

EN AVANT! EN MASSE!

Game Control Rules

August 2008

A One Brain Cell Diceless Divisional Level Napoleonic
Battle System



Introduction

Based on the *En Avant!* diceless battalion level game, this takes the concept to the next level.

This system is designed to play out a corps battle using 6mm figures in about an hour or so. The intention is that there is a player per division, with a corps commander in overall control, per side.

It is not intended that the players see or use the game rules – this is to be done by one or more umpires.

Scales and Troop Representation

Each game turn = 10 minutes

Ground scale is 1" = 100 metres (1cm = 40metres)

An Infantry Brigade / Regiment is represented by a number of separate battalion blocks, based on the historical order of battle. How you represent these is a matter of taste – four 6mm strips per battalion would be fine. A base with battalions stuck to it would be ok. Skirmishers are not represented.

The brigade/regiment is also assumed to have some integral artillery. A brigade would typically occupy around 300m frontage and maybe 100m-150m depth.

Cavalry brigades / regiments are represented by a number of bases similarly – and have a frontage of 300m.

Divisional Artillery is represented by 3 bases on a frontage of 200m

Command group – mounted figure base with national flag.

Sequence of Action

1. Firing
2. Movement
3. Close Assault
4. Recovery of status / Reordering
5. Roll for personal risk [Optional]

Command

The player is the divisional commander, not the individual brigade commanders. There are four types of action he can perform, and he must decide at the start of each turn which he intends to do.

Moving : Moving his headquarters. This can be more complex than it seems, as messengers need to know where he is. So long as the commander is moving he can't be doing anything else.

Issuing Orders. This is the important bit. He can issue orders to one brigade per turn. If the brigade is within 400m (10 cm) of his headquarters it can start to carry out those orders on the next turn. If further away it cannot act until the turn after next.

Order	Meaning
Move	Straightforward movement not expecting combat – probably a road move.
Deploy	Position themselves to either conform to other units in the division (“deploy on right of 10th Brigade”) or position themselves to conduct a subsequent assault on an enemy.
Assault	Launch an attempt to close to close assault on the enemy directly to the front.
Defend	Position themselves to defend a specified location, such as a ridge or defile or village.

Orders might be grouped to cover a sequence of actions – for example an order say: “**Deploy** facing the enemy occupied ridge and **assault** the enemy when ready” However, units will attempt to carry out these orders – so in the case above, the player could not delay the assault when the unit is in position without issuing a counter-order.

Formations

There are four main unit formations (these apply to both cavalry and infantry, though with slightly different implications for each).

Dense Formation: For infantry this represents a defence against cavalry formation (a mainly infantry squares). Movement is massively reduced. It also applies when two brigades have to be co-located (caused by a defile etc).

Cavalry do not usually adopt dense formation.

Assault Formation: The standard combat formation. For infantry this is a mixture of columns and lines as determined by the brigade commander. We don't worry about internal brigade formation. Brigade artillery is deployed with the infantry.

In the case of cavalry this is the standard two lines of cavalry deployed for action.

Loose Formation: Wider than normal formation (up to double). This can be applied when moving through difficult terrain or when occupying villages. Units in loose formation are defined as Disordered.

Marching Formation: Marching is the normal formation for movement along roads when battle is not expected. Units are strung out along a road. Units in marching formation have no combat value.

Changing formation state takes the following number of turns:

	To Dense	To Assault	To Loose	To Marching
From Dense	0	1	1	2
From Assault	½	0	1	2
From Loose	1	1	0	2
From Marching	2	2	1	0

Movement

	Dense	Assault	Loose	Marching
Infantry	5 cm	20 cm	25 cm	30 cm
Cavalry	-	30 cm	35 cm	
Div Artillery	-	20 cm	-	
Div Command	-	30 cm	-	

Notes on Terrain

The game is usually played on some sort of stylised terrain model. Everyone has their own preferences for how this is done. My personal preference is for the 'old school' green cloth over books approach.

