, cannot move and fire)

Infantry: 1

Targets must be nominated before firing and may not be changed if the target is eliminated before other units have a chance to fire at it.

The firing unit must have an **unblocked line of sight unless it is on higher ground**

Firing through skirmishers is allowed so long as they are prone.

If a unit fires, mark the unit with 'smoke' using cotton wool. **This unit cannot fire again during this complete game turn unless** a 6 command dice has been retained and this is used, *plus* a dice string (or another 6) to allow the unit to fire again in the **next** dice string played.

A unit takes 4 hits before a base is removed, hits up to this amount are marked by a small dice alongside that unit. Once a unit has received 4 hits a base is removed, with any excess hits being carried over on the remaining bases.(marked by a dice at the side of the unit).

On losing a base the unit must immediately take a morale test.

If it fails this test another base is removed (note, a command dice 6 may be used to re-roll a failed test, once only).

If the unit is now reduced to 1 remaining base (4 base units) or 2 bases (for example if using 6 bases then the remaining base(s) is removed as the unit is now deemed to be broken and routed.

Skirmish units are treated similarly in that they take 4 hits to remove a base with any excess being carried over on the other bases, however they do not have to take a morale test when losing a base, additionally they are not eliminated when that skirmish unit only has 1 base remaining.

Infantry: 2

March column can never fire or fight.

1 D6 is rolled for each base firing.

Attack columns fire with only the front 2 bases, hitting on 4+ moved 6

Line formation: 3 or 4 bases firing in **3 deep line** (most nations) 4+, moved 6

Line formation: 3 or 4 bases firing in **2 deep line** (British & Portuguese) hit on 3+ moved 5+

One/two bases firing in 2/3 deep line formation hit on 4+ moved 6+

Skirmish formation is treated as unformed single bases firing and hit on 5,6 and if moved, 6
Fire may be split, but the number of bases firing will be reflected in the chance to hit as above.

Units in and around buildings are considered unformed and only hit on 5+

Units in a building **may** pick separate targets or all fire at the same target.

Squares only fire with 1 base at one target in line of sight (hitting on 4+).

Each side (of the square) may therefore have different targets.

The exception to this is if a cavalry unit charges a Square which has been formed in the last turn or before.

The Square, has defensive fire and all 4 bases can fire at the charging Cavalry unit as the cavalry are deemed to be 'milling around'.

Skirmish infantry: 5+. Moved 6

Musket / Rifle fire: 3 deep Line (Nation specific) 4+. Moved 6. British/Portuguese 2 deep line 3+, moved 5+

Carbine / Light Cavalry 6+

Attack column or 2 base front : 4+. Moved 6.

Square, per side, 4+

Firing from a building 5+, all units may fire at the same target or may split fire

Emergency Square cannot fire.

A command dice 6 can be used to negate the movement penalty and thereby restore the hit chance specific to the unit firing

Saving Throws: Target in hard cover or reverse slope 4+; Soft cover 6; Target is artillery – from artillery 2+; target is artillery from infantry, 5+

Artillery

Artillery fire: Elite/Regular Artillery hit on 3+ Moved 6. Poor/Militia Artillery hit on 4+ Moved 6

The firing unit, if not on higher ground, must have an unblocked line of sight. This includes friendly skirmishes in the path of the firing artillery unit unless they lay prone [which needs a command dice].

Otherwise, they must withdraw or move aside if the Artillery wishes to fire (unless the artillery unit is on higher ground).

Howitzers may fire overhead of units in their line of sight.

If the enemy target is beyond 30cm/12" then any enemy skirmishers in the front of these units may be ignored as the target of fire – but need not be - and fire may be directed at the main enemy unit.

1D6 is rolled for artillery at long range. reducing their ammunition supply by 1 'pip' (ammunition round)

2 D6 are rolled at short range plus half of a D6 roll rounded up. Reducing their ammunition supply by 2 pips

Example: at short range, 2D6 + a roll of a 3 on a third will give 2 additional D6 rolls. So the player has 2+2= 4D6 to roll for hits.

