



POLEMOS

Ruse de Guerre

Glenn Pearce

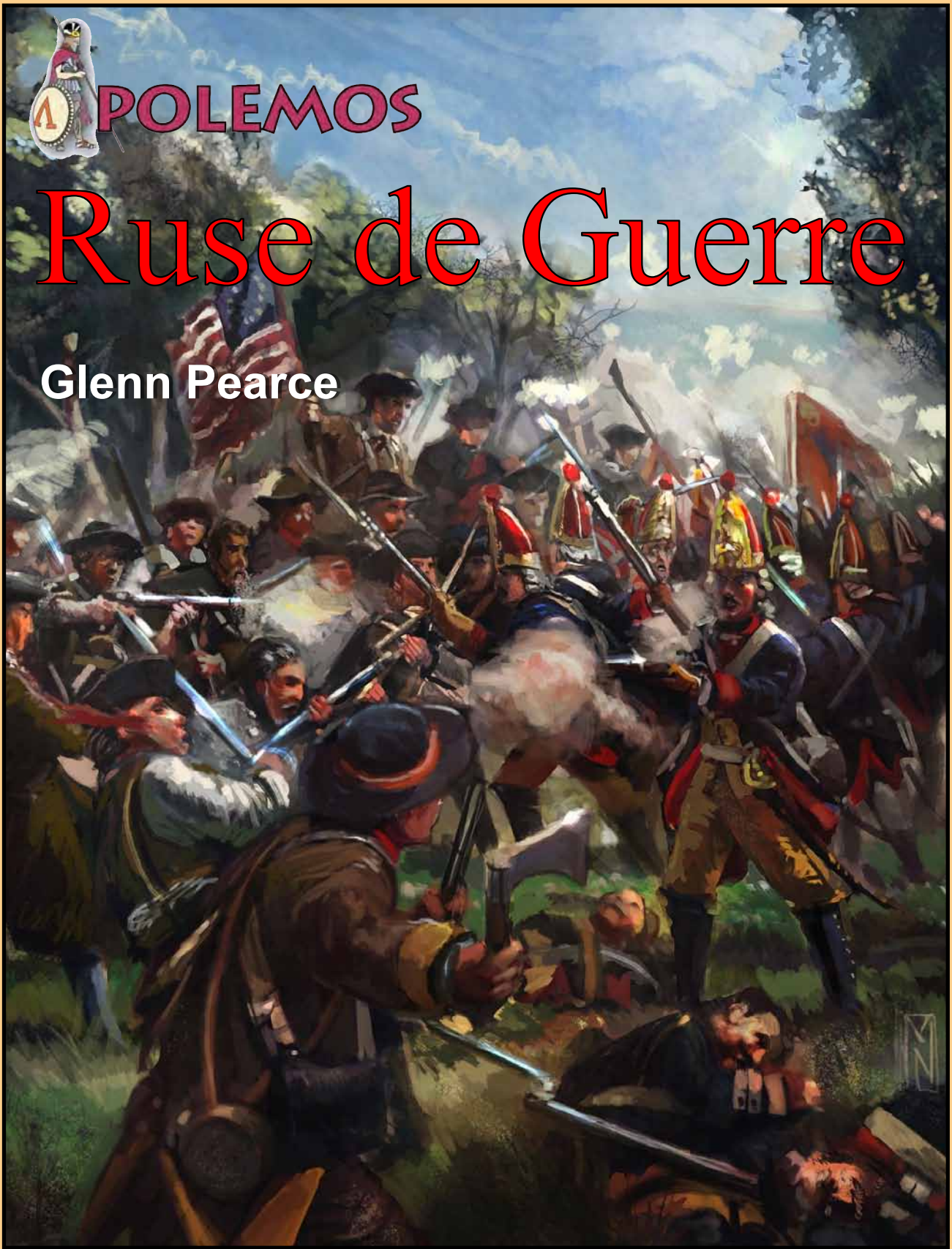


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Introduction

Ruse de Guerre covers the North American Wars from 1754 to 1815. This includes the French and Indian War 1754-1763, the American War of Independence 1775-1783, and the War of 1812, 1812-1815.

Ruse de Guerre is defined as, 'a deliberate attempt to fool the enemy in wartime'. Although this has been in the hearts and minds of military men since the beginning of warfare, it became a major strategy in North America. At the battle of Quebec Wolfe used it to draw Moncalm's attention in one direction while his main force approached from another.

