

Introduction

Introduction	ii
--------------	----

Part One – Setting up the Game

Necessary Equipment	4
Basing	4
Troop Types	4
Troop Quality	6
Skirmish Capability	6

Part Two - Playing the Game

Base Scales	8
Army Organisation	8
Ranks and Grades of officers	9
Turn Sequence	10
Tempo Bidding	10
Bombardment Phase	11
- Table Bombardment Modifiers	11
- Table Outcome of Bombardment	11
Allocating Tempo Points	11
- Table Issuing Orders/Tempo points cost	12
Tempo Actions	12
Stealing Tempo	12
Move Distances	13
Sapper Tasks	13
Terrain Features	14
- Table Terrain Table	14
Attack Phase	15
Firing Procedure	15
- Table Firing Modifiers	15
- Table Firing Outcomes	15
Launching Attacks	16
Close Combat Attacks	16
- Table Attack Modifiers	16
Testing to Attack	16
- Table Attack Results	16
Outcome of Attacks	17
Outcome definitions	19

Pursuit	19
Rallying	20
Risk to Generals	20
Formation Morale	21
Army Morale	21
Combat Example	22

Part Three - Army Generators

France, Grande Arme'e, 1805	27
Austria, 1805	28
Russia, 1805	29
Prussia, 1806	30
France, Peninsula, 1812	31
Britain, Peninsula, 1812	32
Austria, 1812	33
Russia, 1812	34
France, Arme'e du Nord, 1815	35
Anglo-Netherlands, 1815	36
Prussia, 1815	37
Scenario: Quatre Bras, 1815	39

Introduction

There is a great deal of variety in the size of Napoleonic battles; the French army which fought at Wagram, for instance, was ten times the size of that which fought at Vimiero. It is a lot to ask of any set of rules to cope with such diversity.

The plan with Polemos Napoleonic, therefore, is to produce **two** sets of rules in one book. This set, **General de Division** will allow the wargamer to fight corps sized actions or recreate smaller contests within larger battles.

The other set, **Marechal d'Empire**, will allow the wargamer to refight the BIG battles of the period, so he can emulate Bonaparte at Borodino, Wellington at Waterloo or Blucher at Leipzig.

The same wargames figures may be used in both sets of rules, as the basing **system** will be universal; only the nominal **scale** will differ. Certain rules will apply to both scales and are set out first.

This is the second edition of the rules, with a number of amendments made to the text in the interests of clarity and some changes in the light of suggestions made by players.

Thanks go to many people for their help with the production of these rules, including Marc Grieve for the black and white illustrations, Rob de Wolfe for the cover artwork, Sven Lugar for the maps and Stu and Florence for their work on the first edition.

I particularly want to thank the wargamers, many of whose names I don't know, who helped to playtest the rules and fed back their thoughts, ideas and suggestions, especially Ian Dickman, Neil Duffell, Rene Hoevenberg, Glenn Pearce and Al Stretton.



Setting up the game

Necessary equipment

All you need to play Polemos Napoleonic is:

- A number of ordinary six-sided dice, numbered 1-6, known hereafter as **D6**.
- A ten-sided dice, for the army generators numbered 1 - 0, known hereafter as **D10**.
- A measuring device, either an expanding metal tape measure or a measuring stick marked in base widths (**BWs**) and depths. (**BDs**). *See section below on basing.*
- Two (or more) armies of miniature figures.

Basing

The basic unit of manoeuvre in Polemos Napoleonic is the **Base**. This is a group of wargames figures mounted permanently on a single base of a given size. The actual number and position of the figures on the base is not important.

It is not vital to the rules that the specified base sizes are adhered to. So long as both armies use the same sized bases and the 2:1 ratio of base width to base depth is maintained, the rules will still work. However, to combine practicality of play with visual display, we recommend you to use bases 60mm wide by 30mm deep for infantry and cavalry units. The troops illustrated in the rules are mounted on bases of this size.

All distances are given in base widths (BW) and base depths (BD).

