

Napoleonic Warmaster

These rules are a conglomeration of my own ideas, Rick Wynn's thoughts taken basically whole cloth, and lots of other comments from the list.

Scale and Abstractions:

This is a Grand Tactics game, with a larger ground scale. 1 infantry stand = 1 battalion (average 200 files, discounting officers, file closers, and skirmishers); therefore 4cm = 200 paces, or 1cm = 50 paces. Skirmishing range approximately 600 paces (skirmish line deployed about 400 paces in front of regiment, plus 200 paces actual musket range), therefore infantry range is 12cm - so call it 15cm.

Maximum effective artillery range is about 1800 paces (36cm); so call it 40cm to keep it easy to remember as well. 1 artillery stand = 1 battery (6- or 8 guns; treat Russian 12-gun bats as 2 stands).

1 cavalry stand = 2 squadrons, in 2 lines (average 300 sabers in 4 ranks).

If maximum possible move for infantry assumed to be about 4 moves, and this covers 4000 paces, then one turn would approximately equal one hour.

"Army general" represents corps commander. "Hero" represents division commander. An Infantry unit represents 3-battalion regiment (or brigade in British and British-doctrine armies). Cavalry unit represents 6 squadrons (typically 2 small or 1 large regiment).

I'm assuming a lot of things are abstracted into the game system, deployment of skirmishers, regimental guns, etc. Shooting involves a combination of long range volley fire, skirmish fire, and regimental artillery. Melee involves point blank fire possibly followed by a bayonet charges (which rarely actually came to blows, but it did break up and "destroy" units).

The Warmaster "Column" formations represents regiment in maximum depth (may represent triple line of battalions, as was sometimes done when deployment room was tight, or may represent the deployment of regiment without sufficient room for battalions to all deploy into line, again as was sometimes done when insufficient room available, especially in 1812-15 when many of the infantry battalions probably lacked the training and cohesion to effectively fight in line anyway).

The "Line" formations represents regiment in single line of battalions.

Infantry against Cavalry and the representation of squares:

No representation of the Square formation is actually shown by the stands on the tabletop. Instead, an infantry regiment's defense against cavalry is determined by its strength; it is assumed that a full-strength regiment is cohesive and active enough to form square when necessary, but as a regiment suffers casualties it becomes more vulnerable to cavalry (either failing to form square, or doing so but being susceptible to having that square broken due to morale failure).

So a full-strength 3-stand infantry unit defends against charging cavalry as Fortified; a unit with a stand loss (down to 2 stands) defends against charging cavalry as Defended; and a unit down to a single stand defends normally. This has the same effect as if the infantry unit was in the terrain: Takes effect if cavalry Charges or Advances into infantry, the attacker loses their charge bonuses, the effect is lost if the infantry Retreat or Pursue, etc.

Charging infantry attack other infantry as normal, i.e. as a function of the actual terrain occupied by the defender, rather than the defender's strength.

Really poor troops (Spanish or Neapolitan troops come to mind) are so badly trained or of such poor morale that they may not form squares, or the squares may not stand, even if they are unhurt. So these army

lists may include a stipulation that they have to make a Make Square roll when charged by cavalry (8 or less on two dice). If they fail their Make Square roll they are one degree worse when facing Cavalry i.e. if a full strength unit fails the roll when charged by cavalry, they are Defended instead of Fortified.

Confused units are also considered one degree worse when facing cavalry as well. This is cumulative with the above Make Square failure, i.e. a full strength Spanish Infantry unit that is confused and fails their Make Square roll are treated as normal, not Defended or Fortified.

In addition, infantry in squares were particularly vulnerable to artillery and musket fire, as the troops were basically immobile and densely packed. Often Cavalry could be used to threaten infantry so they were forced to form squares, so artillery could pound them. It was very important to have friendly cavalry around to support the infantry and keep enemy cavalry off your back. If an infantry unit is the target of shooting attacks, and the target unit has enemy cavalry within 30cm, and no friendly Cavalry within 30cm, then artillery stands get an additional die per stand when shooting, and infantry units get a single additional die for each unit shooting.

Other rules changes from regular Warmaster:

Hills: Hills do not make infantry Defended. Instead, any stand that attacks any enemy stand that is upslope from them are at -1 dice. In addition, Artillery on a hill does NOT get to shoot over any terrain or friendly units.

Support: Support for Infantry should be counted before casualties.

