

# Chelmsford Bunkers Napoleons Wars for Black Powder v2.

All rules taken from Albion Triumph 1&2 + Clash of Eagles. Rules superseded or contradictory to the rulebook have been omitted.

## Formations

**Don't forget It takes a full move to change formation!**

**Skirmish** – as per BP v2

**'Can form skirmish in terrain they could not normally enter'** – This rule allows units without the skirmish formation rule to change to open order to move through terrain such as woods. When the unit leaves that terrain area it must immediately stop and spend its next move order reforming into its previous formation eg Line or Column.

**Warband** – square or oblong formation, otherwise same as line formation.

**Line** – as per BP v2

**Deep line /4 line** – 3 or 4 bases wide, 2 deep. -1 dice to shooting & H2H. It is not a column so doesn't suffer +1 to hit by artillery. – **British, KGL, Brunswick & Portuguese armies only**

**Cavalry deep formation** – Formation is 1 extra deep – Units adds +1 to SR as if assault column, add +1 to combat resolution, Artillery gains +1 to hit. Unit has -1 H2H dice.

**Attack column** (aka Column of Divisions) – as BP v2

**Can't form Attack Column** – Unless in a terrain area termed as built up eg town, villages etc, unit can't change to this formation. **This is normally British, KGL, Brunswick & Portuguese armies.**

**Column of Companies** (aka Double column of platoons) – 1 wide, 4 deep – As attack column except doesn't get the +1 to moral save and reduces H2H by 2

**March Column** – BP v2

**Mixed formation** – Line (inc deep line), assault column may put 1/3<sup>rd</sup> of the unit as a skirmish screen in front of the unit. Any shooting at the unit at its front suffers -1 to hit, but not sides or rear. Only the skirmish screen can shoot, so unit fires with 1/3<sup>rd</sup> dice, picking any model in the screen to measure from.

**Rifle mixed formation** – when in mixed formation the skirmish screen, up to 1 dice, can fire as if equipped with rifles.

**Cavalry mixed formation** – Cavalry in line or cavalry in deep formation, any shooting at the front suffers a -1 to hit. Unit must spend a move to reform before it can charge, so a mixed formation would need two moves to charge an enemy unit 16" away.

**LI formation** – Light Infantry formation - Same as mixed Line but up to 50% of the unit may be in the skirmish screen, with ½ shooting dice rounding up. Ie a standard unit in LI formation will roll 2 dice, remember rifle mixed is limited to 1 rifle, the others would be standard muskets.

**Must form Square** - If charged by cavalry in the front arc the unit must attempt to form square as a charge reaction (so no closing fire). Roll 2D6 v SR, adding +1 for every move after the 1<sup>st</sup> it takes the cavalry to contact the unit (ie a 3 move charge would add +2 to the infantry's SR), also add +1 if in any type column not just attack column. If failed by 1 or passed on a double 1 then the unit forms a disordered squad. If failed by more than 1 the infantry unit stays in its base formation but becomes disordered. Ie a mixed line formation would be a disordered line formation. **Note** skirmishers can evade as per BPv2 instead of attempting to form a square, if they attempt and fail then they are destroyed as per BPv2.

Units not in square & don't have a square at either end of the line do not have to form square but do suffer a -3 to combat resolution against the charging cavalry.

Units not in square suffer an extra -1 to break test rolls.

**Optional – closed squares (CE pg 99):** units have the option of forming open squares as per v2 rulebook with the test as mentioned above OR forming closed squares with the following additional rules:

The SR bonus for being in column only apply for forming closed square.

Closed squares suffer a -1 modifier to shooting.

Artillery gain +2 to hit at close & medium range instead of +1

Closed Squares never fail to form

Closed squares can always be contacted by cavalry

**Austrian Division Masse** – Instead of forming square Austrian Infantry battalions in line can form a Division Masse. Units add +1 to SR to do this. It is a square with the following changes:

If no cavalry in proximity can make 1 move. Can use 2 shooting dice in front or rear faces. Artillery received +2 instead of +1 to hit. Cavalry can make contract with this formation. Can use 4 h2h dice in front or rear faces. This formation can be supported. Formation received +1 Combat resolution modifier vs Cavalry (instead of the +3 for a square) even if in combat with infantry.