As mentioned above, the actual arrangement of figures on a base is up to the individual wargamer. Some infantry habitually formed shallower lines than others (Later French and Russians, British throughout) and can perhaps be depicted by figures in two lines, whilst other infantry can be depicted in three lines of figures.

Cavalry can be depicted by one or two ranks of figures while irregular cavalry (e.g. Cossacks) can be depicted by figures fixed at random on the base.

Artillery is depicted by a base 1 normal Base Depth square, i.e. 30mm if using recommended base sizes, bearing one gun model.

Limbers should be mounted on a separate base of standard infantry or cavalry size.

Generals may be placed on bases 1 standard Base Depth square i.e. 30mm if using recommended sizes. The higher the status of the general, the more aides, hangers-on, lackeys, etc he can have on his base.

Messengers may be depicted by a single mounted figure on a small round base.

Troop types

Infantry: Most infantry, be they known as grenadier, musketeer, fusilier or whatever, are formed in close order and are armed with a firelock musket and bayonet. They deliver fire by volleys upon a given command and rarely have to exercise individual initiative.

Skirmishers: Various jaegers, tirailleurs, rifles, cacadores, etc. These are not depicted by distinct bases



French Infantry

of their own, but by a skirmish capability factor which is assigned to standard infantry bases. This can represent either companies of skirmishers attached to the 'line' units, or the infantry's own ability to skirmish.

Light cavalry: Chasseurs, Hussars, Lancers, Light Dragoons, Chevaulegers, Uhlans. Cavalry trained to scout, skirmish and screen in front of the army, but also capable of charging.



French Hussars

Dragoons: Heavier cavalry, also capable of scouting and screening as well as a mounted charge. Often seen as a cheap alternative to their heavier or lighter counterparts. Dragoons very rarely dismounted during this period.

Army Organisation

Part one of Polemos Napoleonic – **General de Division** is intended to be suitable for actions up to Corps level, with the focus on the actions of individual units.

Base scales for General de Division

- A base of infantry represents an infantry battalion - about 4-800 men. (Large battalions, such as British Guards, may be represented by two bases.)
- A base of cavalry represents a regiment of two to three squadrons. (Large regiments, such as Russian or Austrian light cavalry, may be represented by two or three bases.)
- An artillery base represents a company or battery of 6 – 8 guns. (Larger artillery units, such as Russian ones with up to 16 guns would be represented by two bases deployed side by side.) Each artillery base should be accompanied by a standard sized (e.g. 60mmx30mm) base representing their limbers, caissons, etc. This base is placed immediately to the rear and in contact with the battery when it is deployed.

A standard base for infantry or cavalry represents an area 100 – 125 yards wide by 50 yards deep. Note that this does include quite a bit of empty space – room to deploy and manoeuvre, or to adopt an open order.

An artillery base represents an area 50 yards square.

