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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, **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.

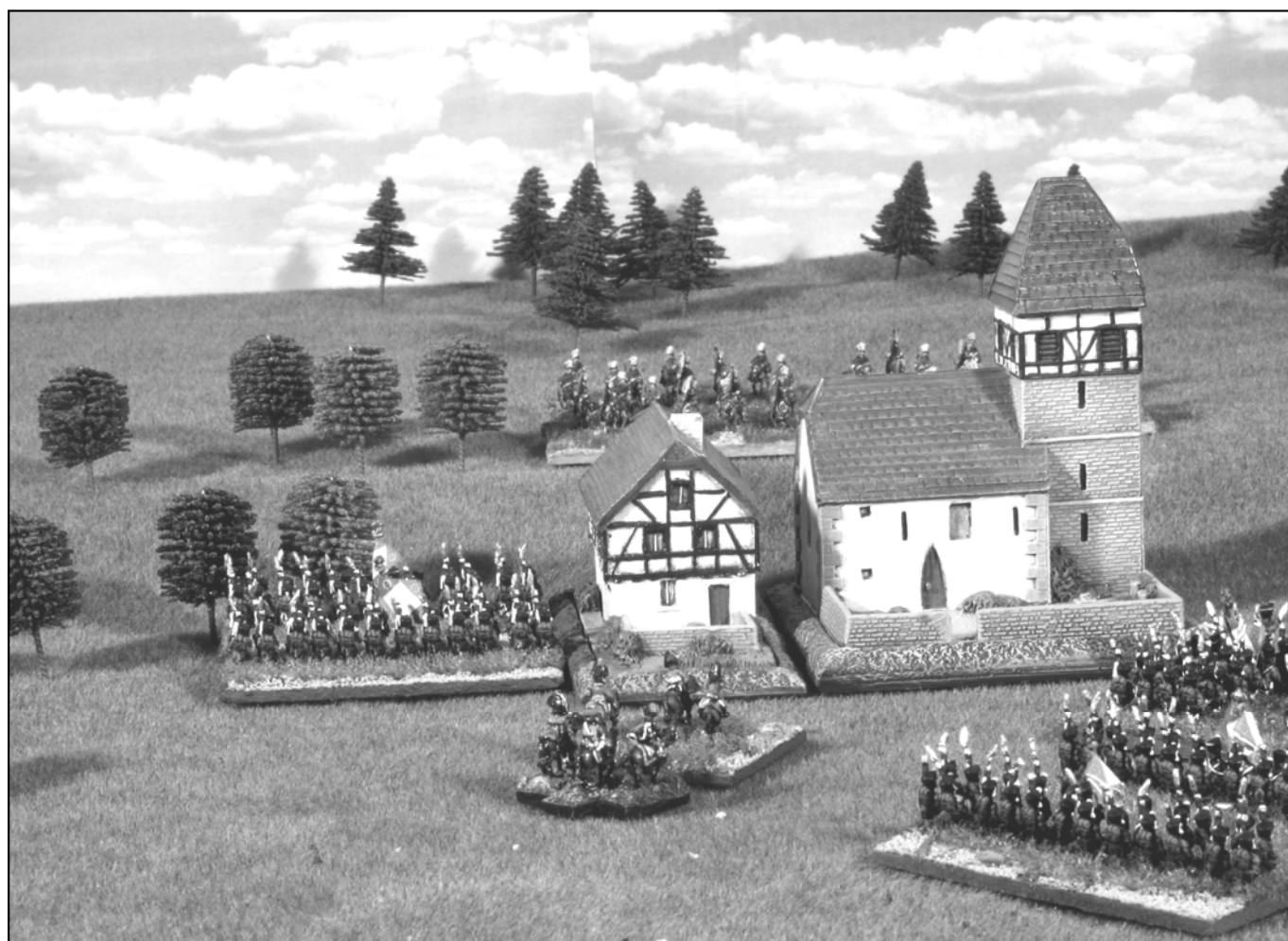
The other set, **General de Division** will allow the wargamer to fight corps sized actions or recreate smaller contests within larger battles.

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. The chief change has been an overhaul of the artillery rules, with the addition of a new section for Grand Batteries.

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 and Al Stretton. A particular thanks to Glenn Pearce over in Toronto for getting my head straight on the artillery!



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**). *See section below on basing*

Basing

The basic unit in Polemos Napoleonic is the **Base**: 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.

