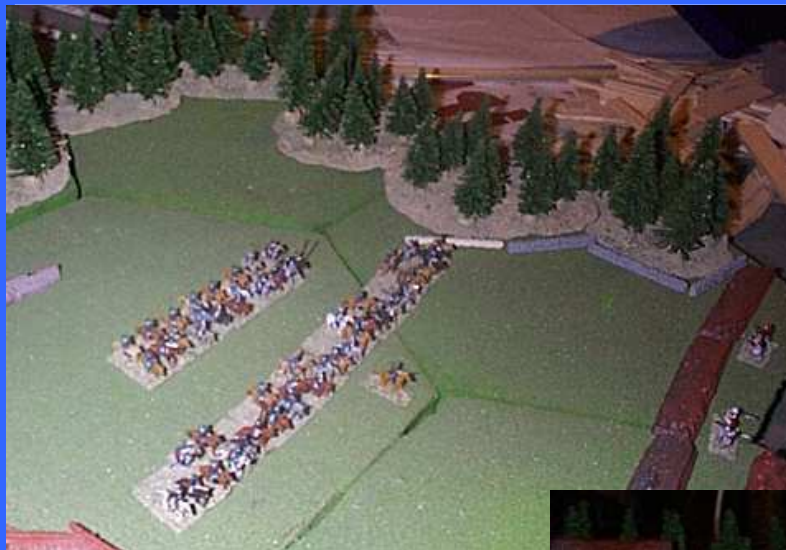


Black Powder Tactical Commander

Fast Play Wargame Rules for the Black Powder Period 1705 - 1899



By Dan Fraser



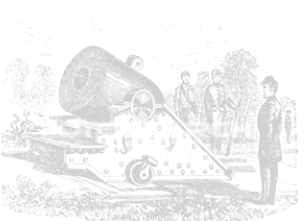
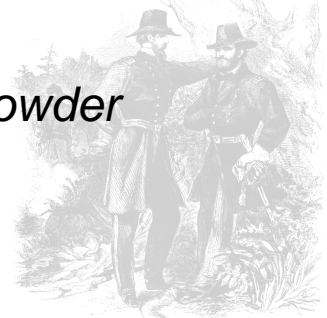
Black Powder Tactical Commander



Black Powder Tactical Commander



*Fast-Play Tabletop Wargame Rules for the Black Powder
Period*



Black Powder Tactical Commander

Fast-Play Tabletop Wargame Rules for the Black Powder Period

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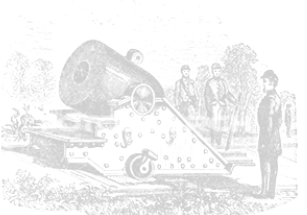
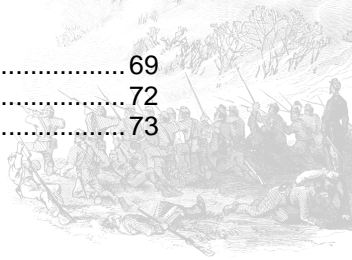
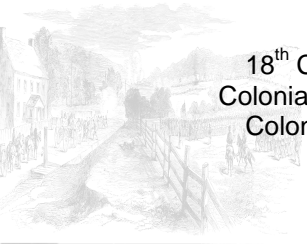
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INTRODUCTION

Black Powder Tactical COMMANDER (BPT COMMANDER) is a set of war game rules that allow you to re-create military operations of the Black Powder warfare period (roughing 1705 to 1899) using miniatures on a tabletop. Players each take command of a **Command**, which can be anything from a reinforced regiment right up to a Corps. The rules attempt to provide a good balance between playability and historical accuracy, allowing players to perform like their historic counterparts with a game system that is easy to use and fast to play. The rules are suitable for solo, two-player and multi-player games, at home, at the club, or at a tournament.




Miniatures

You will need suitable miniatures to play the game and they can be any scale from 2mm right up to 20mm, including 6mm, 10mm and 15mm. It is recommended that you halve all measurements when using 2 mm scale miniatures and double when using 20mm scale miniatures.

Basing Conventions

First, BPT COMMANDER bases all its calculations on stands. In BPT COMMANDER there is no need to calculate attack values based on miniatures present on a stand. All the stats are included in the stand, so to speak. This allows the player to base his figures as he sees fit. Each stand has three values: **Attacks**, **Hits**, and **Saves**.

A stand's Attack value is the basic number of dice rolled during fire and charge combat — the higher the number, the better. A stand's Hits value is the number of hits it can suffer before being removed from play. Finally, a stand's Save value indicates the chance of nullifying hits scored against it. HQs, since they do not technically take up table space, can be based individually or in small scenes.




Each infantry stand is 25mm long by 15mm wide, each cavalry stand is 35mm long by 20mm deep and each artillery stand is 25mm by 25mm. Transport is 25mm long by 35mm deep. Command stands are made to fit figures. The amounts of figures stated below are recommended only and players are free to add more or less figures provided they do not change the amount of men a stand represents.




Battlefield

A playing area 180cm by 240cm (6 feet x 8 feet) or larger will be necessary. Small games comprise of between 50 and 100 stands per side, mid-sized games between 60 and 150, and large games up to 300 stands. Games will typically last from two to four hours in real time, with one game turn representing a variable length of time of up to thirty minutes.



You will need to provide suitable scenery for your table to make it look like a real battlefield. This can be as basic or as complex as you like, but the features you should include are hills, woods, roads, rivers and buildings. As a general guide, there should be at least one third to one half of the table covered with scenery for most battles as this will avoid the unrealistic situation of troops having a clear line-of-sight from one side of the table to the other.

Tools & Markers



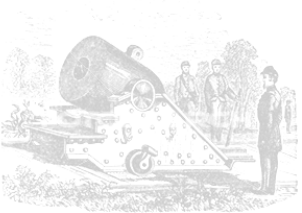
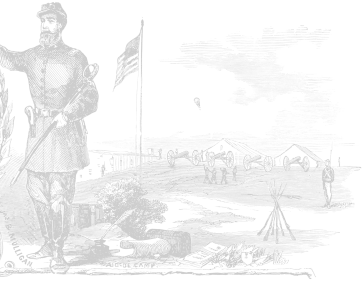
You will need a large handful of six-sided dice and a tape measure. The tape measure should have measurements in centimeters marked on it. It is a good idea to get some markers to indicate various situations in the game. A handful of tiny six-sided dice are ideal for recording hits against units and if you have two different colors, for example red and white, the red die can



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be used to indicate when units are suppressed.





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GAME CONCEPTS

It's always useful when reading a new set of rules to understand some of the concepts used in the game. This section will hopefully do just that!

Overview

Players typically alternate once one side can no longer get a command die roll. Turns are broken down into four phases and play continues until either one side reaches its objectives or it breaks and withdraws from the battlefield as a result of suffering too many casualties.

The first phase of a turn is the initiative phase and allows troops in close proximity to the enemy to respond to their immediate situation without having to wait for orders to be issued. The command phase is where command units attempt to issue orders to their troops and if successful, the troops carry out actions such as move or fire. The command system represents the core of the game and allows the unpredictable nature of combat to be simulated in a simple yet elegant way. The third phase is the charge phase where combat between units in contact with one another is resolved to completion. The end phase is the final phase of a turn where troops recover from poor morale.

The different types of action in the game are resolved in exactly the same way, so troops firing small-arms are calculated the same as artillery firing a barrage. Not only does this allow for very fluid game play, but it also allows troops to support one another by accumulating sufficient hits against enemy units in a turn to be able to knock them out of the game.

Units, Formations & Commands

Most types of troops fight in formations of several stands, which are generically called a **unit**. In BPT COMMANDER, there are three scales of troop representation; company, battalion and brigade levels.

Company Level

In company level, each unit of infantry represents one historical infantry company, which can run from less than 50 to over 100 men and is made up of 1 unit command stand (single dismounted officer figure mounted individually) and 2 or more infantry stands. A unit of artillery represents 1 cannon, is called a detachment and consists of one gun stand and one limber stand. Whereas a unit of cavalry represents a typical company, troop or squadron of cavalry and made up of 1 cavalry unit command stand (single mounted officer figure) and 2 or more cavalry stands, with dismounted cavalry made up of 1 command stand, 1 horse holder stand and 2 or more dismounted cavalry stands (note that dismounted stands are considered smaller in manpower than the mounted stands as men are drawn away to tend the horses so 1 stand is replaced with the non-firing horse holder stand while dismounted).

When representing entire regiments in this scale, add a regimental command stand of 1 officer figure with musicians and standard bearers. This gives a realistic simulation where what you see on the table is what you get in real life. The ground scale is 15 meters equal to 1cm.

Each infantry stand should have 6 figures in two ranks on it. Each figure represents 5 men, thus a stand represents 30 men. A regiment of 480 men would be 20 stands including the unit command stand. Each stand of cavalry (mounted and dismounted) and each skirmishing infantry stand should be mounted with 3 figures on it representing 15 men.



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The ground scale is at company 15 meters equal to 1cm. Double all ranges given the army lists when playing at this scale.

Battalion Level

In battalion level, each of infantry represents one historical infantry regiment or battalion, which is about 400 men is made up of 1 unit command stand and 2 or more infantry stands. A unit of artillery represents 2 cannon, is called a section and consists of one gun stand and one limber stand. A unit of cavalry represents a typical battalion of cavalry and made up of 1 cavalry unit command stand and 3 cavalry stands, with dismounted cavalry made up of 1 dismounted cavalry command stand, 1 horse holder stand and 2 dismounted cavalry stands (note that dismounted stands are considered smaller in manpower than the mounted stands as men are drawn away to tend the horses so 1 stand is replaced with the non-firing horse holder stand while dismounted). This gives a realistic simulation where what you see on the table is what you get in real life. Each Confederate States cavalry battalion has 1 extra cavalry stand to make 5 stand battalions.

Each infantry stand should have 6 figures in two ranks on it. Each figure represents 15men, thus a stand represents 90 men. Each stand of cavalry (mounted and dismounted) and each skirmishing infantry stand should be mounted with 3 figures on it representing 45 men.

The ground scale is at company 30 meters equal to 1cm. This is the range scale used in the enclosed army lists.

Brigade Level

In brigade level, each unit of infantry represents one historical infantry brigade, which can run from less than 800 to over 3000 men and is made up of 1 unit command stand and 2 or more infantry stands. A unit of artillery represents 4 to 8 cannon, is called a battery and consists of one gun stand and one limber stand. Whereas a unit of cavalry represents a typical brigade of cavalry and made up of 1 cavalry unit command stand and 2 or more cavalry stands, with dismounted cavalry made up of 1 command stand, 1 horse holder stand and 2 or more dismounted cavalry stands (note that dismounted stands are considered smaller in manpower than the mounted stands as men are drawn away to tend the horses so 1 stand is replaced with the non-firing horse holder stand while dismounted). This gives a realistic simulation where what you see on the table is what you get in real life. The ground scale is 60 meters equal to 1cm.

Each infantry stand should have 6 figures in two ranks on it. Each figure represents 30 men, thus a stand represents 180 men. A brigade of 1800 men would be 10 stands including the unit command stand. Each stand of cavalry (mounted and dismounted) and each skirmishing infantry stand should be mounted with 3 figures on it representing 90 men.

The ground scale is at company 60 meters equal to 1cm. Half all ranges given the army lists when playing at this scale.

Formation

A **Formation** is a convenient term to use for all the units you will issue orders to at any one time during a turn. Formations are fixed as in other games, but units can be in a formation one turn then you can split them up into different formations the next turn. There are also no restrictions on the distance each unit can be within a formation as this is built into the command system. Essentially, the further away a unit is from a command unit, the more difficult it will be to



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order – simple!

Finally, all the units under your command are said to be a **Command**. This is your army.

Attacks, Hits & Saves

All units in the game have three main stats: **Attacks**, **Hits** and **Saves**. Attacks indicate the offensive capability of the unit when it opens fire. This could be infantry firing small-arms or artillery firing their ammunition. Whenever you use your attacks against an enemy unit, your opponent will sometimes get to make a saving roll. This represents the difficulty in hitting the unit in addition to the usual issues of hitting the target. If an attack isn't saved, it causes a hit against the unit and a unit can only take a certain number of hits before it is knocked-out of the game. This is the **hits** value of the unit and shouldn't be confused with the number of hits it has taken. Incidentally, hits inflicted against a unit are removed at the end of the turn so there is no major bookkeeping in the game except for units that are suppressed. Hits are removed in terms of the number of stands removed from a unit; any excess hits do not get rounded up.