Army organisation

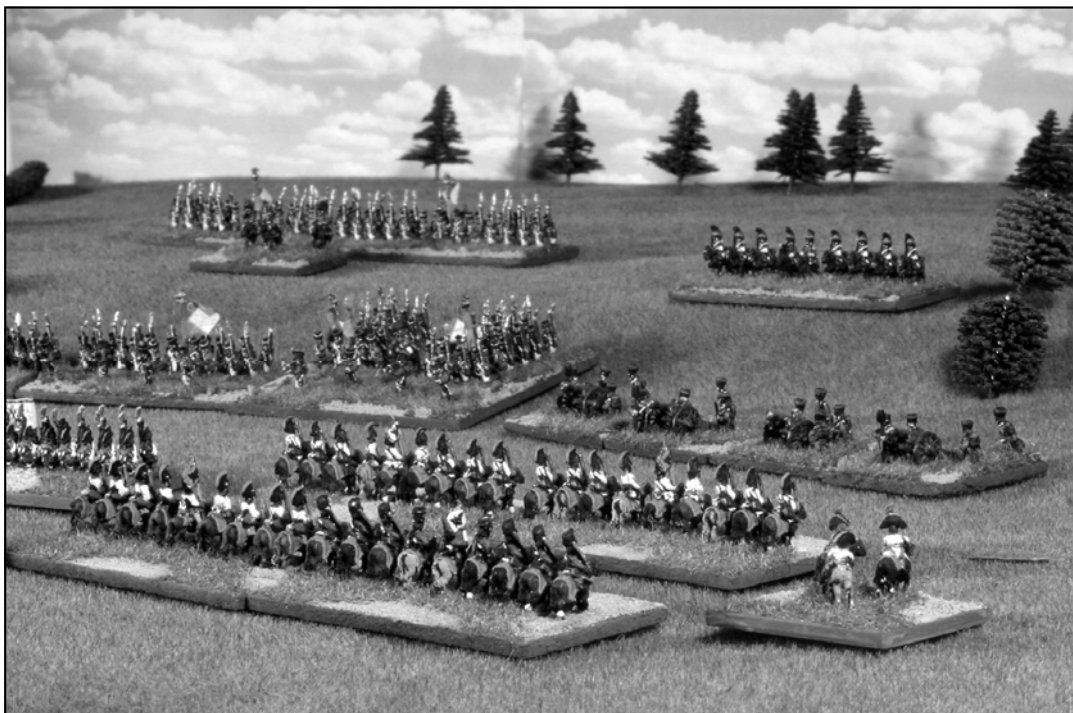
Organisation and nomenclature differed a great deal across the different armies participating in the Napoleonic Wars, and at different times within the same army. Confusingly, the same term may also have different meanings in different armies. The following organisation rules for Polemos General de Division (GDD for short) use certain generic terms which you may need to translate to those in use with your particular army. (e.g. in the Prussian army of 1815, an infantry regiment would be classified as a brigade in GDD; a brigade would be classed as a division.)

Unit - a single battalion of infantry, regiment of cavalry or company/troop of guns. The smallest formation of which we take account in GDD.

Brigade - a force generally consisting of from two to six units of infantry or cavalry commanded by a **Brigadier**. (Units within a brigade may be linked as part of the same regiment. This has no effect under the rules.)

Division - a force comprising a number of brigades of infantry or cavalry with attached artillery, with the whole under the command of a **General**.

Army or Corps - a force of all arms, directly under the command of the **CinC**. (The player).

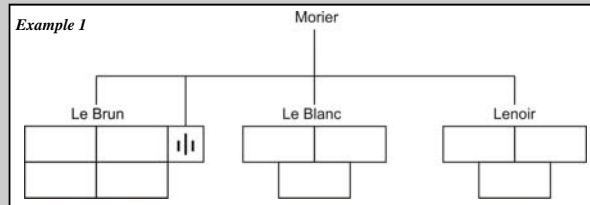


Outcome Phase

Example

The Adventures of General de Division Morier.

General Armand Morier commands a division of the French army in the Peninsula in 1812. He has three brigades, commanded by Generals de Brigade Lebrun, Leblanc and Lenoir; the first of four battalions and the latter two of three battalions. He also has a battery of eight guns. Morier is a capable commander.



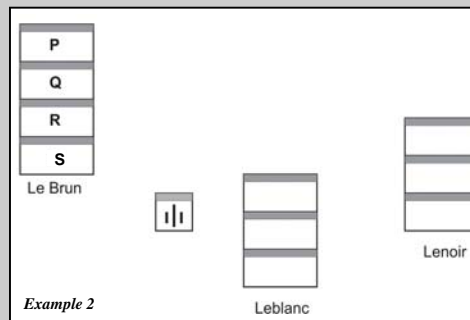
THE APPROACH

The CinC wins the Tempo in Game Turn one. He has already decided that Morier will be employed to deliver a flank attack on the British line. He issues 1 TP to Morier which he, as a capable general, converts into 4 Orders.

Morier issues two orders to Lebrun, to whom he has attached the artillery battery. With five units, Lebrun needs two orders to enable him to move. (One order can move a group of up to three units).

One order each is issued to Leblanc and Lenoir. Morier's whole command advances 1BW.