In the AWI the British generals were constantly trying to trick the American generals into battles in the open where they were confident that their armies would destroy them. They learned the hard way that it was the Americans that were doing the fooling. During the War of 1812 the British were often trying to create the illusion that their forces in the field were larger than they were.

In 1683 the French Government created the 'troupes de la Marine' for service in Canada. Once established

they adopted tactics that were similar to their Indian opponents. Although the Canadians and Americans had been using these tactics for years it was something new for regular forces. The 'French Marines' added their military discipline to the tactics and that created an entirely new way of fighting for regulars. While some called it guerrilla fighting the most common term became skirmishing. Skirmishers were not entirely new to warfare either, as they had been used as auxiliaries in Europe. This was a changing role for regulars that would evolve further.

The rules are designed to create a game that reflects the new strategies, tactics and army compositions that evolved during this period, in a Polemos format. They are not intended to labour players with low level tactics that would be the domain of junior commanders. Players are encouraged to adopt the roles of the senior commanders. Your abilities to plan in depth and execute your own *Ruse de Guerre*, will be rewarded.

Glenn Robert Pearce



Setting up the game

The 50% rule

In the extremely rare case when a situation or rule is not clear, and both sides can't agree settle it by rolling 1D10. Highest roll wins. Don't drag an issue out with endless debate. Sort it out after the game in a pub.

Necessary Equipment

All you need to play Polemos RdG are:

- Some ten sided dice, numbered 1-0 (D10).
- Expanding metal tape measure or a measuring stick marked in base widths (BW) of 60mm and base depths (BD) of 30mm.
- Shaken markers of any type or use casualty markers.
- Tempo markers of any type or use single and double mounted figures on small bases.
- Cotton balls to show weapons have fired or troops who have experienced combat.
- Two or more armies of miniature figures.

Base Formations

Aside from showing formed and skirmish bases all bases are **always assumed to be in the best formation** possible for the situation at hand. It's possible that a base can be in different formations in the same turn. The changes of formation are handled at a tactical level lower than the design of the game.

For example skirmishers could be in an open or loose formation for Ranged Combat and a closer formation for Closed Combat.



Basing and troop types

The basic unit in Polemos RdG is a group of war-game figures mounted permanently on a single base 60mm by 30mm for infantry, cavalry, limbers, caissons and wagons. Artillery guns with crews, generals and other commanders are on single bases 30mm by 30mm.

General and commander bases can be customized using magnetic or paper labels to identify them.

The actual position or number of figures on a base is not important. Although designed for 6mm figures, other base sizes and figure scales can be used as long as both armies are consistent. A ratio of 2:1 between base width and depth works the best, but even square bases can be used as long as you remember that a base depth is intended to be 50% of a base width.

Recommended but not mandatory mounting for 6mm figures are:

- **Regular Infantry** - 2 ranks of 12 figures (24) - including guards, grenadiers, militia.



- **Skirmishing Infantry** - 4 to 8 figures fixed at random - light infantry, rifles, rangers, Indians, marksmen, some militias and any troops detached for skirmishing.



Setting up the game

- **Cavalry** - single rank of 9 figures.



- **Artillery** - one gun and crew of 4 figures
- limber mounted on a separate base.



- **Generals/Commanders** - the more figures the higher the ranking 1-3 figures.



Base Ratios & Ground Scales

There is no actual ground scale used in Polemos RdG. Depending on the army being modelled your base can represent any number of men or guns. They can be used as sections, platoons, troops, grand divisions, half battalions (wings), battalions, regiments, legions or small brigades. When deciding what you want to represent remember that cavalry occupy double the ground then infantry. Artillery can be as low as 1 to 1. Simply find a ratio that works for most of your units in your order of battle. Try to also find a balance that works with all three arms. For most battles using a simple one base equals a battalion, cavalry regiment or artillery battery works just fine. In some situations you might want to represent a smaller unit on a base that is below your ratio number because they were unique. Representing a few minor units that might have an impact on tactics is okay.

Some basic base ratios that work well together are:

Infantry	Cavalry	Artillery
25-50	12-25	1
100	50	2
200	100	3
250	125	4
500	250	6-8
750	375	8-10

Although your base might represent different sizes of units in different games they also include a lot of empty space.



Ranged Combat

Ranged Combat

Ranged combat includes artillery and small arms fire. Although fired separately the results are cumulative on the same target. Both sides fire at the same time. All infantry bases and unlimbered artillery can fire once per turn. Before firing on any base that can return fire confirm the target's intentions. It avoids players making decisions after seeing the results.

