

# *Grand Manoeuvre:*

## *Black Powder & Blue Steel*



*Examples of infantry & cavalry combats.*

## Grand Manoeuvre Napoleonic Wargames Rules. Examples of infantry and cavalry combats.

### Part 1. Example of an Infantry Combat.



In this game play example, six French line battalions were arrayed in line with skirmishers deployed.

These advanced to engage an Austrian line of five line battalions and one grenadier battalion.

The Austrian infantry were supported by two sections of light, regimental guns.

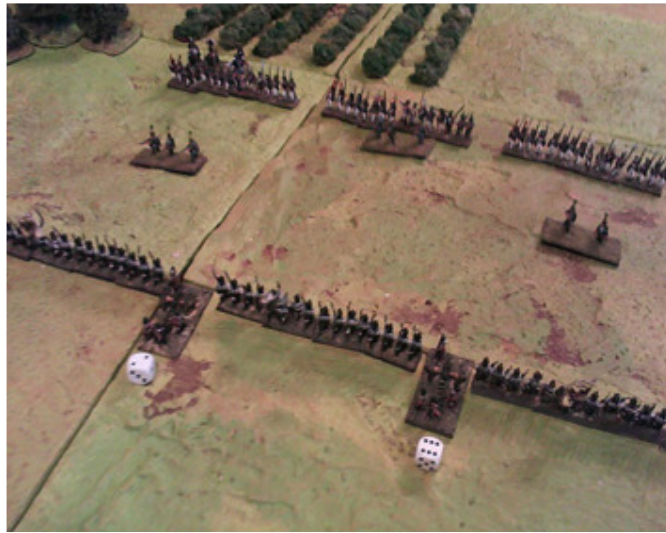
The French were rated as "C" class and the all the Austrian battalions were rated as "D" class.

## Example of an Infantry Combat.

### Turn One:

In the first turn of combat the skirmishers of the advancing French line engage the Austrian infantry for the first time at long range.

First however, on the roll of a six on a six-sided die, the Austrian regimental guns try to fend off the French voltigeurs; the second battalion's guns make the skirmishers recoil back towards their parent battalion. See photo below:



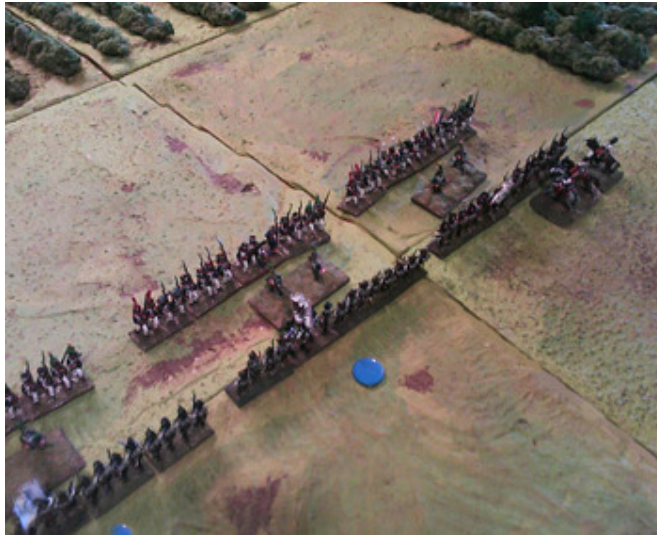
Austrian battalion guns push back French skirmishers.

### **Example of an Infantry Combat.**

The skirmishers now attempt to disorder the rest of the Austrian line of battle, but at long range the formed units do not have a die roll against the skirmishers.

The grenadiers and the first and second Austrian line battalions become disordered as a result of the skirmisher die rolls.

These disordered battalions are marked with a blue marker in the next photo.



The first and second Austrian line battalions become disordered.

## **Example of an Infantry Combat.**

### **Turn Two:**

At the start of a turn, each disordered unit rolls a die to see if it rallies.