The range is taken from the centre of the formation to the target, within a 45-degree arc

Artillery firing at buildings may set the building on fire. If a 6 is rolled on the hit dice, the casualty is taken off as normal (if it is not saved) and any Morale test taken if applicable. Then another D6, is rolled, if again a 6 is rolled (5,6 Howitzer) then the building is now on fire and remains so for the rest of the game.

Any units inside must evacuate immediately and take a morale test, even if has just taken one due to firing casualties. No units may enter the building for the rest of the game.

Infantry units apart from Skirmishes exiting a building do so and form March column

Canister fire, i.e. short-range fire, cannot set a building on fire.

8. Melee / Hand to Hand combat

A hit is achieved on a roll of 4+ All bases are deemed to be involved in the melee.

First, resolve any defensive fire, if applicable. These hits do not form part of the result of the melee but may result in bases being lost (and a resulting morale test).

Cavalry armed with carbines do not get defending fire. No fire into a melee.

Melee is always simultaneous with both sides taking hits.

Throw dice for each base as indicated in the table:

Melee Own Unit	Enemy Unit Heavy Cavalry	Enemy Unit Light Cavalry	Enemy Unit Lancers	Enemy Unit Close Order Infantry	Enemy Unit Skirmishers in Open/ Artillery/March Column
Heavy Cavalry	1	2	2	3	2
Light Cavalry	1	1	2	2	3
Lancers	1	1	1	4	4
Close Order Infantry Charging	-	-	-	2	1
Close Order Infantry	1	1	1	1	-
Skirmishers in Open Artillery/March Column	-	-	-	-	-

Additional one dice to be added per base in melee:

- Attacking flank or rear. Defender on higher ground
- Defender protected by linear obstacle, river, woods, buildings
- Skirmishers defending, a building, linear object, woods

A square may only be charged by 1 enemy unit at any one time. All the bases in the square are counted as being in the melee.

The side achieving the highest number of hits, after any saving rolls are applied, wins the melee. The attacker may occupy the ground of the loser.

The losing side must withdraw, either 1 full move (its march column distance) facing away in March column formation or $\frac{1}{2}$ a move away and face the attacker in its current formation. If the retreating unit has its route blocked by a unit(s) and has no other retreating path, then the retreating unit is eliminated.

The losing side takes a morale test - however **it only must take 1 morale test** even if it lost a base or bases in the melee. A square losing a melee and failing its morale test has to withdraw its full march column move away from the enemy in march column.

A command dice 6 can be used for a further re-roll if it fails its first test

If a square loses the melee and fails, its morale test it gets a chance to re-roll this failure. A command dice 6 can be used for a further re-roll.

A draw means that the attacking side has the advantage/momentum and causes the defender to retreat and take a morale test. An exception is that if a melee is a draw against a square, the square does not have to take a morale test or withdraw. In this case the attacker withdraws and takes a morale test.

If the winning side has a base removed, it does not have to take a morale test.

If more than 1 face of the defending unit is being attacked i.e. flank or rear, (not a square) then first resolve the front face melee. If this results in the defender losing a base, then the melee is won and the second unit attacking does not fight. If it's a draw or the first attacking unit loses, the second melee takes place, totaling all units involved and all melee hits so far.

Skirmishers do not get a chance to fight back in hand-to-hand combat, (skirmishes may fight back if defending an obstacle, (see additional dice notes) they fire, then retreat, being pursued by the attacker who rolls to see what casualties they inflict upon the skirmish/artillery unit (hits calculated as for skirmishes in the open), or they may elect to run in any direction. In this case, they do not fire and do not take any hand-to-hand hits.

Artillery electing to fire, then retreat or simply retreat without firing (receiving no melee hits) behind any friendly unit within 8 cm/inch, taking hits as they retreat, see table. (hits calculated as for skirmishes in the open).

If there are no friendly units within 8 cm/inch to withdraw behind (not including any other artillery guns) they may fire but are then automatically eliminated.

Units charged in march column and Infantry failing an emergency square roll, do not get defensive fire. March columns do not fight or fire back; they flee and are pursued by the attacker who rolls to see what casualties they inflict.

9. Artillery Ammunition and Re-Supply

Artillery is subject to Ammunition supply. To determine how many shots the gun has at the start of the game roll 2 x D6, the total of these is the number of initial shots the gun receives.