There is no recording of casualties. The results are reflected in levels of **Shaken**, that have an effect on the cohesion level of the target. If you need to establish troop losses simply use a token or marker that you are comfortable with to denote levels of shaken.

Ranges are a point of measurement. They are not an actual range for any particular weapon.

The target zones are 1BW wide by the distance shown in the charts below. All fire is straight ahead. Targets must have a minimum of 50% (1BD) of its base in the target zone to be eligible. Bases in buildings can fire in any direction, but only at one target. The maximum range and sight into woods is 1BD.

The firing player rolls 1D10 for each base firing, adding or subtracting the range and other modifiers that apply.

Artillery	Effective Range 0-4 BWs	Long Range 4-8 BWs
3-4pdr	-1	-3
6pdr	0	-2
8-9pdr	0	-1
12pdr +	+1	0
Small Arms	Effective Range 0-1BW	Long Range 1-2 BWs
Muskets	0	-2
Rifles	-1	-1

Rockets simply fire as 3-4pdr guns

Ranged combat modifiers

Plus One	Infantry first shot at close range (1BD). Firer is well trained. Firing on flank or rear of target.
Minus One	Target if artillery on different elevation or unlimbered. Target is skirmishers in the open. Target in soft cover. Firer is poorly trained or shaken.
Minus Two	Target in hard cover.
Minus Three	Target in fortified cover.

Ranged combat outcomes

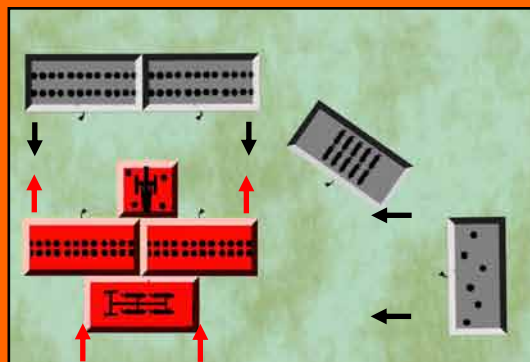
Score	Effect
10+	Target has two levels of shaken*
6-9	Target shaken
1-5	No Effect

* Shooter recovers First shot at close range or Elan modifier.

Firing artillery cannot support or fire canister if attacked.

Example

The artillery can choose to fire on either enemy base (only one per turn) as its fire zone width is the length (BW) of its limber. Since the artillery piece has less than a BD in either of their zones they cannot return fire and can only fire on the enemy infantry. The skirmishers have a flank shot as they have more than a BD below the front base line of their target. The cavalry cannot be shot as they don't even have a BD within the target zone of the infantry.



Scenarios

Scenarios

This section contains a few historical scenarios designed for use with these rules. Although intended to be as historically accurate as possible, some of the details were not available and guess work has been applied.

Also included below is a simple random dice chart that can be used as alternatives for the scenarios should you want to play some “what if” games. This will allow you to generate some unhistorical, but closely related orders of battle. You can also create your own battles, maps or terrain to give you even more options.

The actual scenario maps do not show a scale so that game designers can simply scale them to fit their table and figure collection.

Random Army Generator - Both sides roll 1D10 for their respective armies

- 1) Add a 3 base force of Poorly trained Indians
- 2) Add a 4 base force of Poorly trained Indians
- 3) Add a 3 base force of Poorly trained militia
- 4) Add a 4 base force of Poorly trained militia
- 5) Add a 3 base force of Trained regulars
- 6) Add a 4 base force of Trained regulars
- 7) Add a 3 base force of Well trained regulars
- 8) Add a 4 base force of Well trained regulars
- 9-10) Duplicate any force in the book



French & Indian War 1754 – 1763

Battle of Quebec, September 13th, 1759

After spending most of the summer of 1759 trying to penetrate the defences of Quebec, Wolfe managed to deploy his army on the Plains of Abraham, just outside of the city, where the French defence was weak. To try and fool the French his fleet created the impression that they were actually going to force a landing on the other side of the city.

Still not fully believing that Wolfe had deceived him Montcalm rushed most of his army to face him. Once in place on the high ground in front of the city, he now feared that Wolfe was merely going to hold his position while he brought up his heavy guns to pound the city. He then decided to launch his troops forward in an attempt to break the British before they could fully deploy. Unfortunately some of the French units experienced some difficulty moving over some rough ground. Some of the formations broke up, while others delivered volleys at long range.