Exhaustion, Disorder, Suppression, Fall-Back & Knock-Out

Units that take hits in a turn are likely to keep their heads down until the firing dies down. This is called **Suppression** and it affects the morale of your troops. Should they take further hits when they are suppressed, they are likely to **Fall Back**. They really aren't happy about coming under fire again and try to get out of the way. There is the possibility that they will run away if they fall back too far at any one time - this is known as a rout, although for the purposes of the game they are said to be knocked-out. Units are also knocked-out when they take sufficient hits in a turn to match their hits value, as you already know.

Knocked-Out is a convenient term used to describe units that are no longer fit for battle. They may have taken cover out of harm's way, they may have run off the battlefield, or they may be casualties lying around waiting for a surgeon. It may even be that they are dead, but it is not necessary to know exactly what happened except that they are no longer in the game.

Troops that have successfully concluded a charge against an enemy are considered **Disordered**. They are exhausted and have fallen out of their usual ranks, some are looting the dead. Officers are attempting gain control but that takes time and until control is resolved they are an easy target.

Disordered lasts until the end of the initiative phase of the next turn. While disordered, a unit fights at two less dice and takes one less hit. Cavalry who charge will become both disordered and their mounts will face **Exhaustion**. Cavalry lose an additional attack die while disordered (but always retain at least one attack die) because their mounts are not able to perform.

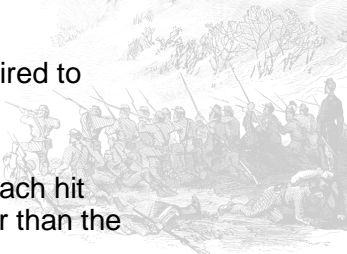


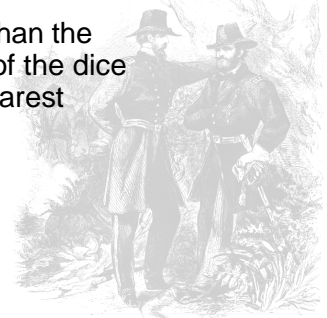
Testing For Casualties

The rules use the same basic steps when testing for casualties, whether that is infantry firing at infantry or artillery firing a barrage.

1. Take the attack value of each unit attacking the same target;
2. Apply any modifiers to the attack value of each unit;
3. Roll this number of dice;



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4. One hit is achieved for each score equal to or greater than the score required to cause hits;
 5. If the target has a save value, the opposing player should roll one die for each hit taken in the current attack – one hit is saved for each score equal to or greater than the save value of the unit;
 6. If the total number of hits against the target unit is equal to or greater than its total **hits** value of its stands, it is knocked-out and removed from play at the end of the turn, otherwise place a marker next to the unit to indicate the number of hits against it and remove the number of stands equal to the total hits at the end of the turn (rounding down);
 7. Unless the unit was knocked-out roll one die for each hit taken in the current attack; and
 8. The unit will become suppressed if any of the die score equal to or greater than the score required to cause hits; if the unit is already suppressed, total the scores of the dice and the unit will fall-back this distance in centimeters directly away from the nearest attacking unit.


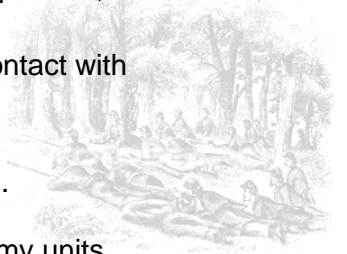
VISIBILITY

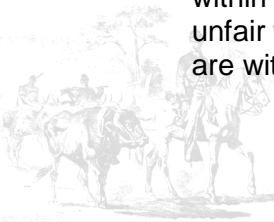
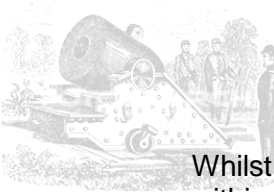
Line of Sight



Troops must be able to trace an unbroken line-of-sight to an enemy unit before they can use their initiative or carry out orders against the enemy unit. A line-of-sight is a straight line that extends from the base of one unit to the base of another unit. Units may only trace a line-of-sight in a 180 degree arc. Command units are the only units in the game to have full 360 degree visibility. Normal visibility in the game is 100cm.

Troops may trace a line-of-sight up to 5cm into or out of obscured rough ground, woods, hills and built-up areas. Troops on the same contour of a hill have line-of-sight to one another. Line-of-sight is blocked by any of the following:

- 
- 
1. Intervening terrain such as obscured rough ground, woods, hills or built-up areas;
 2. Obstacles such as walls, fences and hedges unless troops are in base contact with obstacle; and
 3. Other units except commands, infantry skirmishers and unlimbered guns.



Whilst there are no tests for visibility in the game, thus allowing troops to see all enemy units within line-of-sight, players are encouraged to use common sense during play. For instance, it is unfair for an attacker to fire at an artillery unit that is in cover until it either opens fire or troops are within initiative range, for example; 20cm.



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Linear Terrain

Linear terrain is defined as walls, fences, and hedges. LOS is blocked by linear terrain unless either the target or the observer is in base-contact with the terrain. The exception to this is when troops are dug in.

Area Terrain

Area Terrain is split into two types; low area terrain (crop fields, tall grasses, scrub and heath land) and high area terrain (orchards, woods forest, jungle and built up areas). All area terrain has a boundary, which is the edge of the area occupied by the terrain. It is advisable to clearly mark out the boundaries of area terrain before the game.

LOS is blocked by area terrain unless either the target or the observer is in base-contact with the boundary. LOS inside depends on the unit being observed: scout units, deployed guns, and dug in troops of any type, can only be seen up to 5cm distance, All other troops can be seen up to 10cm distance when inside high area terrain and 20cm distance when inside low area terrain. Troops can see over one section of low area terrain as long as that section is no more than 10cm wide.

High Ground

To determine LOS to and from high ground, you need to calculate the crest-line when required during the game. Draw an imaginary line across the centre of the high ground, parallel to the front base edge of the unit on lower ground and this will be the crest line in relation to that unit. Any troops on or forward of this line are within LOS; those behind it are out of sight. Use the same method when both the observer and the target are on high ground.

Units observing from high ground can see into, through, and over, low area terrain ignoring the normal LOS obstruction rules and the distances listed above. However, high area terrain still blocks LOS.

Dug In

Troops may be dug in at the beginning of the game when in defense – they cannot dig in during the game. Dug in troops remain out of sight of the enemy when they are placed in base contact behind linear terrain or in base contact with the inside boundary of area terrain – situations where troops would normally be seen. However, once dug in troops move or open fire, they give away their position, allowing the opposing side to determine LOS as normal. In addition, troops on foot, command units, cavalry and deployed guns are deemed visible once a unit is within 5cm.



SEQUENCE OF PLAY

The game begins once both players have deployed their Commands on the table. The first player should play one complete turn before the second player plays a turn, with the current player being referred to as the **Active Player**. Each turn is called a **Player Turn**, two of which make up a **Game Turn**. A player turn is divided into four phases: **Initiative**, **Command**, **Charge** and **End** phases and a player should play each of these phases in turn. Continue alternating turns between players until the game ends.

Phase	Activity
Initiative	Units within 20cm of the nearest visible enemy may charge, fire or evade; enemy units under charge may return fire or evade;
Command	Issue orders to units and carry out actions as the orders are issued; move command units once all units have been ordered;
Charge	Calculate all combat between units that moved into contact with the enemy;
End	Remove all outstanding hits; recover own units that were suppressed in the previous turn;

Initiative Phase

Initiative represents the ability of troops to respond to an immediate situation their superiors may not be aware of. In game terms, this means troops using their initiative may carry out an action during the initiative phase as well as being issued orders later in the command phase. A unit acting on its initiative may fire at, deploy, evade or charge the nearest visible enemy unit within 20cm. Initiative is carried out by the active player who may choose the order in which his units are played.

Players should note that each unit may only use its initiative against an enemy unit it can see at the time it reacts. This means a unit could block the line-of-sight of other units as a result of its move and similarly, a unit could open up a line-of-sight for other units when it moves. Suppressed units and command units may not act on their initiative.

Engineers may carry out one engineer action during the initiative phase.

Firing

A unit may fire at the nearest visible enemy unit within 20cm and provided it is within range and there is a line of sight established to the target from the firer. Resolve the firing immediately, including the effects of suppression and fall-back, before moving on to the next unit. Note that not every unit is capable of initiative firing at 10cm due to the range of their weapons.

Evading

A unit may evade the nearest visible enemy unit within 20cm. Move the unit directly away from the enemy unit up to its full move distance. The unit may change the direction it is facing as part of the move. Towed guns may limber then move half-distance provided suitable transport is in base-contact, otherwise they cannot evade. Dismounted cavalry may mount then move half-distance provided a horse holder stand is in base-contact with their unit command stand, otherwise they evade on foot.




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Deploying

A unit may mount or dismount, limber or unlimber, if within the initiative distance of the nearest visible enemy unit. Mount is the act by cavalry or command units of getting on a horse transport; dismount is the act by cavalry or command units of getting off a horse transport. Limber is the act of hooking an artillery piece up to a tow vehicle; unlimber is the act of unhooking from a tow vehicle and deploying the artillery piece.

Charging




A unit may charge the nearest visible enemy unit within 20cm. The distance a unit may charge isn't dependent on its move distance when carrying out orders. Move on a straight line from the charging unit into contact with the enemy unit. A unit must contact the nearest visible base edge of the enemy unit. A base edge cannot be contacted if there are enemy troops or impassable terrain within 5cm. Combat takes place during the charge phase of the turn. Units must close to charge, if the charging unit fails to close to within 1cm of the target it is considered disordered and may not complete the charge.

Command and Artillery units may not charge. If charged, artillery may counter initiative by man handling up to 90 degrees to face a charge, man handle to the rear (evade unlimbered), or limber up and move a half move to the rear (evade limbered).


Charging units are placed 2cm away from their target who then conducts his counter initiative. Once the counter initiative is complete the surviving charging unit(s) is placed in contact with the target if it is still able to (meaning it has not been knocked out, suppressed or fallen back).

Supporting a Charge



A unit may move in support of the nearest visible close combat within 10cm. Move the supporting unit into contact with the nearest friendly unit in the close combat, ensuring the bases line-up centre-to-centre. Only mounted cavalry may support other mounted cavalry.

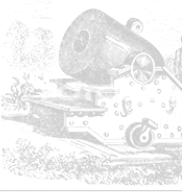
Counter-Initiative



Units under charge and any units within 5cm of units under charge may fire at or evade charging units. In order to use counter-initiative, units must not be suppressed and must be able to see the charging unit at the time they react. The active player may not change his mind about charging once the inactive player has declared counter-initiative.


Resolve firing immediately before moving on to the next unit. Troops suppressed during a charge still contact the enemy, but they will be at a disadvantage during combat as a result. Evading a charge occurs in exactly the same way as an evade move except that the unit must end its move at least 3cm away from where the charging unit ends its move, otherwise the evading unit is knocked-out. The charging unit may move up to 20cm; the evading unit may move its full move distance.

Counter-Charge



Cavalry units did not receive a charge standing still; they always will either evade or counter charge. When counter charging, both sides in a charge receive the charge bonus during the first round of charge.


Command Phase




Orders are issued and their actions carried out in the command phase. Command units issue



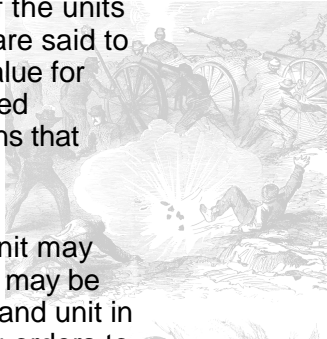
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orders to units by making command rolls. Each command unit has a command value ranging from 5 to 10. The higher the value, the more orders the command is likely to issue in a turn. A command may issue more than one order in a turn, but must complete issuing its orders before you move on to the next command unit. A command unit may issue orders to any number of units at a time as a formation and you may choose the sequence in which your commands are played. Normal command distance is 20cm.



To issue an order, state the command unit you are going to use and indicate each of the units you intend to order, together with the actions they are going to carry out. Such units are said to be **under command**. Take the command value of the command unit and adjust this value for any of the command modifiers that apply. You must roll equal to or less than the modified command value on two dice for the order to be issued. A successful command roll means that each unit under command may carry out one action.




