

## **OUTPOST ACTION (PART 2)**

(Still January 1810 in the deepfrozen outpost in the Spanish mountains)

As you may remember the valient Irish Regiment and the Erbrinz Hessen companies defended the important outpost, which is indispensable for supporting the supply lines for the Imperial Army in Spain.

It was only the equivalent of one company of the Irish as well as the standard bearer of the Hessens who survived the horrible onslaught of the Guerilla.

Although the guerilla leaders were all killed, a handful of the rogues managed to escape and reach a British reconnaissance patrol under the command of Captain Sharp, 95th Rifle Rgt. It was actually his task to make sure that the outpost was completely destroyed and no survivors would return to the Imperial HQ in Madrid.

Sharp assembled his Rifle Company as well as the remaining guerillas to make the final devastating assault on the outpost!

Will the Irish be able to survive a second time?

# NAPOLEONIC

## BATTLE SIMULATION RULES

### 1. Sequence of Game

*Moves simultaneous*

① Artillery / Musket Firing → ② Movement → ③ Combat (followed by retreat/rout)

### 2. Movement distance

Terrain Troop type	Open plain / Road	Forest	Traversing fences or walls
Infantry	15 cm (in line) 20 cm (in column) + 5cm for attack move 25 cm (skirmishers) 10 cm (in square) 30 cm ( <del>retreat</del> /rout) 10 cm carrying objects	10 cm (open formation) 5 cm carrying objects	10 cm
Cavalry	30 cm (Heavy) 40 cm (Heavy Attack - only one move) 35 cm (Light) 45 cm (Light Attack - two moves /change of direction during 1st move) 50 cm ( <del>retreat</del> /rout)	10 cm (open formation)	not possible
Artillery	20 cm (Foot Artillery) 30 cm (Horse Artill.) 20cm (wagon)	field gun/howitzer/limber/ wagon not possible.	not possible

### Special Rules:

- To get charge/attack bonus of +1 the attacking unit must be in formation.
- Skirmishers may fire and move up to 10cm during same move.
- Foot Artillery (per move: either limber, unlimber, move, fire, or changing firing direction beyond 70° firing arc)
- Horse Artillery (per move: either limber + ½ move, unlimber + ½ move, full move, fire, or changing firing direction beyond 70° firing arc)

Definition: Heavy Cavalry ↗ (= Hussars, Light Dragoons, Chasseurs, Lancers)  
Light Cavalry ↘ (= French Dragoons, Heavy Dragoons, Cuirassiers)

### 3. Change of Formation

- a) From Line / Column ↔ Square (1 move)
  - b) Disorder (after combat) → Line / Column (1 move)
  - c) Disorder (after combat) → Square (2 moves)
  - d) Change of frontage by 180° (1 move)
  - e) Swing unit by 45° (1 move)
- ↔

### 4. Firing Handguns and Artillery

Range Type of gun	Effective range	Long range (only formation)	Saving throw
<b>Pistol</b>	<b>10 cm</b> (hit on group 5,6 / on individual 6 required)	not possible	5,6 for hard cover (wall / x2 loop-hole)
<b>Musket</b>	<b>20 cm</b> (for skirmisher hit on group 5,6 / on individual 6 required) Formation see % table for volley firing	<b>20-45 cm</b> (see % table for volley firing)	5,6 for hard cover (wall / x2 loop-hole) <i>5,6 after volley</i>
<b>Rifle</b>	<b>25 cm</b> (hit on group 4,5,6 / on individual 5,6 required)	Not possible as no firing in formation	5,6 for hard cover (wall / x2 loop-hole)
<b>Field gun</b> <i>firing: Solid shot / Grape shot</i>	<b>50 cm</b> for grape shot (% dice)  <b>100 cm</b> for solid shot (% dice - max. drift 10 cm in front/behind)  30cm range= hit  Solid shot ricochets 10 cm	<b>100-150 cm</b> solid shot (% dice - max. drift 15 cm to NW, NE, SW or SE.  Solid shot ricochets 10 cm	5,6 for grape shot. 5,6 for hard cover Direct hit or ricochet destroys gun.  To destroy wall or barricade with solid shot 5,6 required  <i>(to destroy building or bridge entirely 15 points accumulated on %dice required)</i>

