

Bloody Big Battles House Rules V18/08

1 INTRODUCTION

These rules should be read in conjunction with the Bloody Big Battles. They are adapted specifically to the Napoleonic era. Main changes are:

- There are two new assault tables. One is for infantry v. infantry combats, which now involve both sides removing a base for marginal victories (though for a draw neither side suffers loss).
- The other one is for cavalry attacks on infantry, which reflects the asymmetry of these combats. It also involves more losses. Cavalry is scaled up by a factor of three.
- Skirmish bases are introduced. Instead of being like normal bases, two or three replace an ordinary base, and these must be deployed to use, reducing strength in any Assault combat. Cavalry have a role in suppressing skirmishers.
- A Square mode is introduced for defence against cavalry, but is both more vulnerable to fire, and less effective at fire. Also it cannot deploy skirmishers.
- The number of artillery bases are doubled, but their individual fire effect is reduced. They are treated like ordinary bases, so there is no Silenced or Reduced. They also have no defensive capability in the assault, which they must stop through fire.

The result is a faster flowing game, which better reflect the balance between the three arms.

2 SCALE & ORGANIZATION

TROOP SCALE

Cavalry and artillery scales are substantially reduced. At the standard scale where an infantry base is 1,000 men, one cavalry base is now 333 men and one artillery base is 12 guns.

WEAPONS

The only recognised infantry weapon is the smoothbore musket. However where this is deployed by deployed skirmish bases it has a separate fire factor.

Artillery

All artillery is smoothbore, but the following types are recognised:

- Horse artillery. Lighter weapons with trained for rapid movement.
- Field artillery. Standard foot artillery.
- Reserve artillery. Heavier weapons (12pdrs) under corps control.

- Howitzers, Concentrated batteries of howitzers for use against targets in cover.

Fire factors

The scaling down of artillery units means that fire factors must be drastically reduced.

Type	3in	12in	18in
Infantry	1.5		
Horse	3	1.5	-
Field	4	2	1
Reserve	4	2.5	1.5
Howitzer	2	2	1.5

ATTRIBUTES

S - Skirmisher

This represents tactical option of sending substantial bodies of men out in advance of the main body as skirmishers. These aren't necessarily trained skirmishers, but can be line troops (such as third lines) with some basic training. This should not be given to shock troops, even if they are theoretically capable of such tactics.

In place of one base, a unit with up to four bases has two special skirmish bases; units with more bases have three skirmish bases.

Skirmish bases are the same frontage as normal one, but shallower and with fewer figures. When not deployed place two of these one behind the other to act as a normal base. If there is a third base put this at the back of the unit somewhere.

Skirmishers bases only have special status when they are deployed - put out into the frontal fire zone within 3in of the main body.

When bases are not deployed, the player may remove two skirmish bases in place of an ordinary base. There is no requirement to do this before the removal of other bases.

If two skirmish bases are lost, whether or not deployed, this counts towards the requirements for Spent units. So if a Raw unit loses both its skirmish bases while deployed, it is immediately Spent.

A single skirmish base combined with an ordinary base prevents a unit being eliminated, but the skirmish base may not be deployed. Skirmish bases are consolidated immediately to ensure the main body maintains the minimum number of bases..

3 MOVEMENT

MOVEMENT MODIFIERS

A unit in Square mode suffers -2 to its movement throw if it is in good order. A Disrupted unit is unaffected by Square mode.

MOVEMENT TABLE

When recovering bases, lost skirmish bases may be chosen, but only one at a time. The usual 2 for 1 equivalence does not apply.

HORSE ARTILLERY BONUS

Horse artillery may use a bonus of half a move. It may use this to do one of the following:

- *To move an extra 6" if limbered in good terrain only (so its normal maximum move is 18")*
- *Limber or unlimber*
- *Fire at half effect in Offensive Fire if deployed and otherwise not entitled to fire.*
- *Fire at full effect if otherwise could fire at half effect.*

MODES

Infantry in Line or Depth may adopt Square or Deployed Skirmisher modes. Adopting or returning from these modes (which are mutually exclusive) does not entail a formation change, and incurs no movement penalty. In addition some artillery units may adopt close support mode with infantry units.

Square mode

Infantry in square mode face their flank bases outwards. This presents a better defence against cavalry, but the unit suffers a movement penalty, and is more vulnerable to fire.

Units that start Movement in Square are limited to a 6" maximum move, after deductions. No Assault can be conducted in Square mode.

