# LEGION D'HONNEUR

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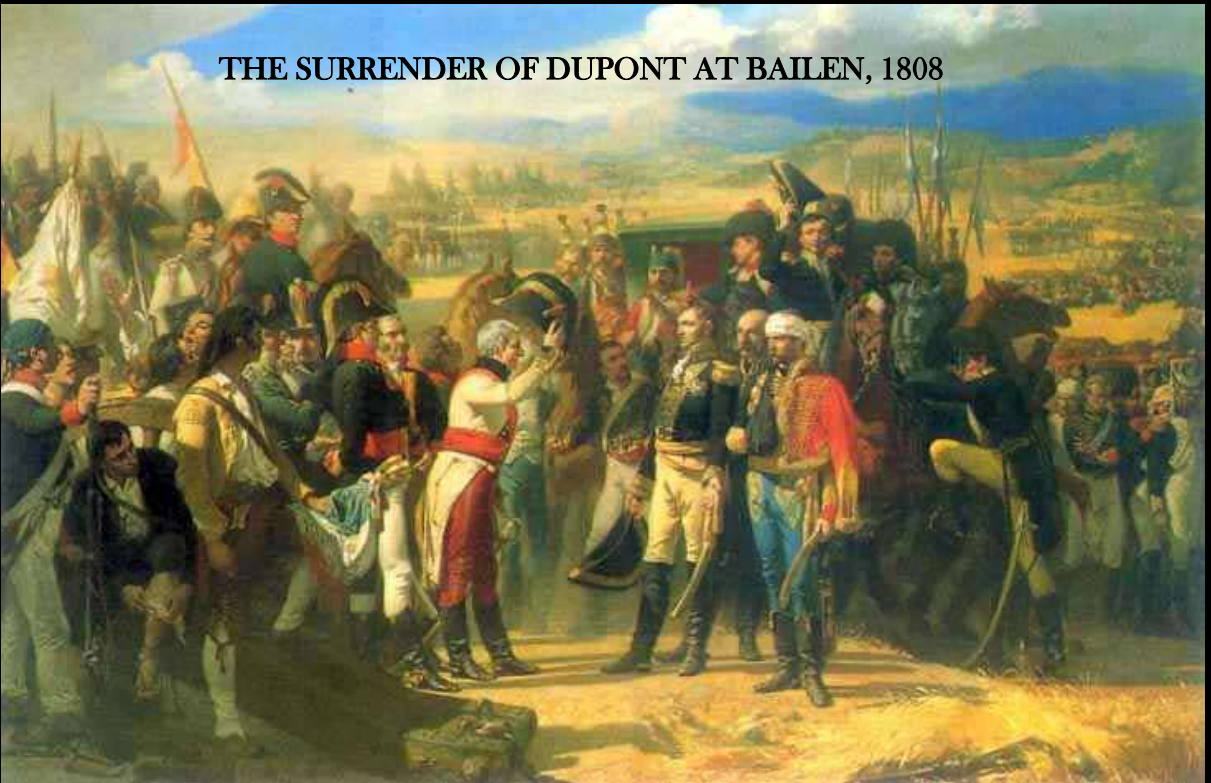**Front Cover** – *La Battaile du Pont d'Arcole, by Horace Vernet.*

**BackCover** – *An Austrian vs French Battle using 28mm miniatures from the collection of Nathan Vincent, www.eliteminiaturesaustralia.net/*

# CHAPTER 1
# OPTIONAL RULES

"May the odds be forever in your favor!"



THE SURRENDER OF DUPONT AT BAILEN, 1808

Welcome to Legion d'honneur, our gaming supplement for Grand Battles Napoleon. This supplement is designed to spice up Napoleonic games with new and exciting fast play missions, rules for big games, generating narratives for your battles, campaigns and loads more! All the rules in this supplement are optional and we encourage players to tinker with the rules and create new rules as suits their group.

We also encourage players to share their games, battle reports and ideas with us at www.forum.siegeworksstudios.com.au

In this chapter we look at the role of various special rules to enhance and "mix up" your games of Grand Battles Napoleon. Before any of the following rules are added to a mission, linked campaign or standard game, both players must agree.

The special rules we look at in this chapter are Big Bash Multiplayer Games, Medals of Honor, Weather, Forced Marching, Scouting, Local Knowledge, Supply Wagons, Recoiling, Field Hospitals and the use of Master and Battle lists.

# THE BIG BASH

At some point or other you and a group of mates will want to get together and fight a massive battle. Certainly, as the author, I am very partial to hosting large games. Like me, most players yearn to field all the troops they have lovingly painted, unfettered by point's restrictions, time and table space and this is the perfect moment for such megalomania! "The Big Bash", as we like to call it, is a wonderful opportunity to run your entire guard and grenadier corps, fearsome heavy cavalry corps and large artillery reserves, not to mention the numerous regular divisions at your disposal.

It is also an excellent opportunity to give into that primeval need to come together in a group and test your mettle against an equally determined foe! In this instance however, it is groups of gentleman gamers and not brawling sports fans or tribal clans, fighting, not with fist or unpleasant language, but with model soldiers. Neither blood nor bad manners will dampen this time honored tradition!

There is nothing as agreeable as the spectacle of massed model soldiers, on huge terrain filled tables, while basking in the warmth of light hearted banter, fine wine and a grand old **BBQ** to end the

gaming extravaganza. So without further ado, grab some mates and go on and organize a "Big Bash" weekend.

A big bash does not have to be a multiplayer affair. It might simply be two friends, with large armies, challenging each other to a mega-large grudge match! Although fighting Big Bash's is great fun with just two players, it is equally exciting with two, three or more players per side.

Each player takes on the persona of a corps, wing or army commander. Strictly speaking, there is no need for there to be an equal number of players or points on each side. To be fair and balanced though, it is recommended that the points on each side be of equal value.

For Big Bash games to work we recommend that the points per side be 3000 points or more. It is up to the players to divide up the points as they see fit. Nonetheless, each player should be assigned at least one corps to command in the up and coming battle. One player takes over the role of overall commanding general (army general) and is responsible for commanding the reserves, issuing orders and rolling for initiative.

The army general, in a Big Bash game, is responsible for activating multiple divisions per round as outlined on page 22 of your Grand Battles Napoleon rulebook. Use the "*Initiative Over1000 Points Chart*" to work out exactly how many divisions must be activated each initiative round.

The best way to allocate activations is by dividing the number of activations allocated each round, between the players on each side, with each player activating a division under their command. For example, if there are 3 players per side and the size of the game is 3000 points, the winner of the initiative round must activate one division per player or force his opponents to activate one of their divisions per player.

Where sides are uneven, the points sized games are massive or players have already activated all the divisions under their command, some players may be forced to activate more than one division each round. If this happens try to make the number of activations each player must do as even as possible.

## UMPIRES

Having an umpire is a great idea for a big bash game. They can monitor who is activating divisions and keep this as even as possible, check out rules while players keep moving and generally sort out points of contention to the mutual benefit of all. As gentleman gamers it is assumed we can sort out any conflict in a genuinely agreeable fashion, however the use of an umpire merely assists in reminding us all of our manners across the tabletop. After all it is as an important rule as any other, that the Umpire is always right and his word is final! He can change rules, invent new ones and generally mix up the game objectives and rules governing them in any way he likes.

Naturally the umpire should always be impartial, know the rulebook and generally brief everybody properly beforehand, if there is going to be a different interpretation on any existing rules or new rules for that matter!

Umpires are also extremely useful for adding extra narrative and tactical decision making layers to a Big Bash game. The umpire might be responsible for creating the forces and reason for the battle in the first place, presenting each player with briefing notes and the background events

leading up to the battle. He might add objectives per side or even more interestingly, objectives per player, as well as mission objectives, with extra rewards towards the teams overall victory.

The umpire might be responsible for marking out deployment for each player on a predetermined map of the battlefield. Each player marks out where their forces are going, with the umpire quite possibly changing dispositions based on faulty military intelligence or incompetent adjutants getting the division's deployment zone mixed up with another division.

### GRAND STRATEGY ORDERS

The army general is responsible for planning the grand plan regards the up and coming battle and writing preliminary orders for his subordinate commanders to follow. The grand strategy of an army general is either attack or defend or a combination of the two. As such there are two Grand Strategy Orders, over and above the Grand Tactical Orders in the rulebook. These are Attack and Defend!

Prior to the start of the battle the army general gives an order to each wing (or

corps commander if there are no wing commanders) and the wing commanders then give orders to their corps commanders to either attack or defend.

Each wing commander places an objective within 8 inches of the very centre of the enemy forces if attacking or friendly forces if defending. If the objective is a terrain piece then place an objective within 8 inches of the centre of the terrain. The same applies to corps commanders ordered to attack a set piece of terrain, enemy to their front or defending terrain or a general area.

### GRAND STRATEGY ATTACK

An attack order can either be given against a specific terrain piece or generally against the enemy to the front. At least half of the divisions must be within 16 inches of the objective you are attacking within 4 turns of the Grand Strategy order first being issued. If a player does not conform to this requirement he may suffer a loss in prestige at the end of each turn the orders are not complied with. A division is considered within 16 inches of the objective if at least one unit in the division is within 16 inches of it.



*Austrian line infantry regiments deployed for battle from Andrew Fogg's collection.*

## GRAND STRATEGY DEFEND

A defend order works differently to an attack order. The defender does not need to be inside range of the objective in order to place the objective down. But he must have at least half of his divisions within 16 inches of the objective after 4 turns of placing the objective down. Furthermore, the defender gains access to hidden information regarding terrain, weather and so on. For example if there is a secret ford nobody knows about in his defender area he will be informed of its existence – possibly!

## MULTI-DAY GAMES

At the end of each day the army general writes new Grand Strategy orders during the "Night-time" period for the next day's fighting. New objectives are placed for each subordinate commander for the new day and the loss or gaining of objectives and prestige begins all over again.

## OBJECTIVES

At the end of the battle, if an objective is held uncontested by the attacker he gains 1 mission point. At the end of the battle, if the defender holds the objective, (it can be contested), he gains 1 mission point.

These mission points are added to the whole army's Battle Points total at the end of the Big Bash.

## PRESTIGE

Prestige represents the amount of respect and skill a general holds amongst his peers. A general that follows his orders will be held in high regard by his commanding general as well as peers. A general that disobeys his orders or fails to conform to them will lose respect among the other generals.

Players can gain or lose prestige based upon what happens in a Big Bash game.

## LOSING PRESTIGE

Each turn a player fails to conform to his Grand Strategy orders he may lose prestige points. At the end of any turn this occurs roll a D6 and on a roll of 4+ the player reduces the total army points he has inflicted during the battle by -50 points. Players will notice that they can lose multiple prestige points in a game.



*These British Light Dragoons are cheering onto Paris as they continue their gallant charge!*

Bavarian regiments from Deroi's division defend their ground!

For example, at the end of a Peninsular battle the French player playing Junot inflicted 475 army points upon his opponent, but failed to comply with the conditions of his Grand Strategy orders on 2 turns during the battle and so loses 100 points (2x 50 points) at the end of the game.

## GAINING PRESTIGE

At the end of each turn a player conforms to his orders he gains 20 points on a D6 roll of 4+.

## NO TALKING

All orders and strategy must be worked out via written messages between players. Players may not discuss orders or plans unless the player's command stands are in base to base contact.

It takes one full turn to send a message between players. On the first turn the message is written and sent.

At the start of the next turn the player receiving the message rolls a D6 and on any score other than a 1 receives the message. If a 1 is rolled the message did not get through and the messenger is considered to have been killed.

## PLAYER VICTORY POINTS

Not only can one team win the game, but individual players on both sides may also gain victory points, for those players that wish to keep score. Gaining points works differently for each level of command.

Army, wing and corps Battle Points will vary from player to player and victory points should always be awarded based on the size of the force opposite you. For the army general it's the size of their opposite's reserves, for wing commanders it's based on the size of their opposite wing and for corps commanders it's based on the size of their opposite corps or if facing more than one corps, the total points for all of these.

## ARMY

The army general gains battle points for the total number of battle damaged enemy reserve divisions, at the end of the game, as well as 2 mission points for forcing the enemy army to withdraw and 1 mission point for each subordinate wing (or corps if there an no wing commanders) achieving their Grand Strategy objectives.

The army general always has a reserve force of at least 500 points under his command. The reserves may be commanded by a corps or even a wing commander, if the game is large enough, however these divisions are always considered under the army general's command.

## WING

Battlefields should always be divided up into a left flank, centre, right flank and reserve if there are 3 or more players or just left flank and right flank and reserve if there are less than three players per side. Wing commanders gain Battle Points for each battle damaged enemy division of their opposite wing, as well as 1 mission point for each Grand Strategy order achieved by their subordinate corps commanders, if the game is big enough!

## CORPS

A player running a corps gains Battle Points for each battle damaged enemy division opposite as well as 1 mission point for achieving their Grand Strategy objective.

## OVERALL WINNER

The player with the most individual battle points is best player overall. This type of Big Bash also makes for a great tournament weekend, with an overarching narrative as well as the chance for individual players, even on the losing side, to shine and show their metal!

# WEATHER

There is nothing so fickle for the military strategist as weather. Napoleon discovered this one truth to his and the Grand Armee's detriment during the 1812 campaign. The summer and the winter were both some of the harshest experienced in over 100 years. By the end of the 1812 campaign the weather had played such an extraordinary role in the defeat of the French that France's *"pride and vain desire lay scorched and burned by winter's fire".*

## BAD WEATHER

Not all battles are fought on a lovely bright summer's day. The campaign season, in these rules, extends from spring through summer all the way to fall. Historically, rain, sleet and snow all had a weighty impact on the outcome of a battle. *For example at the Battle of Dennewitz, September 1813, the French Marshal Ney lost the battle, despite successfully pushing the allies onto the back-foot, due to a sudden violent rainstorm, negating the French successes and allowing the* *numerous allied cavalry regiments to exploit the situation to their advantage.*

This is why we have introduced the Bad Weather table, to reflect the unpredictable nature of weather on the battlefield. This table is an optional alternative to the Bad Weather rule on pg.135 of Grand Battles Napoleon. Players may use these expanded rules for Bad Weather instead of the rulebook option if they wish.

## HEATSTROKE

Although a "bright sun-shiny day" is rarely considered bad weather, too much sun can be fatal. *For example the French Corps suffered horribly from sunstroke during the Battle of Bailen in Spain, 1808.*

So here is a quick guide for fighting battles in Spain, the Middle East, India and even Russia. Each turn roll a D6 and on a score of 6 the *"attacker"* suffers from Heatstroke. There is a -1 modifier on all response tests the attacker takes that turn.

## RAIN & SNOW

The terrain effects of rain and snow can be quite drastic on the outcome of a battle. Below are the movement and shooting effects as a result of bad weather. (See page 120 of Grand Battles Napoleon re Rough)

1. All primary roads become secondary roads in storms and heavy rain and snow.
2. All secondary roads become rough 1 in storms and heavy rain and snow.
3. All clear ground becomes rough 1 and causes disorder on a D6 roll of 5+ in storms and heavy rain and snow.
4. All rough 1 ground becomes rough 2 and is automatically disordering in storms and heavy rain and snow.
5. All rough 2 ground remains rough 2 and is impassable to artillery in storms and heavy rain and snow.

6. All shooting is performed with a -1 to hit modifier in all rain and snow.
7. All cavalry re-roll break the bayonets tests and all lancers add +1 to the test to break the bayonets in storms and heavy rain and snow.
8. All command and unit response tests are performed with a -1 modifier to pass the test in storms, heavy rain and heavy snow.
9. All streams and rivers are impassable in storms and heavy rain.
10. All fords automatically cause disorder moving into or out of the fords in rain storms and heavy rain.
11. All rivers and streams are passable and are rough 2 and cause disorder in snow storms and heavy snow.