Control will rule on the characteristics of the various terrain features – examples of which might include

	Dense Formation	Assault Formation	Loose Formation
Light Wood	Movement reduced by half, and units are always disordered by movement through light woods.		No reduction
Dense Wood	Impassable		Movement reduced by half
Marsh / soft ground	Infantry disordered. Cavalry / Artillery at half speed and disordered.		No restrictions
Stream	Crossing a stream disorders everybody. The main problem will be the typical areas of marsh / soft ground along the banks.		
River	Generally not easily crossed by anyone – some rivers might be shallow and are fordable – the effect is probably the same as marsh. Steep banked deep rivers will need bridges.		
Gentle hill	No restrictions		
Steep-ish hill	All units lose ¼ movement up or down hill		No restrictions
Steep hill	Infantry / Artillery half speed up or down hill Cavalry half speed up hill. Cavalry ¼ speed downhill.		

	Dense Formation	Assault Formation	Loose Formation
Road	No effect – everyone is deployed so gets no benefit from roads		
Village or build-up area	Cavalry can pass through/round, but are disordered and move at ¼ speed while moving through. Infantry cannot deploy effectively in these areas, but firing against them is treated as one status level lower. Defending infantry firing is one status level lower. Built up areas also negate skirmisher advantages		

These are just guidelines, you may choose to have scenario-specific terrain features with different properties.

Terrain is also not always familiar to both sides – so Control might not inform players of the exact nature of a terrain feature such as a wood or hill until their units approach it or until they have scouted it in some way. Similarly it is entirely appropriate to add previously unseen terrain features during the game.

Order

Units are either ORDERED or DISORDERED. Disorder is caused by a variety of things, such as terrain, enemy fire or combat.

A unit may re-order itself by remaining stationary and not firing for one turn. Laying out the bases in a disorganised fashion shows disorder.

Units in Loose Formation are Disordered until they adopt a more orderly formation.

Manoeuvres.

All manoeuvres **must** be conducted **instead of** movement (i.e. while the unit is stationary.)

When they move, units can only move directly forward (or backward) on their current facing. (although game control may allow small variation, for example when closing to combat).

Unit Status

Units have a number of possible states. These are visible to all and a small card is placed by the unit indicating the current state. All the combat rules affect this status in one way or another:

- 6. Pugnacious** – will continue to move forward and act as ordered, no matter what – and if possible MUST try and close with the nearest enemy.
- 5. Determined** – will continue to move forward and act as ordered.
- 4. Steady** – Will do as they are told, but without too much enthusiasm if it involves increased risk.
- 3. Nervous** – Very unhappy about continuing. Will always stop and fire if the opportunity presents.
- 2. Wavering** – Really considering whether the battlefield is the place to be. Will not move closer to the enemy. Firing becomes sporadic and inaccurate

1. **Frightened** – they will break and run any moment now.
0. **Running away** – leaving the battlefield as fast as possible.

Leadership

Command quality is a significant factor in the brigade battle. Brigades have a leadership score in the range -1 to +1 depending on the quality of the individual leaders which is either determined by the scenario or by a d6 die roll:

- 1-2 = -1
- 3-4 = 0
- 5-6 = +1

Ranged Firing

Since musketry is very short range (about 1cm or less effectively) we do not separately calculate it. Firing is therefore only with regard to artillery – which can be a brigade’s integral guns or divisional artillery.

Brigades are given a firepower score, which is used to determine ‘fire superiority’ in the close assault (see below) – this is not used in ranged fire.

Although firing occurs before movement, where a move brings the unit through the range of a unit, then that unit always has the opportunity to open fire in its own defence.

Type of firing	Firer is	Pugnacious, Determined or Steady (6 / 5 / 4)		Nervous, Wavering or Frightened (3 / 2 / 1)	
	Target is:	Dense / Assault Target	Loose Target	Dense / Assault Target	Loose Target
Artillery Canister (up to 3 cm) (not during close assault)		Target drops 2 levels	Target drops one level		
Artillery Ball Effective range up to 20 cm) ¹		Target of equal or lower status drops one level		Target of lower status drops one level	No effect
Artillery Ball Extreme range (up to 40cm) ²		Target of lower status drops one level	No effect	No effect	
Regimental Artillery Effective range up to 20 cm) ¹		Target of lower status drops one level	No effect	No effect	

Notes:

1. Artillery ball Effective range may not reduce a unit below a status of Frightened (1).
2. Artillery ball Extreme range may not reduce a unit below a status of Wavering (2)

Losses are not calculated or recorded in this system - units are rarely wiped out by fire – usually major losses occur by being cut down whilst fleeing

Close Assault

The Close Assault is the main method of combat resolution, and subsumes close range musketry and supporting brigade artillery.