Artillery: Shooting Artillery does not ignore the armor saves of units, but still receives the additional dice for Bounce. Artillery Stand and Shoot DOES ignore the armor save, and does not give extra Bounce dice.

Horse Artillery: Horse Artillery Shoots like artillery (although with a shorter range) but moves like Cavalry (with a shorter 20cm move distance). In Combat it is treated like Cavalry, not Artillery (thus it can Retreat, Infantry may not pursue it, etc.).

Multi-player and multi-national armies:

Multi-National armies are those that have troops from different nations in the same player's army (For example, a British Penninsular army may have Spanish troops under its command). A Multi-Player army is one where several players may be allied and fighting the same foe, but each army plays separately (For example, a Waterloo scenario would have a French player facing an allied British player and Prussian player).

In a multi-national army, units may receive orders only from the Army General and from Heroes of their own nationality (for example, Spanish troops can receive orders from the British General commanding the army, or from any Spanish Heroes, but not from British Heroes). A Brigade containing units from several Nationalities cannot receive orders from a character unless that character can command all of the units in the Brigade. Some army lists may alter this (for example, Portuguese troops, who were trained by and lead by British officers, will be able to receive order from British Heroes). In all other respects this army fights as a single army.

If there are several separate armies on a side then this is a multi-player game and there are a few additional rules needed. When the army of an Alliance member breaks, all units of that army are not yet removed, and all are immediately Confused. Finish out the turn as usual. At the end of the turn, all of the broken army's units are removed from the board.

Army Lists

Here's a list of some general troops, just to give a feel for different unit types. This is definitely an 1805 to 1815 list. The costs were derived mostly from Ignazio's point calculator, with some points removed from the infantry to cover their short range.

Character	Command	Attacks	Cost
Great General	10	2	155
Good General	9	2	125
Poor General	8	2	95
Good Hero	8	1	80
Poor Hero	7	1	45

The troops listed below can be used to create historical Orders of Battle, or you can create “generic” armies, typical troop mixes for non-historic battles. Rather than use the usual Warmaster Min/Max system I’m going with something more like Space Marine second edition. You buy a general and one or more “Corps”, a body of a certain number of troops. With each Corps you are allowed to buy up to a certain number of specialty troops, as long as you don’t go over your point totals. So, for example, you might get to buy one Grenadier unit per Corps, so if you buy 2 Corps you are entitle to buy up to two units of Grenadiers. This system should work well for 2000+ armies, but is problematical for lesser point totals (an Austrian Corps after 1807 costs over 1300 points right off the bat, without a general!). With most armies you will also have to agree on a year that the battle is taking place.

So for example, let's say we have an 1809 battle between a French and a British player, which they both agree to do at 2000 points. The French player goes with the Great general, and buys 2 Corps. This gives him a nice base, with 8 Line, 4 Light Cav, 2 Artillery, 2 Horse Artillery, and 2 Good Heroes. He can spend his extra points on cool stuff, since he has plenty of command and regular units. He goes for a unit of the Old Guard, and his maximum two units of Young Guard. Three Light infantry are chosen to help flesh out the shooting of the line units, and 2 units of Heavy Cavalry to help the Light Cavalry. An extra Hero to command the Guard, and here's the French army:

1809 French

Unit	Quan	Cost	
General (Great)	1	155	155
Hero	3	80	240
Old Guard	1	105	105
Young Guard	2	60	120
Line	8	55	440
Light Inf	3	60	180
Heavy Cav	2	90	180
Light Cav	4	60	240
Arty	2	85	170
Horse Arty	2	85	170

BP 12 2000

The British player can only afford one Corps (1400+ points without a general) and goes for a Great general as well. He buys an extra unit of Light Infantry and a Unit of Guard infantry to stiffen the infantry, and buys two extra units of Light Cavalry to try and keep the French Cavalry away from his great infantry. An extra hero is added for more flexibility:

1809 British

Unit	Quan Cost		
General (Great)	1	155	155
Hero	3	80	240
Guard Inf	1	120	120
Line	8	90	720
Light Inf	3	90	270
Light Cavalry	4	60	240
Horse Arty	3	85	255
BP 10			2000