In our example the Austrian's first battalion and grenadier battalion were rallied.

The French line now moves into combat range with the Austrian line of battle, but first the French skirmishers attempt to disorder the enemy's formed line before their own line engages.

In this turn, at "normal" musketry range, the Austrian formed troops have a die roll against the French skirmishers.

The result of which, this time is that only the first Austrian line battalion becomes disordered.

The skirmishers are now removed to the rear of the French line, and formed unit combat now takes place.



French skirmishers move to rear of battalions allowing them to engage the Austrian line.

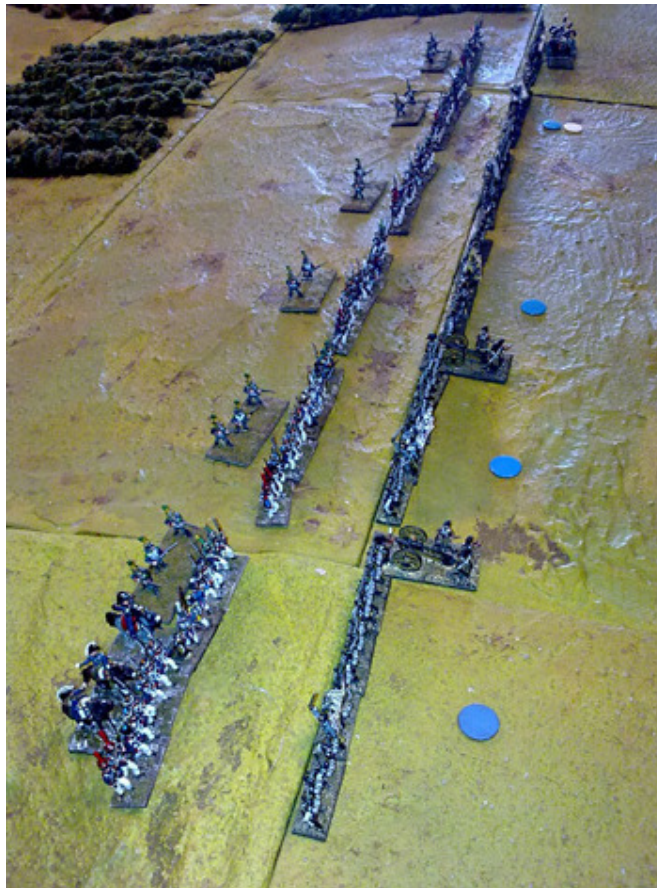
### **Example of an Infantry Combat.**

Formed unit combat is resolved by comparing unit's combat points, their die rolls & any modifying factors.

Two Austrian line battalions (the fifth & sixth) have guns attached & so this modifies their die rolls against the French formed units.

The new effects of combat in turn two are that the fourth, fifth & sixth Austrian line battalions become disordered & the second battalion becomes "shaken", having previously been disordered by skirmishers.

The shaken unit has the white marker in the photo.



The situation worsens & the Austrian's line becomes increasingly disordered.

## Example of an Infantry Combat.

### Turn Three:

In a good turn phase of rallying, the fourth, fifth and sixth battalions are rallied, but the second battalion is still disordered and shaken - a unit's shaken condition remains even if it regains its order.



The Austrian's first line battalion fails to rally its disorder.

### Example of an Infantry Combat.

In combat the fourth, fifth and sixth battalions are disordered once again, the second battalion becomes dispirited (one morale stage worse than before, it is indicated with the yellow marker) and the third battalion becomes shaken.



With a third of its battalions in poor morale, the Austrian brigade will be forced to test its command's reaction.

### Example of an Infantry Combat.

#### Turn Four:

With 33% of its units in poor morale, the turn starts with a brigade command reaction test for the Austrians; this is based upon the average of the unit die rolls in the command.