Wolfe had drilled his men well for such an event and had ordered them to double load their muskets so they would deliver a crushing first volley. They waited for the French to get closer and then released the heavy metal storm.

The Highlanders dropped their muskets, drew their broadswords and performed a classic highland charge. This was all too much for some of the French, who broke leaving those that stood without support. This pretty much ended the battle.

Just as the battle was ending Bougainville's force arrived on the road from St. Foy on the edge of Sillery Woods. Seeing that all was lost he turned his troops around and withdrew back to Cap Rouge. This force is not used in the historical version. You can always create a dice roll for their arrival if you want to have an alternative ending.

Special Scenario Rules: Give all British troops an extra + 1 for their first shot, in addition to any other modifiers that they can claim.

Note: Rough ground on the map is bordered by cliffs and St. Lawrence and St. Charles rivers, so no off-table movement allowed in those directions.

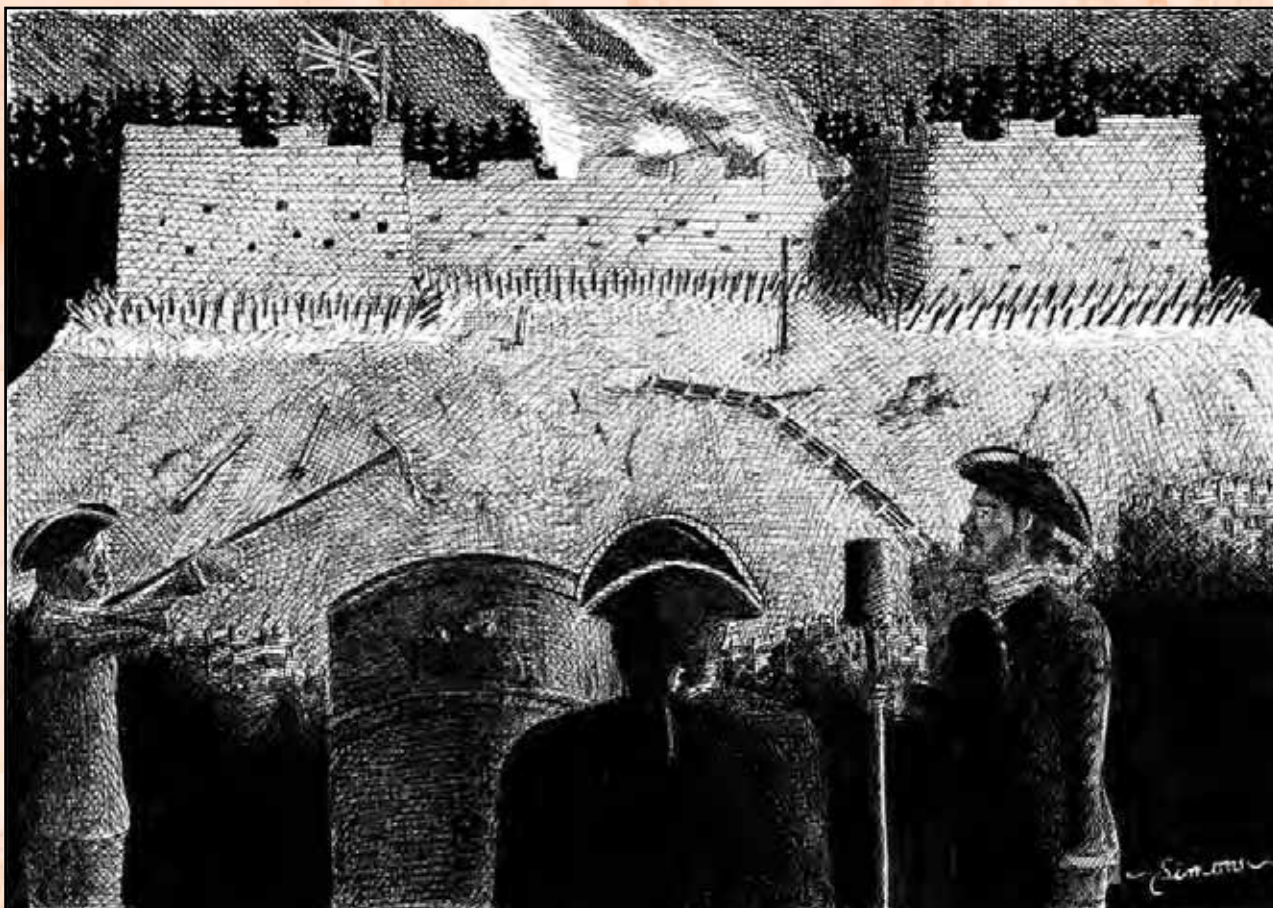


Brigadier General James Wolfe

3 TP – AC 10 4,390 men on 15 bases

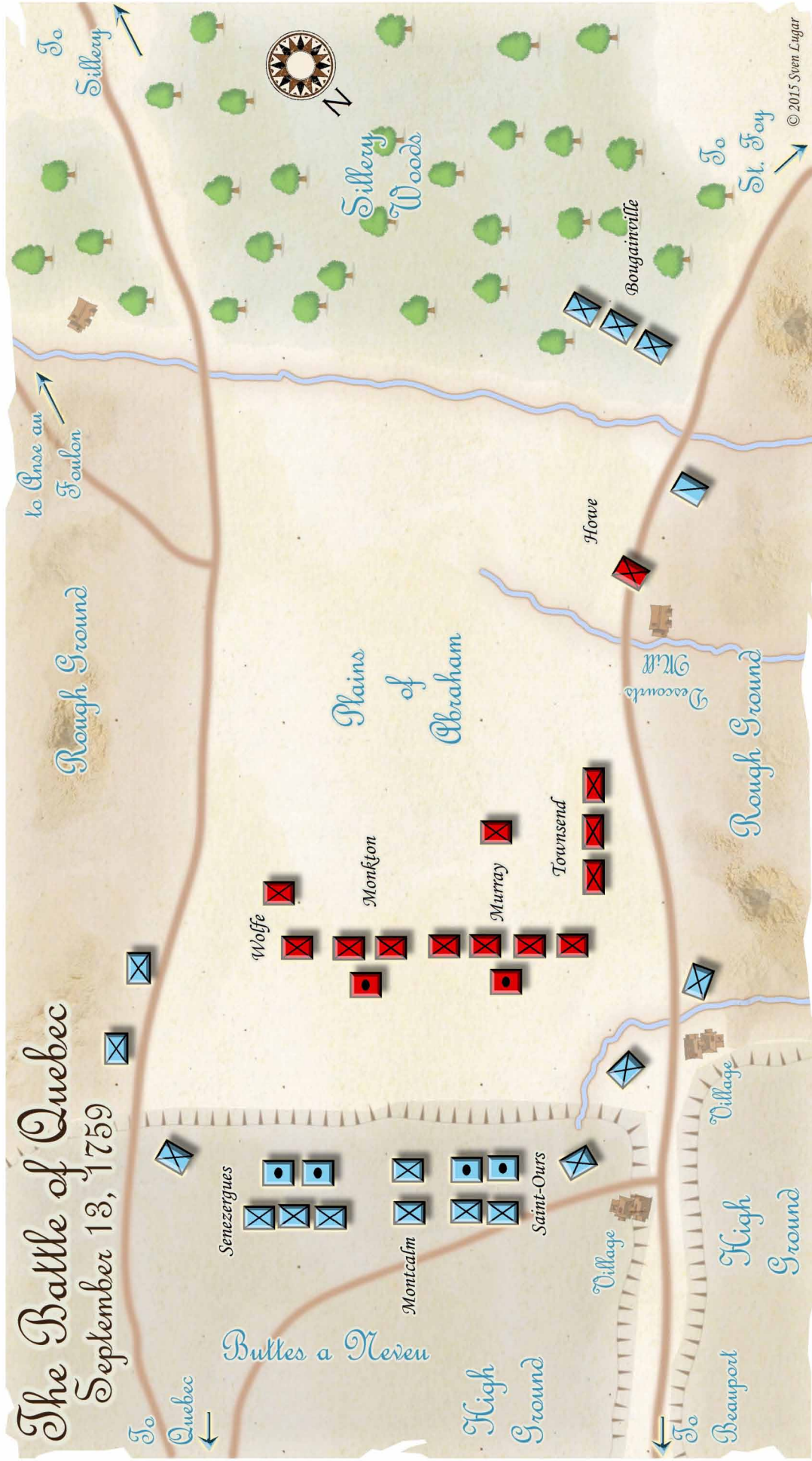
Name	Rating	Type	Bn/Sq/Guns	Men	Bases	Modifiers
Wolfe Extended RW	Decisive 2TP	35 th Foot, Otway. Louisbourg Grenadiers. 22 nd Foot, Whitmore. 40 th Foot, Barrington. 45 th Foot, Robinson.	1 3 coy. 1 coy. 1 coy. 1 coy.	519 241 25 25 25	1 1	T W
Howe Rear	Decisive 2TP	Light Infantry. 58 th Foot, Anstruther.	1 2 coy.	400 50	1	TS
Monckton Right Wing	Capable 1 TP	28 th Foot, Bragg. 43 rd Foot, Kennedy. Artillery.	1 1 1	421 327	1 1 1	T T T, 3lb.
Murry Center	Capable 1TP	47 th Foot, Lascelle. 78 th Foot, Fraser's Highlanders. 58 th Foot, Anstuther. 48 th Foot, Webb. Artillery	1 1 8 coy. 1 1	360 662 335 250	1 2 1 1 1	T W T T T, 3lb.
Townsend Left Wing	Capable 1TP	15 th Foot. Amherst. 2 nd Btn, 60 th RA 3 rd Btn, 60 th RA	1 1 1	250 250 250	1 1 1	T T T

