

A.G.O.S. Update

Formation changes hampered by terrain

Due to the way in which Napoleonic armies were organised and drilled it would be folly to order companies in formation into terrain that would disrupt this formation.

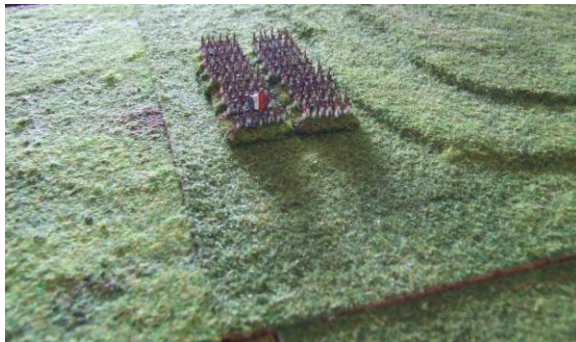
As such no unit except skirmishers may enter woods.

Formation changes in rough terrain are allowed but result in taking twice as long to complete.

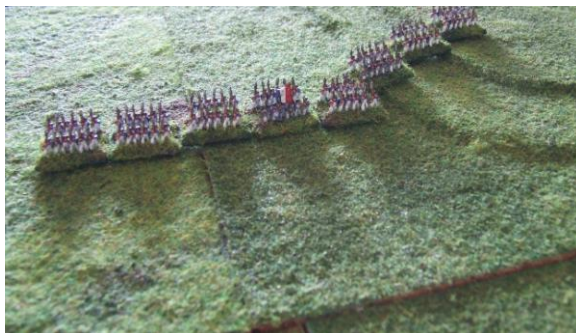
For example a unit changing from column to line would normally expend 100% of its move under the hold order and have completed its formation change in one turn.

However if this same unit changed formation over rough terrain such as a marsh or a hill it would take two turns.

During the first turn the unit is considered disorganised.



The unit before the formation change



The unit at the end of the first turn in which it changes formation (It is considered disorganised)



The unit at the end of the second turn in which it changes formation

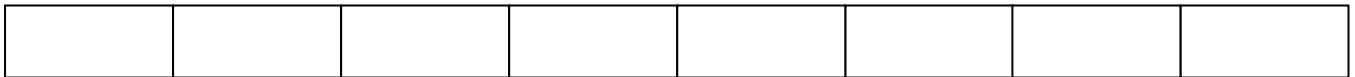
Troops in Column on roads

Any troops in column that are on a defined road with the advance order are permitted to follow the road without the need to make formation changes or manoeuvres in order to stay on it.
They simply follow the road they are on.

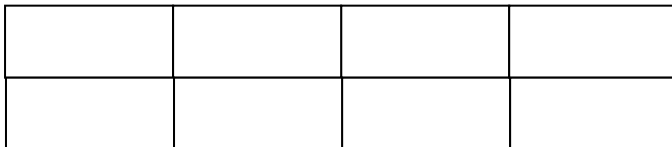
Cavalry Formations

Cavalry may form into double rank line.

Normal line for cavalry is as such:



They may adopt the double rank formation:



This formation is treated as normal line.
It is used as cavalry bases being wider than infantry can result in very wide units that are unwieldy on the battlefield.

Engage order

Any unit that is given the engage order that fails to get into base to base contact with the enemy will spend the next turn as disorganised.
If using the order system then they must also be given hold orders next turn.
This represents the failed charged not resulting in melee and the unit re-forms and gets back into formation the next turn.

Casualties Clarification

When a casualty is inflicted either through missile fire or melee the base is removed.

No tokens are placed.

Artillery Routing

When artillery rout; leave the cannon itself in place and move the base with the crew on.

If they rally they can return to the artillery piece and commence firing once back.

Routing

Routing units must move toward the nearest table edge whilst keeping as far away from the enemy as possible.

There will be many situations in which it can be tricky to determine which is the most likely edge the routers will head for so, use common sense and think what would be the safest route the men would take.

Routing troops are not in any formation and are considered disorganised.

