

WARMMASTER BRIGADE LEVEL NAPOLEONICS

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TROOP RATINGS

Troop Type	# of Attk M/5/10	# of Hits	Morale Save	LD	Unit Size	Points per Stand	Notes/Examples
Infantry Units							
Conscript	2/2/0	3	0	-	3-6	10	
2 nd Class Line	3/2/0	3	6+	-	3-6	13	Spain/Naples
2 nd Class Line/skirmishers	3/2/1	3	6+	-	3-6	15	
1 st Class Line	3/3/0	3	6+	-	3-6	16	Austria/Prussia/Russia
1 st Class Line/skirmishers	3/3/1	3	6+	-	3-6	18	France/Italy/Prussia after 1809
Elite	3/3/0	3	5+	-	3-6	19	Austria/Prussia/Russia
Elite/skirmishers	3/3/1	3	5+	-	3-6	21	France/Italy
British/skirmishers	3/4/1	3	6+	-	2-4	21	Kings German Legion
British/Elite/skirmishers	3/4/1	3	5+	-	2-4	24	

Elite infantry includes all Guards & Grenadiers.

Cavalry Units

Landwehr/Militia	2	3	0	-	3	45	
Lancers/Uhlans	S	3	0	-	3	60	(1)
Dragoon/Hussar	3	3	0	-	3	60	
Cuirassier/Household	3	4	6+	-	3	90	

All cavalry designated as elite will increase its armor save class by 1 & cost +10 pts per unit.

Artillery Batteries	# of Attk M/10/40	Points per Stand
Foot Artillery	1/4/2	45
12# Heavy Artillery	1/4/3	55 (2,3)
Horse Artillery	1/4/2	55 (3,4)

Army/Corps Generals

Brilliant	+2	-	-	10	-	155
Veteran	+1	-	-	9	-	125
Mediocre	+0	-	-	8	-	95

Division Generals

Dependable	+1	-	-	8	-	80
Impetuous	+2	-	-	7	-	80
Dullard	+0	-	-	7	-	50

Notes:

- (1) Lancers have an attack of 2 vs other cavalry & 4 vs infantry or artillery.
- (2) Foot artillery moves at the infantry rate. Must unlimber after movement to fire.
- (3) Artillery has a morale save of 5+ to simulate its dispersed formation & the ineffectiveness of counter-battery fire. It has a morale save of 0 in melee.
- (4) Horse artillery moves at the cavalry rate. Must unlimber after movement to fire.

RULES CHANGES

Warmmaster is designed to model combat in a fantasy era in which combat was dominated by melee. During the time of the Napoleonic wars firepower increased in importance & therefore some changes in game mechanics were necessary to properly model combat. Every effort has been made to adhere to the original game mechanics while still producing a reasonable simulation of Napoleonic warfare (or for that matter most any Horse & Musket era war.) In developing these rules I began with work done by Rick Wynn.

MOUNTING & SCALE

1 inch = 100 yds, 1 cm = 40 yds. Use the standard Warmaster mounting. Each infantry stand represents 1 battalion, each cavalry stand represents 2 squadrons in column, each artillery stand represents 3 or 4 guns. Each unit represents an infantry brigade, a cavalry regiment, or an artillery battery. Each move represents about 15 minutes of movement (40 to 50 yds per minute movement rate for infantry.) The following ranges were assumed for the rules: Cannister 400 yds, Artillery 1600 yds, Musketry 200 yds, Skirmishers deploy 200 yds in front of their unit. The following frontages are assumed: 160 yds per infantry battalion, 80 yds per 4 gun battery, 80 yds per squadron of cavalry. Skirmishers are not represented by separate stands, but are organic to the infantry stands. Countries that did not have effective infantry skirmishers will not be able to fire at the 10 cm range band.

INFANTRY UNIT SIZES

Brigade sizes varied in the various Napoleonic armies. British brigades tended to be small with perhaps 2 or 3 battalions, French brigades varied but 4 battalions is an average number, Russian brigades had 4 battalions, & Austrian regiments had 3 large battalions (4.5 regular battalions) with 2 regiments in each brigade.

CHARGING

During the Command Phase units that intend to charge are moved toward their target until they are 4 cm away from the target. They then must halt all movement. The formation that they halt in must be maintained for the charge & ensuing melee combat.

SHOOTING

The “# Attk” column list the attacks per stand at various ranges which include:

M = Melee attacks, # = Range in cm. If only one number is listed then that unit may melee, but may not fire.

During the Shooting Phase both sides may fire at any enemy units that are in their range. The nonmoving side may only fire artillery if it has a target within canister range. All artillery units fire first & implement their results simultaneously. Next all infantry units fire & simultaneously implement the results of fire. After all shooting is completed all charging units will complete their movement. Any residual hits from the Shooting Phase must be carried over into the Combat Phase & will count in the first round of combat. Any charging unit that lost 2 or more stands may not complete its charge & must remain halted.

MELEE

The first two rows of infantry stands (in corner to corner contact as in a regular column) may take part in a melee. This allows for the infantry battalions to possibly be deployed in supporting columns.

ARTILLERY

Artillery must be unlimbered in order to fire. Any artillery unit that has any of its stands move over 4 cm is limbered. A move of less than 4 cm is considered to be a prolong move. A limbered artillery unit should be formed up in a column with the guns facing away from the nearest enemy. In order to unlimber the unit must be issued an order in the normal fashion. When it unlimbers then the stands may make a minimal movement in order to leave a column formation & to face the enemy.

CAVALRY

Cavalry normally formed up into line to attack cavalry while it attacked infantry or artillery units from a column formation. The squadrons in a column would attack the infantry one at a time. In order to simulate this then all of the cavalry stands in the first 3 rows of a column may be counted as in contact with any infantry or artillery unit that it engages in a melee. A recommended cavalry formation for cavalry attacking infantry might be similar to the Bretonnian Lance in Warhammer. This would have 1 stand of cavalry in the front rank & 2 stands of cavalry in the second rank.

BRIGADES

Infantry can only brigaded with other infantry or artillery. Cavalry can only be brigaded with other cavalry or horse artillery. Warmaster uses the term “brigade” for units that are bunched together to receive orders. For this variant the term “division would be more appropriate.

COUNTERCHARGES; OPTIONAL

This is a personal favorite of mine, though those in favor of minimal changes may wish to leave it out. Countercharges are not represented in Warmaster. The universal doctrine of cavalry during the Napoleonic wars was not to receive a charge at the standstill. Therefore, whenever a cavalry unit charges the front of another cavalry unit both the attacker & the defender will receive a charge bonus.