**Tiny (formation) – eg Tiny (skirmish)** – Tiny units have a default formation which they cant change from except to march column, or if forced to by terrain.... Eg tiny (skirmish) cant form squares.

## Generic Rule Additions

**Lie down/Dismount** – unit can't move, and is destroyed if charged. All artillery at medium or long range re-rolls hits. **Infantry or Cavalry only**

**Direct & Grazing Artillery Fire** – select target as BP v2. If the target is at medium or long range continue the targeting line to the end of the range bracket being used (ie either medium or long). All units (friend and foe) that are under the line are potential targets. Roll to hit each unit, adding -1 for 'not clear target' if the artillery unit can't see the unit being rolled against. Obstacles that block line of sight will stop the line meaning units on the other side can't be hit.

### **Artillery reminder:**

Battalion smoothbore, Light /horse smoothbore & smoothbore artillery can be man-handled. Max of 1 move at half infantry speed (6") unless battalion smoothbore which can be moved a full move.

Horse artillery can limber and unlimber without penalty, and can do both in a single move (eg limber, move & unlimber as a single move)

Foot artillery (battalion smoothbore, light smoothbore & smoothbore) take a full move to limber and another one to un-limber.

Siege artillery takes 2 full moves to limber or unlimber, these moves may be split over turns

## **Optional additional rules**

**Firing** – units that made more than one move can't fire.

Units that fired in the previous turn suffer -1 SR.

## **Unusual Unit Types**

**Militia** -Suffers a -1 to SR to change formations including forming a square. Forms a disordered square on any double not just double 1. They must also roll a D6 for every move when in line, on a 1 the unit doesn't move and becomes disordered.

**Irregular** – default formation of warband, this can't be changed except by terrain or to march column.

## **National Rules**

**Pas de charge** – French & continental armies where noted – an additional +1 to SR if all units are in attack column. This does stack with the **Reliable** special rule.

**Steady Line** – British trained – line units can stand and fire as per BPv2 OR fire without the +1 to hit and counter charge.

**Shrapnel** – British equipped – Artillery Medium and long range dice increased by 1 but base to hit is 5+.

**Gallop at Everything** – British Cavalry – Gain Ferocious charge, +1 SR to charge orders, must make a breakthrough move. -2 SR to return to table.

**Lacking Initiative (order)** – Multiple nations - Units with lacking initiative may only change formation or facing or carry out the order in brackets, if applicable, as their initiative order when in proximity of an enemy unit. – (retreat) means to move further way from all enemy not just the closest.

*For example Russians are Lacking Initiative (Charge), Neapolitan are Lacking Initiative (retreat) where as Bavarians are just Lacking Initiative.*

**Susceptible of Enthusiastic Excitement** – Russian - +1 SR to all charge orders. Blunders within 1 move are automatically a charge.

**Own fire is badly directed** – Russian – Musketeer & Grenadier infantry do not get +1 for close range and suffer -1 at all other ranges.

**Russian Cavalry Detachments** – Russian - when building a list, standard sized light cavalry regiments (not dragoons or Cuirassiers) can be replaced with 2 small units at the relevant cost (list cost -8 each) – **NOTE** these units still count as being the same regiment.

**Abteilung** – Austrian – when building a list, Cavalry regiments with this rule can be replaced with 2-4 small units at the relevant cost (listed cost -16 each) – **NOTE** these units still count as being the same regiment.

**Flintenkartasche** – Austrian – first time a unit with this rule fires at close range they add 1 dice to their shooting statistic.

**Rifles & Carbines** – multiple – units armed with 2 weapons will have 2 shooting statistics, the first is for longer than close range and is worked out as rifles. The 2<sup>nd</sup> is for working out shooting at close range.

**Prussian 1812 Regulations** – IF Using closed square optional rules, then Prussians can only form the closed square variety in games after 1812.

## Command Rules

**Higher Command** – Division commander with SR 8 get 2 re-rolls & SR 9 get 4

**Regimental Orders** – Austrian & Russian – can't give brigade orders but rather can only order more than one unit at a time if one of the following conditions is met:

All are Infantry/ Grenz /Jager battalions within 6" and from the same regiment.

All are Cavalry units within 6" and from the same regiment (*see national rules for splitting regiments*).

All are Grenadiers battalions within 6" and from the same brigade.