French

Unit	Attack	Hits	Save	Stands	Cost	Range	Notes
Old Guard	3/1	3	4	3	105	15	1
Young Guard	3/1	3	6	3	60	15	1,2
Grenadier	3/1	3	5	3	75	15	1
Line Infantry (05-07)	3/1	3	5	3	75	15	1
Line Infantry (08-12)	3/1	3	6	3	55	15	1
Line Infantry (13-14)	3/1	3	6	3	55	15	1
Line Infantry (15)	3/1	3	6	3	55	15	1
Light Infantry (05-07)	3/2	3	5	3	90	15	1,4
Light Infantry (08-12)	3/2	3	6	3	60	15	1,4
Light Infantry (13-14)	3/1	3	6	3	55	15	1
Light Infantry(15)	3/2	3	6	3	60	15	1,4
Heavy Cav (05-06,13-15)	3	3	6	3	60	0	
Heavy Cav (07-12)	3	3	5	3	90	0	
Light Cav (05-12)	3	3	6	3	60	0	
Light Cav (13/15)	3	3	0	3	45	0	
Guard Heavy Cav (05-12)	3	3	4	3	120	0	
Guard Heavy Cav(13/15)	3	3	5	3	90	0	
Guard Light Cav (05-12)	3	3	5	3	90	0	
Guard Light Cav (13-15)	3	3	6	3	60	0	
Artillery	1/2	2	0	2	85	40	
Horse Artillery	1/2	2	0	2	85	30	3

1) French Infantry units may maintain column formation in melee. They do not need to maximize their frontage when charging.

2) +1 Shooting

3) Move 20cm as Cavalry

4) Only 1 die per stand in Stand and Shoot

A French General may be a Good or Great General

A French Corps consists of:

Unit	Number
Line Infantry	4
Light Cavalry	2
Artillery	1
Horse Artillery	1
Good Hero	1

For each Corps a French army may have up to:

Unit	Number
Old Guard	1
Young Guard	1
Grenadier	1
Light Infantry	2
Line Infantry	Unlimited
Heavy or Guard Heavy Cavalry	1
Light Cavalry	2
Guard Light Cavalry	1
Artillery	1
Good Hero	1

British

Unit	Attack	Hits	Save	Stands	Cost	Range	Notes
Guard/Grenadier Infantry	3/1	3	4	3	120	15	1
Line Infantry	3/1	3	5	3	90	15	1
Light/Rifle Infantry	3/2	3	6	3	90	15	1,3
Heavy Cav	3	3	5	3	90	0	
Light Cav	3	3	6	3	60	0	
Household Cavalry	3	3	4	3	120	0	
Artillery	1/2	2	0	2	85	40	
Horse Artillery	1/2	2	0	2	85	30	2

- 1) British Infantry units are +1 shooting
- 2) Move 20cm as Cavalry
- 3) Only 1 die per stand in Stand and Shoot

A British General may be a Good or Great General

A British Corps consists of:

Unit	Number
Line Infantry	8
Light Infantry	2
Light Cavalry	2
Horse Artillery	3
Good Hero	2

For each Corps a British army may have up to:

Unit	Number
Guard/Grenadier	1
Light Infantry	2
Line Infantry	Unlimited
Heavy Cavalry	1
Light Cavalry	2
Horse Artillery	1
Artillery	1
Good Hero	1

Spanish

May serve as Multi-National troops in British or French armies

Unit	Attack	Hits	Save	Stand	Cost	Range	Notes
Guard/Grenadier Infantry	3/1	3	5	3	75	15	
Line Infantry (09/15)	2	3	0	3	30	0	1
Line Infantry (13/15)	3/1	3	6	3	55	15	2
Light Infantry (09/15)	2/1	3	0	3	35	15	1
Light Infantry (13/15)	3/2	3	6	3	60	15	2,3
Guard/Heavy Cav	3	3	0	3	45	0	
Light Cav (05/08, 14/15)	3	3	0	3	45	0	
Light Cav (09/13)	2	3	0	3	30	0	
Light Cav (08/14)	3	3	0	3	45	0	4
Guard/Gren Inf (08/14)	3/1	3	5	3	75	15	4
Line Infantry (08/14)	3	3	6	3	45	0	4
Light Infantry (08/14)	3/1	3	6	3	55	15	4
Artillery	1/2	2	0	2	85	40	
Horse Artillery	1/2	2	0	2	85	30	5

1) Units must roll an 8 or less to form square when attacked by Cavalry. If they fail, they are one defensive category less (i.e. Fortified is now Defended, Defended is Normal)