In our game the command reaction test was failed and the Austrian infantry routed for one turn



The Austrian line fails its morale test and is now shown in the process of routing one move at the start of turn four

### **Example of an Infantry Combat.**

#### **A Pursuit:**

Being in good order but having been engaged and halted for some time, the French commander requires a general's initiative to follow their enemy in an ordered pursuit. If he passes this die roll, his line can advance with his skirmishers deployed again within close combat range of the routing Austrian troops and a pursuit combat will take place in the same turn.

In this example, I deliberately chose a scenario which would be decisive within a short period of time and game play, I therefore rated one side one class better than the other, but gamers of course are free to rate troops in their games as they think appropriate.

#### **Credits:**

**Photographed at Bideford and District Wargames Club.**

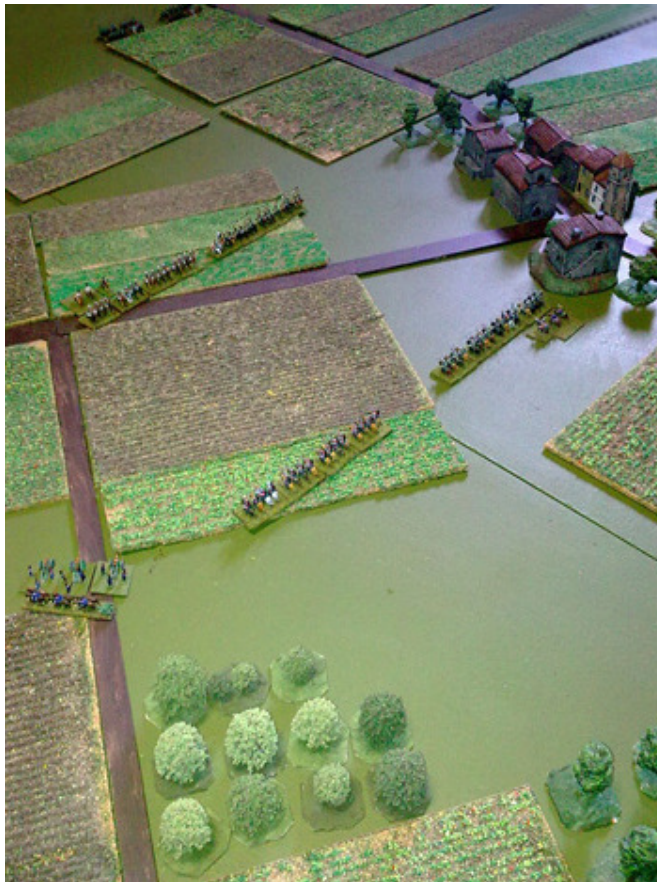
**Terrain pieces by Phil Martin.**

**The Italian buildings made by Shawn Kelly**

**Photos by Malcolm Williams and myself.**

## Grand Manoeuvre Napoleonic Wargames Rules

### Part 2. Example of a Cavalry Combat.



A French cavalry brigade of two regiments of Dragoons supported by a horse artillery battery has taken up position between a wood and a village.

They are ordered to perform a rear guard action against a larger Austrian cavalry force of two brigades; one has a regiment of Uhlans and Chevauleger, the other of two regiments of Hussars.

The French cavalry and the Austrian Uhlans and Chevauleger were classed as "C" class troops and the Hussars as "B" class.

### Example of a Cavalry Combat.

#### Turn One:

Austrian cavalry brigade advances from beyond long range of the French horse artillery.