Deployed skirmisher mode

To adopt this mode the player places one or more of a unit's skirmish bases in front of the unit in the fire zone. These bases must:

- *Be within 3" of the main body*
- *Must be at least 1" of any other base, including other deployed skirmish bases*
- *Must be at least 2" from enemy formed infantry (i.e. not skirmish bases)*
- *May not deploy within 3" of enemy cavalry or 6" in the cavalry's frontal "fire" zone.*

If there is insufficient space to deploy skirmishers, the main body may always fall back to create room.

Deployed skirmishers do not exert a Zone of Control in their own right, though they must be deployed in their parent's Zone.

Artillery in Close Support

Field or Horse artillery, but not Reserve artillery or Howitzers, may adopt close support mode with an

infantry unit. This is signified by placing it in base contact, pointing in the same direction. This may be to the flank, to the front, or insert itself within an Infantry Line.

Artillery in Close Support are treated as part of the infantry unit for:

- *The next Movement throw*
- *When subject to fire*
- *When attacked in Assault*

More than one artillery unit may support the same infantry unit, but they must be contiguous with different infantry bases and not to each other.

Although artillery in close support is subject to the movement throw of the whole unit, it moves separately from the infantry unit in accordance with normal artillery rules. If it is still able to maintain contact, then it still counts as in close support.

If artillery is not in close support with an infantry unit, then this must be shown by leaving a gap between the units.

MOVEMENT INTO CONTACT

Deployed skirmish bases

Deployed skirmish bases must observe the minimum distances from other bases set out in the deployment rules. If they are unable to, they must be withdrawn to the parent unit.

Formed units may not approach closer than 1" to enemy skirmish bases, unless they are conducting an assault.

Units with deployed skirmishers may not consolidate them into the main unit before launching an assault. Instead the skirmish bases are withdrawn to behind the main body, and are not consolidated until the next Movement Phase or second round of combat.

Formed units may move through skirmishers if conducting an assault. Any skirmish base they touch is withdrawn to behind its parent unit, but does not properly join it until its next movement phase (they do not form part of the Assault resolution). This includes units charging through their own skirmish bases to make contact.

Cavalry charging through skirmishers

If a cavalry unit passes through enemy skirmishers as it is conducting an assault, it has a chance of over-running them. Throw a D6 for each base in the path of the advance. If the score equals or exceeds the distance in inches between the cavalry and the skirmish base, the skirmish base is eliminated. A 1 always fails; a 6 always eliminates, regardless of distance.

Cavalry charging infantry

Cavalry may not conduct an assault on infantry in the following terrain conditions:

- *Towns*
- *Woods*
- *Marshes*
- *Across steep slopes within 6" of the unit being attacked*
- *Occupying entrenchment or fortifications, except that "rifle pits" and "entrenchments" can be attacked from the flank or rear.*

Cavalry may attack infantry in villages or crops or across streams. If the prohibited terrain does not cover all of the target's bases, the cavalry may still attack if it can reach any of the exposed bases.

4 THE FIREFIGHT

TARGET & FIRER ELIGIBILITY

Deployed skirmishers

Deployed skirmish bases are treated as a separate target to the main body.

Skirmish bases up to 2" apart are treated as a continuous screen; only larger gaps can be fired through as if the skirmish bases were not there. Each base marks the end of the deployed line.

A single skirmish base is assumed to project 1" either side of its base.

Skirmish bases within 3" of the firer in its fire zone must be fired at in preference to targets beyond.

Artillery beyond 3" from a deployed skirmish base may fire through it to a target beyond. Remember that in the Defensive Fire phase the fire can take place in any point of movement, and can choose a point before approaching skirmishers closed the range to less than 3".

The target zone for a skirmish bases includes any unit in front of it within range (i.e. its firing arc is 180° rather than 90°).

Artillery in close support

Artillery in close support is treated as part of the infantry unit it is supporting for target purposes.

The artillery base itself selects targets in the normal way.

Combined arms assaults

Where infantry and cavalry assault the same unit, the assaults are resolved separately. When this happens the attacking infantry may only fire with its front rank. It receives defensive fire, if applicable, as normal.

CALCULATING FIRE FACTORS

Skirmisher bases

Each skirmisher base is treated as a normal infantry base for fire factors (i.e. 1½ points). If not deployed, only one skirmish base may fire, however.

If deployed skirmish bases have been displaced by charging infantry in an assault these bases may contribute half their fire points to the defending unit's fire strength on the attacker.