All exploit moves may only be performed on a D6 roll of 2+ in storms and any snow.

| BAD WEATHER CHART | | | | |
|---|---|---|---|---|
| CAMPAIGN SEASON, D6 SCORE BETWEEN 1-5 | | WINTER, D6 SCORE OF A 6 | | D6 RESULT |
| RAIN D6 SCORE 1-4 | SLEET & SNOW D6 SCORE 5-6 | RAIN D6 SCORE 1-2 | SLEET & SNOW D6 SCORE 3-6 | |
| LIGHT | | | | 1-2 |
| HEAVY (Sleet and Snow in winter is heavy on a D6 roll of 2-4, not 3-4) | | | | 3-4 |
| STORM | | | | 5-6 |
| VISIBILITY | | | | |
| LIGHT | HEAVY | | STORM | D6 RESULT |
| 8 inches | 4 inches | | 2 inches | 1 |
| 10 inches | 6 inches | | 3 inches | 2 |
| 12 inches | 8 inches | | 4 inches | 3 |
| 14 inches | 10 inches | | 5 inches | 4 |
| 16 inches | 12 inches | | 6 inches | 5 |
| 18 inches | 14 inches | | 8 inches | 6 |
| CHANGE IN WEATHER | | | | |
| DESCRIPTION | | | | D6 |
| Drop 2 steps *(if the current visibility is 12 inches in light rain, the visibility will drop to 8 inches)* | | | | 1 |
| Drops 1 step | | | | 2 |
| No change | | | | 3 |
| No change | | | | 4 |
| Improve 1 step | | | | 5 |
| Weather clears | | | | 6 |

Austrian Uhlans patrolling in winter.

## BAD WEATHER PROCEDURE

To determine whether it is the campaign season or winter, rain or snow, if the rain or snow is light or heavy or if there is a storm and what the effects of the storm will have on visibility and combat, use the following procedure: (See Bad Weather Chart on page 10 opposite).

### Prior To Deployment -

Decide if the battle is going to be fought in the campaign season or during winter. Prior to deployment roll a D6 and on a roll of 1-5 the battle is in the campaign season, (March through to October in these rules) and on a roll of 6 in winter (November through to February in these rules). Very few battles were actually fought in winter, which is why you will only suffer wintery bad weather on a D6 roll of 6.

Once the season has been established, roll a D6 to determine if the bad weather is rain or snow. Players will notice that in the campaign season there is much less chance for snow to fall than in winter.

Lastly, roll a further D6 to determine if the rain or snow is light, heavy or if there is a violent storm.

### Player Who Wins the First Initiative -

To determine how much visibility there is in the bad weather, the player who wins the 1st initiative test rolls a D6 and cross-references the score with the violence of the rain or snow.

Players will see that the visibility in light rain or snow is greater than in heavy rain or snow or in a storm.

The visibility distance is the maximum range for that turn the unit can see out to. For example, if a score of 4 occurs in a rain or snow storm the maximum visibility any unit can see out to is 5 inches.

### Change in Weather -

The weather may change from turn to turn. Starting on turn 2, the player who wins the 1st initiative rolls a D6 and cross-references the score with the change in weather description. For example, on a D6 roll of a 2 the maximum visibility in the same rain or snow storm as described above, will drop from 5 inches to 4 inches this turn.

Continue rolling for the change in weather each turn until the battle ends or until the weather clears up.

# FORCED MARCH

Some of the missions allow divisions to "Force March"! A forced march is performed by the whole division. All units in the division must be in command at the start of their activation in order to perform a forced march. When forced marching each unit gains an extra operation, but may only use that operation moving.

To represent the pressure troops are under while forced marching, *such as fatigue, broken down wagons and limber wheels unable to be repaired in time as well as other negative effects of a forced march,* all units in the division suffer 1 attrition hit. This is done as soon as each unit in the division ends it move operations.

In this example, a British infantry division is activated. The division has 2 infantry units in line and 1 in square, 2 skirmish battalions and an unlimbered gun battery. *The division declares it is performing a forced march. All units have three operations, two normal operations for being Napoleonic infantry or skirmish or foot artillery and one extra for the forced march.*

*All the infantry regiments now move twice in line, except the regiment in square which passes a morale test to change formation out of square and uses two operations to move in line. Both skirmish battalions move twice as well and the unlimbered foot battery limbers and moves twice. The infantry regiments are outside of musketry range and so may not shoot. Since all the infantry have ended their movement they all take their forced march attrition hit. The limbered battery also takes an attrition hit. The skirmish battalions each have one operation left and now being in musketry range may shoot.*

*Before they do, each must take an attrition hit as well. One of the skirmish battalions is already shaken from artillery fire and has suffered two hits. The forced march attrition hit means it loses a base and must perform a shaken test for losing a base. The battalion fails the test and retreats, having been shaken twice. The other skirmish unit is affected by the fleeing skirmishes within 4 inches and now also takes a shaken test but passes. The other skirmish battalion may now shoot.*



*Saxon cavalry on the move!*

# SCOUTING

Good intelligence from your light troops as they push ahead of the main column and out to the flanks, is essential, if your army wishes to gain any advantage in the battle. Reliable scouting lets the general know where the enemy is, the terrain they hold, how many troops the enemy has and how best to crush them.

## SCOUTING PROCEDURE

Before deployment each player writes down which divisions they are attaching to the scouting force. The divisions that may be used are light divisions, irregular divisions, advanced guard divisions, light cavalry divisions and cavalry divisions.

Add the total points of each force, and the winner of the scouting is the player with the highest score.

No matter what the mission these divisions must come on as ready reserves.

## MODIFIERS

Some divisions are better at scouting than others and will gain extra points on top their actual divisional army point's in scouting actions.
Opposite are the point's modifiers for each division scouting.

1. Light divisions and light cavalry divisions +50 points
2. Advanced guard divisions and light cavalry divisions with medium cavalry +25 points
3. Light cavalry divisions and irregular divisions where half or more of the cavalry are poor or irregular, or where the majority of the troops are irregular infantry +10 points
4. Heavy Cavalry -15 points per regiment

Add these modifiers to the army points of each division scouting and refer to the Scouting points table below for each 1000 points being played.

## SCOUTING WINNER

The benefits of out-scouting your opponent are as follows; the winner may move or remove 1 piece of terrain per 1000 points from the battlefield and also re-roll the result of a flank march.

## SCOUTING DRAW

In the case of a draw both players may move or remove one piece of terrain per 1000 points, and reroll a bad result while flank marching or cancel a flank march reroll.

| SCOUTING CHART | | | | | | |
|---|---|---|---|---|---|---|
| 1000 POINTS | 2000 POINTS | 3000 POINTS | 4000 POINTS | 5000 POINTS | 6000 POINTS | SCORE |
| 1-49 | 0-99 | 0-149 | 0-199 | 0-249 | 0-299 | 1 |
| 50-99 | 100-199 | 150-299 | 200-399 | 250-499 | 300-599 | 2 |
| 100-149 | 200-299 | 300-449 | 400-599 | 500-749 | 600-899 | 3 |
| 150-199 | 300-399 | 450-599 | 600-799 | 750-999 | 900-1199 | 4 |
| 200-249 | 400-499 | 600-749 | 800-999 | 1000-1249 | 1200-1499 | 5 |
| 250-299 | 500-599 | 750-899 | 1000-1199 | 1250-1499 | 1500-1799 | 6 |
| 300-349 | 600-699 | 900-1049 | 1200-1399 | 1500-1749 | 1800-2099 | 7 |
| 350-399 | 700-799 | 1050-1099 | 1400-1599 | 1750-1999 | 2100-2399 | 8 |
| 400-449 | 800-899 | 1100-1349 | 1600-1799 | 2000-2249 | 2400-2699 | 9 |
| 450-500 | 900-1000 | 1350-1500 | 1800-2000 | 2250-2500 | 2700-3000 | 10 |

# LOCAL KNOWLEDGE

In some of the missions the defender gains the "Local Knowledge" special rule. Local knowledge allows the defender to move or remove one piece of terrain per 1000 points anywhere on the table.

This ability is over and above any optional rules like Scouting. *Sometimes it helps fighting on home soil with the help of locals in the area.*

If scouting is in play and both sides end with a draw, the defender wins due local knowledge!

If scouting is in play and the attacker wins the scouting contest, then the players are assumed to have a draw, the local knowledge and the scouting cancelling each other out.

# SUPPLY WAGONS

Another layer that players may want to add to their battles is the introduction of supply wagons. Although there is a little bit of record keeping involved in having supply wagons on the table it does provide a great bit of visual spectacle to the tabletop.

### BASING WAGONS
We recommend using an army command base (in 15mm this is a 50mm octagon or in 28mm a 80mm Octagon) for your supply wagon. For other scales use the template for the army command base in that scale as a guide to basing your wagons.

Using a larger base like the army command base also allows players to also make each wagon its own vignette.

### WAGONS IN BATTLE
Wagon bases have three hit points and may be shot at by any unit in engagement range.

If there is a train guard players may always shoot with 1D6 and defend in melee with a morale class of 4. If there are no train guards the wagons may not shoot and are automatically destroyed in melee.

Wagons have 1 operation and may move 4 inches. They count as artillery when moving. So if a terrain piece is impassable to artillery, then it is also impassable to wagons.

### WAGON COST
Players may purchase one supply wagon for +30 points for each 1000 points being played. Players may also purchase a train guard to protect the wagon for +10 points.

### RESUPPLY
Supply wagons negate the effects of low on ammo. Each supply wagon carries 5 points of supply. Players may automatically resupply artillery batteries or grand batteries low on ammo and within 48 inches of the wagon at the end of any turn they become low on ammo.

To resupply an individual battery costs 2 supply points. To resupply a grand battery costs the whole 5 supply points. Once a wagon has used up all its supply it still remains on the table.

Players may transfer supply to other wagons during the battle at the end of each turn. So if a wagon is out of supply another wagon inside 32 inches may send it some supply points.

This allows players to keep very large battlefields in supply at all times.

# FIELD HOSPITALS

Medical services during the Napoleonic wars were barbaric and usually involved treating most wounds on the battlefield with amputation. Post surgical patients ran a high risk of infection and death because there were no antibiotics or even rudimentary concepts regarding hygiene.

That said some surgeons like the famous French Surgeon-in-Chief Baron Larrey, sought to improve medical conditions and save lives with the development of the *ambulances volantes* and other practical systems and hygiene practices.

As a dedication to the medical men in the Napoleonic wars we have introduced an optional rule for the use of field hospitals. Although this rule is very much *abstracting the truth* concerning actual recovery times for soldiers and generals to recover from their wounds, it is a bit of fun. Besides we quite enjoy placing field hospital bases down on the games table, if for no other reason than for the coolness of the vignettes.

## BASING FIELD HOSPITALS

A field hospital base should be the same size as the army general's base. It can be larger or smaller, to suit player's tastes, but we use this as a basing guide for players using a field hospital.

## "THE RUMORS OF MY DEATH HAVE BEEN GREATLY EXAGGERATED"

The field hospital rule also helps to laterally represent such events as the rumors of Blucher's death at the end of the Battle of Ligny.

*After some rhubarb and brandy ointment and hard liquor later that night, "Marshal Vorwarts" was back in the saddle and assisting in the course of events that would lead to the Battle of Waterloo and the end of the French Empire under Napoleon!"*

## FIELD HOSPITAL COSTS

Players may purchase 1 field hospital for +50 points.

## SAVING GENERALS

If a general is killed during the game, the result is ignored on a D6 roll of 5+. Instead a *Horse Shot from Under Him* result is applied to the general.

## HOSPITALS & MULTI - DAY BATTLES

Roll a D6 for leaders killed that day and on a D6 roll of 5+ these generals are considered to have only suffered light wounds. Their wounds have been dressed and the generals are now ready to fight the good fight during the next day's battle.

## BARON LARREY

As chief surgeon of the French Grande Armee, Larrey saved the lives of countless generals, officers as well as rank and file.

In fact it has been said of the Baron that his *"conduct was characterized by heroism and humanity during almost innumerable dangers, from his first campaign in 1792 down to the Battle of Waterloo in 1815..."*

(Memoirs of Baron Larrey, Preface, Worley Publications, 1997).

*On a personal note, if anyone ever gets a chance to read the Memoirs of Baron Larrey they will be amazed by some of the life saving operations he performed and with such humanity and Hippocratic devotion to human life. He was a pioneer in battlefield surgery . He was the first surgeon to develop and perform battlefield triage (operating on the patient where they were injured). He also developed the very first mobile ambulance.*

*His humanity made him famous amongst the common soldier and was loved by them all. At the crossing of the Beresina, despite the panic, the soldiers carried him over the bridge unharmed.*

## BARON LARREY COSTS

Baron Larrey costs an additional +25 points on top of the +50 points for the field hospital.

## SAVE THE GENERAL!

Once per battle, ignore the result of killed for one single general, on a D6 roll of 2+. This roll is made instead of the normal field hospital of 5+ roll to save a general.

## DARLING OF THE COMMON SOLDIER

Also in a multi-day battle, roll a D6 for each base in one division only. On a D6 roll of 6+ all destroyed bases are returned to the unit. Because a single base is removed from play at the end of the turn, a unit will always start the next day's battle with at least 2 bases. For example, in the event that only one base in a unit is saved, two bases will return, so that there are at least two bases in the unit.

Only the French may purchase Baron Larrey!

## HOSPITALS & REINFORCEMENTS

If the players have a Master list and wish to "reinforce" due to battlefield casualties in a linked campaign or tournament and deployed the field hospital in a previous battle, treat the new battle as if it was the next day of a multi-day battle.

Any leaders killed in the battle will return for the next battle on a D6 roll of 5+ as well as rolling to save generals throughout the game.

If Baron Larrey is used choose a division and roll to see how many bases come back. None of these returned losses will cost the player reinforcement points.

However they still count towards army points at the end of the battle just fought.



*As we admire this historical painting we see that despite the panic stricken mass of soldiers and stragglers on the Bridge at the battle of the Beresina, 1812, the soldiers are clearing a path so that Baron Larrey may cross to the safety of the opposite bank.*

# RECOILING

There are certain missions that allow troops to recoil. *How else did Moore cover the retreat!* In these missions only the defender can use the "*Recoil*" special rule.

The Recoil rule is applied during the player's activation or as a response to being charged.

Below are the criteria for performing recoils:

1. During the players activation he may recoil any units within engagement range of an enemy unit.
2. If the enemy is charging, units may choose to recoil as a response, providing they pass a morale test and response test.

A recoil move may only be made by a unit **once** each game turn.

## RECOIL PROCEDURE

If a unit elects to recoil, move the unit up to 12 inches towards its baseline. The unit will end the recoil move facing the enemy in the formation it was in before it recoiled.

Artillery batteries must always end their recoil move limbered.

Impassable terrain negates the ability of a unit to recoil. All other terrain effects are ignored during the movement. If there is impassable terrain in the unit's path, the unit may not recoil.

Also if an enemy unit is in the recoil path, the unit may not perform a recoil move.

## ATTRITION

Recoiling in the face of the enemy is quite taxing on the nerves of the troops. There is always going to be some attrition as a result of such demoralizing maneuvers, even if the recoil helps save lives in the long run.

If a unit elects to recoil during its activation, it automatically performs the recoil. The recoiling unit will suffer an attrition loss of 1 figure as it recoils.

If reacting to an enemy charge and the unit passes its morale and response tests it may automatically recoil, but suffers 2 attrition hits.



Death of John Moore, Corunna, 1808.

# SMALL WARS

## GETTING STARTED
The size of small wars games is 300 points. Players will need the Grand Battles Napoleon rulebook and a Parade Handbook to play small wars. Use the point's cost for each unit in the national summaries from the various Parade Handbooks to build your "small wars" army. The rules for building an army list are exactly the same as in the handbooks, except where they differ below.

## UNIT SIZE
Small wars games are not tied to a specific scale. Because small wars games are exactly as the title suggests – "small", the units may represent anything from a platoon, company, battalion or regiment of infantry and a troop, company, squadron or regiment of cavalry.

## OFFICERS
Likewise we refer to our commanders as divisional, corps, wing and army for ease of reference, but they may actually be representative of any command structure. For example a Divisional general may represent a colonel, chef de battalion or even a lieutenant.

## COMMAND STRUCTURE
For each seven or more units, players must choose a divisional general to command at least 2 units. A corps or higher general will directly command the rest. Players may purchase more than 1 divisional general, even if they have less than seven units.

