

Second
Edition



POLEMOS

Napoleonic General de Division

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Setting up the game

Necessary equipment

All you need to play Polemos Napoleonic is:

- A number of ordinary six-sided dice, numbered 1-6, known hereafter as **D6**.
- A ten-sided dice, for the army generators numbered 1 - 0, known hereafter as **D10**.
- A measuring device, either an expanding metal tape measure or a measuring stick marked in base widths (**BWs**) and depths. (**BDs**). *See section below on basing.*
- Two (or more) armies of miniature figures.

Basing

The basic unit of manoeuvre in Polemos Napoleonic is the **Base**. This is a group of wargames figures mounted permanently on a single base of a given size. The actual number and position of the figures on the base is not important.

It is not vital to the rules that the specified base sizes are adhered to. So long as both armies use the same sized bases and the 2:1 ratio of base width to base depth is maintained, the rules will still work. However, to combine practicality of play with visual display, we recommend you to use bases 60mm wide by 30mm deep for infantry and cavalry units. The troops illustrated in the rules are mounted on bases of this size.

All distances are given in base widths (BW) and base depths (BD).

As mentioned above, the actual arrangement of figures on a base is up to the individual wargamer. Some infantry habitually formed shallower lines than others (Later French and Russians, British throughout) and can perhaps be depicted by figures in two lines, whilst other infantry can be depicted in three lines of figures.

Cavalry can be depicted by one or two ranks of figures while irregular cavalry (e.g. Cossacks) can be depicted by figures fixed at random on the base.

Artillery is depicted by a base 1 normal Base Depth square, i.e. 30mm if using recommended base sizes, bearing one gun model.

Limbers should be mounted on a separate base of standard infantry or cavalry size.

Generals may be placed on bases 1 standard Base Depth square i.e. 30mm if using recommended sizes. The higher the status of the general, the more aides, hangers-on, lackeys, etc he can have on his base.

Messengers may be depicted by a single mounted figure on a small round base.

Troop types

Infantry: Most infantry, be they known as grenadier, musketeer, fusilier or whatever, are formed in close order and are armed with a firelock musket and bayonet. They deliver fire by volleys upon a given command and rarely have to exercise individual initiative.



Skirmishers: Various jaegers, tirailleurs, rifles, cacadores, etc. These are not depicted by distinct bases of their own, but by a skirmish capability factor which is assigned to standard infantry bases. This can represent either companies of skirmishers attached to the 'line' units, or the infantry's own ability to skirmish.



Light cavalry: Chasseurs, Hussars, Lancers, Light Dragoons, Chevaulegers, Uhlans. Cavalry trained to scout, skirmish and screen in front of the army, but also capable of charging.

Dragoons: Heavier cavalry, also capable of scouting and screening as well as a mounted charge. Often seen as a cheap alternative to their heavier or lighter counterparts. Dragoons very rarely dismounted during this period.

Command and Control

COMMAND AND CONTROL

Turn Sequence

1. Tempo bidding (both players)
- Tempo Winner's Player Sequence**
2. Tempo player bombardment phase.
(Player makes all ranged artillery attacks)
 3. Tempo player moves CinC and generals; allocates TPs, rallies shaken units.

4. Tempo player attack phase.
(Player makes all other ranged attacks, performs any outcomes from the ranged attacks, moves all units launching attacks into contact, then completes all close combat attacks and performs any outcomes.)
5. Tempo player other moves
(Player completes all other moves)

Non-Tempo Winner's Player Sequence

6. Non-tempo player bombardment phase
(Player makes all ranged artillery attacks)
7. Non-tempo player moves CinC and Generals, allocates TPs, rallies shaken units.
8. Non-tempo player attack phase.
(Player makes all ranged attacks, performs any outcomes from the ranged attacks, moves all units launching attacks into contact, then completes all close combat attacks and performs any outcomes.)
9. Non-tempo player other moves
(Player completes all other moves)
10. Outcome moves. (both players)
(Players complete all other moves due to, Rallying, Morale, Army Morale Pursuit and Shaken level results)

Tempo bidding

The tempo bidding process is central to GDD. At the start of each game turn, both players will attempt to gain the initiative, allowing them to carry out manoeuvres and attacks and force their opponent to respond.

At the start of each game turn each CinC rolls 1D6 and gets this number of **Tempo Points** (TPs) plus one for each of his subordinate officers. This total is reduced by one for each subordinate officer whose command becomes spent.

The CinC then decides, in secret, how many of his available tempo points he is prepared to **bid** in order to gain the initiative. The minimum tempo bid is 1.