An unsuccessful command roll means the order was not issued and the command unit may issue no further orders that turn. If the army HQ fails a command roll, no further orders may be issued by any command units that turn. A unit may only receive orders from one command unit in a turn, although it may be ordered multiple times in succession. Once you stop issuing orders to a unit, it may not be issued orders again that turn.




Units completely out of contact with other units may make a single command to themselves every second turn. This command may only allow the unit to move to the nearest command unit in their chain of command.

Command Modifiers

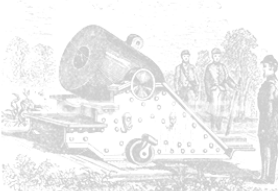
The following modifiers should be applied to the command value each time an order is issued:



Modifier	Description	Note
-1	Each successive order to the same unit or formation of units	1
-1	If the farthest unit from the command is further than 10cm away, per full 20cm distance	2
-1	Moving into, through, or out of dense terrain	3
-1	Charging visible enemy within 20cm	4



Note 1. *If a unit or formation of units have already been issued orders in the current turn, the command suffers a -1 penalty for each additional order, for example; deduct one for the second order, two for the third order, etc. Units that acted on their initiative earlier in the turn begin their first order on a -1 penalty.*



Note 2. *If the distance between the command and the farthest unit you wish to order is further than 10cm, the command suffers a -1 penalty per full 20cm distance, for example; deduct one for units from 21-40cm distance, two for units from 41-60cm distance, etc. Where command units of both players are the same base-size, measure from the base-edge, if players have different sized bases for their command units, measure from the centre of the base Units traveling their entire move along a road are not affected by this modifier.*



Note 3. *If any of the units you are attempting to order are going to move into, through, or out of dense terrain, deduct one from the command value. Movement*

Black Powder Tactical Commander

through dense terrain is problematic as the terrain slows troops down and makes it difficult for them to keep in formation. Artillery become bogged-down and infantry moving on foot tire easily.

Note 4. *If any unit is going to charge towards a visible enemy unit within 10cm. In effect, units have a zone-of-control of 10cm to their front, making it more difficult for troops to make contact when they are under enemy observation.*

Actions

A unit may carry out one action when issued an order and the action is carried out immediately. When issuing orders to more than one unit, the units may carry out the same action or each may carry out a different action and you may choose the sequence in which the actions are carried out.

Action	Description
Move	A unit may move up to its maximum move distance in any direction.
Deploy	A unit may change formation, mount or dismount, limber or set up towed guns (Artillery).
Fire	A unit may attack once at a single visible enemy unit within range.
Charge	A unit may charge once at a single visible enemy unit within range.

Command Bonus

When making command rolls to issue orders to troops and double one is scored, a single order is issued, but two actions may be carried out. A unit may carry out the same action twice, or it may carry out two different actions. Each unit in a formation may carry out the same action, or different actions, even if this action would normally incur command penalties, such as charging the enemy.

Score	Result
1	CEASE FIRING! Roll one die and the command unit takes this number of attacks from firing.
2	CROSS-FIRE! The three units nearest the command unit each take 3 attacks in the flank from firing.
3	RE-LOCATE! The command unit moves half-move directly away from the nearest visible enemy unit.
4	PULL BACK! All unsuppressed units in the open half-move away from the nearest visible enemy unit.*
5	OPEN FIRE! All unsuppressed units fire at the nearest visible enemy unit within range.
6	LET'S GET 'EM! All unsuppressed units in the open half-move towards the nearest visible enemy unit.


* Except dug-in troops or unlimbered guns who stay where they are.

Command Blunder

When making command rolls to issue orders to troops and double six is scored, the command unit is said to have blundered. When this occurs, roll one die and consult the following table.



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Where units do not fulfill the specified criteria, they do nothing. Note that where it states all units, this means all units to which the command unit was issuing orders to at the time the blunder occurred, but doesn't include the command unit itself.

Command Movement


Each command unit may move up to its full move distance at the end of the command phase, unless it is suppressed.



Command Presence


When a command unit is touching the base of friendly units ***under his command*** that are making an attack the command unit improves the number of dice of the attacking unit by a certain number depending on the command rating. However, touching a unit that is attacked means that the command unit suffers the results of the attack on the unit he is touching.

Command Units



Command units are different from regular units in that they cannot be targeted by the enemy. They can be caught in artillery fire-zones, however, in which case they are treated just like any other unit. When overrun by an enemy unit, a command unit must join a friendly unit within half its move distance, otherwise it is knocked-out. Command units cannot overrun enemy command units.

A command unit that is forced to join a unit must remain in base contact with that unit until the next turn and it will take all the consequences that the unit suffers: if the unit becomes suppressed, the command unit will be suppressed, if the unit is knocked-out, the command is also knocked-out.

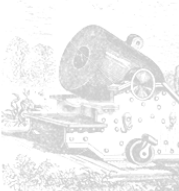


The highest HQ on a side is known as the "commanding Officer" or "CO". All subordinate command units are called "headquarters" or "HQ".

Replacing a Command Units


A command unit (either the CO or an HQ) may be replaced when knocked out during the game. Place the replacement command unit anywhere on the table at the beginning of the player's next turn. Use the same model as the one that was knocked out. The command unit cannot issue any orders or move during the turn it is placed on the table. In addition, the command value is reduced by one for the remainder of the game. A command unit can only be replaced once in a game.

Commanding Officer



The CO can attempt to issue orders to units that failed to receive any orders from an HQ earlier in the turn, but will be subject to a -1 command penalty when doing so. All other command rules apply.

Unit Command Stand



A unit command stand is not a command unit in the game. Rather it is a point of focus for the stands of unit during game play. The unit command stand is at the centre of all unit movement formations and provides a focus for units to get back together again after a separation.



MOVEMENT

Movement occurs in the initiative phase when troops charge or evade the enemy, and during the command phase as a result of a successful order. It is possible for a unit to move several times during the command phase depending on the number of orders issued. Once a unit has been issued an order, you may move the unit up to its maximum move distance in any direction. Movement distances are listed in the move column of the army lists.

Troops who are able to cross linear obstacles must stop when contacting the obstacle and they may then move full distance on the next successful order. Units may not move through gaps between obstacles of less than the width of their movement formation. Guns emplaced in fortifications cannot move during the game.

Troops may voluntarily move forward or backward through (passage of lines) other friendly units at the cost of one half their movement allowance, but are knocked-out if forced to move through enemy units. Troops may move through a friendly command unit, but when moving through an enemy command unit, there is a chance the command unit may be overrun. An enemy command unit must move into base-contact with one of its own units within one half-move distance otherwise it is knocked-out and removed from play.

Movement Formations

Movement Formations are the most important part of unit combat during the black powder period. They are the means by which units move and fight and without them units cannot move properly or project firepower on to the enemy. There are five formations necessary; line, extended line, march column, attack column and square. Each formation has benefits and risks and can be used by either infantry or cavalry, except square which can be used by infantry only. In order to move into a different formation, a unit must be issued a deploy order. On order units move into an ordered formation from the formation they held previously:

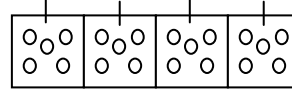
Movement Formation Deployment						
Current Formation	Formation Assumed					
	Line	Extended Line	March Column	Attack Column	Square	Disordered
Line	N/A	Yes	Yes	No	Yes	Yes
Extended Line	Yes	N/A	No	No	No	Yes
March Column	Yes	No	N/A	Yes	Yes	Yes
Attack Column	Yes	No	Yes	N/A	Yes	Yes
Square	Yes	No	Yes	Yes	N/A	Yes
Disordered	Yes	No	Yes	Yes	Yes	N/A

Line March Formation

Line is the best formation to project firepower and move to face an enemy in contact. Line puts most of the unit weapons forward and is close enough to command. It is formed by placing the unit's stands in a line, the side of each stand touching the side of the stand(s) adjacent to it, with all stands maintaining the same facing. All the stands of an infantry unit may fire. Line is vulnerable on the flanks and to cavalry attacks in certain periods or if armed with certain

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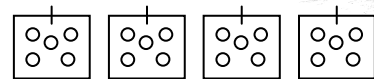
weapons. Cavalry may use this formation as well. Units in line formation get a bonus save die roll.



Extended Line March Formation

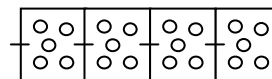
Extended Line is used to skirmish with the enemy; a unit in extended line can cover more ground and present less of target to the enemy than line. It represents troops in a single rank line. It is formed by placing the unit's stands in a single line with the side of each stand 1cm away from the stand adjacent to it. Extended line makes it harder to command and concentrate firepower. Cavalry may use this formation as well.

Units such as light infantry and sharpshooters may go into extended line and be up to 2cm from each stand as they are considered to be skirmishers and can affect their firepower and command relationships over these longer distances. Extended line formations loses one attack die due to the extended command control issues.



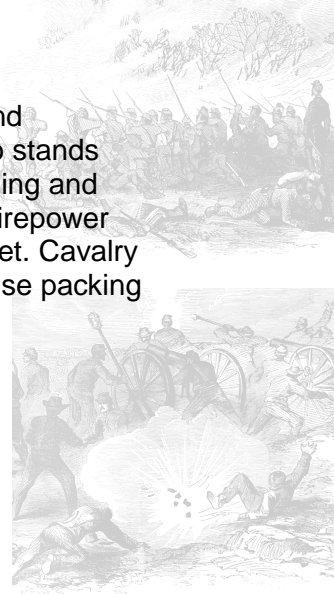
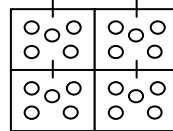
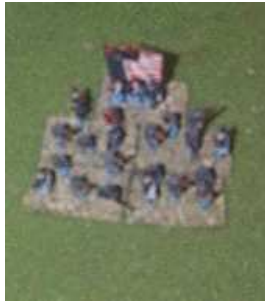
March Column March Formation

The unit places its stands one behind the other. The formation allows a unit to utilize the road movement bonus. The formation conforms to the bends in the road. Column is an excellent formation to take advantage of road movement but has little firepower available to it. If caught in column while being charged, a unit's long edge is considered the flank. Cavalry may use this formation as well. Command units commanding a formation in march column get a +1 to their command die if touching bases with the units that are in March Column. March column may fire with only one stand to the front and none to the flank. For targeting purposes the front is considered the flank and the flank is considered the flank, this is not a nice formation to be shot at in.



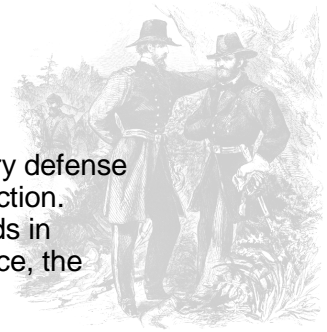
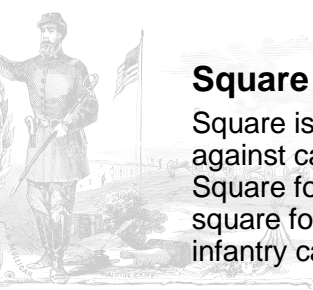
Attack Column March Formation

Attack column is the secret of Napoleon. This is a massed column used by infantry and mounted cavalry for open field marches. A unit forms an attack column by placing two stands side by side and the rest of the stands one behind the other. All stands must be touching and have the same facing. Attack column extended the frontage of column to extend the firepower available but kept the depth of column to give the weight to carry a position via bayonet. Cavalry may use this formation as well. Only the two front stands may fire and due to the dense packing of troops, no saves dice may be used.

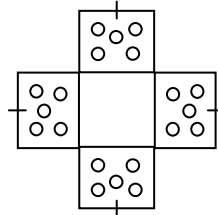


Square March Formation

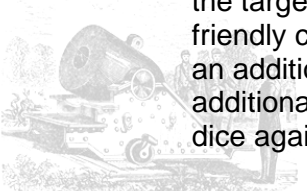
Square is the infantry response to cavalry attacks. Forming square is the classic infantry defense against cavalry. All stands in a square point outward with one stand facing in each direction. Square formation cannot move except in North Africa during colonial campaigns. Stands in square formation may fire only in the direction they face. By forming an all round defence, the infantry can keep the cavalry at bay with a combination of bayonet and firepower.



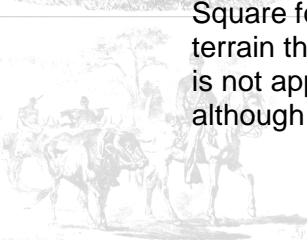
Really poor troops whose training is poor or irregular foot troops may not form square and must evade cavalry charges.