However, each player must choose a higher echelon general chosen from the corps, wing or army headquarters options. This general is the overall commanding general and must purchase an Initiative rating as well as adding the cost for the general's tactical rating.

## ACTIVATING UNITS
Units act via initiative rolls. Each time a player wins initiative they may activate one unit or force their opponent to activate a unit.

## "*FOLLOW ME!*"
If an activated unit wishes to charge, they may call on another 2 units within 2 inches (4 inches in 28mm) to follow them into the assault. This is the only occasion when multiple units may be activated at once

## SMALL WARS ARMY MORALE
Army morale is worked out by checking how many units are destroyed or retreating instead of how many battle damaged divisions there are on the table.

Such games can be a lot of fun and are perfect for getting started using 28mm without having to blow the budget or use large tables. Here is a victory chart for playing small wars games.

| GAME SIZE | POINTS LOST | BATTLE POINTS WON |
|---|---|---|
| *300 POINTS* | 1-39 | 1 |
| | 40-79 | 2 |
| | 80-119 | 3 |
| | 120-159 | 4 |
| | 160-199 | 5 |
| | 200-239 | 6 |
| | 240+ | 7 |

# MODIFYING MISSIONS

Throughout this supplement we talk about modifying missions. This is a very simple thing to do and players may modify fast play missions up to standard size by using the Battle points Chart for 1000 point or standard games may be scaled down to fast play or even small wars missions instead.

### FAST PLAY – STANDARD MISSIONS
Standard sized missions in 15mm can be scaled down to fast play missions by choosing 450, 500 or 600 points etc and changing the table size from 6 by 4 foot to 3 by 4 foot and using the Fast Play Victory Points chart in this supplement instead of the BPS Chart on page 107 of Grand Battles Napoleon.

To change a fast play mission into a standard mission change the size of the table from 3 by 4 foot to 6 by 4 foot and modify distances on the missions maps to suit the larger sized games table.

### DEPLOYMENT
It is important to note that while the scale and size of missions may change, the deployment distance between the attacker and defender will **always** remain the same. In most fast play missions the deployment distances between the attacker and defender is **12 inches** apart.

### MODYFYING MISSION EXAMPLE
For our example we shall use March to the Sound of the Guns, a standard sized mission found on page 141 of the Grand Battles Napoleon rulebook, which we shall

modify down to a 600 point fast play mission.

First we shall scale the table size down to a 3 by 4 foot table. Next we need to modify the deployment measurements. The deployment zone is normally scaled sown as well but for this mission we have decided to increase the Blue and Red deployment zones from 20 inches to 24 inches for an extra level of excitement and to increase speed of play on the flanks. Because we are playing on a smaller table we need to decrease the sides from 20 inches down to 12 inches.  Lastly, the mission guidelines for deployment and victory conditions need not change.

Thus, in a flash we have modified the standard 1000+ point mission down to a 600 point fast play mission



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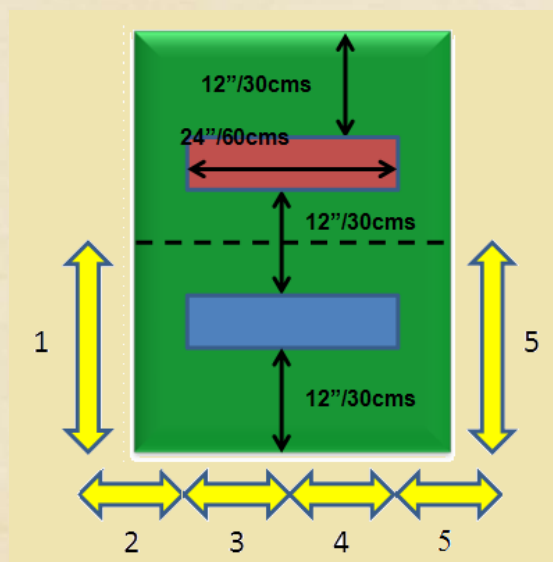
**28mm Scaling Recommendations**

*28mm miniature games can be played on a 6 by 4 foot or 6 by 8 foot or 5 by 9 foot table. Whatever sized table you are using always double or halve the long edge of the table. So if a player wants to take The Sound of the Guns standard sized mission using a 6 by 8 foot table and modify it into a fast play mission the new table will be a 4 by 6 foot table. Also remember to add 4 inches to all deployment measurements. So the deployment distance between the attacker and defender will not be 12 inches but 16 inches apart.*

# FAST PLAY VICTORY CHARTS

If you are running short of time why not run a fast play mission, instead of playing a standard sized game. We have provided a set of fast play Battle Points victory charts, for players wishing to play 350-600 point games.

Players are free to use these additional victory point charts for one off fast play missions, linked campaigns and tournaments. You may even want to make your own 700-950 points lists as well.

| FAST PLAY VICTORY CHART | | |
|---|---|---|
| GAME SIZE | POINTS LOST | BATTLE POINTS WON |
| 350 POINTS | 1-49 | 1 |
| | 50-99 | 2 |
| | 100-149 | 3 |
| | 150-199 | 4 |
| | 200-249 | 5 |
| | 250-299 | 6 |
| | 300+ | 7 |
| 400 POINTS | 1-55 | 1 |
| | 56-109 | 2 |
| | 110-164 | 3 |
| | 165-219 | 4 |
| | 220-274 | 5 |
| | 275-329 | 6 |
| | 340+ | 7 |
| 450 POINTS | 1-64 | 1 |
| | 65-129 | 2 |
| | 130-189 | 3 |
| | 190-249 | 4 |
| | 250-309 | 5 |
| | 310-384 | 6 |
| | 385+ | 7 |
| 500 POINTS | 1-69 | 1 |
| | 70-139 | 2 |
| | 140-219 | 3 |
| | 220-289 | 4 |
| | 290-359 | 5 |
| | 360-429 | 6 |
| | 430+ | 7 |
| 550 POINTS | 1-79 | 1 |
| | 80-159 | 2 |
| | 160-239 | 3 |
| | 240-319 | 4 |
| | 320-399 | 5 |
| | 400-479 | 6 |
| | 480+ | 7 |
| 600 POINTS | 1-89 | 1 |
| | 90-179 | 2 |
| | 180-269 | 3 |
| | 270-359 | 4 |
| | 360-449 | 5 |
| | 450-539 | 6 |
| | 540+ | 7 |
| 650 POINTS | 1-94 | 1 |
| | 95-189 | 2 |
| | 190—284 | 3 |
| | 285-359 | 4 |
| | 360—444 | 5 |
| | 445—549 | 6 |
| | 560+ | 7 |

# MASTER LISTS

For linked campaigns and tournaments we recommend adding a Master list option to spice up the games. Players select their whole army with more points than their largest sized game. The whole army list is called a player's "*Master List*". For fast play missions we recommend players select 1000 points as their whole army or Master list. Master lists must comply with all the ally and national traits requirements in the Parade Handbooks from either the Revolution to Empire 1790-1807 handbooks or Empire to Liberation 1808-1815 handbooks.

## BATTLE LISTS

Before each mission or tournament round, players select commanders and divisions from their Master list up to the total points required for each mission. Using the fast play missions in Legion d'honneur as an example, players will notice the largest missions (River Crossing and Bloody Fury) are only 600 points. Nonetheless the Master list allows players to select divisions from their whole army, per battle, up to each games point's total, which in this instance is a 1000 point Master list. These smaller forces are called "*Battle*" lists. Battle lists must comply with the mission guidelines, outlined in each mission. For example in "Unleash the Horse" players are expected to field up to 450 points of cavalry formations selected from their Master list.

At the end of each mission, unit casualties are recorded in the Master list and carried over into each new game. Players may choose to "*Reinforce*" units in their army before the start of each new mission at the cost of Battle (victory) points at the end of the tournament or campaign.

Some Parade Handbooks allow players to take special options that increase the size of their Master list and by default Battle lists. One such option is the British East India option "*Divided Loyalties*" (which adds 100 extra Indian Allies points per 1000 point games). Players will need to calculate the additional points these special options give in their Master list and each Battle list. For example in a 450 point game this would give an extra 45 Battle points, in a 500 point game 50 extra points and in a 600 point game 60 extra points.

Each Battle list must be created from the Master list as stated earlier. Any headquarters and divisional options in the Master list may be selected for your Battle list. However players may not break up divisions in the Master list. For instance, if a British player selects a British division with 4 regiments and a 6# foot battery from their Master list, the entire division must be used in the Battle list. They cannot reduce the division's points by only selecting 3 regiments and half a battery, for example. The only occasion where a division may be fielded Understrength, is if battlefield casualties have occurred in previous games.

## HEADQUARTERS STAFF

To compliment a player's Master list, each player may have a Headquarters staff as well. We recommend 80 points for 1000 point games and only add +20 points for each 1000 points over this. A player may include up to 80 points of Headquarters staff, to spend on command, in addition to his Master list. Thus a 1000 point Master list will, in point of fact, be 1080 points. 1000 points spent from the Parade Handbooks, as normal, in Headquarters, Battle, Support and Reserve Lines choices and a special Headquarters' Staff worth 80 points, allowing players to purchase other generals, better initiative ratings, field hospitals, engineers, charisma for the generals and supply wagons.

## UPGRADING & DOWNGRADING

On occasion divisions from the Master list will not fit into a Battle list for a particular mission. Players may find they are 5 or 10 points under or over as a result of adding complete divisions from the Master list. This is the only time players may tinker with the starting cost of their divisions.

A player may downgrade any unit's morale by 1 step for -10 points. Or a player may upgrade the morale of any unit Class 5 or lower by 1 morale step for +10 points.

Players may also downgrade up to 4 units to weak and or provisional for -5 points per option.

No more than 4 options may be used to downgrade units in this way or 2 options to upgrade units in any given battle.

## BATTLEFIELD CASUALTIES

One of the unique aspects of using a Master list is the role battlefield casualties have on a player's Battle lists from game to game. At the end of each game, record the battlefield casualties each unit suffered against the Master list.

Each model hit in the game is a battlefield casualty. Each battlefield casualty recorded against the Master list will not return for the next battle. Additionally, each unit entirely destroyed will not return next battle either.

Units that are retreating or off table at the end of a mission are not considered casualties at the end of the game. All the figures (disregarding battlefield casualties) in units that have retreated during the battle will return for the next battle.

It is conceivable that players suffering massive casualties early in the linked campaign or tournament may not have many functional infantry, cavalry and artillery units later on, just like in a real life campaign!

## REINFORCEMENTS

Recruiting, training and equipping troops during a campaign, is a costly exercise, and can drain a nation's economy. Such ethereal notions regarding campaign attrition are reflected in the special rule "*Reinforcements*". Reinforcements allow units which are completely destroyed or suffering battlefield casualties to be "*reinforced*" up to their starting unit size at the beginning of the linked campaign or tournament.

For the purposes of calculation, only those figures that are casualties will need to be replaced. At the completion of every mission, casualties are recorded per unit and those units can only continue in the next battle at the recorded level, unless they are reinforced by the player. For example a 16 figure infantry regiment with 3 hits in the last game will start the next game with 3 hits.

Units completely destroyed must be reinforced up to 2 bases worth of figures before the unit is eligible to fight in a future battle.

## REINFORCEMENT POINTS

The process for calculating reinforcement points per model is a bit fiddly, but once mastered is easy. Below is the formula to help calculate reinforcement points for each division.

TDP ⊕ ESM = CPM

Take the total divisional points (TDP) and divide this by every single model (ESM) of infantry and cavalry or artillery hit (usually 6) for batteries. The final number is the cost per model (CPM) for each unit in the division.

Players will notice that each unit in the division averaging the whole division's costs is the same, thus allowing making the whole record keeping and reinforcing a division as simple as possible.

For example a French infantry division in Spain with an experienced divisional general (+5), 4x 16 figure line infantry regiments (+140), each with 1 screen (+20), 1x 8 figure light battalion (+20), and a 6# foot artillery battery with 6 hits (+35) costs 200 points total. Divide the total divisional points (195) by the 82 models/artillery hits in the division for a cost per model of 2.37. Therefore each hit suffered costs 2.37 points when reinforcing the division. (*Notice the cost of the experienced divisional general is not added to the total cost for the division, since all generals are paid for separately*).

## REPURCHASING GENERALS
All generals killed must be repurchased at their Master list cost, or else they will not be used in the next battle. Divisions that lose their divisional general will return next battle with an average divisional general, unless they began as poor, in which case they will remain as a poor divisional general. If the divisional general was experienced, good, excellent or superior or the general is a higher echelon general, (army, wing and corps) they will only return if the total points they cost are restored.

If the player only has one overall commanding general option in his Master list, including headquarters staff options, and he was killed last turn, the commanding general must be repurchased for the next game and suffer the lost battle points for purchasing headquarters reinforcements, since he is the only army general in the list.

## LOSING BATTLE POINTS
All reinforcement points are added up at the start of each game and noted for later. At the end of the campaign or tournament add up all the reinforcements points used during the whole campaigning. For each 50 points of reinforcements, or part thereof, the player will lose 1 battle point from the total battle points won. Let's say for instance the player ended up with 14 battle points in a three game tournament and used 85 points worth of reinforcements. Because players lose 1 battle point from their total for each 50 reinforcement points or part thereof, at the end of a tournament or campaign this player will lose 2 battle points. So at the end of the tournament the player's total score is 12 battle points not 14.

## CAMPAIGN ATTRITION
There is no compensation for divisions that are fielded in a weakened state after a few battles. If a player selects a division for his Battle list that has suffered hits in a previous game, the division will still cost the same points from the Master list. Casualties do not reduce the cost of the division to field it from game to game, nor does it reduce the cost in army points lost, if it is battle damaged at the end of a game either. If you want the full worth of the division for the next battle it must be reinforced.

## DIVISIONAL BREAK POINT
The **Break Point** number **will** change from the Master list if the division game to game based on bases lost in previous battles. At the start of each new battle readjust the break point number needed before a division becomes battle damaged.

## HONOR & DISHONOR
During the Napoleonic wars many officers and rank and file alike, received great rewards for their bravery, skill and determination on the battlefield. Many of the medals, like the *Legion d'honneur*, were given in recognition of their deeds. In contrast, many regiments and individuals were stripped of their honors for cowardly or dishonorable deeds on the battlefield.

To represent the fickleness of fate on the battlefield here is a guide to gaining and losing honors. At the end of a battle, each player rolls two different coloured six sided dice one for honors and the other for dishonors. The winner of the battle may roll an extra honor dice. A D6 score of 6

on either dice will give a unit a chance to roll on the honor or dishonor charts. Both units and leaders may gain or lose honors.

## SELECTING HONORS

Units which distinguish themselves through glorious charges, a stoic defenses and devastating volleys are the units destined for honor.

Similarly, generals who prove themselves worthy of a Marshal's baton by passing command checks, leading their division to victory and inspiring their troops in melee will also gain honors.

Players which successfully roll an honor may select any unit or leader with an upgrade. It's up to the players to agree which unit/general honors are assigned. The only criterion is that the unit or general must be selected from the Battle list just used.

## HONORS CHART

Please note, no unit may ever be upgraded higher than morale class 7. Roll 1 D6:

1.  Upgrade the tactical rating of a general 1 step
2.  Upgrade the morale class of a unit 1 step
3.  Upgrade a unit to steadfast
4.  Upgrade a unit to devastating volley
5.  Upgrade an infantry unit 1 maneuver step Poor Regimental to Regimental, Regimental to Napoleonic, Napoleonic to March, March to Mach and Hard Marching
6.  Upgrade artillery by one fire grade to Trained, or Trained to Expert or Expert to Guard

## SELECTING DISHONORS

Units which retreat without losing any casualties or lose a melee after gaining an overwhelming advantage or keep missing every volley are destined for dishonor.

Equally destined for dishonor are generals whose divisions panic or keep failing command checks or squander their troops despite having an overwhelming advantage against the enemy.

Players which roll a dishonor may select any unit or leader to be downgraded. Just like honors, it's up to the players to decide which units/generals to assign dishonors.