The two players then reveal their bids and the highest bidder gains the initiative. He is known as the **Tempo Player** for the duration of that game turn. His opponent is known as the **Non-tempo player**. If the bids are equal, last turn's tempo player regains the tempo. If the first game turn Tempo bidding is tied, the tempo player is decided using the 50% rule. (i.e. toss a coin!).

The players then deduct their tempo bids from their total of available TPs. The remaining TPs will be used to issue orders to their troops.



Bombardment

Bombardment phase

Bombardment may **only** be carried out by field artillery.

Maximum ranges are as follows:

12 pdr guns	8 BW
8 – 9 pdr guns	7 BW
6 – 7 pdr	6 BW
3 – 4 pdr	5 BW

To constitute a target, part of the enemy base must be directly in front of the artillery base which is carrying out the bombardment. There is no arc of fire.

The artillery may not move in their side's movement phase if they take part in bombardment.

Procedure

The firing player throws 2D6 for each target base, adding or subtracting the following factors:

Each further base in line of sight and in base contact behind target (up to 3)	+1
Firer behind target's flank	+1
For each additional base firing	+1
Artillery on muddy ground	-1
Artillery shaken	-1
Target moved last turn	-1
Target behind level 2 obstacle	-2
Target behind level 3 obstacle	-3

Read the resulting total off following table:

Score	2 or less	3-5	6-8	9-12	Over 12
Result	AS	C	NE	S/R	SF

AS = Bombarding base(s) take one level of shaken.

C = Cease firing. Bombarding bases will not fire in next bombardment phase.

NE = No effect.

S/R = Target base takes one shaken level OR may retire 1BW. (owning player's choice)

SF = Target base, plus any base behind and in contact with it, take one shaken level and fall back 1BW.

Allocating tempo points

After the bombardment phase has been completed, the tempo player may now move his **CinC** figure and other generals. He then allocates his remaining tempo points. In order to motivate a subordinate officer, the CinC must issue at least one TP to him.

The CinC may issue more than one TP to a subordinate officer if required.

If the subordinate is more than 6BW from the CinC, or is out of sight, the subordinate will only receive half (rounded down) the TPs issued..



(As mentioned in 'Ranks and grades of officers' above, players may use single ADC or courier figures as markers to denote TPs issued, to help them keep track of the total.)

The subordinate officer converts the TP(s) he has received into Orders (O) at the following rate:

- A brigadier converts each TP into 2 Orders
- A plodding general converts each TP into 3 Orders
- A capable general converts each TP into 4 Orders
- A decisive general converts each TP into 5 Orders

The C-in-C may issue orders direct to units (over the head of a subordinate officer) if he desires, and he is in base contact, but does so at the rate of 1 Order per TP.

Combat Example

9. *Non-tempo player other moves.*

10. *Outcome moves.*

NEXT GAME TURN

1) *Tempo bidding.*

2) *Tempo player bombardment phase.*

3) *Tempo player moves generals and allocates TPs.*

4) *Tempo player attack phase.*

5) *Tempo player other moves.*

6) *Non-tempo player bombardment phase.*

7) *Non tempo player moves generals and allocates TPs.*

8) *Non tempo player attack phase.*

9) *Non-tempo player other moves.*

10. *Outcome moves.*

The British player carries out his moves for the rest of the army..

Baker takes a pursuit test to ensure that his excited men do not chase the French. He rolls a 3, easily preventing a pursuit. The British battalions halt to get their breath back. Lebrun's brigade takes a morale test. He has one battalion broken (2pts) and two shaken (2pts). A roll of 5 adds a further point, giving a total of 5 – exceeding the number of units in the brigade at the start of the game. Lebrun's brigade is adjudged to be spent and must make its way to the rear.

Both sides of our encounter are in an awkward position and the tempo bidding phase is crucial to see who can make the best of it. To Morier's relief, the French CinC wins the Tempo.

Morier's artillery fires at unit C, scoring a 9. The British battalion retires 1BW.

Morier is given 1TP, which he converts into 4 orders. More than enough to command his reduced force.

Neither of Morier's remaining brigades is within charge range of the British.