STEP ONE : WILLINGNESS TO CLOSE

In order for units to attempt to get into frontage to frontage contact necessary for the Close Assault, they must first assess their Willingness to Close. This is based on status.

Units may always close to within 10 cm of an enemy unit if their status is Nervous or more OR their status is higher than the enemy's. This is tested at the point they get to 10 cm from the enemy (this is the point they are aware of how steady their opponents are).

In order to close the remaining 10 cm to close assault range the attacking unit's status must be **equal or higher** than the unit facing it **after applying the modifiers** below:

MODIFIERS TO APPLY WHEN DETERMINING ATTACKER'S WILLINGNESS TO CLOSE:

Situation	Impact on status
Attacking on the flank	+1
Attacking on rear of enemy	+2
Outnumbering	+1
Divisional Commander involved	+ Leadership Value
Superior firepower score over enemy	+1

If the resulting score is **not equal or greater** then the attack is **stalled** and the unit remains in position awaiting further orders.

STEP TWO : THE CLOSE ASSAULT

If the attack actually reaches the enemy, then the highest base status wins.

The modifiers are:

- +1 if attacking on the flank
- +2 if attacking on rear
- 1 Disordered
- + Brigade leadership value
- +1 Infantry defending a major defensive feature
- 2 Cavalry attacking dense formation infantry
- +1 Cavalry attacking assault formation infantry
- +3 Cavalry attacking loose formation infantry

If both end up equal, then the defender wins.

Artillery closed with always lose the close assault, and are destroyed in the process.

All units involved in a close assault are automatically DISORDERED, whether win or lose.

Other results depend on the unit's status

Cavalry			Infantry		
Status	Winner	Loser	Winner	Loser	Status
5-6	Pursue enemy -1 status	Withdraw 10 cm next turn -2 status	Player can choose whether unit pursues -1 status	Withdraw 5cm next turn -1 status	5-6
3-4	Pursue enemy	Withdraw 25 cm next turn -2 status	Pursue enemy	Withdraw 10 cm next turn -1 status	3-4
1-2	Pursue enemy	Withdraw 50cm next turn -2 status	Pursue enemy	Withdraw 15cm next turn -1 status	1-2

Losing units that faced **superior firepower** take an **extra -1 status**.

Units that reach 'run away' status (0) do so at double their normal move for the first turn, then at their normal move every turn after that.

Results apply to the *following turn*, and supersede any orders players' might wish to issue.

Withdraw is a controlled movement backwards facing the enemy.
Run away is always facing away from the enemy, unsurprisingly.

Cavalry will pursue an enemy off the table. The losers are removed from play. The winners are dispersed, but will rally back on their side's command group after 6 turns. They arrive DISORDERED.

Status Recovery

It is possible to recover status in one of two ways.

- 2 turns of conspicuous rallying activity by Commander will raise status by one level. In order to qualify, the unit must not be under fire or within 30 cm of cavalry. It can be moving though.
- Bring up reinforcements. Moving a higher status unit to stand within 4 cm. Both units must remain stationary for 2 turns, and they cannot be under fire or within 30cm of cavalry.

Personal Risk

If a Commander (that is the personal figure representing the divisional commander) is with a unit that loses status, there is a small random chance of them being wounded or worse.

Of course, because these rules do not use dice at any other point, it would seem odd to use dice now – but we do: roll 2d6

- 2 = Commander Seriously wounded or killed and takes no further actions
- 3 = Commander wounded and out of action for 1d6 turns. Cannot be moved (and hence might be captured).
- 4 = Commander lightly wounded but can carry on (and brag about it afterwards).
- 5 or more = no effect

A Commander who is out of action might be replaced by a second in command after a delay of, say 1d6+1 turns.

With no Commander – no fresh orders can be issued to that Commander's units, so the units under their command will attempt to continue as last ordered (unless that seems unreasonable under the circumstances, in which case Control will decide on their actions).