This total is reduced by 1 when firing at long range and by 2 at short range. A small D6 marker at the side of the gun is used to note how many shots are remaining.

At any point players may attempt to re-supply their artillery. There are 2 ways to do this.

First, **simply roll a D6** needing initially a roll of 6 to allow a re-supply, if this fails then in the next turn roll a 5+ to allow re-supply and this continues downwards until the required roll is equaled or exceeded. A small D6 at the side of the gun is used to mark what roll is required. If it passes, roll another D6 to see how much ammunition is reloaded. (max 12 in total)

Another method is by **moving an Artillery Supply Wagon**. These move to the required gun during the game. They get 1 free move at the start of each turn and if further moves are required, a command dice, or 6, is needed. A 6, which can also be used with another command dice or 2 command dice, may allow a double move. They are affected by terrain as any other unit and may not move through woods. They can interpenetrate provided their exit is clear.

Once at the gun (within 5cm/2inches) roll 1 D6, a roll of 1 means it fails to re-supply this dice string and must wait until the next string to roll again (a 6 could be used to re-roll a failure). If it passes roll a D6 to see how much ammunition is re supplied (max 12 in total). It is not permissible to move or fire in the dice string if re supply is being attempted.

10. Morale Tests

A morale test must be taken when:

- A unit loses a base from firing.
- A unit loses a melee.
- When exiting a building that is set on fire.

To pass a Morale test it is necessary to roll a D6 which equals or exceeds a unit's morale rating: **Elite/Guard/Veteran 3+ Regular 4+ Poor/Militia/Green/Levy 5+**

Players may re-roll any failed morale test once if they have a command dice 6 available to use for that Brigade/ Unit.

Squares failing a morale test can have a re-roll attempt and, with a command dice 6, a third attempt may be made. A base from a square is only removed if the second attempt fails.

The loss of a morale test results in an additional base being removed.

11. Victory/Defeat Conditions

At the beginning of the game, count both the bases in each Division and the total number of bases. Calculate the following percentages in bases for each division, 25%; 33.3%; 40%.

Once the division reaches 25% losses, all units receive -1 on its morale dice rolls when testing for morale.

At 33% all units receive a -2 on its morale rolls.

At 40% units only pass morale rolls on a 6

These pass rolls may be altered (+ or – to the dice roll) to reflect the quality (in the scenario) of the commanding General.

This escalation of severity for losing substantial elements of a force is designed to reach a 'realistic' end point to a battle and represent the gradual erosion of the morale of the army.

Experience shows that the loss of 25% of forces need not be the end of the matter for we have seen some dramatic turnarounds in fortunes when almost certain defeats have been turned into honourable draws. The title of the rule set reflects our battle experience, **most** are close run things. Another of Wellington's phrases is equally relevant: *'Victory is the ability to fight five minutes longer than any other army in the world'*.





QRS 15/28mm

cms/inches

Game Sequence

Initiative roll
Command Dice roll
Charge Sequence
Movement
Firing
Melee

Interpenetration

is allowed provided the unit can clear the unit it is moving through

Exception - a unit retreating after losing a Melee. If route is blocked by a unit(s) and has no other retreating path, then the retreating unit is eliminated.

Formation Change Penalty

Over 45% ½ move

180% (about face) Free Only 1 per turn

Infantry changing formation 1 move

Foot Artillery Limber / Unlimber ¾ move

Horse Artillery Limber / Unlimber ¼ move

Cavalry from march column to other ½

River /Fording – ½ move. Enter Town / Building - 1 move. Woods Infantry only – ½ move. Skirmish Infantry no penalty.