Morier orders both his brigades to wheel to face the staggered British line. (Example 6)

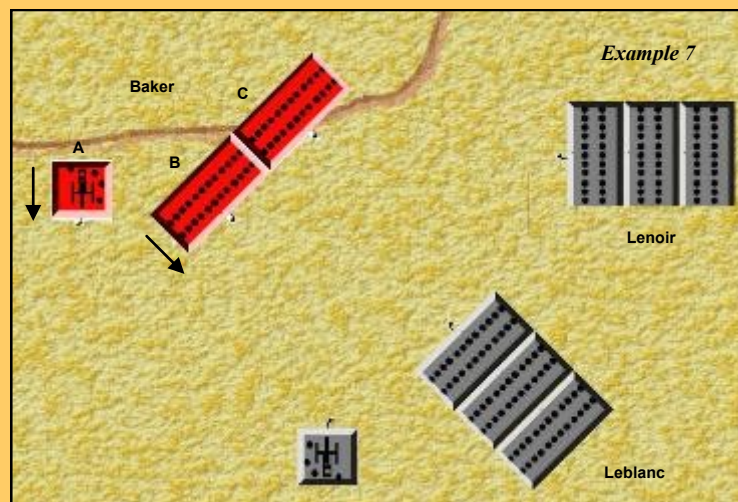
The British guns still have no target and are unable to fire.

Baker receives two orders from his commander.

Baker cannot deliver an attack. Neither of his battalions is in range to charge, nor is there a target directly in front. The last 2BW of an attack must be in a straight line. Also, as non-tempo player, he would need three orders to enable a charge to be initiated. He has only two.

As non-tempo player, Baker can move any one of his units for the two orders he holds, or he can redeploy his whole force. He does the latter, wheeling the two battalions and moving B to the left to join with C. Artillery A moves to the left also, but it can only move 2BW, not far enough to allow it to extend the infantry line. It isn't perfect, but it is the best that can be achieved. (Example 7)

There are no outcomes to test in this quarter of the battlefield.



NEXT GAME TURN

Again the tempo bidding is crucial. If the British win the Tempo, they could move the artillery into line and gain valuable support against the inevitable French attack, or even fall the infantry back out of charge range, forcing the French to wait another turn before they can launch their assault.

If the French win, they will bombard C, hoping for a S/R result which will force the British commander to choose between retiring the unit, leaving its companion battalion B isolated, or holding its position and becoming shaken. Then Morier could throw either Leblanc or Lenoir into the attack, hoping for better success this time.

Both players are facing a risk. If either of Baker's battalions is broken, his small brigade could become spent and take no further part in the action. The whole flank of the British army could be left wide open.

If Morier bungles another attack, a second French brigade could become spent and with it his whole division would retire from the battle.

Army Generators

The following are a few examples of armies that can be generated for use in **General de Division**. In the Napoleonic period, as in any other, few generals were able to choose the troopers that they were to lead into battle. Most often they got what they were given and had to make the best of it.

We don't see why you, the Polemos player, should be treated any different!

As you can see the composition of your force will be generated at random, to what should be a typical force of the period. This may not, however, be a balanced force. Remember that in GDD you are probably commanding **part** of an army - an advance guard, detachment or wing unlikely to contain 'a bit of everything'. The generator should give you the sort of force which might have actually have been seen on a Napoleonic battlefield rather than an unlikely mixture of units such as is sometimes seen on the wargames table.

To use these army generators you must first decide on a **Minimum** number of bases in your army. You will keep generating formations until this minimum is reached or exceeded.

The first formation to be generated in each army list is a line infantry division or column. Dice as directed to decide the number of brigades in the division, battalions or regiments in the brigade and their type and class.

Then Dice for the grading of the commanding general and for the number of and type of attached artillery units.

Once the first line infantry division is complete, dice at random for what the next formation will be. This may be a cavalry brigade for instance or another infantry division. Continue to dice again for the composition, type and class until this formation too is complete.

Once any other type of formation has been generated, the formation which follows will always be a line infantry division. Therefore line infantry formations will always equal or outnumber all other type of formations within your army.

When the minimum number of bases you decided to start with is reached, continue to dice for the formation you are currently generating until it is complete. Do not stop generating part of the way through a formation, only when it is complete. You may therefore exceed your minimum by some margin.



Army Generators



France, Grande Armee - 1805



Infantry Division (D6) for Brigades

- 1-3 2 Brigades
- 4-6 3 Brigades

Battalions (units) per Brigade (D6)

- 1 2 Battalions
- 2 3 Battalions
- 3-4 4 Battalions
- 5 5 Battalions
- 6 6 Battalions

Battalion Experience and SK rating (D10)

1	2	3	4	5
Raw SK1	Raw SK1	Trained SK1	Trained SK1	Trained SK1
6	7	8	9	0
Trained SK1	Trained Leger SK1	Veteran Leger SK1	Veteran SK1	Veteran SK2



After an Infantry Division (D6)

- 1-3 Another Infantry Division
- 4 Attached Light Cavalry Brigade
- 5 Dragoon Division
- 6 Heavy Cavalry Division

Light Cavalry Brigade (D6 for number of regiments)

- 1-2 2 Regiments
- 3,4,5 3 Regiments
- 6 4 Regiments

Dragoon Division (D6 for number of brigades)

- 1 1 Brigade
 - 2,3,4 2 Brigades
 - 5,6 3 Brigades
- Each brigade has 2 regiments.