<b>Howitzer firing:</b> <b>Grenade (French)</b> <b>Shrapnel (British)</b>	50 cm for grape shot (% dice)  50-100 cm for grenade (% dice - max. drift 10 cm in front/behind)  <del>50-100 cm for grenade</del>	100-150 cm (% dice - max. drift 15 cm to NW, NE, SW or SE.	<b>Grenade (French)</b> Ø 4 cm 5,6 saving throw. To destroy gun, wall or barricade 5,6 required. 6 to set roof on fire. <b>Shrapnel (British)</b> Ø 6 cm 5,6 saving throw. To destroy gun, wall or barricade 5,6 required. 6 to set roof on fire.  <i>(to destroy building or bridge entirely 15 points accumulated on % dice required)</i>
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Field guns / howitzer must be handled by at least three men of which at least two must be gunners in order to fire or move gun. Changing firing direction (beyond 70° firing arc) requires one move.

Maximum 6 shots per game (for above guns / indicated by dice)  
Pistols and muskets (skirmishers) unlimited. Infantry max. 3 volleys per game.

TARGET MUST BE IN SIGHT!

### 5. Combat status

Troop type	Permanent Points	Attack
Officer / Sergeant	+ 1	Additional +1 if attacking enemy who has fired during round
Cavalry (Lancer additional +1 during first contact) <i>Heavy +1 (move)</i>	+ 1	Additional +1 (if attacking enemy in flank +2 / rear +3)
Elite / Grenadiers / Guards Guard Grenadiers	+ 1 + 2	Additional +1 if attacking enemy who has fired during round
Regular troops / gunners	0	Additional +1 if attacking enemy who has fired during round

### 6. Miscellaneous

To open defended doors (1,3,5) one man entering per move if door remains open.  
To open defended gates (1,6) three man entering per move if door remains open.  
Setting fire to buildings (see separate fire rules)

\* If unit has lost 50% of troops unit will retreat unless General in 20 cm distance (if routed during combat dice throw 6 is necessary)

## 7. Tactical Battle Orders

Orders are executed by staff officers, unit commanders, sergeants and ensigns. If unit is without above command (at least within 20 cm shouting range) it will only defend or retreat.

**Maneuver**

Order to advance unit according to movement distance rules.

**Maneuver Intercept**

Order to advance and in case any enemy unit is within reach to immediately attack this unit. This order can only be given to individual units not whole army.

**Attack**

Order to attack pin-pointed enemy unit leading to combat. This is followed by two combat rounds at the end of which the combat result is calculated (\*)

**Defend**

Order to defend position. No movement of unit. This order may be combined with bombard

**Bombard**

Order to fire artillery or handguns at beginning of move in accordance with firing rules. No movement possible after firing. Attacker receives +1 against firing unit.

**Redeploy**

Order given to change formation or face of unit (e.g. line to column, line to square etc.). Also required after completed combat.

**Break off**

This order may be given at the beginning of the second round of a combat, if commander believes his unit could otherwise be routed. 20 cm retreat / front to enemy. Two consecutive retreat moves = rout (then 6 by commander required)

**Withdraw**

An order given to the whole army to end battle and withdraw in formation from the battle field. Important in campaigns to save troops for future battles.

**Abandon. Artillery**

This is no order but an indication that a gun is either not sufficiently manned or has run out of ammunition.

Orders are to be provided to each unit (red marker) or whole brigades/divisions/army (white marker) at the beginning of the battle move, placed face down next to unit(s). Both players will simultaneously reveal and execute orders.

(\*) Combat calculation - 10cm retreat (if lower value is 99.9% - 75% of higher value) or 20cm retreat (if lower value is 74.9% - 50% of higher value) or disordered rout (if < 50%)

## 8. Artillery Effective / Long Range Hit Indicator