## DISHONORS CHART

Roll 1 D6:

1.  Downgrade the tactical rating of a general 1 step
2.  Downgrade the morale class of a unit 1 step
3.  Downgrade a unit to weak
4.  Downgrade a unit to poor shots
5.  Downgrade a unit to provisional
6.  Downgrade an artillery battery to low on ammo on a 5-6



*28mm French Guards attacking the British line at Waterloo. Figures from Paul Turner's collection*

# - CHAPTER 2 -
# MULTI-DAY BATTLES

"The Battlefield is a scene of constant chaos. The winner will be the one that controls the chaos, both his and the enemies!"
- Napoleon



THE BATTLE OF LEIPZIG, 1813

# MULTI-DAY BATTLES

Standard club games fought during an evening are great fun, but there is something incredibly satisfying about fighting multi-day battles, with friends, over a long weekend. Why not try re-fighting one of these battles below or design your own multi-day battle.

Many battles during the Napoleonic wars took more than a single day to resolve. In fact some 18 or so multi-day battles were fought during the Napoleonic wars.

Here is a comprehensive list of battles, fought over several days, to help inspire you to give a multi-day battle a go.

1. The Battle of Dego, 14-15th of April 1796
2. The Battle of Arcole, 15-17th of November 1796
3. The Battle of Rivoli, 14-15th of January 1797
4. The Battle of Trebbia, 17-19th of June 1799
5. The Battle of Eylau, 7-8th of February 1807
6. The Battle of Bailen, 18 – 22nd of July 1808
7. The Battle of Espinoza, 10-11th of November 1808
8. The Battle of Aspern-Essling, 21-22nd of May 1809
9. The Battle of Wagram, 5-6th of July 1809
10. The Battle of Znaim, 10-11th of July 1809
11. The Battle of Talavera, 27-28th of July 1809
12. The Battle of Fuentes de Onoro, 3-5th of May, 1811
13. The Battle of Borodino, 5-7th of September 1812
14. The Battle of the Berezina, 26-29th of November 1812
15. The Battle of Dresden, 26-27th of August 1813
16. The Battle of Leipzig, 16-19th of October 1813
17. The Battle of Arcis-sur-Aube, 20-21st of March 1814
18. The Battle of Wavre, 18-19th of June 1815.

## END OF THE DAY

In a historical multi-day battle the end of a day's fighting varies based on when the armies actually stopped fighting. However in a fictional multi-day battle a game day usually consists of 12 turns. At the end of this time, if neither side has withdrawn, the battle continues on the following day.

## NIGHT-TIME

As night falls, both sides pull back to a safe distance and reorganize their troops for the following day's battle. This period of time between game days is referred to as *"night-time"*.

During night-time, players reorganize and redeploy their divisions, form or dissolve grand batteries, plan flank marches and post reserves for the 'morrow.

Players also recalculate the battle damaged status of each division and record the new divisional break point number (BP), prior to the start of the next day's fighting.

## SETTLING DOWN FOR THE NIGHT

*At the end of a day's hard fighting, tensions can run high during the night. The sentries get spooked by the slightest noise. Muskets are discharged and no one gets any sleep.*

As such, a little bit of distance between the opposing armies is a good idea during night-time.

A full Prussian division deployed for battle.

## REDEPLOYING UNITS

At the end of a game day all units within 8 inches of each other must fall back a minimum of 2 inches, so that no unit is within 4 inches of an enemy unit during night-time. These moves are performed simultaneously by each side.

Troops behind enemy lines and inside 4 inches of the enemy must keep moving away from the enemy until they are outside of 4 inches of all enemy units.

If one side is defending their original deployment ground or holding terrain, like BUA's, hills, field works, streams or woods, they do not have to move. Only troops not holding key terrain features must redeploy outside 4 inches. A bit of common sense is necessary when determining who is holding terrain and who is not.

All divisions that began night-time outside of 4 inches of the enemy but within engagement range (8 inches in 15mm) may move 4 inches in any direction or change formation instead, so long as they remain outside of 4 inches of all enemy units as they move. These moves are also performed simultaneously.

All units out of command must move up to 8 inches towards their commanders.

## REDEPLOYING DIVISIONS

A division inside 12 inches of the enemy but outside engagement range may move up to 12 inches and end their redeployment move facing any direction and in any formation. Units redeploying may never come within engagement range of the enemy. Units making a divisional redeployment move must remain in command at all times. Any units out of command may move up to 24 inches in order to get back into command of divisions redeploying.

Divisions outside of 12 inches may make a 32 inch redeployment move. The division may move off table and become a reserve or move onto the table, if the division was in reserve or move to a new position on the table. All units making a 32 inch redeployment move must stay outside of 12 inches of the enemy at all times.

Each side takes turns redeploying divisions until each side has moved everything they wish in preparation for the next day of battle.

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**REDEPLOYING UNITS & DIVISIONS DURING NIGHT-TIME IN 28MM GAMES**

*In 28mm games add 4 inches to all measurements discussed above. For example, when redeploying units, engagement range is not 8 inches but 12. All units must fall back a minimum of 6 inches and no unit can be within 8 inches of an enemy unit.*

## GRAND BATTERIES

So long as there are no enemy units inside 4 inches of a grand battery, the battery may be dissolved and individual artillery units returned to their divisions or back into a corps or army artillery reserve.

Batteries may move up to 32 inches from where the grand battery was dissolved.

The artillery general is sent to the rear (off table for the next day of battle).

No artillery battery may ever move inside 8 inches of the enemy.

Players that wish to create a grand battery during night-time may move artillery batteries from any divisions or artillery reserves inside 32 inches of the form up point for the battery.

No battery may move inside of 8 inches of the enemy as it moves to the form up point for the grand battery.

Lastly, players may move a grand battery up to 32 inches to a new position on or off the table, so long as the grand battery is not inside 8 inches of any enemy units.

## DAY 3 "LOW ON AMMO"

Starting on day 3 batteries suffer low on ammo on a D6 roll of 5-6.

## FLANK MARCHES

As the army general you may want to send some of your army around the flank of the enemy during the next day's battle. Players intending to perform flank marches write down what off table reserves are being used with the flank march and what flank they are marching down and how long the flank march is going to be.

If your army performed a rear flank march on the previous day and has at least one division within 12 inches of the enemy table edge, no flank march may be assigned by the enemy general down that flank.

## RESERVES

No reserve divisions may be deployed if the enemy performed a rear flank march, the day before, and has at least one division inside 12 inches of the your table edge. The entire flank zone is considered held and no enemy divisions may come on as reserves along this sector of their own sides' table edge. (See page 134 for the Grand Battles rulebook for the flank zone distances).



Fresh reserves, just in the nick of time!

# NIGHT-FIGHTING

Battles may be fought at night. Players wanting to fight at night may perform four turns worth of combat. The battle may start at sunset and carry on into the night. Start and finish at night or start during the night and end at sunrise.

Players do not have to agree to a night fight. If one side wishes to perform a night fight the 4 turns of battle will commence. *Be warned, night-fighting is messy and confusing and doesn't normally benefit either side.*

### SUNRISE & SUNSET
Line of sight is reduced during a night fight.

To determine the visibility in a night fight use the Fog Chart on page 136 of the Grand Battles rules. Roll a D6 and that is the visibility for the battle. For Sunset and Sunrise turns add +1 bonus modifier to the visibility die roll, as it is still lighter than night.

If it is a night-fight that finishes at sunrise or the start of the battle begins earlier than sunrise roll a D6 for the night turns and then a D6 again on the sunrise turn. The result is the visibility distance units can see out to.

If there is bad weather use whichever visibility chart is the worst

### COMMAND, MORALE, RESPONSE TESTS & ATTRITION AT NIGHT
All generals and units performing shaken, disorder, response and command tests suffer an additional -1 modifier when fighting at night.

Additionally, all attrition hits are doubled.

### SHOOTING AT NIGHT
When shooting at night there is a -1 to hit modifier. Also 2 or more 1's equals a blunder shooting. Move all hits onto the closest unit, friendly or enemy, even if the unit is to the side or rear of your unit. If the enemy unit is the closest, hits are allocated as normal.

### MELEE AT NIGHT
Roll a D6 for each melee, the winner of the roll gains an additional +1 modifier in the ensuing melee. If the melee is a draw, both sides retreat as if they lost the melee. *So much for blundering around in the dark!*


The last rays of sunlight fall on the Russian lines.

### BREAKING THE BAYONETS AT NIGHT
Cavalry charging infantry reroll failed break the bayonets tests during night-fighting. If the cavalry are lancers they will re-roll the failed break the bayonets test with a +1 bonus modifier to the test.

If the night-fight began at sunset or during the midnight hours after the 4 combat turns the day officially ends. Players then move onto night-time preparations for the following day.

If on the other hand the night-time battle carries over into sunrise, night-time preparations must be performed first as it is assumed the extra 4 turns will carry over into the day.

Thus if battle begins before sunrise, the full day will have 16 turns instead of the usual 12.

# - CHAPTER 3 -
# LINKED CAMPAIGNS

*"Read over again and again the campaigns of Alexander, Hannibal, Caesar, Gustavus, Turenne, Eugene and Frederick.... This is the only way to become a great general and master the art of war!"*
- Napoleon



NAPOLEON'S RETREAT FROM MOSCOW, 1812

After fighting a particularly tense and hard fought battle, have you ever wondered what would happen next, if the battle was not the end of the story? Have you ever wondered how your army would handle further campaigning after suffering casualties in the initial battle? How would you, as the army general, handle a second battle, but without the cuirassier division, which was mauled in the previous encounter? Well, just maybe, linked campaigns might be the answer!

Linked campaigns, as the name suggests, are a number of battles linked together to form a narrative. There are four ways of approaching a linked campaign. They are ladder, tree, map and card based campaigns.

# LADDER CAMPAIGNS

Ladder campaigns are the simplest type of linked campaign. Battles progress based upon a predetermined linear pathway set out prior to the start of the campaign.

A ladder campaign involves three or more missions chosen from any Grand Battles Napoleon or Legion d'honneur books.

Each player works out a Master list and then creates Battle lists for each mission. The size of the Master and Battle lists may vary according to how large you want each to be.

Battle points are awarded for the total army points, objectives and mission points awarded after each game. At the end of the campaign, the total Battle points from each game are added together, deducting any Battle points lost as a result of reinforcing the Master list. The winner is the player with the most Battle points!

Always feel free to tinker with your ladder campaigns. For example you want to end the campaign with a climactic Big Bash. Whatever is left in the Master list, once all other missions have been played will be

**DRESDEN CAMPAIGN 1813**

**Mission 1:**
Bloody Fury

**Mission 2:**
Unleash the Horse

**Mission 3:**
Rear Guard

deployed for a climactic big bash! So to kick off such a ladder campaign, players might begin with a Seize the Crossroads mission modified from Grand Battles Napoleon, to say 600 points, then move onto a 500 point Rear Guard mission from Legion d'honneur and finally end the campaign with a Big Bash 1000 point Fields of Fury mission, again from Grand Battles Napoleon, but this time unmodified. The options are endless!

However, in the example Dresden linked campaign scroll, both players only have an afternoon, and so are keen to keep it quick and simple. The French and Austro-Russian players decide to recreate a small version of the events surrounding the Battle of Dresden up to the debacle at Kulm.

They both agree on the following three fast play missions from Legion d'honneur, Bloody Fury (600 points), Unleash the Horse (450 points) and Rear Guard 500 points. Since each game is only about an hour to play the linked campaign is all finished within 3-4 hours. This is a splendid way to occupy a Saturday afternoon. Maybe even finishing the day with a BBQ!
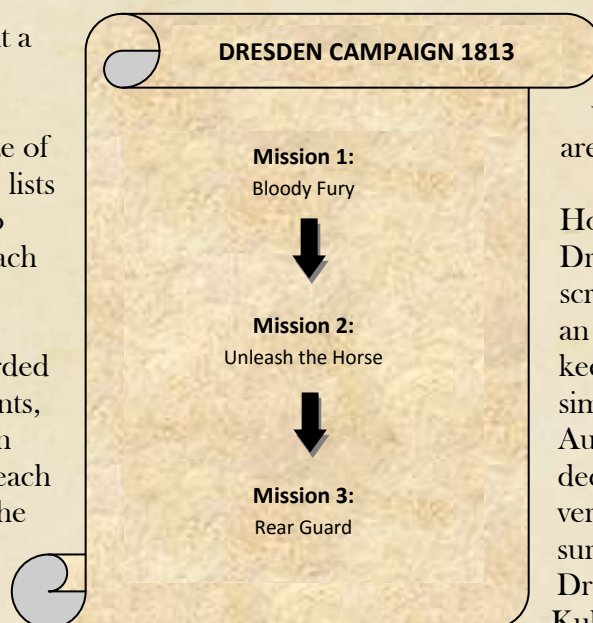
# TREE CAMPAIGNS

The next type of linked campaign is a Tree campaign. Tree campaigns are a little more complicated than Ladder campaigns. This is because each mission leads to a series of options based on the outcome of earlier missions, similar to a flow chart. As you can see from the flow chart below, Tree campaigns, as the name suggests, look decidedly like a tree, with branches sprouting out from each mission!
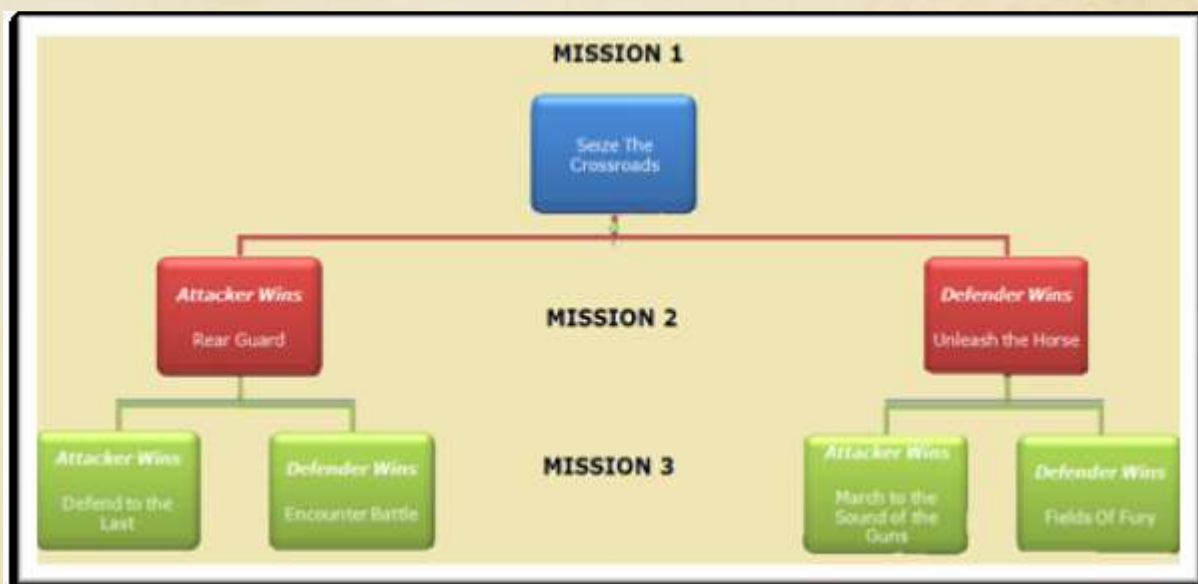


At the end of each mission follow the branches to the next mission, depending on whether the attacker or defender won the game just fought.

Tree campaigns are not as rigid or linear in their structure as Ladder campaigns.