Heavy Cavalry Division (D6 for number of brigades)

- 1,2,3 2 Brigades
 - 4,5,6 3 Brigades
- Each brigade has 2 regiments.

Class for All Cavalry (D6 per brigade)

- 1 Raw
- 6 Veteran

Artillery (D6 per division)

- 1 No Artillery
- 2,3,4,5 One battery
- 6 Two batteries

Infantry divisions have foot artillery - 8 pdrs

Cavalry divisions have horse artillery - 4 pdrs

Sappers (D6 after the first infantry division complete)

- 1-2 No sappers
- 3-4 1 base of sappers
- 5-6 2 bases of sappers

Generals (D6) for each divisional commander

- 1 Plodding general
- 2,3,4 Capable general
- 5,6 Decisive general



Scenario

Quatre Bras - 16th June 1815

French Army

Marshal Michel Ney, Prince of Moskowa

II Corps - Lt General Count Reille

5th Division Lt General Baron Bachelu

Husson's Brigade 4 battalions, Trained, SK1
Campy's Brigade 5 battalions, Trained, SK1

6th Division Lt General Prince Jerome Napoleon

Bauduin's Brigade 7 battalions, Trained, SK1
Soye's Brigade 6 battalions, Trained, SK1

9th Division Lt General Count Foy

Gauthier's Brigade 4 battalions, Trained, SK1
Jamin's Brigade 6 battalions, Trained, SK1

2nd Cavalry Division Lt General Baron Pire

Hubert's Brigade 2 regiments Chasseurs a cheval, Trained
Vathiez' Brigade 2 regiments lancers, Trained

Artillery

5 batteries foot artillery 8 pdrs
1 battery horse artillery 6 pdrs

3rd Cavalry Corps - Lt General Kellerman

11th Cavalry Division Lt General Baron L'Heritier

Picquet's Brigade 2 regiments Dragoons, Trained
Guiton's Brigade 2 regiments Cuirassiers, Trained

12th Cavalry Division Lt General Roussel d'Hurbal

Blancard's Brigade 2 regiments Carabineers, Trained
Donop's Brigade 2 regiments Cuirassiers, Trained

Artillery

2 horse artillery batteries 6 pdrs

Allied army

Field Marshal the Duke of Wellington

2nd Netherlands Division Lt General Baron Perponcher-Sedlnitsky

Bijlandt's Brigade 2 battalions, Raw, SK1
3 battalions, Trained, SK1
Saxe-Weimar's Brigade 4 battalions, Trained, SK1
Artillery 2 batteries foot artillery 6pdrs

2nd Netherlands Light Cavalry Brigade Maj. General van Merlen

2 regiments trained light Cavalry (Light Dragoons and Hussars)

5th Anglo-Hanoverian Division Lt General Sir Thomas Picton

Kempt's Brigade 3 battalions, Trained, SK1
1 battalion, Trained, SK2
Pack's Brigade 3 battalions, Trained, SK1
1 battalion, Veteran SK1
Von Vincke's Brigade 2 battalions, Trained, SK1
(Hanoverian)
2 battalions Raw, SK1
(Hanoverian)
Artillery 2 foot artillery batteries 9pdrs

Brunswick Contingent HSH Duke of Brunswick

Advance Guard 1 regiment Trained
Hussars
1 battalion, Trained, SK2
Von Buttlar's Brigade 4 battalions, Trained, SK1
Von Specht's Brigade 3 battalions, Trained, SK1
Artillery 1 foot artillery battery 9pdrs
1 horse artillery battery 6pdrs

3rd Anglo-Hanoverian Division Lt General Sir Charles Alten

C Halkett's Brigade 4 battalions, Trained, SK1
Ompeda's Brigade 2 battalions, Trained, SK1
(KGL)
2 battalions, Trained, SK2
(KGL)
Kielmansegge's Brigade 5 battalions, Trained, SK1
(Hanoverian)
Artillery 2 foot artillery batteries 9pdrs

1st British Division Maj. General Cooke

Maitland's Brigade 2 battalions Elite SK1
(Each two bases)
Byng's Brigade 2 battalions Elite SK1
(Each two bases)
Artillery 2 foot artillery batteries 9pdrs