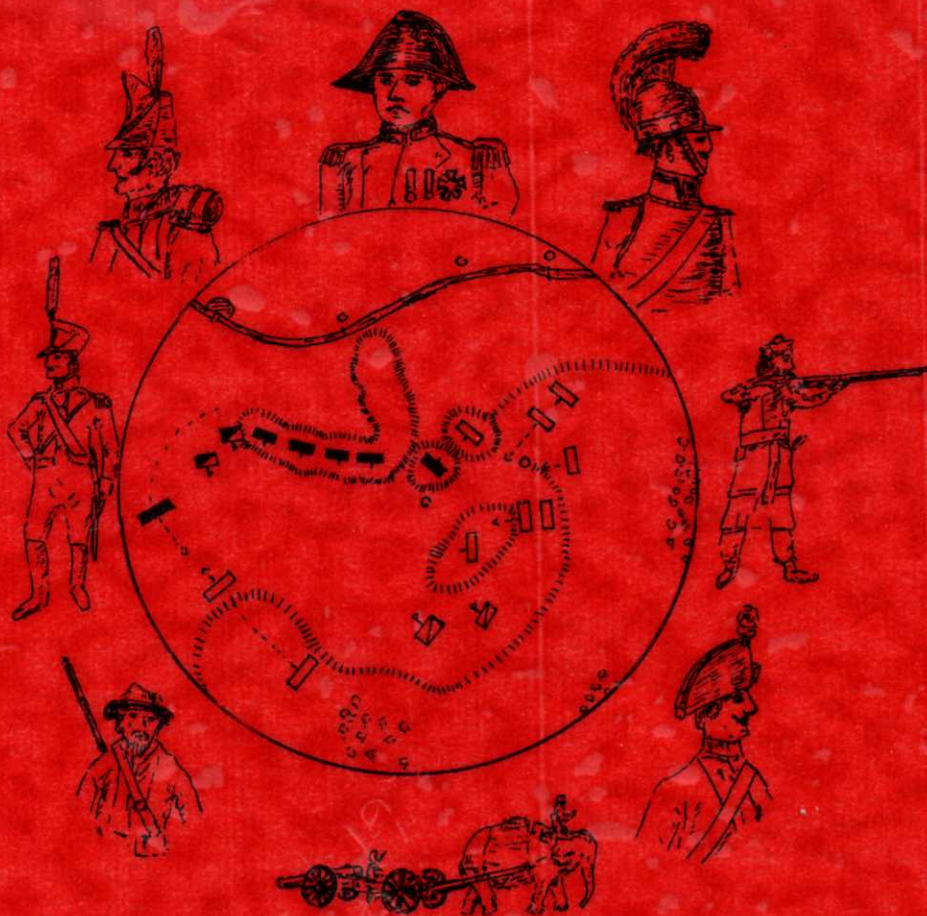


# WAR GAMES RULES



1750

1850

JANUARY 1971

WAR GAMES  
RESEARCH GROUP

# WARGAMES RULES

## 1750 TO 1850

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## WARGAMES RULES FOR 1750–1850

### INTRODUCTION

These rules form one of a number of sets covering various periods based on the same mechanism as the very successful Ancient set produced by the Research Group, and used in three successive national conventions.

Our dates are set to include the first systematic use of light infantry and mobile artillery, and to exclude the expanding-bullet rifle. Where possible we have used sources from near the end of our period as these provide informed comment as well as facts.

The sources to which we have given most weight are:

Captain L. Nolan – *Cavalry: Its History and Tactics*. 1854

Baron de Jomini – *Summary of the Art of War*. 1836 (trans. 1879)

Colonel von Ehwald – *A Treatise Upon the Duties of Light Troops*. (trans. 1803).

J.H. Payne – *Manuscript Artillery Notes*. 1835 (Birmingham Reference Library).

We have tried to minimise complication, for example by including only essential differences between types of troops. You will notice, for instance, that we do not distinguish between cuirassiers and other heavy cavalry. The explanation can be found in Nolan.

The reaction tests that form an essential part of our other rules have less application in this more disciplined period and hence appear in a much modified form. The popular quick reference sheets of our other rules have been retained.

We expect that these rules will be mainly used with Napoleonic Troops, and hope that we will now see the last of French Infantry attacking in line, instead of in columns covered by skirmishers and accompanied by horse artillery! Try it, it works!

We can also thoroughly recommend the American Revolution, the French Revolutionary Wars, and the South American Wars of Independence as alternative excuses for battle, while throughout the whole period there is ample scope in the wars on the Indian sub-continent for those so inclined.

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## SCALES

### Ground

This can be expressed as 1" = 10 paces (of 2½ feet or roughly 0.75m) or as 1mm = 1 foot. All distances in the text are given in paces, as this was the measure most commonly used by troops of all nationalities at the time.