Players will not necessarily know what mission they are fighting in the next game. When used in conjunction with Master and Battle lists, Tree campaigns are far more exciting as a narrative backdrop than Ladder campaigns, although Ladder campaigns are loads of fun too!
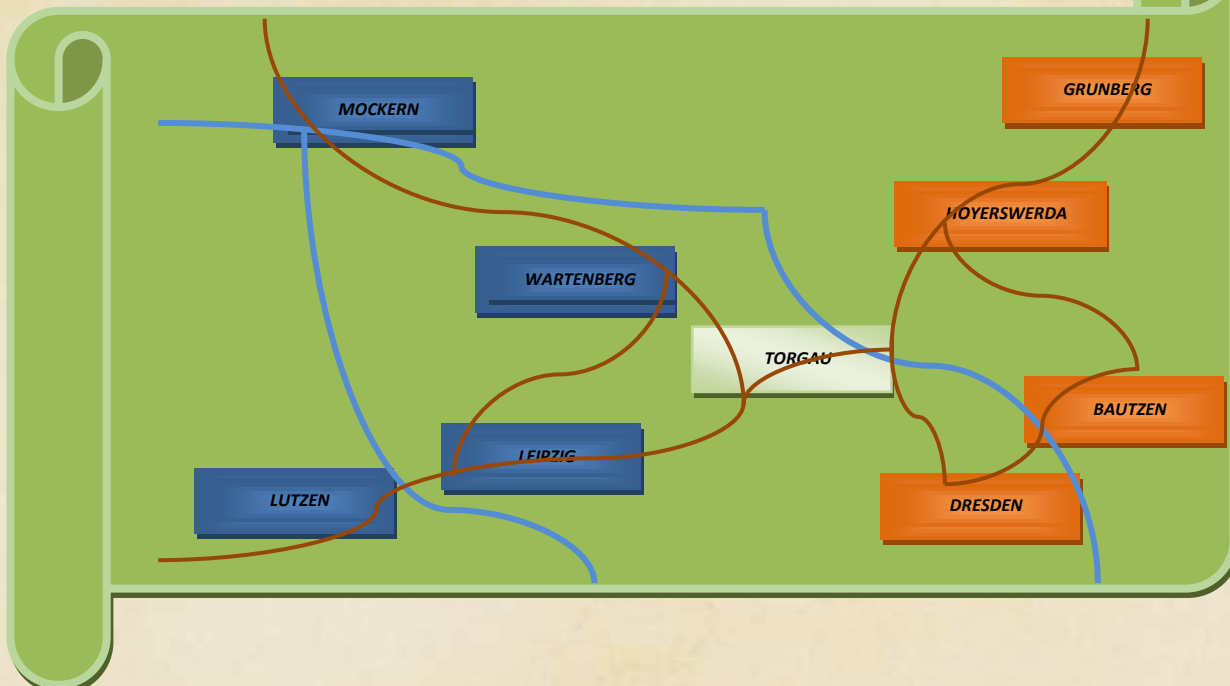
# MAP CAMPAIGNS

The third type of linked campaign is a Map campaign. Just like Ladder and Tree campaigns, Map based campaigns link games of Grand Battles into an exciting narrative.

Furthermore there is an added visual element involved in Map based campaigns. There is a real thrill seeing your army counters being moved along key points on the map as you repel enemy attacks and expand your territories. Not only that, but you can involve multiple players in a map based campaign.

Although Map based campaigns are a geographical medium for generating battles there is no reason why the maps cannot have rivers, roads and strategically important features like bridges and mountain passes. The scale of maps may be localized, regional or continent based, while the style of the maps might be composed of hexagons, squares or irregular sections.

Creativity is an exciting side effect of Map based campaigns. There is no right or wrong way to draw maps and the level of detail can be as simple or as detailed as you wish.

## MAP COUNTERS

To play a map based campaign players will need national counters to mark which territories they control and army counters to show where their forces are located on the map.

In this campaign example above, we have also added a supply depot counter for each side.

## THE MAP

The Map based campaign we played during playtesting is a simple regional map centered on Saxony in 1813. Each sector is square shaped, with roads between the sectors along which armies may move to new squares. We have also added rivers to the map for a bit of visual appeal.

The French player begins with 4 locations shown in blue and the Austro-Allied player also begins with 4 locations marked orange.

Torgau is a contested sector and this is where an army counter from each side begins the campaign. Players also have 2 other army counters representing the other forces in the area.

## MASTER LISTS

Together all three army counters on each side represent the troops that make up the Master list. The Master list for this campaign example was 2000 points with 125 additional points for Headquarters staff.

Standard missions were all 1000 points, with some fast play missions as well as modified standard missions reduced down to 600 points. All the missions were selected from either Grand Battles Napoleon rulebook or from this supplement.

## OPTIONAL MAP CAMPAIGN RULES

We were quite creative with this campaign and added a few interesting layers, not officially part of the optional rules in the Legion d'honneur supplement. Just as we have done here, feel free to tinker with the format for your own Map campaigns.

The following creative layering is an example of how players can tinker with their own Map based campaigns, as we have done here for the Saxony campaign.

Here are our guidelines below:

1. To determine the mission for each sector we created a Mission chart. Players roll a D6 and cross-reference the score with the attacker or defender column. This determines which mission the players will be fighting. The player that won the last mission may ignore the mission option selected and play a modified Seize the Crossroads mission instead so long as there is more than one road in the sector.
2. Each player nominates a controlled sector as their supply depot and places a depot counter in that sector. Depots may not move.

A depot may reach up to 3 sectors away. If the sector the depot is in is lost the player loses a Battle point. The depot is relocated to a new friendly sector and becomes the new supply depot at the start of the next campaign turn.
3. A campaign turn is performed via unmodified initiative tests. Each time a player wins an initiative round he may move an army to a new sector or hold the sector he currently is in. Armies that lose a battle must fall back to a friendly sector. No sector may ever have more than *one* friendly army. If an army is forced to fall back it may either be disbanded or as it falls back bumps the other friendly army to a new sector. If there are no sectors to fall back too, the army is disbanded.

| SAXONY CAMPAIGN MISSION OPTIONS CHART | | | | | | |
|---|---|---|---|---|---|---|
| DESCRIPTION | 1 | 2 | 3 | 4 | 5 | 6 |
| Attacker | *Bloody Fury* | *To the Sound of the Guns 600 pts* | *Flank March 600 pts* | *Encounter Battle 600 pts* | *Unleash the Horse* | *Fields of Fury 1000 pts* |
| Defender | *Rear Guard* | *Unleash the Horse* | *Rear Guard* | *Bloody Fury* | *Rear Guard* | *Defend to the Last 1000 pts* |
| The winner of the last battle may elect to play a Seize the Crossroads 600 pts mission on a location with more than 1 road intersecting it. | | | | | | |

### WINNING A MAP CAMPAIGN
Just like our Saxony campaign, players should be given a number of ways to win.

The options for winning a campaign should include:

1. The first player to capture a number of map locations (in our campaign it was 4).
2. Destroy all the enemy armies, (in our campaign we had 3 army counters)

3. Be the first player to reach a total score of 25 Battle points or higher,

### ADDITIONAL BATTLE POINTS
For each enemy location captured players receive one Battle point.

Additionally, the player that wins a battle rolls a D6 and on a score of 6 gains an extra Battle point. This extra Battle point represents the overwhelming strategic importance of the sector to either the defender or attacker.

# CARD CAMPAIGNS

The last type of campaign, players may choose to run, is a Card based campaign. There is something entirely satisfying about cards as part of a game. Perhaps it is the tactile pleasure of holding cards in ones hand whilst taking cards from the other player!

When organizing a Card based campaign work how many missions are going to be played as part of the campaign and pick up a card for each mission. Each card represents a geographic region. After each mission the loser hands the winner one of their cards.

Players may use the format for Ladder, Tree or Map based campaigns to determine what each mission will is. For example the campaign may be linear with 3 preset battles, much like the Ladder

campaign we discussed earlier, or it could be more involved with missions determined by who wins and who loses, as we outlined in the Tree campaign, or each mission could be determined via a random dice roll similar to the mission options chart in the Saxony Map based campaign.

For this Card campaign we agreed on following a simple Ladder campaign set in the Peninsular with 3 battles to decide the campaign. Each player had a Master list of 1000 points and 80 points of Headquarters Staff. Each mission was taken from Legion d'honneur and followed the preset Battle lists requirements. The missions were Rear Guard, Bloody Fury and Unleash the Horse.

Below are some examples of cards we used in our campaign.



*Austrian Jaeger, high up in the Tyrolean Mountains. No doubt hunting Bavarians!*

# - CHAPTER 4 -
# TOURNAMENTS

*" Between a battle won and a battle lost, the distance is immense!"*
- Napoleon



THE SURRENDER OF GENERAL MACK AT ULM ,1805

# HOSTING A TOURNAMENT

For those that enjoy competition gaming, rankings or simply love to keep score, we have devised a set of guidelines for playing speed tournaments or standard tournaments for that matter, using the various missions from Grand Battles Napoleon and the Legion d'honneur supplement.

Use the 5 guidelines below to assist you in running a Napoleonic tournament:

1. Four (4) missions for a tournament is a good round number. In total there are ten missions to choose from, six standard missions in Grand Battles Napoleon and four fast play missions in Legion d'honneur. Together there are enough missions for a tournament organizer to prepare any type of tournament, whether it is just a speedy one day affair or over a long weekend.

   As the tournament organizer you can use standard missions from the Grand Battles rulebook, pitched at 1000 point games or modify these standard missions to be shorter or larger, depending on how much you wish to mix it up!

   For a single day speed tournament we recommend using the Legion d'honneur missions as a starting point, as they are intentionally designed to be fast play.

For multi day tournaments the standard missions or a combination of both fast play and standard missions is recommended.

2. Tournaments should use a Round Robin system and be flexible enough to include any number of players. In the example table below we have settled on eight (8) participants.

3. For fast play missions we recommend setting aside 1.5 hours per game and for standard 1000 point missions we recommend setting aside 3 hours per game.

4. The tournament winner is the player able to convert the chaos of each battle to his advantage. Battle points gained from army and mission points, and any additional victory points, as awarded by the tournament organizer, are recorded at the end of each game. The player with the most Battle points at the end of the tournament is the winner.

5. To enhance the tournament gaming experience we really do recommend using the Master list special rules, as it adds an extra layer of strategy and narrative to the games specifically and the tournament event generally!

Armed with these 5 guidelines on how to run your very own tournament we wish you all the best for your first Grand Battles Napoleon event!

| MISSION | BLOODY FURY | UNLEASH THE HORSE | RIVER CROSSING | REAR GUARD |
|---|---|---|---|---|
| 1 | 1 vs 2 | 1 vs 3 | 1 vs 5 | 1 vs 6 |
| 2 | 3 vs 4 | 2 vs 4 | 2 vs 6 | 2 vs 7 |
| 3 | 5 vs 6 | 5 vs 7 | 3 vs 7 | 3 vs 8 |
| 4 | 7 vs 8 | 6 vs 8 | 4 vs 8 | 4 vs 5 |

# - CHAPTER 5 -
# RAISING AN ARMY

*"Napoleon's presence on the battlefield is worth 40 000 men"*
- Duke of Wellington



THE BATTLE OF WATERLOO, 1815

One of the greatest joys of raising an army is organizing what troops you are going to paint and field in your force. What dioramas each command stand will have and how you plan to wield the army on the battlefield. When playing points there is also the added fun in pouring over the Parade Handbooks trying to get the toughest and meanest army you can using the troop options and points available.

### HISTORICAL RE-FIGHT
To play Grand Battles Napoleon you will need to build an army. Re-fighting famous battles using specific historical OOB's (orders of battle) is one way to build an army.

There are many wonderful websites and books with comprehensive orders of battle, players can use to generate their own army list.

Some of these include *http://www.napoleon-series.org/, Castiglione, 1796 by B Voykowitsch, Scott Bowden's works such as Napoleon and Austerlitz, Armies of the Danube: 1809 and Napoleon's Grande Armee 1813, George Nafziger's works, Napoleon's Invasion of Russia: 1812, Lutzen and Bautzen, Napoleon at Dresden and Napoleon at Leipzig 1813, James Arnold, Crisis on the Danube, Peter Hofschroer's works like Waterloo 1815, Quatre Bras and Ligny and Wavre, Placenoit and the race to Paris, Richard Riehn's book, 1812 Napoleon's Russian Campaign, Alexander Mikaberidze's masterful work, The Battle of Borodino and Mark Adkin's mammoth work, The Waterloo Companion*, to name just a few excellent authors, books and resources available to the Napoleonic gamer who enjoys refighting historical battles.

### CAMPAIGNS
The second way is via campaigns. Campaigns are very popular in the gaming community. Campaign armies can be organized based on historical OOB's or using Grand Battles Napoleon Parade Handbooks. Whether you organize your army using historical sources or based on what each player has at home it is always best to keep both sides as balanced as possible so that the campaign is fun for everyone!

### POINTS BASED MISSIONS
The third way of selecting an army is via points based games using our army list handbooks. Our handbooks have been exhaustively play tested and researched. They are designed to allow players to create almost all the historical orders of battle during the Napoleonic wars, (various garrison and rear line divisions notwithstanding).

Using our comprehensive set of Parade Handbooks, which covers all the major and minor states during the Napoleonic wars, you can create your army list in no time. It's easy organizing a mission based point's game. All players need to do is agree on a mission from the rulebook or Legion d'honneur and decide how many points they will field for the battle.

The missions in Grand battles Napoleon and this supplement are inspired, broadly speaking, by actual historical battles. For example Seize the Crossroads mission is inspired by the Battle of Quatre Bras in 1815. Missions are a great way to get a fair and balanced game up and running quickly at the local club or mate's place.

There are 6 missions in the rulebook and 4 mini missions towards the end of this supplement. For a standard 2-3 hour game we recommend a 1000 point game using a mission from the rulebook. For a fast play game 40 minutes to 1.5 hours using the Legion d'honneur supplement and choose a mission from there. Once you have selected a mission and decided on how many points you're going to use, it's now time to refer to the Parade Handbooks.

# PARADE HANDBOOKS

The Napoleonic wars cover some 25 years of nearly constant warfare, with important tactical developments in the conduct of warfare emerging out of the chaos of revolution. The way armies were organized and fought changed during the Napoleonic quite drastically. Most nations moved away from linear to column tactics. Divisional structures evolved into corps structures and army generals began employing column attacks, supported by concentrated artillery fire from massed batteries, massed cavalry charges with entire cavalry corps followed by all out assaults by large elite reserve formations, like the French Imperial Guard.

Because of the major transitions during this period of time armies changed quite dramatically. As such, we have identified two major periods within the Napoleonic wars. The first is Revolution to Empire, 1790-1807 and the second if Empire to Liberation, 1808-1815.

The Parade Handbooks will cover both eras. For most major and minor states, there will be one handbook for the era Revolution to Empire and another for Empire to Liberation. Some states, like the Ottomans will only have one Parade Handbook covering both eras, because the armies and style of warfare did not change very much at all in the Ottoman army during this period of history.

## REVOLUTION TO EMPIRE

This era covers the strident use of linear warfare by the majority of European states as well as the rise of Napoleon, the overthrow of the Republic and Napoleon's empire building in Italy, Austria, Poland, Prussia and the Rhine.

## EMPIRE TO LIBERATION

The Empire to Liberation era covers the rise of column tactics and corps structure among the nations of Europe. Napoleon's fight to consolidate the new found empire, his enforcement of the continental system in both Spain and Russia, (the continental system was an economic solution to the British maritime trade monopoly) and Napoleon's demise as Europe is slowly liberated from French influence between 1813 and 1815.


Canadian Militia skirmishing during the War of 1812

## UNDERSTANDING THE FORMAT

Every Parade Handbook has a standard format with national traits, headquarters and troop options for your army. All Parade Handbooks are formatted in the following manner:

1. Allies
2. National Traits
3. Headquarters
4. Battle Lines
5. Support Lines
6. Reserve Lines
7. Army Reserve Lines
8. Summary

## THE BASICS

Every army, no matter what size, must have an overall commanding general. Each army may choose from battle, support, reserve and army reserve options from their handbook or allied handbooks. Players may always choose as many Battle line options as they want. However, players may not choose more Support or Reserve line options than Battle line options. For example, if you have 3 Battle line options you may select up to 3 Support, 3 Reserve and 1 Army Reserve option. (Players must have 2 full Reserve line options for each 1 Army Reserve line option!)

Players may select as many allied options as they are allowed (there is normally a points restriction per 1000 points), so long as the number of national and allied support, reserve and army reserve options do not exceed the combined national/allied Battle line options.

## POINTS RESTRICTIONS

When playing points based games, We recommend keeping on or under the agreed total points, unless playing against a good friend who doesn't mind the extra 5 points or so over. Not only is this the gentlemanly thing to do, it is also part of the skill in building an army list. It takes quite a deal of expertise to recruit the best possible force without overspending!