Scenarios



Name	Rating	Type	Bn/Sq/Guns	Men	Bases	Modifiers
Saint-Ours Right Wing	Capable 1 TP	Montreal Militia.	1	250	1	PS
		Quebec Militia.	1	250	1	PS
		Indians.	1	250	1	PS
		French Marines.	1	320	1	T
		2 nd Btn La Sarre.	1	380	1	T
		Artillery.	2		2	T, 6lb.
Montcalm Center	Decisive 2 TP	2 nd Btn Langue.	1	380	1	T
		2 nd Btn Bearn.	1	380	1	T
Senezergues Left Wing	Capable 1 TP	2 nd Btn Guyenne.	1	380	1	T
		2 nd Btn Royal Rousillon.	1	380	1	T
		French Marines.	1	350	1	T
		Artillery.	2		2	T, 6lb.
		Montreal Militia.	1	250	1	PS
		Trois-Rivieres Militia.	1	250	1	PS
Bougainville Cap Rouge (Not in battle)	Decisive 2 TP	Corps de Cavalerie.	3	200	1	P
		Combined Grenadiers.	1	400	1	W
		2 nd Btn Berry.	1	454	1	T
		3 rd Btn Berry.	1	454	1	T

The Battle of Quebec September 13, 1759



Designer's notes

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Sven Lugar for doing an amazing job on the maps.

Mitchell Nolte and Christof Simons for creating the fabulous colour and interior artwork respectively.

Designer Notes

The rules are designed to be as simple as possible, but still capture a gamers appreciation for the period. There was never any intention to deal with all of the minor tactics that often bog rules down for very little reason. These rules are focused on the commander of an army and his immediate subordinates. The minor tactical details for the most part are assumed to have been dealt with by junior commanders. To accomplish this some of the mechanics used include modifiers. The modifiers are nothing more than a generalization and often include some features that are too broad for one word or a short phrase. The dice rolls reflect all the other variables in war that are too numerous to represent without producing a rule book that would resemble the size of a dictionary.

Within this limited framework I have tried to create an illusion that will force player's into a military like decision matrix. What is the best way to deploy my force? When and where should I order an attack, hold, fire or withdraw? These and many other military like decisions will be forced upon you as you play the game.

Despite the design intention to be brief, the rules do have a deceivingly degree of complexity that may not be apparent upon reading them, or in fact playing them a few times. I've watched many a player be tormented over what appears to be a simple decision. They gradually learn that some of the decisions they make come back to haunt them a number of turns later, or can bring them rewards that they did not foresee. You should discover that not only does this rule system make you think, that it also rewards those who can think ahead, or out think their opponents. All within the framework of a military style game.

The troop rating system, and its application within the framework of the rules are purely based on my own research. I'm sure that some will not agree with my ratings and that's fine. Every scenario designer is free to rate the troops anyway he wants. Being a wargamer for many years I also know that some of you will want to tinker with the rules, regardless of how well they were play tested. If that's what you want to do, that's fine. The design is intentionally flexible, and I'm sure you will be able to adjust just about anything in here to suit your own views.

Although the rules cover three different wars the only real changes that occurred was a gradual increase in light or skirmish troops and how they were utilized. So the composition of the armies changed and this is reflected in the scenarios or any other historical battle that you might use these rules for.

I believe that success in war was mainly due to the numbers and quality of men being aggressive or steadfast at the right time, in the right place. In short, numbers, quality, timing, place and execution. These tools are in the rules and hopefully players will see that and develop the skills to use them effectively.

Glenn Robert Pearce