To measure distances of the Wargamers Table, simply disregard the terminal 0 and measure in inches. Wargamers unfamiliar with the inch/foot system are advised to construct inch measures of their own, rather than translate the distances mentioned in the text into metric.

### Figure

One 20, 25 or 30mm solid figure represents 15 men in 3 normal or 2 more tightly packed ranks. This compromise is necessary because of varying national formations and to give a satisfactory visual effect.

The frontage specified for the figure base, when related to the ground scale, is identical to the actual frontage of 15 men in that formation.

In the case of light infantry, including riflemen, who may at times be in close order or in extended order up to 12 paces apart, we have adopted as a compromise, the minimum extension specified by the drill books of the period, i.e. 2 paces.

A gun or vehicle model represents 2 actual pieces or vehicles.

### Time

Each period of play contains action comparable with half a minute in real life.

As, when multiplied by the number of periods in an average game, this gives an unrealistically short time for a battle, we assume that each period also contains a variable amount of delay.

For campaign purposes then, we recommend that each period plus its associated delay should be regarded as occupying a quarter of an hour.

## MOVEMENT TRAYS AND FRONTAGES

Figures should be mounted in company or squadron sized multiples on single rigid bases with the correct frontages.

These bases may be of sheet lead (ideal for plastic figures), stiff card, beer mat or other suitable materials.

Exceptions to this are brought about by the need to remove single figures when casualties occur.

One company or squadron in each battalion or regiment should therefore be split into smaller multiples for this purpose.

The same applies to sub-units which may be called upon to act semi-independently, i.e. out of base contact with main unit such as battalion light companies, and to all artillery crews.

Some native units do not have properly organised sub-units. These may be mounted in any convenient multiples.

Frontages per figure should be as follows:

|  |      |
|--|------|
| Artillery pieces, including rocket launchers,  | 75mm |
| Generals and hussars, lancers, light dragoons, chasseurs<br>and other light cavalry.               | 30mm |
| Medium and heavy cavalry, light infantry including<br>riflemen, mounted gunners, camels and mules. | 25mm |
| Other infantry and all gunners serving pieces.   | 15mm |
| Vehicles and elephants.  | 40mm |

Base depths are less important, but we recommend 20mm for foot and 40mm for horsemen or artillery pieces.

Gunners may be positioned on top of the base of the piece they are serving.

We appreciate that the majority of Napoleonic players at present use frontages of ½" for infantry and ¾" for cavalry figures.

Unfortunately, many of the 25mm figures that are now tending to replace the old 20mm ranges, just will not fit on to bases of these sizes.

We have therefore made provision later in these rules to cover occasions when troops on the old standard bases may have to be used.

These special provisions deprive the troops on the smaller bases of any advantage from the greater number they can involve in a melee, and leaves them with slightly greater manoeuvrability and slight inferiority in outflanking.

This leaves the balance very slightly on the side of troops on the new bases, but insufficiently to have have real influence on the outcome of a game.

Artillery pieces must, however, use the new bases, though they need not be stuck to them.

## CHOICE OF ARMY

Figures may be freely selected to make up an agreed total points value.  
All troops are limited to arms and equipment actually used by their prototypes.

Points values for units and figures are as follows:

|   |     |
|---|-----|
| Commanding General's Figure   | 75  |
| Subordinate General's Figure  | 50  |
| Each cavalry regiment, infantry battalion or artillery battery with at least one sub-unit present         | 20  |
| Each cavalry squadron or infantry company present   | 5   |
| Each native force not divided into sub-units  | 75  |
| Each siege piece model (18 pdr. or larger gun, equivalent Howitzers or Mortars)                           | 25  |
| Each heavy field or horse artillery piece (9 pdr. heavy 12 pdr. equivalent Howitzers)                     | 20  |
| Each light field or horse artillery piece (3, 4, 6 or 8 pdr., British light 12 pdr. equivalent Howitzers) | 15  |
| Each British or Indian rocket launcher * or rifle armed figure.   | 10  |
| Each cavalry, horse artillery, or light infantry figure *armed with smoothbore.                           | 5   |
| Each infantry or field artillery figure   | 3   |
| Extra for each grenadier or guard unit figure   | +1  |
| Reduction for each militia, recruit or other badly trained figure   | - 1 |
| Reduction for each figure of a unit mainly lacking fire arms  | - 1 |
| Each fighting or pack elephant  | 25  |
| Each wagon and team   | 20  |
| Each riding camel and mounted infantryman or pack camel and attendant                                     | 15  |
| Each pack mule and attendant  | 10  |

Regimental officer, colour or musician figures count in all respects as ordinary rank and file.

Artillery who do not have model draught teams provided can only be moved with man handling. However, they may deduct 5 points from the points value of each piece.

Horse artillery detachments, and mounted troops who may be called upon to dismount, must be duplicated mounted and dismounted, at no extra points cost.