For several game turns, Morier receives one TP from the CinC and moves forward 1BW per turn, but his commander is becoming exasperated by the slow progress. Once the artillery is within range of the British lines, (7 BW), he orders Morier to redeploy, which costs 2 Orders. The division redeployes like this:



The Artillery is detached from Lebrun's brigade and unlimbers.

The British line facing Morier is perched on a steep hill, but the slope is more gentle to the right. Morier decides to throw Lebrun into a frontal attack up a convenient road, while Lenoir works round to the gentler slope to take the redcoats in the flank. Leblanc will form a reserve.

Next game turn, Morier's artillery is able to bombard the British line. He rolls 11 on 2D6 – good shooting! One British unit takes some punishment and the British commander decides to retire it 1BW.

The CinC once again issues Morier with 1TP, which he converts to four orders. Again Lebrun gets two and the others one each. The brigades are in formations only 1BW wide and so are able to move at 2BW per turn. Lebrun, on a road, moves even faster, adding an extra 1BD.

After a further game turn, Lebrun is poised to attack. Lenoir is still moving round the British flank. The artillery has caused no further damage on the British troops.

NEXT GAME TURN

1. Tempo bidding phase

The French player wins the Tempo bid.

2. Tempo player Bombardment phase

Morier's artillery fires at British battalion C, but rolls 6 - no effect.

3. Tempo player allocates TPs

This time, the CinC issues two TPs to Morier, as more orders are needed to order an attack. Four orders are issued to Lebrun, (2 groups x 2 orders needed to launch an attack.) who orders the drums to beat the charge.

The British line at this point is held by a brigade under Colonel Baker, consisting of two battalions of foot and a battery of 6 pounders. The good colonel assesses Lebrun's chances of success and opts to open fire at close range. (i.e. 1BD.) Lebrun's column is heading straight for his battalion B. All infantry is SK1.

Lebrun moves his column forward to 1BD from the British front. (Example 3).

4. Tempo player attack phase.

First, the French *Test to Attack*. Both players roll a D6.

Lebrun rolls 3, +1 for supported by infantry = 4
 Baker rolls 2, +1 for supported by infantry, +1 for a secure flank, +2 for uphill, -1 for intending to fire at close range = 5

The British win by one point. Consulting the table, we see that the defender may act as ordered. Now the British may fire.

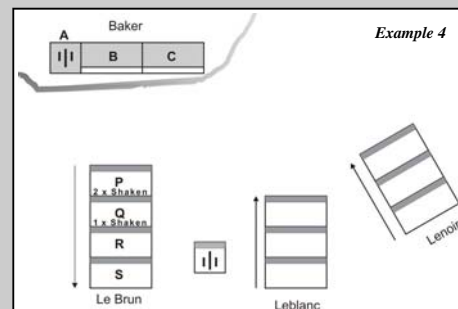
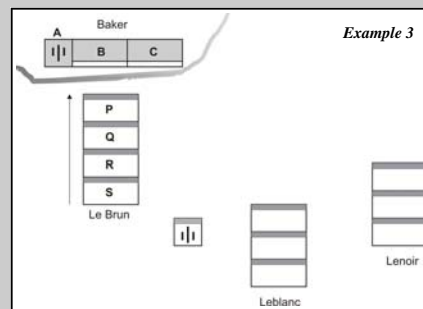
Lebrun's men become excitable as they near the British line; the redcoats present their muskets and fire at 1BD range. Again, both players roll a D6.

Lebrun rolls 4. There are no modifiers.

Baker rolls 3, +2 for first time firing, +2 for the support of the artillery, +1 for the support of battalion C = 8.

The British win by 4 points. Consulting the table, we see that this results in battalion P taking one shaken level.

We then refer to the **Outcome of infantry v infantry attacks** table. After the defender's fire, the side with higher shaken levels falls back 1BW. Battalion P therefore moves back 1BW, taking another shaken level. The remainder of Lebrun's column must also move back and battalion Q also takes one shaken level. (Example 4)



5. Tempo player other moves.

Morier moves his other two brigades forward, Lenoir moves closer to the British flank.