In addition, infantry in squares are particularly vulnerable to artillery and musket fire, as the troops were basically immobile and densely packed. Often cavalry could be used to threaten infantry so they were forced to form squares, so artillery could pound them. If an infantry unit is the target of shooting attacks, and the target unit has enemy cavalry within 30cm, and no friendly cavalry units are within 30cm, that infantry unit must form square, the artillery stands get an additional die per stand when shooting at a unit in square. Infantry units get a single additional die for each unit shooting at a unit in square. Square formation receives no saves dice against ranged weapons such as artillery and muskets.



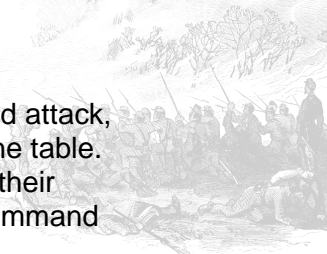
Square formation allows infantry to defend one level better against cavalry, such that in open terrain they defend as in soft cover and in soft cover defend as in hard cover. Square formation is not applicable to the American Civil War or before 1760. Cavalry may not use this formation, although they may seek shelter within a square.





Disordered Formation

The way in which stands are placed on the table is important to how they will move and attack, so it is important that there be a method of representing units that are disordered on the table. Units that are disordered or unformed are represented by placing their stands around their command stand in a circular fashion with some facing forward and some facing the command stand.



Limbered or Unlimbered

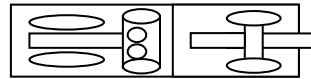
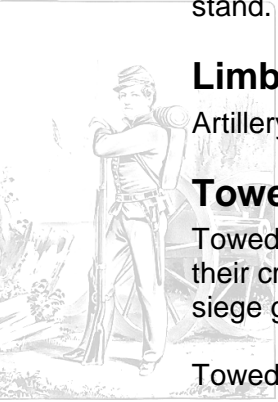
Artillery can either be deployed to fire (unlimbered) or hooked to a transport to move (limbered).

Towed Guns

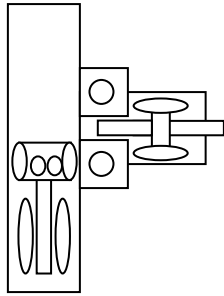
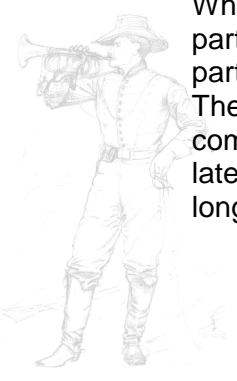
Towed guns may move either by being towed by a transport unit or by being man-handled by their crews. Use the movement rate listed for the transport unit when being towed. Mortars and siege guns may not be man-handled. Pivoting a gun requires a deploy action.



Towed guns are shown on the table by placing the gun against the limber facing backwards:

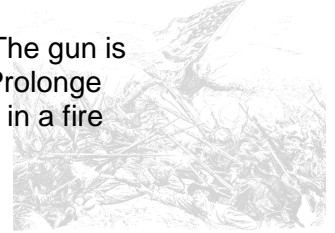
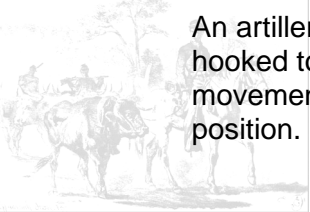


When unlimbering, a gun may be positioned facing any direction as long as it is touching any part of the base of the transport unit. To limber, the transport unit first makes contact with any part of the base of the gun. In a subsequent action, the gun is placed at the rear of the vehicle. The transport unit and the gun then count as a single unit for the purposes of movement and coming under fire. Limbers may remain on the table as this will allow them to move the guns later in the game if required. Unlimbered guns are shown on the table by placing the gun at the long edge of the limber stand or further, facing the enemy.



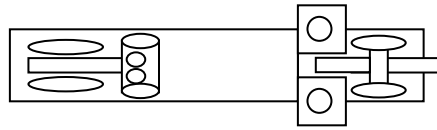
Prolonge Movement

An artillery unit can move and fire using its limber in a retreat by prolonging the gun. The gun is hooked to the limber by rope such that it can still be in a fire position when stopped. Prolonge movement is different from man-handling in that the gun can travel further and still be in a fire position.





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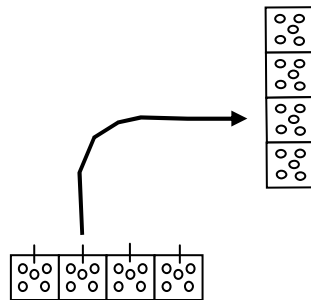


Road Bonus Movement

A unit moving in column formation on a road gets a 5cm bonus for foot and 10cm bonus for horse units to their movement allowance. In order to receive this bonus the unit must move along a road the whole of their movement allowance including the bonus movement.

Wheel Movement

A cavalry or infantry unit may wheel to the left or right as it advances or withdraws. To wheel a formation, the end stand on either flank pivots in place to assume a new facing, while all the other stands swing forward or backward to conform to the new facing. A unit in line may wheel up to 45 degrees during the phase. Movement is measured from the outside stand on a wheel movement.



About Face Movement

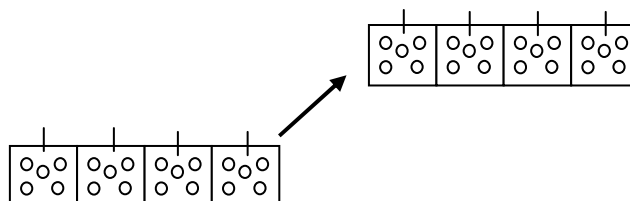
Cavalry and Infantry units may about face or turn 180 degrees at any time during movement but this move requires they spend half their movement allowance.

Retire Movement

Infantry units may move away from their facing direction without changing facing at any time during movement but this move requires they spend three-quarters their movement allowance. This allows an infantry unit to remain facing an enemy unit while moving away from the enemy unit.

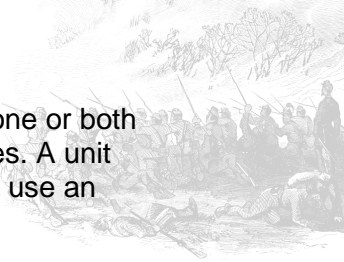
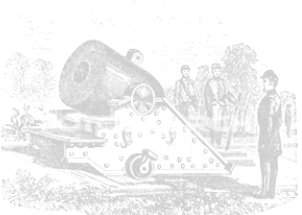
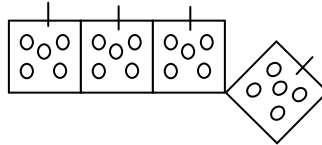
Oblique Movement

A cavalry or infantry unit may oblique 45 degrees to the left or right as it advances or withdraws. To oblique all stands maintain their current facing and formation, and move at an angle forward or backward. You cannot wheel and oblique in the same movement phase.



Refuse the Flank Movement

An infantry or dismounted cavalry unit in line or extended line formation may refuse one or both flanks. To refuse the flank of a unit, the flank stand swings backward up to 45 degrees. A unit may not refuse its flanks when charging. This movement requires a command unit to use an order.





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Terrain

Whilst in real-life there is no such thing as perfectly flat, open terrain (except salt lakes), for the purposes of the game, the tabletop is classed as open terrain. There are no restrictions for any troops moving in open terrain.

Linear Terrain

Linear terrain is defined as walls, fences and hedges. Troops on foot or mounted stop when contacting linear terrain; they can cross and move full distance, on the next successful order. The movement of limbers and wagons across linear terrain prohibited

Area Terrain

Area terrain is split into two types: low area terrain (crop fields, tall grasses, scrub and heath) and high area terrain (orchards, woods, forest, jungle and built-up areas). All area terrain has a boundary, which is the edge of the area occupied by the terrain. It is advisable to clearly mark-out the boundaries of area terrain before the game.

Low area terrain requires units to stop on contact and to movement at half speed while moving through this type of terrain. High area terrain requires units to stop on contact and to movement at quarter speed while moving through this type of terrain. The stopping restriction applies when troops enter or exit the terrain. In both situations, they stop inside the terrain with the base in contact with the terrain boundary. This allows units in the open to move into cover without penalty, whilst units already in cover make the most of their concealment before moving into the open.

Both types require units to stop on exit regardless of how many movement points are left. This is typical of linear warfare as the unit must dress it's lines on exiting a terrain feature.

High Ground

High ground is split into two types: hills and mountains. Hills have no restrictions on movement, except cliffs. Mountains are impassable to all but troops on foot, unless there is a route clearly marked through the terrain, such as a path or a road.

Wet Terrain

Wet terrain is split into three types: partially wet terrain (swamp, marsh and paddy fields), shallow wet terrain (streams and fordable rivers) and deep wet terrain (canals, rivers, lakes and seas). Partially wet terrain is impassable to all but troops on foot, who treat the terrain as high area terrain for the purposes of movement (see Area Terrain above).

Shallow wet terrain counts as linear terrain in that troops stop when contacting the terrain and may cross, and then move full distance, on the next successful order. Canals and rivers are impassable to all except when bridged, or crossed by boats. Lakes and seas are impassable to all except boats.

Dense Terrain

Movement through dense terrain is problematic as the terrain slows troops down and makes it difficult for them to keep in formation. Dense terrain differs according to the type of troops as detailed below.



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Note that some terrain is considered impassable to certain types of troops. Dense terrain has the effect of quartering the movement allowance for troops who pass through it. The one exception to dense terrain is a unit on a road inside dense terrain who continue to move at the road bonus movement provided they fill the requirements of that rule.

Troops	Dense Terrain
Troops on foot & cavalry	Mud, soft sand, deep snow, swamp, marsh
Towed guns	All except roads, open ground and gentle hills
Other transport	Rough ground, woods, mud, soft sand, deep snow, built-up areas except on roads

Frozen Terrain

Frozen terrain is defined as wet terrain that is frozen due to cold weather and includes marsh, swamp, lakes, streams, canals, and rivers, or snow terrain that is either firm or soft snow. There are no restrictions for troops moving across snow, but troops treat all other frozen terrain as high area terrain for the purposes of movement.

Impassable Terrain

Cliffs, ravines, and other similar types of terrain are impassable to all troops unless there is a route clearly marked through the terrain, such as a path or a road.

Field Defenses

Obstacles such as wooden stakes and ditches are impassable to all troops until breached, except for troops on foot who treat the obstacles as linear terrain (see Linear Terrain above).

Wire obstacles are impassable to animals and towed guns until breached. All other troops treat wire obstacles as linear terrain (see Linear Terrain above).

Command Units

Command units are treated as troops on foot for the purposes of terrain restrictions, except that they are not required to stop when contacting terrain, but may cross without penalty unless it is impassable.



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FIRING

Firing takes place during the initiative and command phases of a turn. A unit may fire once at the nearest visible enemy unit within 10cm in the initiative phase or once per order at any visible enemy unit within range in the command phase. To determine the range, measure the shortest distance between the firing unit and the enemy unit, if this distance is equal to or less than the range of the unit firing, then it may fire. The range of a unit is determined by the type of weapon (smoothbore or rifled; pistol, carbine or musket; small arm or artillery) the unit had in a battle historically. See the notes section of the applicable army list. Units may fire at any target within a 15 degree arc from the front base edge, except those units as noted in the army list.

Players may measure ranges at any time, but must declare all targets before firing. Command units and infantry on foot may not be fired over by artillery unless the artillery is on higher elevation or the artillery is a howitzer or mortar on the same elevation. All other troops are prohibited from firing over other units.

Weapons Firing Cone

Units project firepower forward to the maximum range of their weapon in a firing cone extending 15 degrees either side of the forward edge of the movement formation, for a total of 30 degrees. In order for a target to be hit it must be in the firing cone and within range of the weapon system. This fire cone can be said to be the unit's LINE OF FIRE and is different from the LINE OF SIGHT by being 160 degrees less.



Calculating Firing

To calculate firing, take the attack value of the stand from the army list - this is the number in the attacks column times the number of stands in the unit. This is raw firepower of the unit. Ensure that the target is within range for the type of weapon firing and adjust the value for each firing modifier that applies then roll this number of dice. When two or more units are firing at the same target, roll all the dice together.

Flank/rear Determination

The area outside of the firing cone is the flank or rear of the unit. If a firing unit is 45-90 degrees to side of the fire cone of the target unit it is a flank shot, if the firer is 180 degrees to the target fire cone it is a rear shot.