LOS

LOS between bases is measured from the centre of the firing base to the centre of the target base. If you cannot draw a straight line from centre to centre then you are not eligible to shoot.

LOS and skirmishers

A unit of skirmishers, like all units, will block LOS.

The only exception is that they do not block LOS for artillery.

Artillery may fire through (over) a skirmisher unit to a unit behind that it would otherwise have LOS to unless the skirmisher unit is in column.

Linear barriers

Solid linear barriers that are actually higher than a figure block LOS.
If the LOS from the firing unit to the target passes over three linear barriers then LOS is considered blocked and they may not fire.
For example, two fences and a low wall (none of which on their own would block LOS) would together be too much for troops to see over and fire properly.

Morale tests per turn

Only one type of morale test needs to be made per turn.
If for example a unit loses 25% of its men due to missile fire it must make a morale test, if it passes then it need not test for this again for the remainder of the turn even if it loses more troops from missile fire that would normally require another morale test, they are sufficiently brave this turn.

Otherwise you could have situations where a unit is fired upon and passes it morale test, so the enemy decides that another unit will fire upon it, they pass again, so he decides another unit will fire, they pass, so he decides another unit will fire and so on.

We like to play so that all shooting is simultaneous so this firing and waiting to see what happens method is a bit unfair.

Chain of command

Each unit will have a base with a flag on it; this will be placed as near centre as possible.

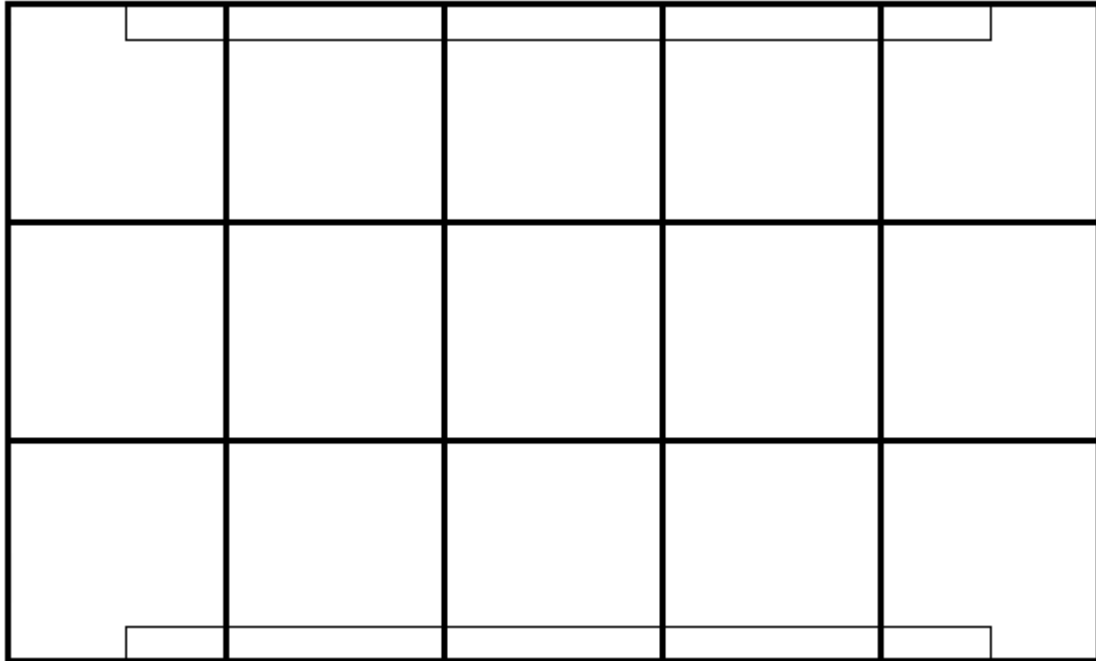
The 30cm command radius from a commander is now assumed to be to the base with the flag.