The actual size of the bases is not important, so long as both armies use the same size. Marechal d'Empire uses square bases, though these can be two rectangular bases, as used in General de Division, butted up against each other. Experience dictates that bases 60mm by 60 mm give a good balance between practicality and appearance and we recommend using this size if you can, but this is by no means essential. All distances, ranges, etc are given in Base Widths (BW) which correspond to the size of base you choose.

The photographs in this book depict figures mounted on the recommended base sizes.

As mentioned above, the actual arrangement and indeed size 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 could perhaps be depicted by figures in two lines, whilst other infantry could be depicted in three lines of figures.

Cavalry can be depicted by two lines of figures, with irregular cavalry (e.g. Cossacks) by figures fixed at random on the base.

Artillery bases are half the width and depth of a standard base - 30mm by 30mm if your standard base is 60mm by 60mm - bearing one or two gun models with crews.

Limbers should be mounted on a separate base the size of two artillery bases, that is, 60mm by 30mm if you use the recommended base size.

Generals may be placed on smaller bases. (The size of these may be left to the individual wargamer) The higher the status of the general, the more aides, hangers-on, lackeys, etc he can have on his base. (Spanish CinC, for instance, may be depicted by a small coach drawn by mules.)

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



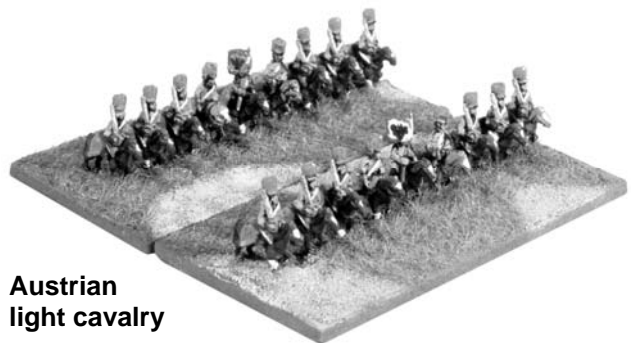
French Infantry

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 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.



**Austrian
light cavalry**

Playing the game

Marechal d'Empire (MDE) is intended to be suitable for big battles, with the focus very much on multiple corps and army level actions. You, as the CinC, could command armies at the battles of Austerlitz, Leipzig and Waterloo.

Base scales for Marechal d'Empire

- A base of infantry represents a formation of between 1500 and 2500 men. This may represent a regiment, brigade or division, depending on the army being modelled.
- A base of cavalry represents between 800 and 1500 men. This may represent a regiment, a brigade or division.
- A standard base for infantry or cavalry represents an area 300 yards square.
- Artillery bases represent groupings of between 12 and 24 guns. An artillery base represents an area 150 yards square.



Note that the area occupied by all base types does not represent the actual area of ground covered by the troops. It also includes a substantial proportion of empty space and intervals between units to allow for changes of formation and manoeuvre.

Single ADC or messenger figures on small round bases may be used to help keep track of TPs issued and retained.

There is no timescale but for those who must, try 30 to 40 minutes per turn.

Army organisation.

The organisation of armies varied a great deal across the Napoleonic period. Not only did different nations use different systems, but they could also carry through substantial reforms during the period and even use different systems at the same time in different theatres. The nomenclature of the different groupings may also differ. Consult the army lists for details.

The following organisation rules for MDE use certain generic terms which you may need to translate to those in use with your particular army.

Army: A force of all arms under the control of a **CinC.** (The player.)

Corps: A force controlled by a **General**, who is under the direct orders of the CinC but may exercise some initiative. It may or may not consist of troops of different arms. (i.e. could include both infantry and cavalry.)

Formation: A group of bases of the same arm of service (e.g. all infantry or all cavalry). It may form part of a corps or it may be under the direct orders of the CinC.

Unit: A single base of figures. May represent a number of actual units.

Example

France 1805

La Grande Armee (**Army**), under its **CinC** Napoleon, has seven corps. (**Corps**)
III Corps, under Davout, (**General**) has two divisions. (**Formations**)
His 2nd Infantry Division, under Friant, has three brigades (**Units**) each comprising two infantry regiments.