*One last thing, we are going to use the Kingdom of Holland Empire to Liberation Handbook as our guide regarding how to raise an army.*

## ALLIES

Most of the major and minor nations, in the Napoleonic wars, at one time or another fought with or against the other nations. For example, during the Napoleonic wars, the Kingdom of Naples fought against the British, French, Austrians and Sicilians at one point or another and were also allies of the British, French,

Because alliances changed almost as often as their king's underwear, (considering the amount of affairs that went on, one can safely say often) we allow players to select troops from allied Parade handbooks as well as their own.

## NATIONAL TRAITS

The size of regiments, their training and organization varied considerably during the wars. National Traits helps add colour and variety to your standard divisional options. For example, At the start of the 1812 campaign the size of many of the French regiments, especially in the first three infantry corps averaged between 2-4000 men or 24 -32 figure regiments. To represent these larger regiments the French National Traits section allows players to upgrade their standard 16 figure infantry regiments to 24 and 32 figure regiments

Options for adding screens, battalion guns, upgrading and downgrading the size of units, quality of units and unit training can also be found in each Parade Handbooks National Traits section.

## GENERALS

Commonly each national handbook has a Headquarters with options for army initiative class, engineers, charisma and army, wing, corps and divisional general as well as national heroes. From these options players choose their army, wing, corps and divisional generals as well as pioneers, pontooniers, supply wagons, field hospitals and historical personalities.

## OVERALL COMMANDING GENERAL

When purchasing an overall commanding general combine the points cost for the army initiative class with the leadership rating of your overall commanding general. The most senior commander must be your army general. For instance, if you have a wing and two corps generals, the wing general must be the overall commander.

## DUTCH CORPS COMMANDER EXAMPLE

Another example, now specifically relating to the Kingdom of Holland list (*see page 53*) is as follows. Because the highest command option in the Dutch Handbook is a corps commander, a corps commander must always be the overall commanding general. Add the army leadership class (in this instance a Class 1 initiative rating for +15 points) with the cost for the corps commander (in this instance an Experienced Corps commander for +10 points) for a total of 25 points for a Class 1, Experienced Dutch Corps commander.

The commander is now your armies' overall general. The Dutch player will roll for initiative for each Dutch and allied division in his army using this 25 point, Class 1, experienced corps general.

Please note: *Some nations are not large enough to purchase an overall commanding general. If there is only divisional general options and no army initiative ratings, the divisions and divisional attachments of that nation may only be chosen as allies. Overall command in this instance will be the responsibility of an allied major nations' general. For example contingents from Baden, Berg, Hessen-Darmstadt and Rhinbund between 1808 and 1813 may only be chosen as allies commanded by French corps generals.*

*Sicilians from the Mediterranean division hold the high ground! Figures from Andrew Fogg's collection.*

## NATIONAL HEROES

Some national Parade Handbooks have national heroes, (a liberal term as some generals were famous for their good generalship, while others were infamous and decidedly lacking generalship qualities in their role as ruler and or general of that nation's armies).

The Dutch army in the Empire to Liberation handbook only lasted until 1810 before being annexed by France. Consequently the nation did not have enough time to cultivate any colorful characters, however many other Parade Handbooks do, such as Sweden, France, Austria, Russia, Prussia and Great Britain.

## INITIATIVE COST PER 1000 POINTS

When choosing a national hero, as your overall commanding general, keep in mind that the points cost for the leader's initiative rating has already been calculated into the hero's total points, specifically for 1000 point games.

For each 1000 points over this add the difference in points for the army leadership class.

For example the Crown Prince of Sweden, Bernadotte costs 105 points and is a Class 1, Good army general, with the Trachenberg Plan special rule, (see the Swedish Empire to Liberation Parade Handbook for more information on the Trachenberg Plan special rule).

If the game is 2000 points add the difference in points between a Class 1 initiative rating army general for 1000 points and a Class 1 initiative rating army general for 2000 points. In a 1000 point game a Class 1 general's cost 15 points and in a 2000 point game a Class 1 general costs 30 points. The difference is 15 points, so in a 2000 point game, add 15 points to 105 points for Bernadotte's total cost. In this example the Crown Prince now costs 120 points for a 2000 point game.

## ARTILLERY GENERALS

Due to the very deliberate and planned nature of Grand Batteries not all nation states had the ability or resources to employ them. Grand Batteries were designed to dominate a battlefield strategically and bring superior fire to bear across a large swathe of the battlefield. This is very different from having guns deployed tactically across the whole line or deploying 2-3 batteries down together to bring superior fire to bear locally on a single point. The French and Russians consistently deployed grand batteries to dominate the battlefield and to a lesser degree so too did the Austrians and Prussians, which is why these nations have the ability to purchase an artillery general and form a Grand Battery.

## DIVISIONAL GENERALS

Players will find that **every division** in the Parade Handbooks comes with a *free average divisional general*, with a 3 inch command range. You may change the quality of each divisional general for the appropriate change in points. For example, in our sample Kingdom of Holland Parade Handbook players may downgrade a divisional general to Poor for -15 points or upgrade a divisional general to Experienced for +5 points or Good for +10 points.

## CHARISMA

In the Headquarters options players may upgrade and downgrade the charisma and luck of their generals. Higher echelon commanders (army, wing and corps) may be upgraded to charismatic, while only divisional generals may be upgraded to superior. Not every Parade Handbook allows for charismatic and or superior generals. While those that do, have only very limited numbers allowed in a game. Likewise there are restrictions on how many generals may be rated lucky or unlucky. Despite the restrictions on the number of generals upgraded to lucky or downgraded to unlucky, all national handbooks may upgrade or downgrade generals to lucky/unlucky.

## ENGINEERS

The last section in a nation's Headquarters is engineers. Engineers may be either pioneers or pontooniers. Engineers are a valuable but limited commodity in the game. There are strict limitations on how many engineers may be purchased. Some nations are so small that they do not have an engineer option in their Headquarters. These nations will have to purchase their engineers from an allied nation's handbook.

## LEADER PROFILES

All leader profiles are found in the Headquarters section and not in the summary. The leader profiles have a description, initiative class, tactical rating, command range, command response, leader notes, minimum and maximum numbers and their points cost per 1000 points. All generals have a tactical rating that represents their command ability. Their response number and command range further denote a general's skill level. Apart from the fact that the overall commanding general has an initiative modifier instead of a response number, all of the character profiles are the same for army, wing, corps and divisional generals.

## ARMY INITIATIVE RATING EXAMPLE

| INITIATIVE RATING | ARMY INITIATIVE RATING | | | | | |
|---|---|---|---|---|---|---|
| | ARMY POINTS | | | | | |
| | 1000 | 2000 | 3000 | 4000 | 5000 | 6000 |
| INITIATIVE CLASS 0 | 5 | 10 | 15 | 20 | 25 | 30 |
| INITIATIVE CLASS 1 | 15 | 30 | 45 | 60 | 75 | 90 |

## ARMY GENERAL/NATIONAL HERO EXAMPLE

| DESCRIPTION | INITIATIVE | TACTICAL | RANGE | RESPONSE | NOTES | MAX | POINTS |
|---|---|---|---|---|---|---|---|
| Schwarzenberg | Class 1 | Experienced | 32 inches | 4+ | Trachenberg plan | 1 | 105 |

## WING, CORPS & DIVISIONAL GENERAL EXAMPLE

| DESCRIPTION | TACTICAL | RANGE | RESPONSE | NOTES | MAX | POINTS |
|---|---|---|---|---|---|---|
| Division | Experienced | 4 inches | 4+ | Lucky | 0-3 | 15 |

## TACTICAL RATING

All army, wing, corps and divisional generals are assigned a tactical rating. There are five ratings, Excellent, Good, Experienced, Average and Poor. Tactical ratings are used in Grand Battles Napoleon to classify the command and control capabilities of each nation's officers. The staff size and effectiveness of those officers are built in to the tactical ratings.

Even though there are five tactical ratings, not every army list will have all five options available. Some nations had better quality generals than others. To reflect this, the tactical rating options available to each nation vary accordingly.

## INITIATIVE RATING

There are five initiative classes in all -1, 0, 1, 2 and 3. A Poor tactical rating is equivalent to a -1 initiative class, an Average tactical rating is equivalent to a +0 initiative class an Experienced tactical rating is equivalent to a +1 initiative class, a Good tactical rating is the equivalent to a +2 initiative class and an Excellent tactical rating is the equivalent to a +3 initiative class rating.

Players may upgrade or downgrade their general's tactical rating by one step, higher or lower than his initiative class. For instance, Player A has an army general with a class 0 initiative rating. He may select one of three possible tactical ratings, poor, average or experienced.

In a similar way to tactical ratings not every nation had quality commanders and as such not every army list will have all five initiative class options available in their Headquarters section.

The initiative rating modifies the D6 initiative roll by the initiative class number. For example a general with an initiative class of 3 will add +3 to the D6 initiative roll each time the player has to perform an initiative test. A general with an initiative class of -1 will subtract 1 from the D6 initiative roll each initiative test.

All overall commanding generals, whether the corps, wing or army general must be assigned an initiative class from the Headquarters section and add the appropriate points cost to the points for the general's tactical rating.

## COMMAND RANGE

Command range differs between the various echelons of command. The higher the echelon of command the greater the command ranges. An experienced army general has a command range of 32 inches while an experienced corps general only has a command range of 12 inches.

All subordinate general's must be in command range of the higher echelon general's base to be in command. All units in a division must be within command range of the divisional general to be in command.

18mm AB Bavarians, painted by Andrew Fogg.

## RESPONSE

All generals have a command response rating. This response number is used when the general is out of command range of his commanding general, when performing a demoralized divisional test or when a general wishes to perform a Grand Tactical order. The worse a general is, the higher the response number, the better a general is the lower the response number. To pass a response test the general must roll equal to or higher than their modified response number in order to pass the test. So a good general will pass a response test on a D6 roll of 3+, while a poor general will pass a response test on a D6 roll of 6.

## NOTES & MAXIMUMS

Each nation has restrictions on the quality of their generals and how many of each the nation is allowed. This is found in the maximums column in the Headquarters section of the Parade Handbooks. Also leader notes detail the charisma rating of the general. Is he an unlucky or lucky general? Is he charismatic? Is he a superior divisional general? Does he have any defining special rules?

Sometimes the option to take actual historical generals (National Heroes) with their own unique special rules instead of a generic general is permitted in the army lists. Where this occurs special rules will be in the leader notes column. A good example of this is the Austrian army general Schwarzenberg who has the Trachenberg Plan special rule in the leader notes column.

## ATTACHMENTS

In some Parade Handbooks there is the option to purchase individual skirmish battalions, infantry regiments and cavalry regiments in the Battle, Support, Reserve or Army Reserve lines as *Attachments.* These units must be attached to divisions in your army.  It takes 2 full attachment options to equal one Battle/Support/Reserve or Army Reserve line option. If you have less than 2 attachments they will not be considered a line option when determining the ratio of Battle lines to Support and Reserve lines.

It is important to keep in mind that Army Reserve attachments may not be selected unless two Reserve line options have been selected first. Note there must be two Reserve line options not two Reserve line Attachments before purchasing an Army Reserve division or Army Reserve Attachment option.

## BATTLE LINES

As the name suggests Battle lines represent the most common divisions fighting in the front lines of any given battle. Although most Battle lines are usually composed of infantry divisions, some handbooks also have cavalry divisions and attachments amongst their Battle lines. Russian Cossack divisions, being just one example of a cavalry division option available in a nation's Battle line options.

A player must select at least two Battle lines from their own national Parade Handbook before purchasing allied options.

## SUPPORT LINES

Support line options in the Parade Handbooks are composed of divisions and attachments, common in the front lines of a battle. The role of these support troops historically, was to support the infantry divisions burdened with the lion's share of the fighting. Light cavalry divisions, advanced guards, light divisions, support cavalry attachments and divisional batteries make up the majority of Support line options.

## RESERVE LINES

Reserve lines consist of the troops held back in reserve for the decisive blow or to blunt enemy breakthroughs. Premier infantry divisions like grenadiers, elite line divisions, medium and heavy cavalry divisions and corps artillery reserves make up the majority of Reserve line options.

## ARMY RESERVE LINES

Army reserves represent the crème de la crème of the army, such as the French Old and Middle Guard. Almost all of the French Imperial Guard options are found in the Army Reserve lines of the French Empire to Liberation Parade Handbook.

Army reserves can also be troops very rarely seen on a battlefield like Partisans.

Players may not purchase an Army Reserve line option unless they have purchased at least two Reserve line options.

For every full two Reserve line options a player may purchase one Army Reserve line option.



A British division deploys in the fields.

## NATIONAL SUMMARY

In war, not all troops have the same profiles. Some are tougher, more resilient and have better fire discipline and drill, while others are poor shots, unreliable, less disciplined and drilled.

In the game we list the variations in troop quality, size and morale throughout the army in the summaries at the back of the Parade Handbooks.

There are many different types of troops in the game, from Spanish partisans to the French Old Guard. To represent all these troops we have 6 different headings to help describe each unit in an army list. These are classed simply as unit profiles. The profiles are Troop Description, Size, Morale Class, Notes and Army Restrictions and Points.

## DESCRIPTION

The description lets you know what sort of unit is in the summary, is the unit light, line or guard infantry? Is it a 6# foot battery? Are the cavalry lancers or cuirassiers and so on?

## TROOP PROFILE EXAMPLE

| DESCRIPTION | SIZE | MORALE | NOTES | MAX | POINTS |
|---|---|---|---|---|---|
| Light | 16 | 5 | Napoleonic, March, Light Infantry | 35 regiments | 35 |

## SIZE

The size of a unit helps identify if it is a skirmish battalion or an infantry or cavalry regiment. The sizes of infantry and cavalry units are recorded in numbers of figures. For example a regiment of Bavarian line infantry is 16 figures.

Sometimes units may end up smaller or larger than the size listed in the army summary. This is because some Parade Handbooks allow players to upgrade or downgrade the size of a regiment in the "National Traits" section.

Artillery, pioneer and pontoonier sizes are recorded via the number of bases not figures. For example, a Portuguese 6# foot battery, with a size of 2, means that the battery has two bases in the battery. While pioneers and pontooniers with a size of 1, indicates there is only one base. Also each screen and battalion gun is recorded as 1 base, when listed in the summaries.

## MORALE

A unit's morale class defines how capable, how well trained and how reliable it is. The higher the morale class the better the quality of the troops. Also the higher the morale class the greater the chance to pass morale. Units with a morale class greater than 6 will never fail a straight, unmodified morale test because you cannot roll a 7 or more on a D6.

All morale tests, disorder tests and shaken tests are performed using a unit's morale class. Additionally, a unit's morale class is used when conducting melee.

## NOTES

The notes column highlights unit qualities and abilities, as well as adding historical flavor and personality. Napoleonic, regimental, light cavalry, old guard, light infantry, irregular, exploit, unreliable and horse artillery are examples of unit notes that identify the quality and flexibility of the unit.

## POINTS

The points column refers to the total cost of that unit to purchase. This is very helpful in "Small Wars" games.

## MAX

The point of the army restrictions is to prevent players from building more of a particular unit than was actually recruited during the Napoleonic Wars. Not every unit in the army lists was present throughout the entire Napoleonic wars. For instance, many Dutch regiments, during the Kingdom of Holland's brief existence, were disbanded or reformed into other regiments. The Dutch Cuirassiers, for example, were reformed into the Horse Guards light cavalry regiment in 1810. When the Kingdom of Holland was annexed and absorbed into France later in 1810 the Dutch Horse Guards light cavalry regiment became the Dutch Lancers of the Imperial Guard. Nonetheless, all regiments, such as the Dutch Cuirassiers and Horse Guards are each mentioned in the lists.

Occasionally there is no limit in the army list summaries, especially when referring to artillery batteries. Where there is no maximum recorded, it is because the actual Parade Handbooks themselves will prevent players from ever accumulating more than is realistically acceptable and so we have not bothered getting bogged down in unnecessary detail and have left the box blank.



Russian Cossacks and Turkish cavalry clash outside Batyn, 1811.