**Death of the Commander:** If a commander dies then another officer is promoted at -1SR. If personalities from the below chart are being used, you may roll but at a -1 or just take the normal rules.

## Generals Personality

Follow either BPv2 by rolling a D6 and comparing to the highlighted numbers or chose a category and roll on the BPv1 table below:

D6 result	High (6)	Normal (2-5)	Low (1)
Aggression	Aggressive (1)	Nothing	Timid (6)
Decisiveness	Decisive (2)	special	Hesitant (5)
Independence	Headstrong (4)	on this	Diffident (3)
Inspiration	Loved	result	Loathed

Highlighted numbers are the result in BPv2.

- **Aggressive:** +1 SR on charge orders so long as one unit is in 3 moves of the target.
- **Decisive:** may re-roll failed order check, but 2<sup>nd</sup> fail is always a blunder. May use the commanders re-roll instead of their own but not both.
- **Diffident:** if over 12" away from commander suffers -1 SR, can never blunder
- **Headstrong:** If first commander then gets +1SR, can never use commanders re-roll, any order check result on 11 or 12 is a blunder
- **Hesitant:** re-roll order checks that have 3+ successes
- **Timid:** -1 SR on charge orders, +1 SR on retreat orders
- **Loved:** +1 to break tests for units within 12" that are in the general command organisation (ie brigade)
- **Loathed:** -1 to break tests for units within 12" that are in the general command organisation (ie brigade)

### National modifiers to personality generation:

**A Marshal's baton in every knapsack** – French – choose from Aggression or Decisiveness & roll D6

Aggression – 1 is **Timid** Or 5- 6: **Aggressive.**

Decisiveness - 1 is **Hesitant** Or 5-6 is **Decisive.**

**Prussian Staff System** – Prussia – can choose to gain the **Decisive** train on a 4+

**It isn't our fault /General are our weakness** – Russia & Austria - If rolling on the BPv1 chart for decisiveness or independence then low is scored on a 1 or 2.

## Creating Detachments

When creating a list all battalions in a brigade may detach their light companies to form a single unit with the size:

- 2 battalions – tiny unit
- 3-4 battalions – small unit
- 5-7 battalions – standard unit
- 8+ battalions – large unit

This unit can be added to any brigade in your army. If more than one unit is created this way, they may be grouped together to form a brigade (don't forget you need to pay for a commander though)

The parent units lose the ability to form mixed order.

When creating a list all battalions in a brigade may detach their grenadier companies to form a single unit with the size:

- 2 battalions – tiny unit
- 3-4 battalions – small unit
- 5-7 battalions – standard unit
- 8+ battalions – large unit

This unit can be added to any brigade in your army. If more than one unit is created this way, they may be grouped together to form a brigade (don't forget you need to pay for a commander though)

The parent units lose 1 from their H2H statistic.

IF A BATTALION DETACHES BOTH LIGHT AND GRENADIER COMPANIES THEN IT WILL REDUCE IN SIZE. I.e. a Standard line battalion that detaches both elite companies becomes a small regiment with -1 less H2H than normal & doesn't have the ability to form mixed order formations.

Standard sized Light infantry units with Elite 5+ or better can be divided into either 2 small units or 4 tiny units at no cost. – *this rule is tucked away in Clash of Eagles in the Wuttermberg jager entry!*

## Engineers

All Nations – You may add 1 (or 2 if French) Engineer Stand(s) per 500 pts/ Division in your army, to a battalion of your choice at a cost of 20 points per stand.

The selected battalion gains: +1 H2H when attacking buildings, entrenchments or fortifications

Enemy suffers -1 to morale in H2H

If defending a building, entrenchment or fortification then attacker suffers -1 H2H

If the battalion is shaken whilst attacking buildings, entrenchments or fortifications then the engineer stand is removed and counted as destroyed.