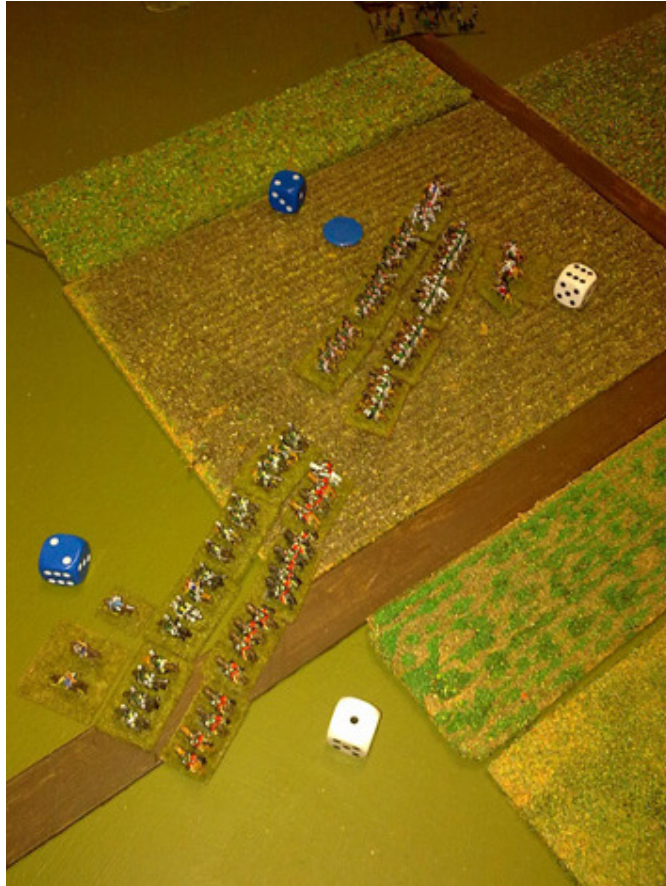
The French horse artillery opened fire, but there was no effect on the Austrian Chevauleger; only a "1" was rolled against them!



## Example of a Cavalry Combat.

### Turn Two:

A French initiative roll was made to counter-charge the advancing Austrians and was passed. Being at just under 20cms away the two lines met in the middle. In the combat that followed the French Dragoons are disordered by the Austrian Chevauleger.



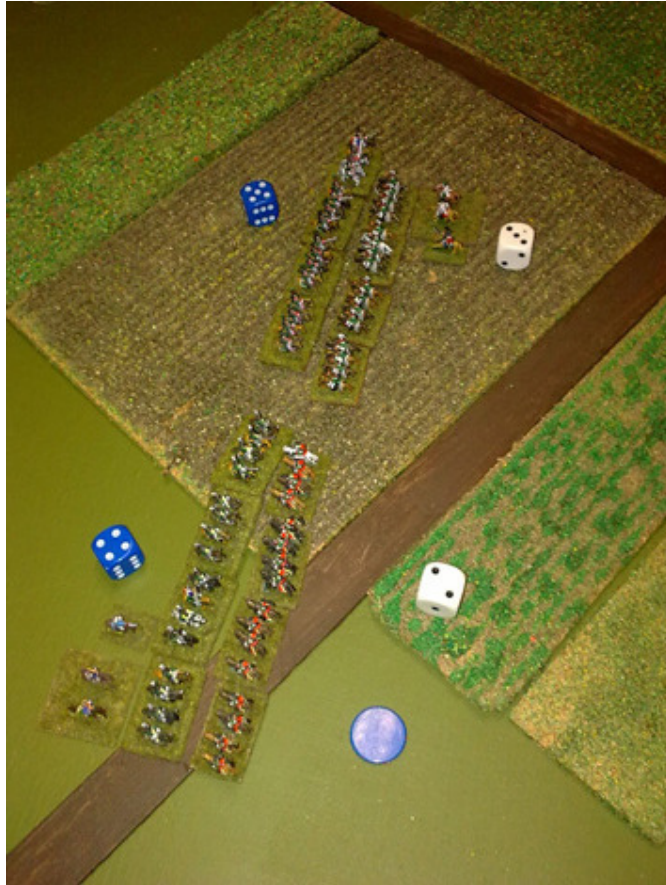
Showing the die rolls and disorder marker, the second dragoons disordered by the Austrian Chevauleger.

### Example of a Cavalry Combat.

#### Turn Three:

At the start of the turn, I tried to activate the Austrian reserves by rolling for the commander's initiative. As a regimental commander, this is more difficult to do; I require a "6" to do this. I fail the test.