The picture is from the collection of Nathan Vinson of Elite Miniatures Australia fame
http://www.eliteminiaturesaustralia.net/

# - CHAPTER 6 -
# BUILDING A SAMPLE ARMY

*"A general trusts in national soldiers, not mercenaries!"*

- Napoleon

THE BATTLE OF MEDINO DE RIOSECO, 1808

Using the Kingdom of Holland Parade Handbook from the Empire to Liberation era as our guide we are going to build a 600 point Dutch army. To raise our Dutch army we will need a commanding general and a number of divisions chosen from the handbook's Battle, Support and Reserve line options. Here is a point by point explanation on how to use the handbooks to build your army. Please refer to the Parade Handbook starting on page 56 and the sample 600 point army on page 53, as we go through the detailed account of raising a 600 point army together.

## PURCHASING AN OVERALL COMMANDER

The most senior commander in the Dutch handbook is a Corps commander. He will be our overall commanding general. An experienced corps commander (+10 points) with an Initiative class of 1 (+15 points) costs a total of 25 points. To add a bit of authenticity we shall call him Dumonceau, a French commander who historically commanded a Dutch corps at one point.

## 1ST DUTCH DIVISION

The first division we are raising is a Dutch Line Infantry Division drawn from the Battle line options. We shall name him Gratien, historically a Dutch divisional general. Initially the division will costs 50 points (see pg 58) and like all divisions begins with an average divisional general and 2x Dutch line infantry regiments.

At this point we will need to expand the core forces in the division. A division with only two infantry regiments is very brittle and will easily become battle damaged. To bolster the division we could recruit some Battle line attachments from the French, Royal Spanish, Westphalian or Rhinbund Parade Handbooks, as these were all allies of and fought with the Kingdom of Holland troops during its brief existence.

However, for this battle and to save on complexity, all the units will be chosen exclusively from the Dutch handbook. Starting with the average divisional general, let's upgrade him to experienced, for +5 points. The upgrade option is found in the Headquarters section under divisional generals (see pg 57). Next let's add 1 divisional skirmish battalion for +15 points. This represents the additional skirmishing ability of the division's infantry regiments. To bolster the core force another 2x Dutch infantry regiments are added to the division for +25 points per regiment.

Lastly, we'll add a 6# foot battery for +30 points so that the division has some ranged fire.

Outside of adding a Light regiment, which we are not going to do for this division, we have pretty much exhausted all the options available in this divisional box. All the same, the division still needs some infantry screens and cavalry, so we are going to the National Traits and Support and Reserve lines for the rest.

From the National Traits section we will add 1 screen to each infantry regiment for +5 points per screen.

For the cavalry we are going to the Support lines section and purchasing a Dutch Hussar regiment from the Support cavalry attachments option for +45 points (see pg 59). We will then upgrade the Hussars to Cuirassiers for +25 points.

So our first Dutch Division costs 240 points and has a break point of 10. (10 bases need to be destroyed or retreating before the division in battle damaged). It has integral cavalry support and at least one battery of foot artillery. Quite a tough division!

## 2nd DUTCH DIVISION

For the 2nd Dutch Division we will again choose a Dutch Line infantry Division from the Battle line options and upgrade the divisional general from average to good for + 10 points. To do this, just refer to the costs to upgrade divisional generals in the Headquarters section of the Parade Handbook, just like we did for Gratien. Next we are going to add a light battalion for +20 points and a light regiment for +30 points. We shall also select the Dutch Guard regiment from the reserve options for +65 points (see pg 60). Lastly, to this division, we will add the Guard Hussars for +65 points from the Reserve options, a Guard Horse Battery for +45 points and one screen for each of the infantry regiments and the Guard Hussars for +5 points per screen from National Traits.

All up, the 2nd Division costs 335 points and also has a break point of 10.

(*Remembering, that only formed infantry and cavalry regiment bases count towards the division's break point and not screen, artillery or skirmish bases*). The total for both divisions and the corps commander is exactly 600 points – perfect!

We have also kept well and truly within the ratios of Battle line to Support and Reserve line options. Both divisions have been chosen from the Battle line options. Although we have two reserve line attachments, (Guard Infantry and Guard Hussars) they only count as a single Reserve line choice. We also have one Support line choice, (Guard Horse Battery) and one support line attachment, (Cuirassiers), so again we are well within the required limits of Battle to Support/Reserve lines.

The Dutch 600 point army is ready to fight a Legion d'honneur mission!



The Dutch Grenadier Guards defend the fields!

# SAMPLE 600 POINT DUTCH ARMY

Below is the actual sample army, with the response number and command range in inches for the generals as well as the break point of each division in brackets.

**DUTCH CORPS**

Dumonceau – *Class 1, Experienced (4+), Corps Commander (12 inches)*        - 25 points

**1ST DUTCH DIVISION**                                                        *(10 BP)*
Gratien – *Experienced Divisional General (4+) (4 inches)*                   - 5 points
Divisional Skirmish Battalion – *Class 5, Skirmish*                          - 15 points
1st Dutch Line regiment – *Class 5, Napoleonic, 1x Screens*                  - 30 points
2nd Dutch Line regiment – *Class 5, Napoleonic, 1x Screens*                  - 30 points
3rd Dutch Line regiment – *Class 5, Napoleonic, 1x Screens*                  - 30 points
4th Dutch Line regiment – *Class 5, Napoleonic, 1x Screens*                  - 30 points
Dutch 6# Foot Battery - *Class 6, Medium, Trained*                           - 30 points
Dutch Cuirassiers – *Class 6, Heavy Cavalry, Exploit*                        - 70 points

**2nd DUTCH DIVISION**                                                       *(10 BP)*
Daendels – *Good Divisional General (3+) (5 inches)*                         - 10 points
Light Skirmish Battalion – *Class 5, Light Infantry Skirmish*               - 20 points
1st Dutch Line regiment – *Class 5, Napoleonic, 1x Screens*                  - 30 points
2nd Dutch Line regiment – *Class 5, Napoleonic, 1x Screens*                  - 30 points
1st Dutch Light regiment – *Class 5, Napoleonic, Light Infantry, 1x Screens* - 35 points
Dutch Guard regiment – *Class 7, Napoleonic, March, Guard, Exploit, 1x Screens* - 70 points
Dutch 6# Foot Battery - *Class 6, Medium, Trained*                          - 30 points
Dutch Guard Hussars – *Class 7, Light Cavalry, Exploit, 1x Screens*         - 65 points
Dutch Guard 6# Horse Battery – *Class 7, Medium Horse, Trained*             - 45 points

                                                           **Total**        -600 points



The "Dutch" Red Lancers

# - CHAPTER 7 -
# THE KINGDOM OF HOLLAND

*" Voor Koening en Vaterland!"*

# THE KINGDOM OF HOLLAND
## 1808 - 1810

On the 5th of June, 1806, the state of Batavia was reconstructed into a new state called the Kingdom of Holland and Napoleon sent his third brother, Louis Bonaparte, to be crowned king of this newly constructed country.

It was Napoleon's intention that Holland be nothing more than a puppet state, ruled nominally by his brother. However from the outset King Louis governed Holland benevolently, not as a de-facto prefect of France, as Napoleon wished! Louis' affection for Holland brought him into constant conflict with his brother, which eventually cost him his crown.

He refused to implement conscription, denying Napoleon a huge source of Dutch manpower, only nominally enforced the continental blockade, preferring to protect Dutch sea trade over the Continental system, fought against his brother on behalf of the Dutch bankers concerning Napoleon's plan to reduce France's debt to Holland at the expense of the Dutch people and finally he refused to act decisively against the British forces operating in the southern provinces of Holland in 1809.

The events surrounding the Walcheren campaign in 1809, was the last straw and the ostensibly amicable relationship between Napoleon and his younger brother turned into outright hostility. In the month of June, 1810, France invaded Holland and Napoleon forced Louis to abdicate. A month later, on 9th of July, Napoleon annexed Holland, absorbing the country into greater France, thus ending the independence of Holland and the Dutch people.

Despite Holland's short existence as an independent state, the troops that fought under her banners were tough and performed remarkably well. At least two Dutch regiments were amalgamated into the French Imperial Guard after Holland was annexed. The first Dutch regiment - the Guard Grenadiers, became the 3rd French Old Guard Grenadier regiment and the second Dutch regiment – the Guard Light Horse, became the 2nd Lancers of the French Imperial Guard, commonly called "the Red Lancers" on account of their Red uniforms.

Furthermore, the regular Dutch regiments distinguished themselves during the peninsular war. The 3rd Dutch Hussars fought so well that they were upgraded to the Guard Hussars in 1809 as a reward for distinguished service in Spain. While in Germany, the Dutch Cuirassiers and Line infantry assisted in putting down the Westphalian and Northern German uprisings including the dramatic capture of Stralsund.

On a personal note, because the army is so small, you will need to flesh out your Dutch divisions with allies from the various handbooks, when building a Kingdom of Holland army. The Dutch army is solid, with some very good individual cavalry and infantry regiments. With carefully chosen allies to support your Dutch Corps you will easily sweep the enemy before you.

"Voor Koening enVaderland!"

# DUTCH ALLIES

The Kingdom of Holland was short lived, lasting only four years, 1806 – 1810. Nonetheless being a satellite state of France, the Dutch army fought in numerous wars during its short existence alongside the French and numerous French allies. Between 1808 and 1810, Dutch forces helped protect Denmark from invasion, fought against the Spanish during the first years of the Peninsular war, assisted Westphalia in suppressing numerous uprisings and finally halted a serious British invasion of southern Holland with the help of a French army.

To reflect the international flavor and diversity of the Dutch-allied army at this time Dutch players may take up to 500 points per 1000 points of French, Rhinbund, Westphalian, Baden, Berg, Hessen-Darmstadt, Royal Spanish, Danish, Italian and Neapolitan allies. Dutch players may select any Battle, Support Reserve and Army Reserve line options from the Westphalian, Baden, Berg, Hessen-Darmstadt, French and Rhinbund Parade Handbooks and any Battle, Support or Reserve line options from the Royal Spanish, Danish, Italian and Neapolitan handbooks. Players may select options from the appropriate National Traits sections to upgrade or downgrade the various units from those nations.

Divisions, in the various Parade Handbooks, **NOT** allowed as allies are the following, any French, Spanish, Italian, Neapolitan or Danish Guard infantry and Guard cavalry divisions or Guard attachments or Grand Batteries.

# NATIONAL TRAITS

Use the following National Traits to personalize the size and quality of the Dutch troops in your army.

### SCREENS
Add 1 screen to any infantry or cavalry regiment for +5 points per regiment.

### PREMIER
Upgrade 1 line or light infantry regiment to premier for +10 points.

### PROVISIONAL
Downgrade any infantry or cavalry regiment to provisional for -5 points per regiment.

### WEAK
Downgrade any infantry or cavalry units to weak for -5 points per regiment/battalion.

### TINY
Downgrade any infantry or cavalry units to tiny for -15 points per regiment/battalion.

### HALF BATTERY
Downgrade any battery to a half battery for -15 points per battery.

### 4# BATTERY
Downgrade any 6# medium foot or horse battery to a 4# light battery for -10 points per battery.

### 8# BATTERY
Upgrade any 6# medium foot battery to an 8# medium-heavy battery for +10 points per battery.

# HEADQUARTERS

*A Dutch army must have 1 overall commanding general and 2 Dutch divisions before any allies may be purchased.*

## LEADERSHIP RATING

| INITIATIVE RATING | 1000 POINTS | 2000 POINTS | 3000 POINTS | 4000 POINTS | 5000 POINTS | 6000 POINTS |
|---|---|---|---|---|---|---|
| CLASS 0 | 5 | 10 | 15 | 20 | 25 | 30 |
| CLASS 1 | 15 | 30 | 45 | 60 | 75 | 90 |

## CHARISMA RATING

| CHARISMA | MAX | POINTS |
|---|---|---|
| UNLUCKY | 0-1 / 1000 POINTS | -10 |
| LUCKY | 0-1 / 1000 POINTS | +10 |

## CORPS COMMANDER

| TACTICAL | COMMAND | RESPONSE | NOTES | MAX | POINTS |
|---|---|---|---|---|---|
| AVERAGE | 10 inches | 5+ | - | 0-2 | 5 |
| EXPERIENCED | 12 inches | 4+ | - | 0-1 | 10 |
| GOOD | 14 inches | 3+ | - | 0-1 | 15 |

## DIVISIONAL COMMANDER

| TACTICAL | COMMAND | RESPONSE | NOTES | MAX | POINTS |
|---|---|---|---|---|---|
| POOR | 2 inches | 6+ | - | 0-1 | -15 |
| AVERAGE | 3 inches | 5+ | FREE | 0-4 | 0 |
| EXPERIENCED | 4 inches | 4+ | - | 0-2 | 5 |
| GOOD | 5 inches | 3+ | - | 0-1 | 10 |

## ENGINEERS, FIELD HOSPITALS & SUPPLY WAGONS
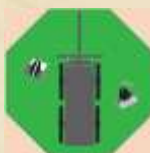
A Dutch army may purchase 1 Pioneer base per 1000 points for +30 points.
A Dutch army may purchase 1 Pontoonier base for +50 points.

### OPTIONAL ONLY!

A Dutch army may purchase 1 Supply Wagon base per 1000 points for +30 points per wagon.
A Dutch army may upgrade each Supply Wagon to include a Wagon Train Guard for +10 points.
A Dutch army may purchase 1 Field Hospital base for +50 points.

# BATTLE LINES

*A Dutch army must contain two Battle line divisions.*

## DUTCH LINE INFANTRY DIVISION                                    50 POINTS

Average General

Dutch Line                                                        Dutch Line
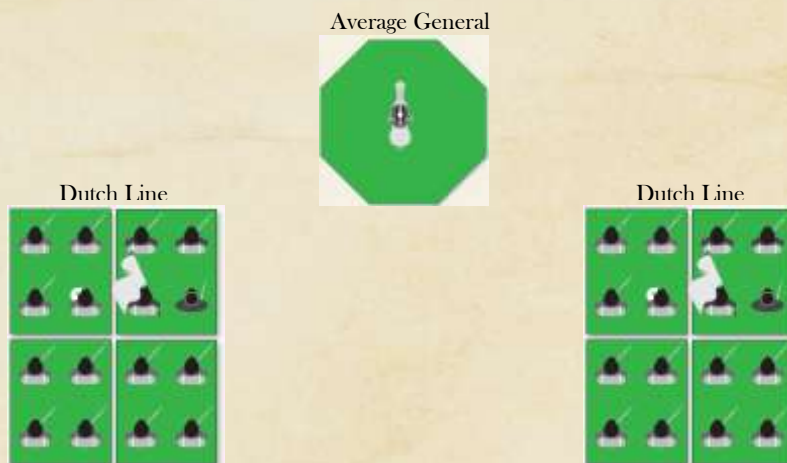
Add 1 6# Foot Battery for +30 points
Add 1 Divisional Skirmish Battalion for +15 points
Upgrade Divisional Skirmish Battalion to a Light Battalion for +5 points
Add 1-2 Line Regiments for +25 points per regiment
Add 1 Light Regiment for +30 points

## DUTCH-ALLIED LINE INFANTRY DIVISION                             50 POINTS

Average General

Dutch Line                                                        Rhinbund Line

Dutch Hussars
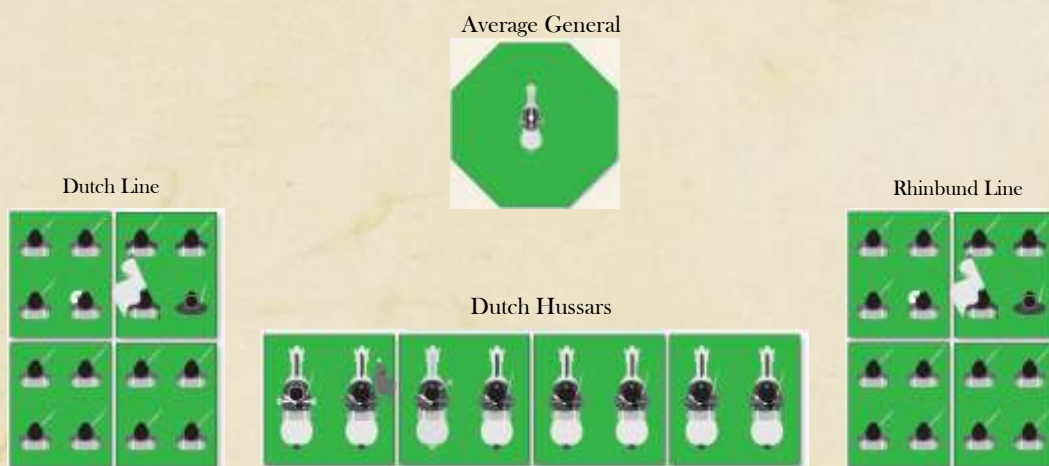
Add 1 Dutch, Baden or Hessian 6# Foot Battery for +30 points
Add 1 Dutch, Baden or Hessian Divisional Skirmish Battalion for +15 points
Add 1-2 Rhinbund Line Regiments for +25 points per regiment
Add 1 Baden Line Regiment for +35 points
Add 1 Hessian Line Regiment for +35 points
*Refer to the Confederation of the Rhine Parade Handbook for Allied summaries*

## DUTCH LINE INFANTRY ATTACHMENTS                    25 POINTS

Dutch Line



Upgrade the Line Regiment to a Light Regiment for +5 points

# SUPPORT LINES

*A Dutch army must never have more Support lines than Battle lines.*

## DUTCH CAVALRY ATTACHMENTS                    45 POINTS

Dutch Hussars



Upgrade the Hussar Regiment to a Cuirassier Regiment for +25 points

## DUTCH FIELD BATTERY                    30 POINTS

Dutch 6# Battery



Upgrade the 6# Foot Battery to a 6# Horse Battery for +10 points
Upgrade the 6# Foot Battery to a 6# Guard Horse Battery for +15 points

# RESERVE LINES

*A Dutch army must never have more Reserve lines than Battle lines.*

## DUTCH GUARD INFANTRY ATTACHMENTS                    65 POINTS

Dutch Guard



The Dutch Guard Regiment must be attached to a Dutch division, or the French Middle or Old Guard Division.