6. Non-tempo player bombardment phase

Baker's artillery is unable to fire at Lebrun as the French column is not directly in front.

7. Non-tempo player allocates TPs

The French column has fallen back and is now 1½ BW from the British front. The British division's commander decides that this is too good a chance to miss.

Baker is given 3 orders, enabling him to charge the shaken French column.

8. Non-tempo player attack phase

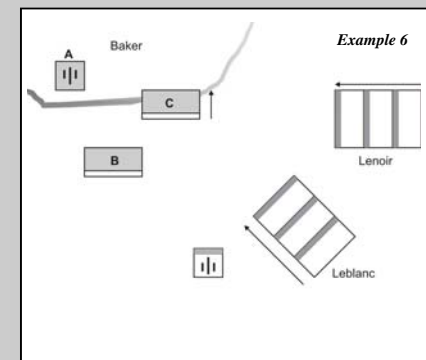
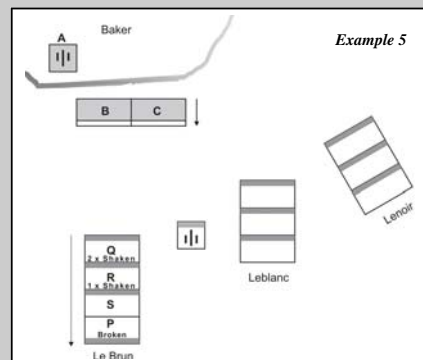
Lebrun decides to fire at close range. Baker moves his two battalions to 1BD from battalion P's front.

Again the **Test to Attack**:

Baker rolls 5, +1 supported by infantry, +2 uphill = 8

Lebrun rolls 4, supported by infantry +1, -4 for two shaken levels, -1 intends to fire at close range = 0

We consult the results table, to find that battalion P breaks without firing. They move directly away from their assailants, passing through the two units behind, causing both to fall back shaken. The rearmost unit of the column, battalion S, retires to conform. (Example 5)



Baker's battalions must follow up 1BW.

Combat Example

9. *Non-tempo player other moves.*

10. *Outcome moves.*

NEXT GAME TURN

1) *Tempo bidding.*

2) *Tempo player bombardment phase.*

3) *Tempo player moves generals and allocates TPs.*

4) *Tempo player attack phase.*

5) *Tempo player other moves.*

6) *Non-tempo player bombardment phase.*

7) *Non tempo player moves generals and allocates TPs.*

8) *Non tempo player attack phase.*

9) *Non-tempo player other moves.*

10. *Outcome moves.*

The British player carries out his moves for the rest of the army..

Baker takes a pursuit test to ensure that his excited men do not chase the French. He rolls a 3, easily preventing a pursuit. The British battalions halt to get their breath back. Lebrun's brigade takes a morale test. He has one battalion broken (2pts) and two shaken (2pts). A roll of 5 adds a further point, giving a total of 5 – exceeding the number of units in the brigade at the start of the game. Lebrun's brigade is adjudged to be spent and must make its way to the rear.

Both sides of our encounter are in an awkward position and the tempo bidding phase is crucial to see who can make the best of it. To Morier's relief, the French CinC wins the Tempo.

Morier's artillery fires at unit C, scoring a 9. The British battalion retires 1BW.

Morier is given 1TP, which he converts into 4 orders. More than enough to command his reduced force.

Neither of Morier's remaining brigades is within charge range of the British.

Morier orders both his brigades to wheel to face the staggered British line. (Example 6)