The French Dragoons are rallied and the combat continues in which the Austrian Uhlands become disordered.



Again, showing the die rolls and a disorder marker, but this time the first regiment of dragoons disorder the Austrian Uhlands

### **Example of a Cavalry Combat.**

#### **Turn Four:**

I attempt to activate the Austrian reserve, but fail again!  
The lancers are rallied and the combats in this turn are all tied.

#### **Turn Five:**

Again, I fail to activate my reserve cavalry.  
Combats are all tied.

#### **Turn Six:**

In this turn I finally managed to activate the Austrian reserve and the Hussars advance in column towards the French right to attack its flank.  
In combat the Austrian Chevauleger are disordered.

#### **Turn Seven:**

The Chevaulegers are rallied and the combats are tied once more

#### **Turn Eight:**

The Austrian lancers become disordered.

#### **Turn Nine:**

Stationed on his brigade's right and seeing the Austrian reserve approaching, the French general tries to make an initiative to retire, but the player fails the die roll.  
The Austrian Uhlans are rallied and the combats are tied

## Example of a Cavalry Combat.

### Turn Ten:

This turn the French general passes his initiative test and the command is ordered to retire. However the cavalry are engaged with the enemy and therefore need to make a test to perform the manoeuvre.

These tests are passed with two rolls of "6" on the dice! They successfully disengage and retire half a move, but the leading regiment of advancing Hussars charges home on the first regiment of dragoons.

The French horse artillery are limbered and move off.

In the combat that followed, the first dragoon regiment became disordered.



This photo shows the start of the turn and the French general's initiative test (he rolled a "4" and passed) and the two unit manoeuvre tests which were passed by rolling two sixes!

## **Example of a Cavalry Combat.**

### **Turn Eleven:**

As the rest of the French command retires, their first dragoon regiment becomes shaken and they are routed in combat. The Austrian Hussars, failing their reaction test, pursue them in disorder.

In the pursuit the Dragoons are beaten again.

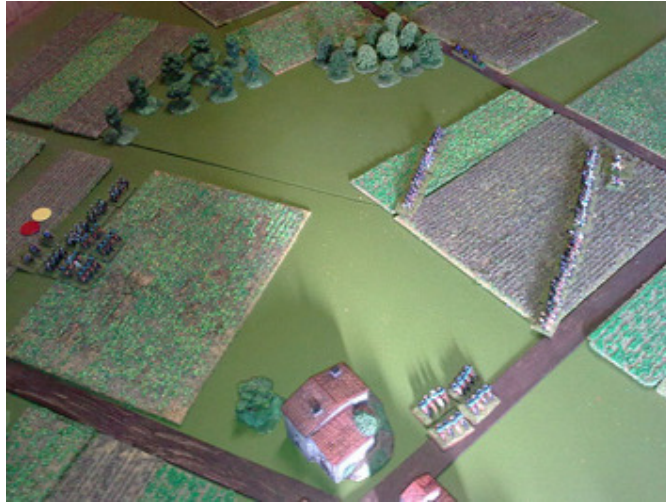


Photo shows the first French Dragoons in a pursuit combat with the Austrian Hussars as the rest of the French command retires.

### **Turn Twelve:**

At the start of turn twelve, the Hussars are rallied and the first dragoon regiment continues to rout

### **Summary:**

Although beaten and forced to withdraw, as a rearguard action the French were reasonably successful in holding the Austrians for about ten game turns; equalling some forty minutes of real time.

Ordering his withdrawal just in time, the French commander managed to save one of his regiments from defeat and he saved his artillery too.

In this example scenario, I wanted to show a reasonably balanced combat between cavalry and then a decisive use of a reserve. This plan worked out very well, because the disorders caused on the regiments in the combats were all rallied for each of the next turns of fighting. It might have turned out differently however if these units were not rallied; in which case there may possibly have been a decisive result either way within three turns of combat.

**Photos by Malcolm Williams.**