Britain 1812

His Majesty's army in Spain (**Army**), under its **CinC** the Earl of Wellington, has eight divisions. (**Formations**)
Campbell's 1st Division consists of three brigades. (**Units**)

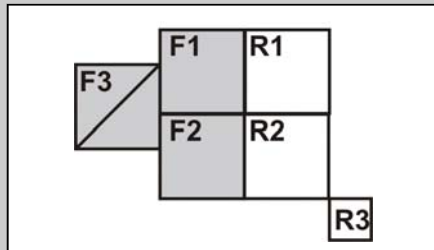
(The British army had no permanent corps organisation, and Wellington would usually issue orders directly to his divisional commanders. Occasionally an ad-hoc corps would be formed under a trusted subordinate, e.g. Hill or Graham, for a specific task.)

Combat Example

Example

Advance to contact

Two French infantry bases, F1 and F2, advance to contact with two Russian infantry bases, R1 and R2. The French are supported by a base of light cavalry F3, the Russians by a field artillery base R3. All units are on the flat and in the open. All infantry has skirmish capability of 1. In the initial advance to contact, the French player decides to support F2 with the light cavalry, leaving F1 to fend for itself.



F1 throws 3 on the dice, +1 for attacking = 4.

R1 throws 4.

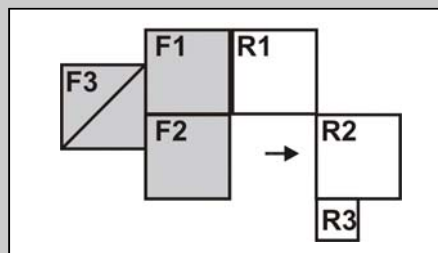
The scores being equal, there is no effect and both units remain in position.

F2 throws 3, +2 for support from the cavalry, +1 attacking = 6.

R2 throws 3, +1 for artillery support = 4.

The French base wins by 2, the Russian infantry recoils 1BW

F2 tests to follow up recoiling R2, but throws 4, so stops to get its breath back.



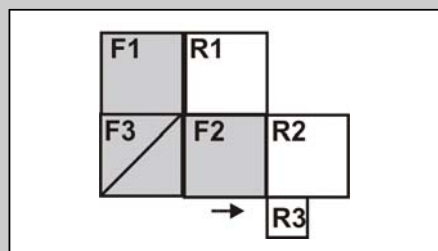
Defender responds

Only R1 is now in contact, with F1. The Russian player chooses to continue the combat in this round.

F1 throws 4. R1 throws 2, +1 for attacking = 3. Only 1 point in it again, the two sides remain locked in a fierce musketry duel.

Attacker reinforcement

F2 again moves into contact, supported by the cavalry.



F2 throws 5, +2 for cavalry support, +1 for attacking = 8.

R2 throws 3, +1 for artillery support = 4

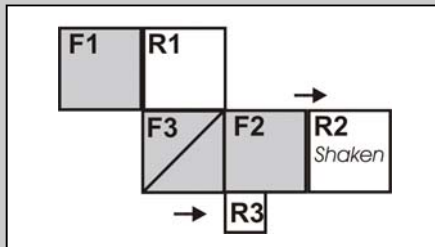
The poor Russian infantry are quite discomfited by the renewed French attack and recoil shaken.

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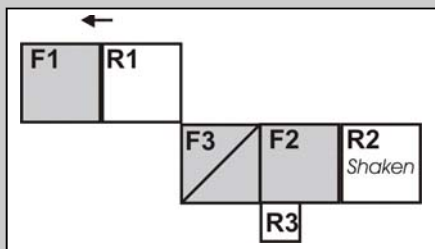
Combat Example

...Continued

F2 tests to follow up. This time F2 throws 6 and presses its advantage, remaining in contact with poor R2. The French player also allows F3 to follow up, but they may attack targets within 1BW to the flank. They therefore swoop on the Russian artillery. (Note that they do not have to contact the whole side or front of the base - a corner to corner contact is sufficient.)



F1 and R1 are still in contact. This time F1 throws 3, R1 5, forcing the French to recoil. The Russian player tests to follow up and throws 6, remaining in contact with the recoiling French.



Defender reinforcement.

In this round, R1 may follow up their recoiling enemy.

They throw 3, +1 for following up = 4.

F1 throws 2. F1 recoils again.

F2 is still in contact, having followed up.

F2 throws 4, following up +1 = 5

R2 throws 1, -1 as they are shaken = 0.

R2 is overcome; they break and flee.