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Firing Modifiers

Different situations affect the amount of firepower available to a unit in a given situation. The table below details the main tactical situations where an adjustment is required. Adjust the number of attacks by each modifier that applies from the table below:

Modifier	Description
-1	For a target unit in extended line
+1	If the enemy unit is within half the range of the unit (for example; a unit with a range of 20cm will gain +1 for firing at an enemy unit up to 10cm away)
+2	If the unit is firing on the flank or rear of the enemy unit
+1	Infantry per unit versus Infantry in square
+1	Artillery per stand versus Infantry in square

Scoring Hits

Cover affects the way in which hits are scored against units as this provides varying degrees of protection and also makes troops more difficult to locate. One hit is achieved for each die roll equal to or greater than the score required to hit the target as follows:

Target	Score To Hit*
Troops in the open	Hits are scored on 4, 5 or 6
Troops in soft or partial cover (behind walls, hedges)	Hits are scored on 5 or 6
Troops in hard or full cover (fortified works)	Hits are scored on 6

* Except that command units are hit on 6 in all situations

Saves

Once you have rolled to hit the target, your opponent now rolls one die for each hit taken in the current attack if the target has a save value. One hit is removed for each score equal to or greater than the save value of the target (for example; a unit has a save of 5, so your opponent will need to score 5 or 6 on a single die in order to save one hit). Hits against the flank or rear of a unit reduce the save by one, for example; a save of four will become five and a save of five will become six. A save value of six is not reduced.

Knock-Out

Compare the number of hits the stand has against it to its **hits** value in the army lists. If the number of hits is equal to or greater than this value, a stand of the unit is knocked-out and removed from play, otherwise place a marker next to the unit to indicate the number of hits against it. Units being towed by transport that is knocked-out are also knocked-out, if suppressed; the passenger is suppressed.


Suppression

Unless the unit was knocked-out, you must test to see if it becomes suppressed. Roll one die for each hit taken in the current attack. If any of the dice score equal to or greater than the score required to cause hits, the unit becomes suppressed.

Suppression means troops are not happy about being shot at and have gone-to-ground, taking



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the best cover they can find to protect themselves until the firing dies down. In game terms, units that become suppressed cannot do anything in their turn and suppressed commands may not issue any orders. Troops recover automatically from suppression at the end of their turn.

Fall-back


If the unit is already suppressed, test for fall-back instead. Roll one die for each hit taken in the current attack; add the scores together and the unit must fall back this distance in centimeters directly away from the closest unit that fired, turning to face the unit as part of the fall-back.

Note that a unit cannot be suppressed and forced to fall-back as a result of the same order, but can become suppressed and fall-back as a result of enemy initiative actions.




When troops fall-back too quickly, there is the likelihood that they will run away. To represent this, if a unit falls back more than 20cm as the result of a single roll, it is knocked-out. Troops falling back into impassable terrain, enemy units or off-table are knocked-out and removed from play. Troops falling back into friendly units halt on contact, suppressing them. Dug-in troops and unlimbered guns are only knocked-out if they fall-back further than 10cm, otherwise they remain where they are.

Disordered




Troops that have successfully concluded a charge against an enemy are considered **Disordered**. They are exhausted and have fallen out of their usual ranks, some are looting the dead. Officers are attempting gain control but that takes time and until control is resolved they are an easy target. Disordered lasts until the end of the initiative phase of the next turn. While disordered, a unit fights at two less dice and takes one less hit.

Exhaustion




Cavalry who charge will become both disordered and their mounts will face **Exhaustion**. Cavalry lose an additional **Hit** while disordered (but always retain at least one) because their mounts are not able to perform. Exhausted unit cannot evade.

Opportunity Fire



Opportunity fire allows the inactive player to open fire with his troops during the command phase of the active player's turn. Each unsuppressed unit may fire once at an enemy unit that moved or fired within line-of-sight, but you may not measure ranges. Units may open fire during any part of the enemy unit's move, the active player halting the unit at the point where the opportunity fire takes place.

The unit may then continue its move once the firing has been resolved, unless it was suppressed. Units that use opportunity fire against an enemy unit that fires, will fire immediately after the enemy unit has fired. A unit may not open fire at a unit that did not move or fire. When firing multiple units at a single target, roll all the attacks together. All the rules for firing apply.



Units carrying out opportunity fire may not use their initiative next turn and will be subject to a -1 command penalty for the duration of their next turn, even if the enemy unit was out of range and the opportunity fire was unsuccessful. In effect, they have carried out an initiative action during the opponent turn.

Artillery Ammunition

Period artillery has three types of ammunition available to fire:



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Round Shot

Round shot is a solid projectile whose killing power is strictly designed to kill or demolish on contact. Round shot attacks all troops and fortifications it comes into contact with. Round shot is difficult to stop and once fired at a troop target it will penetrate and attack all troops behind that troop target to a depth of 5cm. Round shot stops once it contacts constructions, linear obstacles, and high area terrain.

Shell

A shell is a steel canister filled with black powder and fused to explode on reaching the target. Shell creates a fire zone of 3cm from the point of contact. All targets inside this fire zone are attacked equally. Shell ammunition fired after 1845 is considered to be shrapnel and causes one additional attack than that listed on the army lists. Shell ammunition can attack personnel and wooden constructions only.

Canister

Canister is a steel container filled with small lead balls that explodes near the muzzle of the artillery piece. These balls spread out in the artillery fire cone to a range of 5-10cm attacking every stand (enemy and friendly) equally. Canister has no effect on constructions.

Howitzers

Howitzers include short-barreled and inaccurate weapons that are useful against personnel units, but lack the accuracy to be useful at long range. Howitzers fire only shell ammunition at high angle direct fire. They do not gain the bonus for being within half-range and are smooth bore weapons. Howitzer shell ammunition attacks with 2 attacks against soft (personnel) targets in the open or in cover if using air burst at a 20cm range.

Regimental Artillery

Some infantry regiments have their own artillery, these are light howitzers crewed by infantrymen and light in design to be pulled along with the infantry. Considered Field Artillery, regimental artillery moves with its parent regiment and is considered a stand of that regiment for command purposes. Regimental artillery must remain in contact with the regimental command stand of its parent regiment throughout its deployment.

Mortars

Mortars include short-barreled and inaccurate weapons that are useful for lobbing shells over walls, but lack the accuracy to be useful at long range. Mortars fire only shell ammunition at high angle direct fire. They do not gain the bonus for being within half-range and are smooth bore weapons.

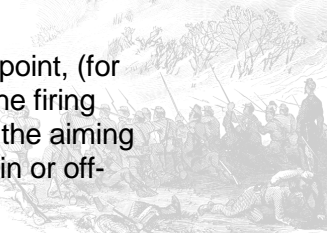

High Angle Direct Fire

All artillery is direct fire in the black powder period, but some artillery can fire over objects by using high angle direct fire. Mortars and howitzers must use high angle direct fire when firing. However, high angle direct fire is inaccurate, so you must test for deviation from the aiming point by rolling a deviation die.

This rule requires a deviation die to implement. The arrow or the on target symbol indicates the




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direction of the deviation. Roll one die per 5cm distance from the firing unit to the target point, (for example; 1 die from 0-10cm, 2 dice from 11-15cm) add 1 die if the target is unseen by the firing unit. Roll the dice, total the scores and the shell will hit this distance in centimeters from the aiming point in the direction of the arrow (the Hit Point), any deviation roll that lands in wet terrain or off-table means the shell is lost.

Counter-Battery Fire




When it fires, Black Powder artillery can choose to fire on enemy artillery only. This counter battery fire is a modification of the requirement that all shooting be at the closest unit. Black Powder artillery can therefore choose to shoot at the closest unit or the closest artillery unit (ignoring the others).

Air Burst Shell Fire (Optional Rule)



When players fire shell ammunition into troops in open ground they have the option to cut the fuse short and fire it as an air burst. Air burst explodes in the air instead of on the ground spreading out the explosive effect but reducing the percentage of attack. Thus, air burst attacks all stands in a 2cm fire zone at -1 die, including stands that are in full cover or behind soft or hard cover as though they were in the open.


Field Artillery Officers (FAO)



Players may have a single FAO for every 6 artillery units on the table. The FAO acts as a command unit for artillery units that are formed into grand batteries. A grand battery is any grouping of artillery stands whose bases are touching and fire at the same target.

The FAO may not command any units except artillery units.

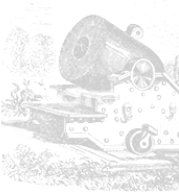
Pikes




Up to 1721, pikes were still carried into combat; they were also used as emergency weapons for civilian militias. Pikes do not provide any combat bonus and cannot be fired. What they do is provide protection from cavalry. Any unit with pikes or any pure pike stand cannot be charged by cavalry from the front but are treated as other troops to the flank or rear.

When defending against infantry, pike armed troops are considered to be in one terrain category better.

Brigade Skirmishers



For each full brigade operating together and under command of its brigade HQ after 1760, the brigade may receive 2 stands (3 figure single rank stands) of light infantry/sharpshooters to act as skirmishers per three infantry units in that brigade. This is intended to represent the light infantry that is part of the infantry battalions of the brigade. These skirmishers may operate in addition to any light infantry/sharpshooters/riflemen already attached to the brigade.



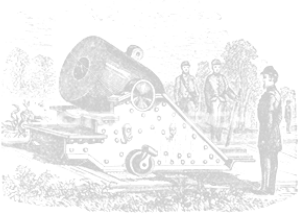
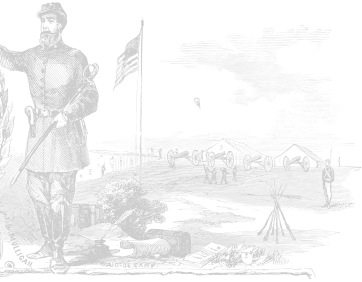
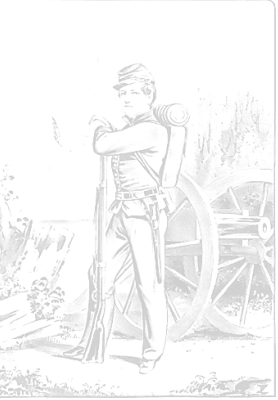
Skirmishers may operate when the brigade is in line, attack column or extended line formation. Skirmishers are removed without penalty once they are contacted by enemy units (they have fled back to their unit lines). Skirmishers may operate up to 5cm away from the forward edge of their brigade.




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Ranged fire attacks on brigades with deployed skirmishers are reduced by one die per unit firing (always retaining at least one die). All results of fire are applied on the skirmishers first, then on the brigade formed units.



CHARGE




Charge occurs during the initiative and command phases of a turn as the result of a charge and represents troops fighting at close range, such as infantry/cavalry fighting other infantry/cavalry with sword, pistol, rifle and bayonet. Each charge must be played out to the finish.



A unit is classed as charging when it voluntarily moves into contact with an enemy unit during the initiative or command phase of a turn. To charge during the initiative phase, a unit must be within charge distance of the target unit. To charge during the command phase, a unit must have been issued an order and be within the charge distance. In both phases, a unit must be able to see the target unit and it must have sufficient movement available to end its move in base contact with that unit, note that movement is charge movement not the regular movement allowance.


The charge distance for infantry and cavalry is 20cm. Charging units must be in line or attack column in order to charge.

When two or more enemy units have been contacted, each enemy unit is treated as a separate charge and each charge is resolved separately. The active player may choose the order in which charges are resolved.




Artillery and command units may not initiate close-charge. Units may only charge across an obstacle if they begin their move in base contact with that obstacle or the target is in base contact with the obstacle.

Support



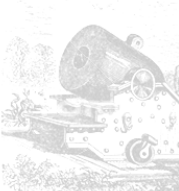
Any unit with an attack value (except command units) can support a charge. However, the unit must be within 10cm and LOS of a friendly unit in contact with the enemy. You may choose which units support a charge, but each unit may only support one charge during the initiative phase and one charge per order during the command phase. Units that support a charge are part of the charge and will be affected by the outcome. Note that units from both sides may support a charge.

Response




Units under charge, and any units opposing the charge within 10cm of a unit under charge, may open fire at charging units. Units may not open fire at supporting units. To respond to a charge, units must be unsuppressed and they must be able to see the charging unit at the time they fire, which can be at any time during the charging unit's move. Resolve the firing immediately before moving on to the next unit. Troops suppressed during a charge move continue to make contact with the enemy, but will be at a disadvantage during the charge.