## Weather

Southern Europe							
Roll	Season	1	2	3	4	5	6
1-2	Autumn /winter	Rain	Light rain	fine	Fine	fine	Heat
3-6	Spring /Summer	Light rain	fine	Heat	heat	heat	Heat
Northern Europe							
Roll	season	1	2	3	4	5	6
1-2	Autumn /winter	Snow/ Heavy rain	Fog /Heavy Rain	Rain	Rain	Rain	Fine
3-6	Spring /Summer	Light Rain	Fine	Fine	Fine	Fine	Heat
Russia							
Roll	season	1	2	3	4	5	6
1	Spring	Rain	Light rain	Fine	Fine	Fine	Fine
2-3	Summer	Light rain	Fine	Fine	Fine	Heat	Heat
4	Autumn	Heavy rain	Rain	Light rain	Fine	Fine	Fine
5-6	Winter	Snow	Snow	Snow	Heavy rain	Rain	Light rain

Before the game Pick Area, Roll for Season then roll for weather effect. If 2 effects either randomise or pick which one. You can then (if you want) roll a D6 at the start of each turn to alter the weather. On a 1 move one effect left, on a 6 move 1 effect right.

**Fine:** No special rules

**Light Rain:** Muskets & rifles half range. Artillery limited to medium range.

**Rain:** all weapon ranges are halved. Visibility rolled at the start of each turn – D6 x10"

**Heavy Rain/Snow:** Muskets & rifles limited to close range; Artillery limited to medium range. Visibility rolled each turn – D6 x 5". If continues for 5+ turns Grazing fire can't take place.

**Fog:** Visibility rolled each turn – D6 x 10"

**Heat:** Units that make 3 moves a turn take a casualty /stamina marker.

### Optional Additional Terrain Rules

**High Ground:** Units that are higher on hills gain +1 combat resolution.

**Soft Ground:** stops Direct or Grazing fire hitting units past the one on soft ground.

**Rough terrain** – as per BP v2 – ½ movement – ie 1" of movement costs 2".

**Very Rough Terrain** – ¼ movement – ie 1" of movement costs 4".

**Heavy Wood** – Visibility limited to 6” in to/out of or if both units are within the terrain piece. Blocks LoS from opposite sides of the terrain piece.

- units without skirmish rule limited to 1 move and treat the area as rough ground,
- units without skirmish rule suffer a -1 to hit in h2h combat.
- If more than 50% of the units footprint is in the area the unit gains +1 to their moral save,
- Only individual units can be ordered. NO brigade or regimental orders.
- If 50% or more of firing units footprint is in the terrain area apply a -1 to shooting (**NOTE** this stacks with the ‘not clear target’ modifier)
- If 50% or more of the target units footprint is in the terrain area it gains the ‘not clear target’ modifier

**Light wood / Orchards** - visibility limited to 12” in to/ out of or if both units are within the terrain piece. Blocks LoS from opposite sides of the terrain piece.

- units without skirmish rule limited to 1 move and treat the area as rough ground,
- units without skirmish rule suffer a -1 to hit in h2h combat.
- If more than 50% of the units footprint is in the area the unit gains +1 to their moral save
- Only individual units can be ordered. NO brigade or regimental orders.
- If 50% or more of firing units footprint is in the terrain area and more than 1” from the edge of the area apply a -1 to shooting (**NOTE** this stacks with the ‘not clear target’ modifier)
- If 50% or more of the target units footprint is in the terrain area it gains the ‘not clear target’ modifier

**Marshes:**

- All infantry limited to 1 move; and treat the area as very rough ground.
- Impassable to cavalry and artillery
- A penalty of -1 to shooting dice is applied to units when they are in the area terrain.

**Tall Crops:** - Visibility limited to 6” in to/out of or if both units are within the terrain piece. Blocks LoS from opposite sides of the terrain piece. This visibility penalty is ignored by units on higher ground.

- Rough ground for all units
- If 50% or more of the target units footprint is in the terrain area it gains the ‘not clear target’ modifier unless targeted by artillery.
- If 50% or more of firing units footprint is in the terrain area and more than 1” from the edge of the area apply a -1 to shooting (**NOTE** this stacks with the ‘not clear target’ modifier)
- If more than 50% of the units footprint is in the area the unit gains +1 to their moral save



## Unit Sizes

size	Tiny	small	standard	large
Type	1-3 stands	4-5	6-7	8+
Infantry	4 figs per stand			
	20-25 mm x 20- 25 mm per fig			
Cavalry	2 figs per stand			
	25-30 mm x 50 mm per fig			
Artillery	1 gun (half battery)	2 guns (standard)	3 guns (large)	
	60-80mm x 60-100mm per gun			
Commander	single commander, round base as modelled			
	Group with commander, round or square as modelled			

Note, Skirmishers do not have to be individually mounted.