

THE WAR GAME

by Charles Grant

MOVEMENT

Line Infantry

In line	6"
In line and firing	4"
In column	7 ½"
Charging	9"

Light Infantry

At all times	7 ½"
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Heavy Cavalry

Normal	9"
Battle move	12" (for each period of rest)
Charge	18"

Light Cavalry

Normal	12"
Charge	18"

Artillery

Team	6"
Manhandle	1"

Wagons

All types	6"
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Barges

Up River	6"
Down River	9"
Canal	7 ½"

MOVEMENT AND TERRAIN

Hill contours

Uphill moves for all troop types are halved

On the level all moves are normal.

Downhill gives no distance advantage but note the impetus when charging.

Scenic Terrain

All movement is halved.

Woods

Line infantry	half move
Light infantry	normal
Heavy cavalry	no movement
Light cavalry	no movement
Artillery/Wagons	no movement

Swamp/marsh

Infantry only, in open order at half move distance.

Rivers/streams

If fordable, infantry and cavalry take 2 moves while artillery and wagons take 4 moves.

Buildings

Maximum garrison of seven infantry figures per building section

RANGES

Musketry

Line	18"
Light	18"

Artillery

Ball	60"
Canister	24"
Howitzer	20" to 50"

ESTABLISHMENTS

Line Infantry	5 officers and 48 rank-and-file
Light Infantry	3 officers and 24 rank-and-file
Garrison Infantry	4 officers and 24 rank-and-file
Heavy Cavalry	3 officers and 24 rank-and-file
Light Cavalry	3 officers and 24 rank-and-file
Engineers	4 officers and 24 rank-and-file
Artillery Battery	3 officers and 10 rank-and-file (2 guns)
Barges	3 rank-and-file

MUSKETRY

Players throw dice to determine who fires first in a mutual exchange. When the decision is a draw the firing is simultaneous. The firer throws one dice for each group of 6 firers and deductions are made for range and cover as follows:

RANGE NORMAL VOLLEY FIRST VOLLEY

	Open	Cover	Open	Cover
0 to 6"	2	3	1	2
6 to 12"	3	4	2	3
1 to 18"	4	5	3	4

Each target group is numbered 1 to 6 and dice are throw (one for each casualty caused) to determine which men are hit. In this way a figure may be hit more than once. If firing has not been simultaneous, the side to fire second does so replying with those figures left after removing the casualties inflicted on him.

LIGHT INFANTRY MUSKETRY

Light infantry fire as individuals using a single dice for each figure firing.

Firing at organised bodies of troops (in to the brown).

Range 0 to 9" 5 or 6 kills

Range 9 to 18" 6 kills

Firing at specially selected individuals (picking off officers etc).

Range 0 to 9" 6 kills

Range 9 to 18" Cannot be done except for mounted officers when 6 kills

Firing at line infantry in cover (in houses, behind walls or earthworks)

Range 0 to 9" 6 kills (no picking off)

Range 9 to 18" nil

Light infantry firing at light infantry:

In the open 0 to 9" 5 or 6 kills.

9 to 18" 6 kills.

In cover

0 to 9" 6 kills.

9 to 18" nil

THE CHARGE

Infantry

Infantry may only charge if they are in column, they may however move a normal move to contact. In the latter case they get none of the advantages of the charge. Rules for this are covered separately.

In column, the head of the column, that is the front rank, are moved directly forward to make contact with the enemy. The two men from each flank of the second rank are moved forward and outwards to meet the enemy to either side of the original column, while the centre men close up behind the centre of the column. Similarly, one man from each flank of the third and fourth rank is moved outwards and forwards, the centre men closing up to their front and behind the remaining column up to the full extent of the 9" move.

Firing at a charging unit.

An advancing unit is fired on each move until the move in which the charge comes to contact. On this occasion, both sides throw a single dice. If the defender wins he fires at close range; if the attacker wins he comes to contact without receiving a volley.

Cavalry

Cavalry may only use the charge to contact the enemy.

Heavy cavalry must complete the whole 18" move in a straight line. There will be no wheeling.

Light cavalry may wheel through 45 deg. only in the first 6" of the charge move.

There will be no change of formation during the charge.

There will be no change of formation on striking the enemy in the first move to contact.

MÊLÉE

Mêlée occurs when two sides are in base contact either as a result of one or both sides charging or coming in contact within a normal move. The mêlée is resolved by throwing dice for each individual combat in the following manner:

1 inf vs 1 inf:	straight throw, highest wins	2 inf vs 1 inf:	add 50% of 1 die for the 2 inf
1 cav vs 1 cav:	straight throw	1 cav vs 2 inf:	cavalry doubles throw
1 cav vs 2 inf:	straight throw	1 cav vs 3 inf:	infantry add 50% to throw of one die
1 cav vs 2 cav:	latter adds 50% to throw of one die		

It is not possible for the same troop types to fight more than 2 to 1.

In all cases the higher throw (or score) wins.

Before mêlée can take place in a building, each attacker must first dice to see if they can break in. A 4, 5 or 6 means they have been successful, and can fight on equal terms. A 1, 2 or 3 means they remain outside and the occupants gain the +2 bonus.