2) British trained only

3) Only 1 die per stand in Stand and Shoot

4) French armies only

5) Move 20cm as Cavalry

Austrian

Unit	Attack	Hits	Save	Stands	Cost	Range	Notes
Grenadier Infantry	3/1	3	5	3	75	15	
Line Infantry (05-06)	3	3	6	3	45	0	
Line Infantry (07-15)	3/1	3	6	3	55	15	
Grenz Infantry	3/2	3	0	3	55	15	1
Jager Infantry	3/2	3	0	3	75	15	1,2
Freikorps Infantry	3/1	3	0	3	40	15	
Landwehr Infantry	2	3	0	3	30	0	
Heavy Cav	3	3	6	3	60	0	
Light Cav	3	3	0	3	45	0	
Freikorps/Landwehr Cav	2	3	0	3	30	0	
Artillery	1/2	2	0	2	85	40	
Horse Artillery	1/2	2	0	2	85	30	

1) Only 1 die per stand in Stand and Shoot

2) +1 Shooting

An Austrian General is Poor up to 1807, and is Good after 1807

An Austrian Corps consists of:

Unit	Number
Line Infantry	8
Jager Infantry	1
Grenz infantry	1
Light Cavalry	2
Horse Artillery	4
Artillery	2
Good Hero	1
Poor Hero	1

For each Corps an Austrian army may have up to:

Unit	Number
Guard/Grenadier	1
Jager Infantry	1
Grenz Infantry	1
Line Infantry	Unlimited
Freikorps Infantry	Unlimited
Heavy Cavalry	1
Light Cavalry	1
Artillery	1
Good Hero	1
Poor Hero	1

Prussian

Unit	Attack	Hits	Save	Stands	Cost	Range	Notes
Guard/Grenadier Infantry	3/1	3	5	3	75	15	
Line Infantry (05-09)	3	3	5	3	65	0	
Line Infantry (10-15)	3/1	3	6	3	55	15	
Light Infantry (05-15)	3/1	3	6	3	55	15	
Jager Infantry	3/2	3	0	3	75	15	1,2
Silesian Landw Inf (13/15)	3/1	3	0	3	40	15	
Landwehr Infantry (13/14)	3	3	0	3	35	0	
Landwehr Infantry (15)	3/1	3	0	3	40	15	
Heavy Cav	3	3	6	3	60	0	
Light Cav	3	3	6	3	60	0	
Freikorps Cav	3	3	0	3	45	0	
Landwehr Cav	2	3	0	3	30	0	
Artillery	1/2	2	0	2	85	40	
Horse Artillery	1/2	2	0	2	85	30	

1) Only 1 die per stand in Stand and Shoot

2) +1 Shooting

A Prussian General is a Good General

A Prussian Corps consists of:

Unit	Number
Line Infantry	8
Landwehr Infantry	4
Light Cavalry	2
Landwehr Cavalry	1
Horse Artillery	3
Artillery	3
Good Hero	1
Poor Hero	1

For each Corps a Prussian army may have up to:

Unit	Number
Guard/Grenadier	1
Light Infantry	1
Jager Infantry	1
Line Infantry	Unlimited
Heavy Cavalry	1
Light Cavalry	2
Horse Artillery	1
Artillery	1
Good Hero	1

Russian

Unit	Attack	Hits	Save	Stands	Cost	Range	Notes
Guard Infantry	3/1	3	5	3	75	15	
Guard Jager Inf	3/2	3	6	3	60	15	1
Line Grenadier Infantry	3/1	3	5	3	75	15	
Converged Gren Infantry	3/1	3	6	3	55	15	
Line Infantry	3	3	6	3	45	0	
Jager Infantry	3/1	3	0	3	40	15	
Heavy Cav	3	3	6	3	60	0	
Guard Light Cav	3	3	6	3	60	0	
Light Cav	3	3	0	3	45	0	
Cossack Cav	2	3	0	3	30	0	
Artillery	1/2	2	0	2	85	40	
Horse Artillery	1/2	2	0	2	85	30	

1) Only 1 die per stand in Stand and Shoot

A Russian General is a Good General

A Russian Corps consists of:

Unit	Number
Line Infantry	4
Jager Infantry	2
Cossack Cavalry	3
Horse Artillery	2
Artillery	4
Good Hero	1

For each Corps a Russian army may have up to:

Unit	Number
Guard/ Line Grenadier	1
Guard Jager Infantry	1
Jager Infantry	1
Line Infantry	Unlimited
Heavy Cavalry	1
Light Cavalry	2
Cossack Cavalry	Unlimited
Horse Artillery	1
Artillery	1
Good Hero	1