F3 has contacted the Russian guns. Being field artillery, they cannot limber up to escape and are forced to fight it out.

F3 throws 4, +1 for attacking = 5

R3 throws 3 with no modifiers = 3

The French have won by 2, which would normally mean a recoil for their opponents. However, being artillery, the Russians cannot pull back and the guns are overrun by the gleeful chasseurs.

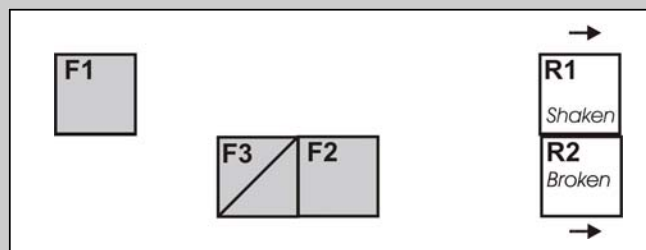
Outcome round

The Russians have one unit broken and another overrun = 6 points.

The French have one unit which has recoiled = 1 point.

Both sides throw the same score on a D6, so the difference remains at 5.

The remaining Russian unit falls back 5 BW. As the retreat is 4 or more BWs, they are also shaken.



Both sides will remain in their new positions for one full game turn to re-order their ranks, distribute ammunition, make scribbled notes for future memoirs, etc.

The French may rally on any of their units and in any formation.

If the Russians had more than one unit remaining, they would rally on the rearmost one and have to resume their formation at the beginning of the combat.

Army Generators



France, Grande Armee - 1805



Subordinates - Choose from four and eight generals

Grades of general (D6 for each general)

- 1 Plodding general
- 2,3,4 Capable general
- 5,6 Decisive general

Throw D10 for each general to determine what he commands:

1	2	3	4	5
Detached Cavalry Div	Detached Infantry Div	Detached Grenadier Div	Line corps	Line corps
6	7	8	9	10
Line corps	Line corps	Line corps	Reserve cavalry	Imperial guard

(Note that each option may only be assigned once. If the same number is repeated, throw again.)

Line corps. (all infantry SK1) (D6 for no of divisions in corps)

- 1,2 1 division
- 3,4 2 divisions
- 5,6 3 divisions

Throw D10 for one division per corps. If 1 or 2, it is a cavalry division.

For each infantry division in Corps, or detached infantry divisions (D6)

- 1 or 2 2 brigades
- 3,4,5 or 6 3 brigades

Each brigade, throw D6 for size:

- 1,2,3,4,5 1 base
- 6 2 bases

Each brigade throw D10 for class: (+1 to die for grenadiers)

- 1,2 raw
- 3,4,5,6,7 trained
- 8,9,0 veteran

Other troops in line corps, or detached infantry divisions

Throw D6 per infantry division. If 6, add one foot artillery base.

Throw D6 per corps. If 4,5,6, add one foot artillery base.

Throw D6 per corps. If 6, add one trained light cavalry base.

For each detached cavalry division, or cavalry division in line corps (D6 per division for number of brigades)

- 1 1 brigade
- 2,3,4 2 brigades
- 5,6 3 brigades

Each brigade is one base. D6 for **type**

- 1 or 2 light cavalry
- 3,4,5 or 6 dragoons

D6 per division for **class**

- 1 raw
- 2,3,4,5 trained
- 6 veteran

Reserve cavalry corps (D6 for number of heavy cavalry divisions)

- 1,2 1 division
- 3,4,5 2 divisions
- 6 3 divisions

D6 per division for the number of brigades:

- 1 1 brigade
- 2,3,4 2 brigades
- 5,6 3 brigades

Each brigade is one base heavy cavalry. Throw D6 per division for **class**

- 1,2,3,4 trained
- 5,6 veteran

Throw D6 for corps. If 5 or 6, add one base trained light cavalry.

Throw D6 for corps. If 5 or 6, add one base horse artillery.

Imperial Guard

D10 for number of infantry brigades

- 1,2 2 brigades.
- 3,4,5,6,7 3 brigades
- 8,9,0 4 brigades

Each one base elite, trained infantry

Guard cavalry

One base elite, trained heavy cavalry

One base elite trained light cavalry

Guard Artillery (D6)

- 1,2 one base foot artillery.
- 3,4,5 two bases foot artillery.
- 6 two bases foot, one base horse artillery