The attacker always requires the 4, 5 or 6 to enter, even if a particular section of wall appears undefended.

Advantages in mêlée

Charging	+1
Attacking downhill	+1
Heavy cavalry against Light	+1
Infantry behind a wall	+1
Attacking exhausted troops who have had only one move of rest (see Exhaustion)	+1
Attacking exhausted troops who have had no rest	+2
Defending in a house against an attacker outside	+2

The second move of mêlée

The first move of mêlée is quite formal, whether infantry vs. infantry, infantry vs. cavalry or cavalry vs. cavalry, there is little scope for independent movement. Musketry and artillery casualties inflicted by the defending unit which is contacted count towards the mêlée.

In the second move, however, the combat is free flowing. If both sides stand and continue the mêlée for a second move, then each throws a single die to determine who moves first. The winner may move 4 figures of infantry or 2 of cavalry into contact with the enemy. Once contacted, a figure is pinned, and may not be moved. The other side then does the same, moving 4 figures of infantry and so on until all that can move to contact within the normal move distance have done so. The aim of each side will be to get as many advantageous combats as possible (that is 2 to 1). This mechanical system represents what is in reality a simultaneous flowing together of the two sides.

The second move of mêlée is conducted as the first except that the charging impetus of +1 is lost.

Duration of mêlée

A mêlée will last no more than 2 moves unless it is taking place in a built-up area, in which case it can continue for a further move. This is because fewer troops will actually be engaged at one time because of the defiles.

Deciding the outcome of a mêlée

The outcome of a mêlée may be decided by one of the following ways:

First move

- If one side loses twice the casualties of the other side including those casualties inflicted by artillery and musketry, then it must withdraw on the next move.
- If any casualties have been inflicted then the side in question must test for morale. If the result is bad, the unit must withdraw in the next move.

Second move

- If one side loses twice the casualties of the other in the mêlée then it must withdraw on the next move.
- If either side has bad morale then that side must withdraw on the next move.
- If neither of the above factors apply, then the result is a draw. In this case both sides will retire unless one is a defender who has written orders to hold ground.

Actions after a mêlée

Units that have had two moves of mêlée and have drawn the combat will fall back two normal moves and will then rest a further two moves before being allowed to take part in further offensive action. They may defend themselves if attacked.

If a unit is attacked by fresh troops during their four moves of exhaustion (two of retreat and two of rest) the attackers add 2 to each individual combat throw if the move is immediately following the fighting moves of the exhausted side, and 1 to each throw if the exhausted side has had a clear move without combat. If fighting is continued for another move, the additions are increased to 3 and 2 respectively.

Heavy cavalry versus infantry

If heavy cavalry charge infantry who are formed less than 4 ranks deep, they may actually ride down the men and burst through.

Each cavalry figure moving up to contact throws one die.

- 3 ranks deep: throw of 5 or 6, breaks through.
- 2 ranks deep: throw of 4, 5 or 6, breaks through.

In the event of a breakthrough, the front figure is removed as a casualty. The second and third rank figures are moved back and to the side a total of 3". The horsemen continue through to the extent of their charge move to contact another enemy if possible. They may veer up to 30 degrees to do this.

MORALE

The morale of a unit is based on three factors. These are:

- Command and control
- Losses in action
- The imponderable

Command and Control is based on the number of officers and supernumeraries present. Each is worth a certain number of points:

Line infantry

Mounted Colonel	2
Four other officers/NCO's	1 each
TOTAL	6

Light infantry

Mounted Colonel	3
Two other officers	
the first at	2
the second at	1
TOTAL	6

Cavalry

Colonel	3
Two other officers	
the first at	2
the second at	1
TOTAL	6

Losses in action affect morale as follows:

- One sixth of original rank & file strength lost: -1 point
- One quarter of original rank & files strength lost: -2 points
- On half of original rank & file strength lost: see 50% rule

The imponderable is determined by the throw of one ordinary die.

Morale is calculated by the following:

Command Points - Points for Losses + Throw of 1 die.

- If the result is 6 or better the morale is good, the unit continues with its task.
- If the result is less than 6 the morale is bad! The unit must fall back or behave as follows:
- If it is actually at grips, in a mêlée with the enemy, it breaks off the struggle and makes a complete move the rear.
- If it is advancing, or stationary and firing, it remains halted on the following move and cannot fire.

Once a unit has incurred a bad morale it must be tested on each successive move until it rallies or flees the field, but on each of the ensuing moves the requirement to rally increases by 1, i.e. 7, 8, 9 and then 10, after which it is considered dispersed.

The 50% Rule

When any unit is reduced to 50% or less of its rank and file it must break off from whatever it is doing and move directly to the rear in the next move. It will play no further part in the action.

The exceptions are:-

1. If it takes place in the first move of mêlée it may complete the second move of the mêlée.
2. If occupying houses, the unit may remain in the houses.

General's rally

A general may rally a retiring unit (unless it is at 50% or less) by moving to the unit and attaching himself to it. When he reaches the unit a single die is thrown to see how many moves it will take before the unit is fit for action. Once this happens, the General may not leave the unit during the battle.