Units in Square

Units in square may fire to the flank or rear if contacted in the assault. But note that fire is subject to a left-shift.

Artillery

There are no reduced artillery batteries. Instead bases are removed immediately.

Column shifts

The column shifts for skirmish bases apply only to firing by skirmish bases (right shift) or firing at deployed skirmishers (left shift)

Flanking fire also applies to Squares fired at from any angle. Squares firing are subject to a left-shift.

If a Howitzer base at a range of over 3" contributes its points to an attack on a unit in cover, one leftward base shift is neutralised. The howitzer must be able to fire at the cover in question.

CALCULATING THE EFFECT OF FIRE

Artillery targets

Artillery is no longer silenced or reduced. Instead of either result the unit is Disrupted in the former case or the base is removed from play, in the latter.

Deployed skirmishers

Deployed skirmisher are not Disrupted. In place of the table results:

- *Disrupted* - remove one skirmish base
- *Lose 1 base* - lose two skirmish bases
- *Lose 2 or more bases* - lose two skirmish bases and Disrupt parent unit.

Artillery in close support

The Disrupted fire result applies to the whole unit including the artillery. If the unit suffers a base loss:

- *The player may choose to lose an artillery base if a base within the unit was under fire*

- The player must lose the artillery base if it was the only one within reach of enemy fire.
- The player must choose the artillery base if removing an infantry base would violate the rules on contiguous contact.

Artillery bases once post may not be recovered in the Movement throw.

Low on ammo

If a low on ammo result is scored by the skirmish screen, it is applied to the whole unit. Likewise any low on ammo result on the main body applies to the skirmishers too.

Generally low on ammo results are tracked separately between artillery in close support and the unit they are supporting. However if they are firing at the same target the result may be applies to both if half or more of the infantry bases were involved.

5 THE ASSAULT

COMBINED ARMS ASSAULTS

Where infantry and cavalry attack the same unit these are resolved in turn as separate Assault resolutions. The cavalry go first.

Where cavalry or infantry form a second line behind an assaulting line of the other type, they do not contribute to the first round of combat, but may attack after the first combat is resolved, if the opponent has not moved beyond 3". This is the only case where cavalry can follow up an attack by infantry.

ARTILLERY IN ASSAULTS

Unless attacked frontally in Entrenchments, or anywhere in Forts, artillery does is automatically over-run in the Assault, if their fire fails to stop.

The artillery bases are removed at the start of the Assault phase, and the attacking unit may conduct an Exploitation.

Artillery in Entrenchments or Forts are treated as if Infantry bases.

ASSAULT MODIFIERS

The following modifiers apply to cavalry assaults on infantry:

- 2 for infantry in Square formation
- 1 for cavalry attacking disrupted infantry

Squares do not have flank or rear defending against cavalry.

NEW ASSAULT TABLES

The existing assault table is reserved for cavalry v. cavalry and for infantry attacks on cavalry.

Infantry v. Infantry

For +1-3 and -1-3 the existing table applies except that both sides lose 1 base.

For the 0 result. The current -1-3 result applies and there is no further combat round.

Cavalry attacking infantry

Difference	Outcome
+7	Defending unit is destroyed and removed from play. Attacker must exploit but are Disrupted
+4-6	Defender loses 2 bases. Stay in place in Square. Attacker loses 1 base chooses between exploit or retire 6"
+1-3	Both sides lose 1 base. Attacker retires 6"
0	Both disrupted. Infantry form Square. Further round.
-1-3	Attacker retires 6" disrupted. Defender in square not disrupted
-4 or less	Attacker loses 1 base retires 6". Defender not Disrupted

Unless stated, all units are disrupted. Note this means that unlike original cavalry are Disrupted on a 7+ result. They become distracted by the fleeing infantry.

In the +4-6 if the cavalry choose to exploit, it bursts through the infantry and proceeds with a normal exploitation move.

Where the table says the infantry form Square, this means that infantry not already in Square adopt the mode. If in March column the unit turns to one flank to adopt Line, then adopts Square from that formation. Any skirmish bases are fully consolidated into the main body.

Where there is a second round of combat, any unconsolidated skirmishers are brought into the main body.

Artillery in close support

Artillery in close support does not take part in any assault.

If defending artillery bases do not contribute to the base strength of the defending unit. They are lost on any result worse than -4, except Horse Artillery limbers and evades if not in direct contact with attacking unit. Other than this artillery is not used to satisfy base loss requirements.