Hills - No effect (scenario specific)

Movement in Inches or Centimetres

Line	8
Column/Foot Artillery	12
Unlimbered light and medium artillery	3
Cavalry/Horse Artillery/Supply Wagon	20
March Column/On Road	14/16
Skirmish Infantry	16

Bases Firing and Hit Scores Needed

Line 3 deep, 3 or 4 bases	Hit on 4+, If Moved 6
Line 2 deep GB Portuguese	Hit 3+ moved 5+
Attack column or 1/2 bases,	Hit 4+ moved 6
Square charged all bases	Hit 4+
Square 1 stand fire per side	Hit 4+
Skirmish 5+ moved 6.	Carbine / Light cav 6

- **Emergency square cannot fire**
- **In buildings, all bases fire at 5+**
- **March Column No fire possible**

Firing at a Building if a 6 is rolled, roll another D6, if a 6 is rolled or 5,6 if its a Howitzer firing, building catches fire and any occupants must leave building immediately and take a morale test

Artillery Fire

Long range - 1 D6 is thrown,
Short range - base calculation is 2xD6 plus throw 1 D6 and half the score (round up – either 1,2 or 3) add the result to base 2 – gives number of dice thrown to hit.

Artillery Ammo is reduced 1 pip at Long range, short by 2 but if only 1 pip left at short then only get the 2D6 – no addition.

Hit on:- Elite/Regular 3-6 Moved 5-6
Green/Poor/Militia 4-6 Moved 6

Firing Ranges 15mm/28mm

Weapon	Long	Short
Heavy Artillery	90/54	30/18
Medium Artillery	72/48	24/16
Light Artillery	54/36	20/14
Rifle	24/18	
Musket	18/12	
Carbine	10/6	no move and fire

Saving Throws for Firing

Target in hard cover or reverse slope 4+
Target in soft cover 6
Artillery v Artillery 2+
Infantry/skirmishes V Artillery 5+

Morale. Rolled for after a base removed, retreating after losing Melee, testing to stand/counter-charge.

Elite 3+ Regular 4+ raw 5+ If Unit fails test another base is removed. Only 1 base left - unit is removed / Square re-rolls failed test.

Artillery Hits

Hit on: Elite/Regular 3+ Moved 5+
Green/Poor/Militia 4+ Moved 6

Throw dice for each base as indicated in the table:

Melee Own Unit	Enemy Unit Heavy Cavalry	Light Cavalry	Lancers	Close Order Infantry	Skirmish in Open Artillery/ March Column
Heavy Cavalry	1	2	2	3	2
Light Cavalry	1	1	2	2	3
Lancers	1	1	1	4	4
Close Order Infantry Charging	-	-	-	2	1
Close Order Infantry Defending	1	1	1	1	-
Skirmishers in Open Artillery/ March Column	-	-	-	-	-

In melee additional dice to be added 1 per base +

Attacking flank or rear.
Defender on higher ground

Defender protected by linear obstacle, river, woods, buildings

Skirmishers defending, a building, linear object, woods

QRS
15mm/28mm
cms/inches

Charge sequence

Cavalry test to charge - must pass morale –not skirmishers. Infantry must have superiority in bases

Defenders test to stand/counter charge - pass morale

Defensive fire (not Cavalry) at attackers, if facing but not emergency square

After heavy cavalry charge - test if unit is under control. Fail if roll:- GB Peninsular 1-4 GB 1815 1-3 Others 1-2

If failed, must charge nearest enemy up to a full move if one in range. If not, then no move.

Melee Saving rolls – Infantry charged frontally by cavalry

	4 bases	3 bases	2 bases
Square	2+	3+	4+
2/3 deep line	4+	6	-
Attack Column	3+	5+	-
March Column	6	-	-

Cavalry that have charged and fought a melee are deemed to be blown.

They can still charge and melee and have a reduced morale test check (see rules)

Squares Get 1 chance to re roll if it fails morale.

A draw against a square - it does not a take test but the attacker retires and takes a test

Melee 1

Artillery, March Column and Skirmishers (in open) never inflict casualties

Skirmishers charged in open get closing fire, then are hit on 4-6, then retreat. Can elect to run and no fire.

Melee 2

Artillery charged - treat as Skirmish Infantry - retire behind friendly unit within 8 or elect to 'run'. No friendly unit - eliminated

Emergency square - Only if charge starts over ½ charge distance away. Roll equal/more than unit Morale. No defending fire.

Melee 3

Losers of Melee can choose:

1 Retire ½ distance and face enemy in current formation

2 Retire full move facing away in march column

Losers roll for Morale