Contact



Move the charging unit into contact with the enemy unit. A unit must contact the nearest visible base edge of the enemy unit and each base edge may only be contacted by one unit. If entering a gap between enemy units, or an enemy unit and impassable terrain, the gap must be at least 5cm wide. Note that if the unit is contacted on the flank, only the flank stand is calculated as part of the charge for attacks but all hits against the unit are allotted against the whole unit.

Resolution



A charge initiated during the initiative phase should be resolved before the start of the command phase. A charge initiated during the command phase should be resolved once all units have

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carried out their actions during the current order. Calculate the attacks for all units in contact with the enemy from the table on the left, and then apply any relevant modifiers from the table on the right.

Troops In Contact	Attacks per Stand
Mounted Cavalry; Sabre	4
Mounted Cavalry; No Sabre	3
Infantry/Dismounted Cavalry	2
All other troops	1

Condition	Modifier
Each unit charging the enemy	+1
Each unit in support of the charge	+1
Suppressed	-1
Fighting to the flank or rear (each)	-2

Calculating Hits

Roll one die for each attack, rolling all the dice together. Units always count as being in the open during a charge move, even if they move through cover during that move. Defending units under charge are hit as normal, for example; the score to hit depends on their cover. When fighting a successive round of combat, all units count as being in the open as they are assumed to be fighting up-close and personal where cover has minimal effect.

Allocating Hits

Hits for either side are allocated against a single unit as follows:

1. If there is a unit in contact with the front base-edge of the enemy unit, this unit will take all the hits;
2. If condition 1 isn't met, the unit in contact with the flank base-edge of the enemy unit will take all the hits. If there are units on either flank, roll a single die: odds indicate the right flank, evens the left flank; and
3. If conditions 1 and 2 aren't met, the unit in contact with the rear base-edge of the enemy unit will take all the hits. Once hits are allocated, roll saves where applicable. Remove units with hits equal to or greater than their hits value.

Hits	Outcome
Equal	If there are still opposing units in base contact with one another, fight another round immediately. Neither side counts as making a charge move, so doesn't gain the +1 attack. Units on both sides count as being in the open. If there are no opposing units in base contact with one another, both sides consolidate, with the attacker consolidating first.
Greater, but not double	All units on the losing side in contact with the enemy become suppressed and retreat one half-move, directly away from the enemy unit they are in contact with. Supporting units on the losing side remain where they are. All units on the winning side consolidate.
Double or more	All units on the losing side in contact with the enemy are knocked-out. Supporting units on the losing side become suppressed and retreat one half-move, directly away from the nearest visible enemy unit involved in the charge. All units on the winning side consolidate.



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Outcome

If opposing units survive the charge, compare the total number of hits taken by each side, then refer to the following table. The total should include hits taken by each unit involved in the charge, even if the hits were taken earlier in the turn. Note that the term **all units** means all units in contact with the enemy unit and all units in support.

Consolidate

Each unit may move up to 5cm in the facing direction, but none may move closer than 3cm to a visible enemy unit. Units may change the direction they are facing.

Retreat

Each unit must move half-distance directly away from the nearest visible enemy unit that was involved in the charge. Retreating units **may not** turn to face the enemy. Units retreating into unsuppressed friendly units halt on contact, suppressing them. Units are knocked-out when:

1. Retreating into enemy units or off-table;
2. Retreating into suppressed friendly units, in which case **both** units are knocked-out; or
3. Retreating unlimbered guns or units in fortifications.

Saber Charge (Optional Rule)

One of the interesting aspects of black powder warfare was the ability of cavalry to make a saber charge. A saber charge has certain advantages in that the collision with a target of a charge produces a bloody effect on that target causing higher casualties and more shock to the targets morale.

To make a saber charge with cavalry (and only cavalry) the player must announce "Saber Charge" at the start of the charge. This means that the charging unit has drawn sabers and may not fire any range weapons once this announcement is made. The saber charging unit gets an extra attack per stand when using the saber.

This may seem very bloody (it was in realty) but if the infantry form square they will be safe. Infantry will also be safe if they are equipped with rifled muskets. Infantry equipped with rifled muskets get 1 additional attack against mounted cavalry who have made them the target of a charge. Low morale infantry may not be safe no matter what they do!

If this rule is not used stick with the 3 attacks for Mounted Cavalry charge.



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ENGINEERING

Engineers are specially trained troops who perform a wide variety of tasks on the battlefield, including assaulting fortified works, demolishing obstacles and building bridges. This section details the tasks they may perform during the game. Tasks are carried out during the initiative phase, but due to the time taken to carry out such tasks, engineers may not be issued orders during the same turn in which they carry out a task. Suppressed engineers may not carry out a task.

See the army section on how to create engineers and use infantry as engineers.

Obstacle Clearance

Engineers may clear a 5cm wide section of an obstacle, such as wire or wood stakes during the initiative phase, as long as they begin the phase in contact with the obstacle. Roll one die and the clearance is successful on a roll of three or greater. If successful, the engineers may then either hold or consolidate. The clearance does not take place if the engineers become suppressed.

Bridging

Obstacles such as canals, rivers and ditches can be bridged by bridging units during the initiative phase as long as they begin the phase in contact with the obstacle. Each 5cm bridge section had four hits, no save and is hit on six. Bridging engineers may build a pontoon bridge over a water obstacle. A 5cm section will be constructed per bridging unit during the initiative phase.

Demolition

Engineers may demolish a 5cm wide section of fortification such as a fortified works, curtain wall or ditch during the initiative phase, as long as they begin the phase in contact with the obstacle. Roll one die and the demolition is successful on a roll of four or greater. If successful, the engineers may then either hold or consolidate. The demolition does not take place if the engineers become suppressed.

Sapping and Mining

Engineers may build trenches or dig mines during a siege at the rate of 5cm per initiative phase.

Field Defenses

When playing attack-defense scenarios and the defence is either hasty or fixed, the defender may purchase field defenses as part of his battle group, including, obstacles, trenches, and field works. The defenses available are detailed below, but note that some are only available to fixed defensive positions, which are positions that have been built over a period of weeks or even months.

The following table lists the defenses available to players in defense. Note that defense is split into Hasty and Fixed. You may spend up to 10% of your points on defenses when in hasty defense and up to 25% when in fixed defense.

Defense	Description	Cost	Hasty	Fixed
Trench	Suitable for one unit (for example: dig-in one unit)	5	Yes	Yes
Wire	A 10cm length of wire obstacles	5	-	Yes
Ditch	A 10cm x 5cm steep ditch	25	-	Yes
Stakes	A 10cm x 5cm section of stake or abatis obstacles	25	Yes	Yes
Dug-Out	Suitable for one command unit or artillery unit	25	-	Yes
Breast Works	A 10cm x 5cm section of light cover	25	Yes	Yes
Log Works	A 10cm x 5cm section of medium cover	50	-	Yes
Fortified Works	A 10cm x 5cm section of heavy cover	75	-	Yes
Fortification	A 10cm x 5cm section of overhead cover	100	-	Yes

SCOUTING CAVALRY (Optional Rule)

At the beginning of the game a player may opt to deploy some or all of his cavalry as scouting cavalry. Scouting cavalry are used to reveal the deployment of enemy units when hidden setup is being used. Scouting cavalry are deployed as individual stands and may only be moved as such. After passing an initial command roll they may move as the player wishes without further orders.

Scouting cavalry spot hidden enemy troops in the open at up to 30cm and in cover at up to 15cm. Scouting cavalry who are fired upon by enemy or contacted by enemy troops are removed from the table but do not count as lost – they have simply retired out of danger for the duration of the battle.

WEATHER (Optional Rule)

The weather is a vital factor in war and often overlooked in tabletop war games. It is convenient to break the weather down into three categories: Normal, Poor and Extreme. Poor weather represents heavy rain, snow, haze, etc.; extreme weather represents fog, blizzard, storm, monsoon, etc. Determine the weather before the start of the game by rolling two dice: a score of twelve indicates extreme weather and a score of ten or eleven, poor weather.

The difficulties of commanding your troops in poor weather will result in a -1 command penalty. The difficulties are much worse in extreme weather, resulting in a -2 command penalty. The effects of weather on visibility are to reduce the distance at which the enemy may be located. In poor weather, troops may only be located up to 40cm. This distance is reduced to 10cm in extreme weather. Normal visibility is 100cm.

Weather is constantly changing so at the end of each game turn, test for a change in the weather by rolling two dice: double six indicates the weather worsens, so normal weather will become poor weather, poor weather will become extreme weather. A double one indicates the weather improves, so extreme weather will become poor weather and poor weather will become normal weather.

In historical scenarios use the historical weather.

NIGHT (Optional Rule)

Night is treated the same as poor weather but cannot be changed.

CONSTRUCTIONS (Optional Rule)

Constructions are buildings and fortifications. They have their own hit and save values, which are determined by their size and type. Infantry inside a construction may use the save value of the construction when they take hits. Roll attacks against the troops inside the construction and the construction itself.

Whenever a construction comes under fire that can cause hits from artillery, roll the attacks (hitting on sixes), roll saves, then make a note of the number of hits against it. These are not removed at the end of a turn. This means that construction will become more unstable as the hits increase. When the number of hits reaches the hits values, the construction collapses immediately knocking-out all occupants and suppressing any in contact with the construction.

Construction (per 5cm length)	Hits	Save
Wooden Building, Improved Breast Works	3	0
Brick Building, Log Works	6	5
Stone Building, Fortified Works	9	4
Stone Fortification	12	3

PRONE MOVEMENT (Optional Rule)

Units can go prone to avoid fire. Prone movement is the act of laying on the ground and requires an order to be issued in order to go prone. Units that are prone take one less hit per unit firing at them. Units that are prone should be marked with a prone figure or a "P" counter behind the unit command stand or brigade commander (if the entire brigade is prone). A unit that is prone in skirmish order may continue fire but may not move; a unit in close unit may not fire or move while prone.

END PHASE

At the end of the turn, remove any outstanding hits from all units on the table by reducing the stands necessary from each unit. The active player should remove all markers from his units that were suppressed in the previous turn, but not any suppression markers that were placed on his units in the current turn. Once this phase is complete, the player turn ends and the opposing player begins his turn.

END OF THE BATTLE

The game will end when one of the following conditions is met:

1. A major objective has been reached as part of a scenario;
2. A set number of turns have been played;
3. A **Command** reaches its breakpoint and withdraws from the battlefield; or
4. A player concedes defeat.

Breakpoint

A **Command** is likely to withdraw from the battlefield when a percentage of its units are knocked-

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out. To determine the breakpoint of a **Command**, count all units except command units, and then halve the result, rounding up.

Once a **Command** has lost this number of units, the player should make a command roll at the beginning of each of his subsequent turns using the command value of the CO (or HQ if the CO has been knocked-out). Deduct one from the command value for each unit knocked-out beyond the breakpoint and the **Command** will break and withdraw from the battlefield immediately, if the command roll fails.

If a **Command** breaks, but the opposing player still has a turn outstanding to complete the current game turn, he can choose to continue play until the end of his turn, after which, the game ends. For example, player one breaks on turn six, but the opposing player has yet to play his sixth turn, so he may play this turn as usual.

Reaching an Objective

The outcome of the battle will depend on the achievements of both players. First, determine whether each side has achieved their objectives, and then compare the results below:

Outcome	Result
Neither side reached their objectives	Draw
Both sides reached their minor objective	Draw
Both sides reached their major objective	Draw
One side reached their minor objective, the other side reached no objectives	Minor Victory
One side reached their major objective, the other side reached their minor objective	Minor Victory
One side reached their major objective, the other side reached no objectives	Decisive Victory

Deciding the Winner

Each player should calculate the points for all units knocked-out during the battle, including command units and field defenses, then award this number of points to his opponent as Victory Points (VPs). Don't forget to apply the random point's modifier to the score. A battle group that withdraws from the battlefield by reaching its breakpoint or by conceding defeat, cannot earn more VPs than the opposing side. A player improves his result by one category if he earns at least twice as many VPs as his opponent, meaning a draw will become a minor victory, a minor victory a decisive victory, and a decisive victory a promotion and a nice shiny medal!