If a unit is within 30cm but the flag base is not (maybe the end base is) then the unit is considered disorganised. (Is given hold orders in the advanced rules)

Setting Up

In games where there is no scenario being played we suggest the below method for setting up.

This is a 5' x 3' table which is the assumed standard size for A.G.S. games.



Set up within the lined area shown, this is 6cm from the table edge and 15cm from the sides.

To decide on who sets up first we suggest the following method.

For each base of light cavalry score yourself 3 points

For each base of heavy cavalry score yourself 2 points

For each base of skirmishers score yourself 1 point

The player with the most points is assumed to have out-scouted the other and has control of the terrain.

He may choose which side he will set up on and then he can decide if to set up first or after the other player.

The player that is out-scouted however will in this case be assumed to have won the initiative for the first turn as the other player is waiting for him having picked the site of the battle.

These are our suggestions, please alter/ignore them as you see fit.

Fun Rules

Below are some fun rules designed so that you can use some of the more interesting Napoleonic models and have an in game benefit other than them just looking pretty.

They are not particularly 'realistic', this is after all just a game and these are FUN rules.

Use them or don't, you paid for A.G.S. play it the way you want!

All of the below can be based on any size base you like as they do not block LOS and do not take part in melee.

Caisson

For each caisson that you have on the field you may add one to the result of a nominated hit roll before you make it, for the unit to which it is attached.

Caissons must be 'attached' to a battery of artillery and the model kept within 6cm of one of the artillery bases to remain attached.

You must declare that you will use the caisson before you roll and no result can be greater than six even if the plus one modifier takes it above. Once you have used the plus one to hit for the caisson model, remove it or place a marker near it so that you know you have used it this game.

(You may only add a single plus one to a to hit roll, you may not add up plus ones from multiple caissons to give you a modifier greater than plus one)

The caisson has a fixed move of 10cm.

The caisson may not be targeted by missile fire and is automatically defeated in melee combat. It does not block LOS.

The caisson has a points value of 25.



French Caisson unbased

Ammunition Wagon

For each ammunition wagon that you have on the field you may re-roll a single missed artillery hit roll for the unit to which it is attached.

Ammunition wagons must be 'attached' to a battery of artillery and the model kept within 6cm of one of the artillery bases to remain attached.

Success means that you did not fail after all and treat the original roll as a hit; if you failed the re-roll then you have still missed.

Once you have used the re-roll for the ammunition wagon model, remove it or place a marker near it so that you know you have used it this game.

(You may only attempt a single re-roll per failed roll. You may not use all your ammunition wagons to keep re-rolling for the same failed roll until you hit)

The ammunition has a fixed move of 10cm.

The ammunition wagon may not be targeted by missile fire and is automatically defeated in melee combat. It does not block LOS.

The ammunition wagon has a points value of 25.



British ammunition wagon
on a larger than normal base

French Ambulance

For each ambulance that you have on the field you may re-roll a single morale test that was made due to casualty losses as long as the ambulance is within 30cm of the unit re-rolling.

Success means that you did not fail after all and treat the original test as a pass; if you failed the re-roll then you have still failed.

Once you have used the re-roll for the ambulance model, remove it or place a marker near it (maybe a dead infantry figure) so that you know you have used it this game.

(You may only attempt a single re-roll per failed test. You may not use all your ambulances to keep re-rolling for the same failed test until you pass)

The ambulance has a fixed move of 10cm.

The ambulance may not be targeted by missile fire and is automatically defeated in melee combat. It does not block LOS.

The ambulance has a points value of 25.



French ambulance on a cavalry sized base with casualty marker

Gabions

Gabions can be placed anywhere on the table within your set up zone and cost 10 points each.

They act as cover but not in the normal way...

In order to benefit from their protection the unit must be in base to base contact with the gabion and behind them.

Units behind them get a chance to survive if they are hit from missile fire.

If they are hit from artillery fire the unit may roll a D6, on a 6 the gabion saved them and they are not killed after all.

If they are hit from infantry fire they survive on the D6 roll of a 5 or 6.

Gabions are not moveable.



Artillery behind gabions