The save throw for officers

Because the number of officers in each unit's organisation do not fully represent the total officers and NCO's in an actual unit and because they were so important to a unit's morale in action, a saving throw is used. When an officer is hit in combat or from enemy fire, the player may throw a single die to save him. If he throws a 5 or 6 he is saved and continues in the battle; on a 1-4 he is dead and is removed.

ARTILLERY

Roundshot (ball fired from cannon)

Roundshot range is 60 inches.

A measuring stick is used made from ½" square rod and calibrated in inches. Around the stick is wrapped a 4" long sliding scale sleeve made of card. The stick is positioned on the line of fire from the gun to target and the sleeve moved until it is over the desired target. Two differently-coloured dice are thrown; one is designated plus and the other minus. The sleeve is moved towards or away from the target according to the difference in scores of the two dice. There is no movement of the sleeve if the throws are equal. The heads of figures covered by the sleeve are then diced for as follows to determine if they are casualties:

Range

0-24" 3, 4, 5 or 6 kills

24-36" 4, 5 or 6 kills

36-48 5 or 6 kills

Range 48-60" 6 kills

Each figure is thrown for individually

Counter-battery fire

Counter-battery fire uses the system above except that when working out the effect on the gun it is done as follows:

If the gun is under the sleeve a single die is thrown and the result from 1 to 6 is noted. When the accumulated total reaches 10, the gun is reduced to firing on alternative moves. When 20 is reached the gun is destroyed.

Because of the reduction in velocity with distance however, damage is reduced by 1 from 36" to 48", and by 2 at 48" or more.

Canister

The canister device is explained and illustrated at annex A.

The device is placed with its apex at the muzzle of the gun.

Figures within the device are diced for as follows:

Near 4, 5 or 6 kills

Middle 5 or 6 kills

Far 6 kills

Howitzer (shell)

Howitzer range is 20" to 50". The centre of impact is worked out using the Shell Burst Indicator (SBI) which is shown at annex A. The SBI has 5 sectors numbered 2 to 6. The centre sector is numbered 6 and the outer sectors clockwise from 5 to 2.

The firing procedure is to place the SBI on the chosen target with the centre section over the point of aim and with the 5 section furthest from the gun. A die is thrown to show area of impact (1 is a misfire). Dice are then thrown for the effect of each figure within the sector in which the shell impacted. A 1,2 or 3 has no effect while a 4,5 or 6 kills. It can be seen from the above that with the device a 5 is an overshoot, a 3 an undershoot and 2 and 4 are errors to the left and right. Nevertheless, casualties still occur if troops are in the particular sector.

For counter-battery fire the procedure and accumulation of hits is as for roundshot.

Roundshot effect on houses

When a house is hit by roundshot a single die is thrown with the following results:

Die roll					
Range	1 and 2	3	4	5	6
0-36"	No penetration	Penetrates Kills 1 Stops	Penetrates Kills 1 Stops	Penetrates Kills 2 Goes on	Penetrates Kills 3 Goes on
36"-48"	No penetration	No penetration	Penetrates Kills 1 Stops	Penetrates Kills 2 Goes on	Penetrates Kills 2 Goes on
48"-60"	No penetration	No penetration	No penetration	Penetrates Kills 1 Stops	Penetrates Kills 1 Stops

Houses are destroyed by an accumulation of hits on the target until a total of 20 points are achieved using the above table in the same manner as with counter-battery fire. At this point, the body of the house is removed to leave a ruined shell.

With howitzer fire the same accumulated score system is used but the effect and casualty systems are different. The SBI is placed on the house if that is the target and a die is thrown to see if a hit has been achieved. If a hit on the house occurs then a second die is thrown to determine the effect:

Throw of 1,2 or 3	no casualties
4	1 killed
5	2 killed
6	3 killed

In addition to determining the number of men lost, the hits are added as for roundshot to determine the effect on the house. (This includes 1, 2 and 3 which count towards damage although killing no men. When the total reaches 10 the house is set on fire. All the troops in the house must leave retiring at least 3" away from the fire. The house will burn for 15 moves during which time no troops may move within 3" of the house.

When a house is in 2 sections there is a strong chance that the second section will catch fire. In each move that the first section burns a die is thrown to see if the second section catches: 3, 4, 5 or 6 means that the second section catches fire: 1 or 2 it does not.

Model flames are placed on the building for the duration of the fire. At the end of the 15 moves the flames are removed as is the building to reveal the ruins.

SUPPLEMENTARY RULES FOR GRENADIERS

Musketry

Grenadiers fire in groups of 4, instead of the usual line infantry groups of 6. A volley from a full grenadier regiment consists then of 12 groups as opposed to the 8 from the ordinary line infantry.

Mêlée

In hand to hand fighting the throw of a grenadier is always increased by 1, substantially increasing his fighting capability.

Morale

No reduction to the Morale Index for rank and file casualties is made until the losses have reached 25% (i.e. 12 men have fallen), when 1 is deducted from the throw for morale.