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MORE IDEAS

Multi-Player Battles

When there is more than one player per side, ensure you have enough formations in your battle groups to allow each player to control at least one formation each. During the game, there may be no communication between the players regarding their actions on the table. In order to be able to discuss the game, these options are available:

One player may make a command roll and speak to the other player. This is a one-way communication so the other player must not speak! Roll one die and multiply this by 5 to see how many seconds the communication lasts. Both players may make a command roll each and if successful, they both may talk for a limited time. Roll one die and multiply this by 10 to see how many seconds the communication lasts.

In both cases, only the CO and HQs may attempt to communicate, not FAOs. The command rolls may be made like any other command rolls during the command phase. You may make any number of rolls, subject to the -1 command penalty for each successive order. No other modifiers apply. Suppressed command units may not communicate, nor may they be contacted during the turn they are suppressed. All the rules for a command blunder apply, but on rolling double one, you may roll an extra die when rolling to see how long the communication lasts. If both players roll double one, you may roll three dice in total.

Multi-National Armies

Multi-National armies are those that have troops from different nations in the same player's army (For example, a British Peninsular army may have Spanish troops under its command). A Multi-Player army is one where several players may be allied and fighting the same foe, but each army plays separately (For example, a Waterloo scenario would have a French player facing an allied British player and Prussian player).

In a multi-national army, units may receive orders only from the Army HQ and from HQs of their own nationality (for example, Spanish troops can receive orders from the British General commanding the army, or from any Spanish HQs, but not from British HQs). A Brigade containing units from several Nationalities cannot receive orders from a HQ unless that HQ can command all of the units in the Brigade. Some army lists may alter this (for example, Portuguese troops, who were trained by and lead by British officers, will be able to receive order from British HQs). In all other respects this army fights as a single army.

If there are several separate multi-national armies on a side then this is a multi-player game and there are a few additional rules needed. When the army of an Alliance member breaks, all units of that army are not yet removed, and all are immediately suppressed. Finish out the turn as usual. At the end of the turn, all of the broken army's units are removed from the board.

Solo Play

The command system provides sufficient uncertainty to be able to play the game solo as it is.

Fixed Formations (Optional Rule)

Players may organize their units into Fixed Formations before the game. Fixed formations are

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composed of one command unit (either the CO or an HQ) and any number of other units. Fixed formations may only be issued orders by their own command unit. However, the units within the formation do not have to be issued orders as an entire group - each unit, or group of units, within the formation, can be issued orders separately.

The CO may attempt to issue an order to a unit within his own formation and that unit can then be attached to another formation for the remainder of the battle. Make a command roll as normal, but rather than deduct one per 10cm between the command unit and the unit, deduct one per 10cm between the CO and the HQ of the formation you wish to attach the unit. In addition, deduct one from the command value for each section of dense terrain or each enemy unit between the CO and the HQ. If the command roll is successful, move the unit to within 10cm of the HQ. The unit cannot then be issued any further orders that turn.

Morale

Morale grades determine how easy it is for troops to become suppressed and how far they fall-back before they are knocked-out. A morale grade can be applied to individual units, individual formations, or an entire battle group. When using morale grades, replace the mechanism for suppression and fall-back with the following rules. The points cost of units should be adjusted accordingly.

Morale Grade	Effects	Points
Unmotivated	Suppressed on 4+ and knocked-out when falling back further than 5cm	-25%
Regular	Suppressed on 5+ and knocked-out when falling back further than 10cm	0
Motivated	Suppressed on 6 and knocked-out when falling back further than 15cm	+25%

Morale grades can also be used to determine the score to hit units in charge. Unmotivated units will be hit on 4+, regular units 5+ and motivated units on 6.



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ARMY LISTS

Army lists are divided into two sections with the first section listing all the troops available together with their stat-lines and the second section listing rules for battle group selection and army-specific rules.

Stat Lines

A stat-line contains all the information for a unit. The following stat-lines are taken from the list for the Union Army. Details of each column in the stat-line follow.

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Min/Max	Notes
Regular Infantry	Inf	10	1	2	None	30	-/-	1, 13, 14

Command Unit	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
Brigade HQ	Uninspiring	5	10/30	+0	6	+6	30	1 per 3 Inf	8

Troop Stand

This is the name of the unit and may include details in brackets indicating the number of men or caliber of gun. Command values range from 5 to 10, the higher the value the better.

Arm of Service

This is a method of organizing troops according to the role they play on the battlefield. Within the game, all miniatures fall in one of four broad categories called branch of service:

Branch of Service	Explanation
Infantry	Infantry are the foot soldiers of the army, they move on foot and form into various formations to fight and move. Infantry units are compulsory in every battle group.
Cavalry	Cavalry move on horseback and can fight from horseback or on foot. When on foot the mounted stands are replaced with dismounted stands and a horse holder stand.
Artillery	Artillery are the big guns and must be towed to keep up with the cavalry and infantry, although they can be man-handled or prolonged. Artillery includes guns, field guns, howitzers, mortars and naval guns. Both breech and muzzle loading, as well as early machineguns such as Gatling guns.
Transport	Transport consists of the artillery limbers (tow vehicles) and supply wagons that appear in some scenarios. Wagons travel at the limbered artillery speed for foot artillery. Note the rule on horse artillery as an exception.
Engineers	Engineers are essential in the attack as they have the ability to carry out a wide variety of tasks, from assaulting works to bridging water and demolishing obstacles. Engineers are rare in the 19 th century and usually a party (1 stand) of engineers is attached to an infantry unit making them labor for the engineers. As long as the engineer party (stand) remains attached, the infantry unit is considered an engineering unit.
Command	Command stands consist of the military leaders on various levels along with their staffs and couriers. Command move at the infantry rate if dismounted and the cavalry rate if mounted. Command units include the CO (the highest level of command in your battle group), HQs (subordinate command units).



Black Powder Tactical Commander



Move

The distance a unit can move in centimeters when issued an order. Units without a move value cannot move without transport, such as siege guns. Artillery can move unlimbered by man-handling or Prolonge as indicated by the “/”.

Attacks

The number of dice rolled when firing at an enemy unit, the higher the number the better. For HQs, this is the number of extra die that are received by an attacking unit for Command Presence.

Hits

The number of hits a stand can take in a turn before it is knocked-out, the higher the number the better. Hits represent temporary damage to troops accumulated during a turn when they come under fire, representing both physical and psychological damage. Should a stand take sufficient hits in a single turn to match or exceed its hits value; the stand is knocked-out and removed from play. This doesn't necessarily mean the troops are destroyed, just that they have taken sufficient damage to reduce their combat-effectiveness to the point where they are no longer battle-worthy.

Save

Save represents the ability of a unit to survive and gives players the chance to save hits. This value is the minimum score required save one hit, the lower the number the better. Units without a save don't have enough ability and thus can't save hits.

Points

The cost of the stand of that type when creating battle groups using the points system. If an infantry stand costs 45 points then a full infantry unit of that type of infantry will cost 225 points. An artillery battery of 3 sections would cost 195 points at 65 points per section. An artillery battery of 2 sections would cost 130 points at 65 points per section. Points are designed so that players can field a brigade at 1500 points; a small division at 3000 and an average division at 4500 points and a large division at 6000 points. The average reinforced Corps will cost about 15,000 points.

Limit

Units (infantry/cavalry) or stands (all others) are used when creating battle groups using the points system and are typically written in the format min/max stands per battle group, where min is the minimum number of units/stands a battle group must have per full 1500 points, while max is the maximum number of units/stands available to a battle group per full 1500 points. A dash indicates there is no min/max as applicable. In terms of the command some nations will have more HQs commanding a smaller number of units, as opposed to others who have fewer HQs commanding a large number of units. Players purchasing an all cavalry force use the min/max total of infantry instead of the cavalry min/max.

Notes

This column contains supplementary information about the unit. A number listed in this column corresponds to number at the special rules section at the end of the army list.



Black Powder Tactical Commander



Command Unit

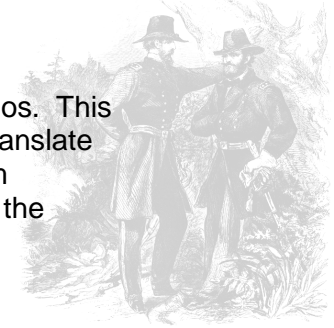
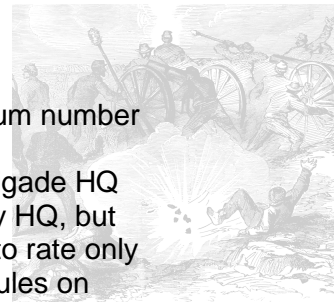
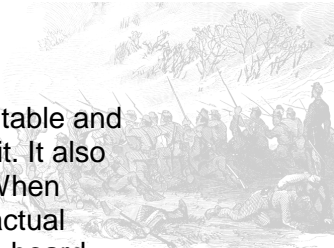
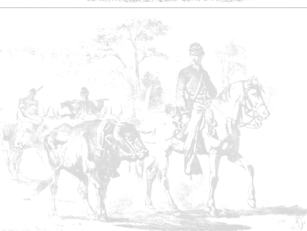
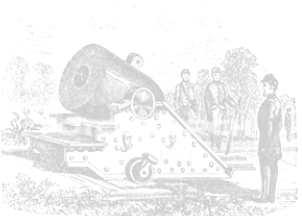
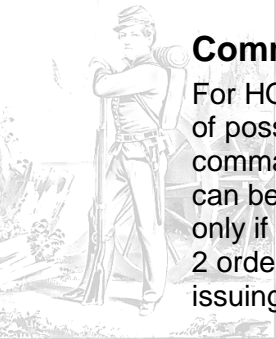
This indicates the level of command the command stand may represent on the game table and assists in translating a historical figure of this command level to a game command unit. It also helps to translate command units from scenarios designed for other game systems. When designing historical scenarios, players will wish to re-create the order of battle using actual ability of historical brigade, division, corps and army HQs. The highest ranking on the board represents the player and is called the commanding officer.

Command

For HQs, this the maximum number of orders that HQ can issue in a turn. The minimum number of possible orders increases with the level of command and quality of the particular commanding officer but there is no reason why in a given historical scenario that a brigade HQ can be exceptional enough to rate the same number of orders as an exceptional army HQ, but only if the historical situation merits it. It is even possible that HQ could be so bad as to rate only 2 orders, again if the historical scenario merits such a simulation treatment. See the rules on issuing orders.

Quality

This relative real-life measure of the HQ for comparison purposes in historical scenarios. This measure will help convert historical figures to game command units. It also helps to translate command units from scenarios designed for other game systems. Quality ranges from uninspiring – those who could not even get their mothers to love and follow them – to the exceptional.



Black Powder Tactical Commander

ACW Union Army

Volunteer infantry are organized into regiments of 10 companies; the regulars in regiments of 2 battalions of 8 companies. Cavalry was organized in regiments of 12 companies in 3 battalions in 1862. Artillery is organized in brigades of 4 batteries of 3 sections.