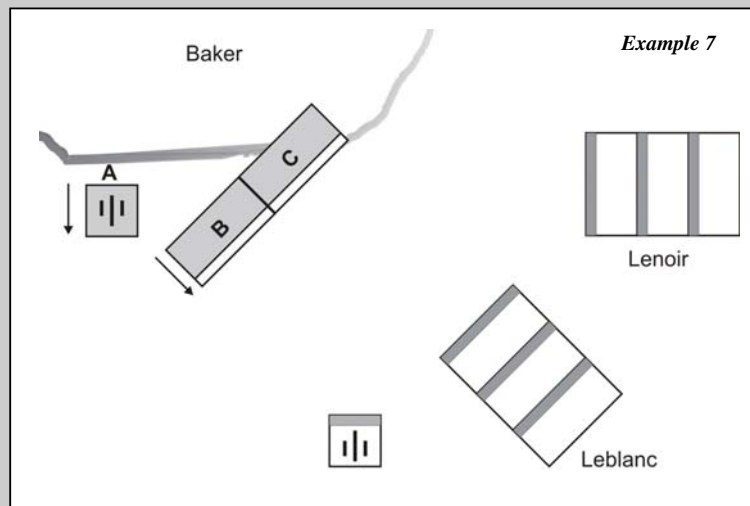
The British guns still have no target and are unable to fire.

Baker receives two orders from his commander.

Baker cannot deliver an attack. Neither of his battalions is in range to charge, nor is there a target directly in front. The last 2BW of an attack must be in a straight line. Also, as non-tempo player, he would need three orders to enable a charge to be initiated. He has only two.

As non-tempo player, Baker can move any one of his units for the two orders he holds, or he can redeploy his whole force. He does the latter, wheeling the two battalions and moving B to the left to join with C. Artillery A moves to the left also, but it can only move 2BW, not far enough to allow it to extend the infantry line. It isn't perfect, but it is the best that can be achieved. (Example 7)

There are no outcomes to test in this quarter of the battlefield.



NEXT GAME TURN

Again the tempo bidding is crucial. If the British win the Tempo, they could move the artillery into line and gain valuable support against the inevitable French attack, or even fall the infantry back out of charge range, forcing the French to wait another turn before they can launch their assault.

If the French win, they will bombard C, hoping for a S/R result which will force the British commander to choose between retiring the unit, leaving its companion battalion B isolated, or holding its position and becoming shaken. Then Morier could throw either Leblanc or Lenoir into the attack, hoping for better success this time.

Both players are facing a risk. If either of Baker's battalions is broken, his small brigade could become spent and take no further part in the action. The whole flank of the British army could be left wide open.

If Morier bungles another attack, a second French brigade could become spent and with it his whole division would retire from the battle.

Army Generators



Britain - 1812



Infantry Division (D10) for Brigades

1,2	2 Brigades
3-8	3 Brigades
9,0	4 Brigades

One brigade per division consists of Portuguese troops.

British Brigades (D10 for number of battalions)

1,2	2 Battalions
3-7	3 Battalions
9,0	4 Battalions

Battalion Experience and SK rating (D10)

1	2	3	4	5
Raw SK1	Raw Foreign SK0	Trained SK1	Trained SK1	Trained SK1
6	7	8	9	0
Trained SK1	Light SK2	Veteran SK1	Veteran SK1	Veteran SK2

(One SK1 battalion per brigade **may** increase to SK2 to reflect the presence of an attached company of rifles.)



Portuguese Brigades consist of four line battalions (SK1) and cacadore (light infantry) battalion (SK2)

Class (D10)

1,2	Raw
3-9	Trained
0	Veteran

After an Infantry division (D6)

1,2,3	Another Infantry division
4	Light cavalry brigade
5	Dragoon brigade
6	Light division (one only)

Cavalry Brigade (D6 for size)

1	1 regiment
2,3,4	2 regiments
5,6	3 regiments

Class (D6)

Light cavalry dice per *regiment*, dragoons per *brigade*.

1	Raw
2,3,4,5	Trained
6	Veteran (KGL)

Light Division

Consists of two brigades, each of three battalions:

- One battalion veteran, SK2
- Two battalions trained, SK2

Sappers (D6 after first infantry division completed)

1,2,3	0 sappers
4,5,6	1 base of sappers

Artillery (D6 per division and for cavalry as a whole.)

1,2	No artillery
3,4,5,6	1 battery

Light division and cavalry have horse artillery 6pdrs.

Infantry divisions have foot artillery.

Size (D6)

1,2,3,4	6 pdr
5,6	8 pdr

Generals (D6 per divisional commander)

1	Plodding
2-5	Capable
6	Decisive