## DUTCH GUARD CAVALRY ATTACHMENTS                    60 POINTS

Dutch Guard Hussars



Replace the Guard Hussar Regiment with a Guard Light Horse Regiment for free

## DUTCH HEAVY BATTERY                    55 POINTS

Dutch 12# Battery

# NATIONAL SUMMARY

| DESCRITPION | SIZE | MORALE | NOTES | MAX | POINTS |
|---|---|---|---|---|---|
| Screens | 1 | - | *Screen* | -/- | *5* |
| Divisional Skirmish Battalion | 8 | 5 | *Skirmish* | 2 | 15 |
| Light Battalion | 8 | 6 | *Skirmish Light Infantry* | 1 | 20 |
| | | | | | |
| Line Regiment | 16 | 5 | *Napoleonic* | 6 | 25 |
| Light Regiment | 16 | 5 | *Napoleonic, Light Infantry* | 1 | 30 |
| Guard Regiment | 16 | 8 | *Napoleonic, Exploit* | 1 | 65 |
| | | | | | |
| Hussars | 8 | 6 | *Light Cavalry* | 2 | 45 |
| Cuirassiers | 8 | 6 | *Heavy Cavalry, Exploit* | 1 | 70 |
| Guard Hussars | 8 | 7 | *Light Cavalry, Exploit* | 1 | 60 |
| Guard Light Horse | 8 | 7 | *Light Cavalry, Exploit* | 1 | 60 |
| | | | | | |
| 4# Foot Battery | 2 | 6 | *Light, Trained* | 2 | 20 |
| 4# Horse Battery | 2 | 6 | *Light, Horse, Trained* | 1 | 30 |
| 6# Foot Battery | 2 | 6 | *Medium, Trained* | 2 | 30 |
| 6# Horse Battery | 2 | 6 | *Medium, Horse, Trained* | 1 | 40 |
| 6# Guard Horse Battery | 2 | 7 | *Medium, Horse, Trained* | 1 | 45 |
| 8# Foot Battery | 2 | 6 | *Medium-Heavy, Trained* | 2 | 40 |
| 12# Foot Battery | 2 | 6 | *Heavy, Trained* | 1 | 55 |
| | | | | | |
| Pioneer Company | 1 | - | *Engineer* | 3 | 30 |
| Pontoonier Company | 1 | - | *Engineer, Pontoons* | 1 | 50 |



Much needed ammunition is raced to the front!

# - CHAPTER 8 -
# FAST PLAY MISSIONS

*"When you have resolved to fight a battle, collect your whole force.*
*Dispense with nothing. A single battalion sometimes decides the day!"*
- Napoleon

**THE BATTLE OF WAGRAM, 1809**

# BLOODY FURY

*Despite the light frost on the ground, heralding an early winter, the day has dawned bright and clear. As the general wraps his cloak a little tighter to shield against the early morning chill, he gazes intently towards the enemy encamped on the farther side of the valley. A frown begins to form on his brow as he concentrates on the enemy positions, formulating grand plans for the coming battle. With a load snap, he shuts the telescope, satisfied that his army will overwhelm the enemy in a whirl of bloody fury!*

## ATTACKER/DEFENDER
Your mission, should you choose to accept it, is to destroy the enemy before you.

## SET UP
This mission uses the standard mini table, 3 x 4 foot. Players deploy from each of the short table edges.

## MAP
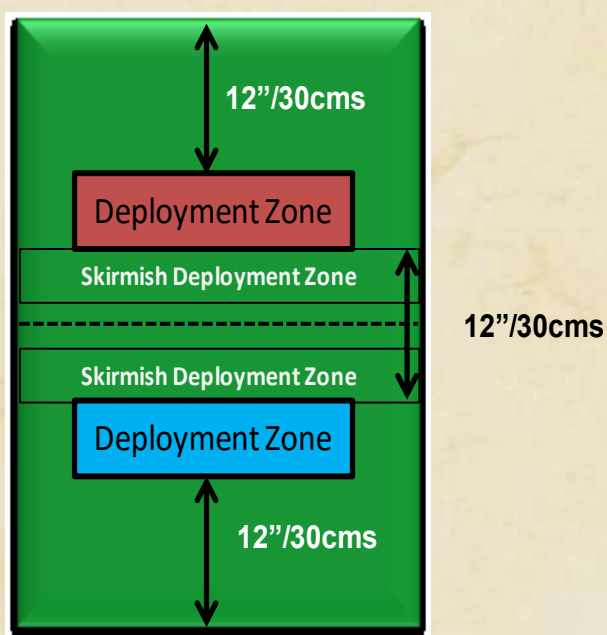


## DEPLOYMENT
From a Master list, players are to select a 600 point Battle list. This list must include an infantry division, cavalry division and at least one battery.

Both players roll an unmodified 1D6 and the player with the highest score chooses which short table edge to deploy from. The other player deploys from the other short table edge. Starting with the player that chose sides, each player deploys a division until both sides have deployed all their forces.

Alternatively, before deployment, a large screen should be erected across the centre line of the table. The screen should be of sufficient height and width (probably in cardboard) to restrict line of sight into each deployment zone. Once this is erected, army commanders deploy all of their forces into their deployment zones.

At least one unit of every division in the army must be deployed at the forward edge of the deployment zone i.e. 6" from the centre line of the table. All skirmish battalions must be deployed in the Skirmish Deployment Zone but no closer than 2" from the centre line of the table.

## VICTORY CONDITIONS
The game lasts 6 turns or at the end of the allotted time, whichever comes first. If one side breaks, the other receives 2 mission points. If both sides break, neither player receives mission points.

Additional battle points are awarded as per BPS.

# UNLEASH THE HORSE

With trumpets blaring and pennants flapping vigorously in the wind, rank upon rank of brightly uniformed horsemen move purposefully towards the enemy. To begin with, there is only the faintest murmur of the earth shattering violence about to befall the enemy. This quickly escalates into a thunderous roar, as ten thousand horsemen fall upon the foe in a fit of reckless abandon and bloody violence!
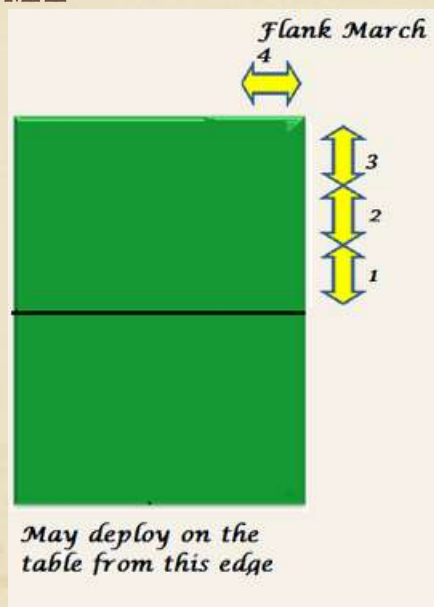
## ATTACKER/DEFENDER
Your task is to destroy the enemy cavalry column.

## SET UP
This mission uses the standard mini table, 3 x 4 foot. Players deploy from opposite table edges.

## MAP



May deploy on the table from this edge

## SPECIAL RULES
- Battlefield Flank March

## DEPLOYMENT
Prior to deployment, both players must select a total of 450 points or less of cavalry from the Master list. Only cavalry divisions and horse artillery selected from your Master list may be chosen. Cavalry includes heavy cavalry, medium cavalry, light cavalry, camel and elephant cavalry. (Austrian ight divisions, where there are more cavalry regiments than infantry regiments may also be deployed).

Both players roll an unmodified 1D6 and the player with the highest score becomes the attacker. The attacker chooses which short edge of the table to march onto. The defending player marches from the opposite table edge. Players march divisions onto the table in any formation from their own table edge once the division has been activated via initiative.

Players may select divisions for a battlefield flank march.

## VICTORY CONDITIONS
The game lasts 6 turns or until the end of the allotted time, whichever comes first. If one side breaks, the other side receives 2 mission points. If both sides break, neither side receives mission points.

Additional battle points are awarded as per BPS.

# RIVER CROSSING

*Only half your forces are defending this part of the river line against the enemy. However the enemy has chosen this point to concentrate his forces. You have deployed what troops you have available for battle and have sent word for the rest of the army to join you here. You secretly hope you have enough men to contest the crossing until the reinforcements can arrive.*

## ATTACKER/DEFENDER

Your task is to destroy the enemy column.

## SET UP

This mission uses the standard mini table, 3 x 4 foot. Players deploy from opposite table edges.

## MAP
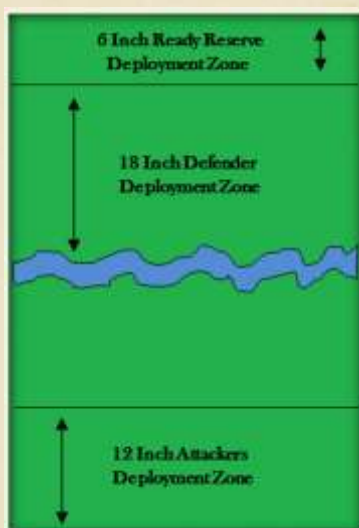
## SPECIAL RULES

- Ready Reserves

## DEPLOYMENT

Prior to deployment both players will need to build a 600 point Battle list.

The Battle list must have an Army general, 1 Battle line infantry division and 1 cavalry division.

The defender deploys half his divisions, rounded down, in the 18 inch defender deployment zone. The remaining divisions come on as ready reserves.

Once the defender has finished deploying his divisions, the attacker then deploys all his forces in the attacker's 12 inch deployment zone.

The attacker may also deploy three crossings, (one bridge and two fords). No crossing may be closer than 8 inches from each other. None of the crossings may be wider than 3 inches (15mm games).

## RIVER LINE

The river line is able to be crossed anywhere, not just the fords or bridge. However it takes 1 full operation to cross. Any regiment moving across the river will be disordered on a D6 roll of 3+.

All regiments charging over the river are automatically disordered.

Any unit defending the river bank gains a +1 cover bonus in melee.

Artillery may only cross at a crossing.

## VICTORY CONDITIONS

The game lasts 6 turns or until the end of the allotted time, whichever comes first. If one side breaks, the other side receives 2 mission points. If both sides break, neither side receives mission points.

Additional battle points are awarded as per BPS.

# REAR GUARD

The army has been forced to fall back in the presence of the enemy. Their advanced guard has marched hard and is now snapping at the heels of the rear guard. In order to give the baggage and main army time to break contact with the enemy, your troops have been ordered to hold this ground and give those "damned rascal's hell!"

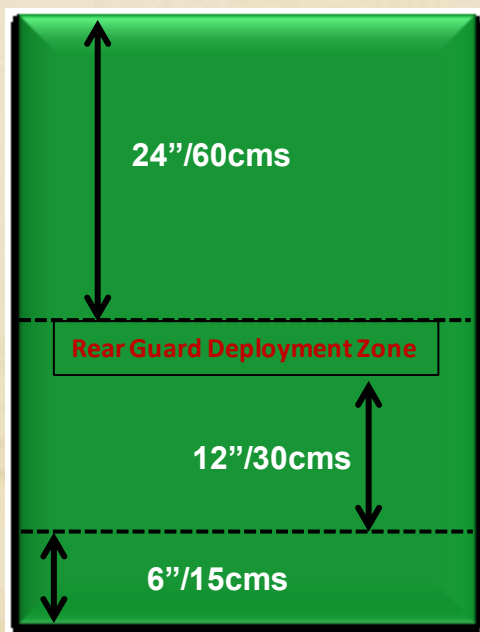## DEFENDER
Delay the enemy advance for as long as possible.

## ATTACKER
Destroy the enemy rear guard as quickly as possible and break through to the retreating main army beyond.

## SET UP
The mission uses the standard mini table, 3 x 4 foot, with players deploying from each of the short table edges.

## MAP



## SPECIAL RULES
-   Battlefield Flank March
-   Battlefield Blinds and Dummies
-   Recoil

## DEPLOYMENT
Prior to deployment both players will need to build a 500 point Battle list selected from their Master list. The Battle list must have an army general and a battle line division.

## ATTACKER
Both players roll an unmodified 1D6 and the player with the highest score becomes the defender. The defender chooses which short edge of the table to defend.

The opposing player is the attacker and deploys on the opposite table edge. As the advantage lies with the rear guard, the attacker deploys first in an area up to 6" in from the allotted table edge.

**The attacker** must deploy a minimum of half of his divisions, rounded down, on the table. The remainder of his divisions may deploy onto the table on any turn the attacker chooses.

The attacker may not use the "Battlefield Blinds and Dummies" special rule, but may use the "Battlefield Flank March" special rule.

## DEFENDER
Once the attacker has met the minimum deployment requirements, the defender then deploys in the Rear Guard Deployment Zone. The defender must deploy half of their divisions, rounded down, into the rear guard deployment zone.

All other formations may deploy up to 24" from the defender's table edge using the

"Battlefield Blinds and Dummies" special rule.

All units in the rear guard deployment zone must begin deployed. No blind or dummy markers may be deployed in this zone. The defender may not use the Battlefield Flank March special rule.

### ENGINEERING WORKS
If the defender has included an engineer base in the list, 2 sets of engineering works, per engineer base, may be included with the rear guard and must be constructed inside the *rear guard deployment zone.*

### VICTORY CONDITIONS
The game lasts 8 turns or until the end of the allotted time, whichever comes first. If one side breaks, the other side receives 2 mission points. If both sides break, neither side receives mission points.

The defender will receive 2 mission points, if he stops the attacker from getting half of his divisions or half the units in his whole army (whichever is easier), over half way across the table, by turn 6.

If the defender stops the attacker getting half of his divisions or half the units in his whole army, off the table by end of turn 8, the defender receives 1 mission point.

If the attacker gets half of his divisions or half the units in his whole army, over half way across the table by the end of turn 6, he will receive 2 mission points.

If the attacker gets half of his divisions or half the units in his whole army, off the table by end of turn 8, he receives 1 mission point.

These mission points are cumulative, for example, if the defender meets both victory criteria, the defender could receive 3 mission points.

Additional battle points are awarded as per BPS.



Siege of Tarifa, 1812

# INDEX