Union Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry Rifled/Breech Loading Musket	Inf	12	1/20	2	+5			14
Skirmishing Infantry - Smooth Bore Musket	Inf	12	1/10	2	+5			14
Regular Infantry Rifled/Breech Loading Musket	Inf	10	1/20	3	None	60	4/-	1, 14
Regular Infantry - Smooth Bore Musket	Inf	10	1/10	3	None	60	4/-	1, 14
US Engineers	Eng	10	1/15	3	None	120	-1	1, 17
US Cavalry (Dismounted) 1861 Rifled Carbine	Inf	12	1/10	2	5+	--	-1	2, 3
US Cavalry (Dismounted) 1862 Rifled/Breech Loading Carbine	Inf	12	1/15	2	5+	--	-1	3, 5
US Cavalry (Dismounted) 1863+ Rifled/Breech Loading Carbine	Inf	12	2/15	2	5+	--	-1	3, 5
US Cavalry (Dismounted) Smooth Bore Carbine	Inf	12	1/7	2	5+	--	-1	3, 5
US Cavalry 1861	Cav	30	1/2	1	None	55	-1	2, 3, 13
US Cavalry 1862	Cav	30	1/2	2	None	80	-1	3, 5, 13
Gatling Gun	Art	3/10	2/20	2	None	150	-/-	8, 12
Howitzers	Art	3/10	2/20	2	None	35	1/2	6, 8
Smoothbore Light Cannon	Art	3/10	2/40	2	None	55	1/2	6, 8
Smoothbore Cannon/Mixed Guns	Art	3/10	2/60	2	None	75	1/2	6, 8
Smoothbore Siege Cannon	Art	0	3/60	2	None	70	-3	6, 15
Rifled Cannon	Art	3/10	2/75	2	None	85	1/3	7, 8
Rifled Siege Cannon	Art	0	3/75	2	None	80	-2	7, 15
Mortar	Art	0	2/60	2	None	80	-3	6, 16
Limbered Artillery	Cav	15/30	--	2	None	--	--	8, 9

Union Command Chart

Command Unit	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
Brigade HQ	Uninspiring	6	10/30	+0	6	+6	30	1 per 3 Inf	10
Brigade HQ	Average	7	10/30	+1	6	+6	55	1 per 3 Inf	10
Brigade HQ	Exceptional	8	10/30	+2	6	+6	90	1 per 3 Inf	10, 11
Division HQ	Uninspiring	7	10/30	+0	6	+6	35	1 per 6 Inf	10
Division HQ	Average	8	10/30	+1	6	+6	60	1 per 6 Inf	10
Division HQ	Exceptional	9	10/30	+2	6	+6	95	1 per 6 Inf	10, 11
Corps HQ	Uninspiring	8	10/30	+1	6	+6	45	1 per 18 Inf	10
Corps HQ	Average	9	10/30	+1	6	+6	80	1 per 18 Inf	10
Corps HQ	Exceptional	10	10/30	+2	6	+6	110	1 per 18 Inf	10, 11
Army HQ	Uninspiring	9	10/30	+1	6	+6	100	1	10
Army HQ	Average	10	10/30	+2	6	+6	125	1	10
Army HQ	Exceptional	11	10/30	+3	6	5, 6	170	1	10, 11

Black Powder Tactical Commander

ACW Confederate Army

Confederate army infantry are organized into regiments of 10 companies. Confederate cavalry are organized into 10 companies of 2 battalions through the war. Confederate artillery is organized in battalions of 4 batteries with each battery organized into 2 sections.

Confederate Army Troop Chart									
Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes	
Skirmishing Infantry Rifled/Breech Loading Musket	Inf	12	1/20	2	+5			14	
Skirmishing Infantry Smooth Bore Musket	Inf	12	1/10	2	+5			14	
Regular Infantry Rifled/Breech Loading Musket	Inf	10	1/20	3	None	60	4/-	1, 14	
Regular Infantry Smooth Bore Musket	Inf	10	1/10	3	None	60	4/-	1, 14	
CS Engineers	Eng	10	1/15	2	None	120	-1	1, 17	
CS Cavalry (Dismounted) Rifled Carbine	Inf	15	1/10	2	5+	--	-1	3, 4	
CS Cavalry (Dismounted) Smooth Bore Carbine/Shotgun	Inf	15	1/5	2	5+	--	-1	3, 4	
CS Cavalry	Cav	30	1/2	2	None	65	-1	3, 4	
Howitzers	Art	3/10	2/20	2	None	45	1/2	6, 8	
Smoothbore Light Cannon	Art	3/10	1/40	2	None	45	1/2	6, 8	
Smoothbore Cannon/Mixed Guns	Art	3/10	1/60	2	None	75	1/2	6, 8	
Smoothbore Siege Cannon	Art	0	2/60	2	None	70	-3	6, 15	
Rifled Cannon	Art	3/10	1/75	2	None	85	1/3	7, 8	
Rifled Siege Cannon	Art	0	2/75	2	None	80	-2	7, 15	
Mortar	Art	0	1/60	2	None	80	-3	6, 16	
Limbered Artillery	Cav	15/30	--	2	None	--	--	8, 9	

Confederate Command Chart									
Command Unit	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
Brigade HQ	Uninspiring	6	10/30	+0	6	+6	30	1 per 4 Inf	10
Brigade HQ	Average	7	10/30	+1	6	+6	55	1 per 4 Inf	10
Brigade HQ	Exceptional	8	10/30	+2	6	+6	90	1 per 4 Inf	10, 11
Division HQ	Uninspiring	7	10/30	+0	6	+6	35	1 per 12 Inf	10
Division HQ	Average	8	10/30	+1	6	+6	60	1 per 12 Inf	10
Division HQ	Exceptional	9	10/30	+2	6	+6	95	1 per 12 Inf	10, 11
Corps HQ	Uninspiring	8	10/30	+1	6	+6	45	1 per 36 Inf	10
Corps HQ	Average	9	10/30	+1	6	+6	80	1 per 36 Inf	10
Corps HQ	Exceptional	10	10/30	+2	6	+6	110	1 per 36 Inf	10, 11
Army HQ	Uninspiring	9	10/30	+1	6	+6	100	1	10
Army HQ	Average	10	10/30	+2	6	+6	125	1	10
Army HQ	Exceptional	11	10/30	+3	6	5, 6	170	1	10, 11



Black Powder Tactical Commander



American Civil War Special Rules

All units receive a +1 to hit die roll modifier the first time it fires in the game, either during the Initiative Phase or as part of a Command Phase.

1. **Infantry:** Infantry are the backbone of the army and can be armed with a number of weapons, though mostly rifled muskets. A unit can represent from somewhat less than 250 men to beyond 1000 men, depending on the hit value and size of the unit. Infantry can also be classified as "Elite" or "Poor" as per the rules below.

Elite Infantry: For an additional 5 points for a stand, a unit of Regular Infantry can be designated as "Elite." Elite infantry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Infantry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. While some individual units might have been more elite, it was rare indeed for an entire brigade of elite infantrymen, though it did happen. Only 1 unit of Elite Infantry per 1500 points is allowed.

Poor Infantry: For 5 points less for a stand, a unit of Regular Infantry can be designated as "Poor." Poor Infantry are either fresh recruits or poorly trained soldiers who are more apt to run away during a battle. Poor Infantry receive 1 extra die when rolling for fall back. There are no min/max restrictions for Poor Infantry. Poor infantry may not skirmish.

2. **US "Inferior" Cavalry:** Inferior cavalry are available during scenarios taking place in 1861 until early 1862 only. US Inferior Cavalry are armed with a large percentage of pistols and lower quality carbines with poor training in dismounted tactics. All cavalry have an attack range of 2 cm when mounted.

3. **Dismounting Cavalry:** All cavalry units may change from mounted to dismounted as the result of a deploy order. While dismounted, cavalry units are given a 5+ save, which represents their use of skirmish or loose order formations. Use the troop stat appropriate for its current mode. Players may only use dismounted cavalry if they have purchased the mounted version in their point total. Dismounted cavalry stands are one size smaller than their mounted version to show the use of horse holders in rear (represented by the horse holder stand).

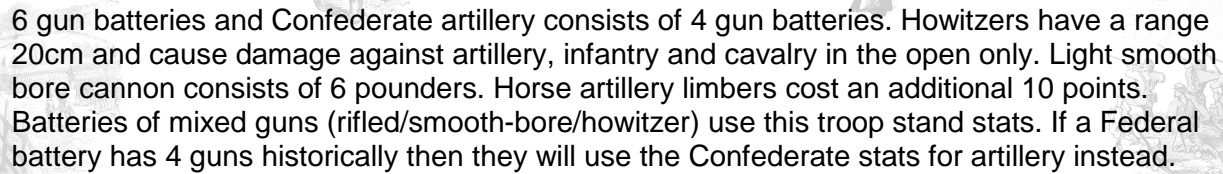
4. **CSA Cavalry:** CSA Cavalry units are armed mostly with pistols and shotguns, with some Enfield carbines thrown in, which are inferior to their Northern cousins. All cavalry have an attack range of 2 cm when mounted.

5. **USA Cavalry:** US Cavalry units are armed with quality repeating carbines from manufacturers such as Sharps and Spencer. All cavalry have an attack range of 2 cm when mounted.

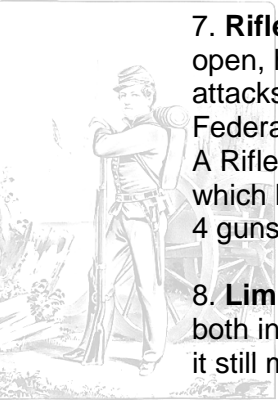
6. **Smoothbore Artillery:** Smoothbore Cannon are 12lb Napoleons and smaller smoothbores, including howitzers. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. Shooting attack penetrates 2cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, smoothbore cannon fires canister shot for 3 attacks against all stands in the firing cone, and target saves as normal reflecting the deadly power of this type of artillery at close range. Canister range is 10cm. Federal artillery consists of



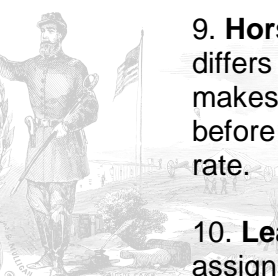
Black Powder Tactical Commander



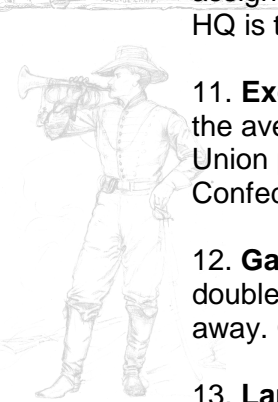
6 gun batteries and Confederate artillery consists of 4 gun batteries. Howitzers have a range 20cm and cause damage against artillery, infantry and cavalry in the open only. Light smooth bore cannon consists of 6 pounders. Horse artillery limbers cost an additional 10 points. Batteries of mixed guns (rifled/smooth-bore/howitzer) use this troop stand stats. If a Federal battery has 4 guns historically then they will use the Confederate stats for artillery instead.



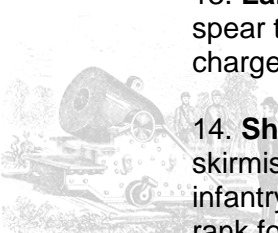
7. **Rifled Artillery:** Rifled Cannon are 10-12 pound artillery. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. When charged, fires canister shot for 2 attacks at range is 10cm against all stands in the firing cone and target saves as normal. Federal artillery consists of 6 gun batteries and Confederate artillery consists of 4 gun batteries. A Rifled cannon has a range of 75cm. Confederates had a battery of 6 Whitworth Rifled guns which had a range of 90cm. Horse artillery cost an additional 10 points. If a Federal battery has 4 guns historically then they will use the Confederate stats for artillery instead.




8. **Limbers:** Artillery may change from Limbered to Unlimbered before or after a move, but not both in a single move. Use the troop stat appropriate for its current mode. Even while limbered, it still may not use initiative to charge.




9. **Horse Artillery:** Horse artillery is any artillery attached to a cavalry brigade. Horse artillery differs from regular artillery in that all members of the battery are mounted on horses. This makes the battery faster in mounted movement. Any limbered artillery attached to cavalry before the game begins is considered to be horse artillery and move at the cavalry movement rate.



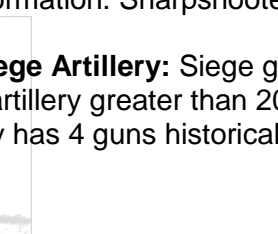
10. **Leadership:** If creating an historical scenario, follow the order of battle when taking and assigning HQs. A player is allowed only 1 Army HQ per game. In historical scenarios, the army HQ is the most senior historical HQ on the field.



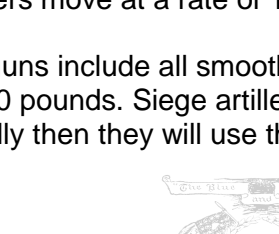
11. **Exceptional HQ:** Exceptional HQs are those that not only can inspire their troops more than the average HQ, they also have more command talent than their average colleagues. The Union player may choose a maximum of 1 exceptional quality HQ per command level. Confederate player may choose a maximum of 2 exceptional quality HQs per command level.



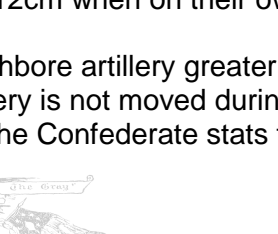
12. **Gatling Guns:** Gatling guns have a range of 10cm and jam on rolling attack dice with any doubles. Jammed Gatling guns do not complete any attacks and the model is knocked out right away. Gatling guns are available only if the historical scenario specifies it.



13. **Lancers:** The Union army had a single unit of lancers early in the war. Lancers have a long spear that makes it very easy for them to contact defending infantry from a distance during the charge. Lancers receive an extra attack die during their initial charge attack.



14. **Sharpshooters:** All Sharpshooter units are given a 5+ save, which represents their use of skirmish or loose order formations, making them tough opponents for infantry. Sharpshooter infantry should be represented by stands with infantry all in a single rank instead of the normal 2 rank formation. Sharpshooters move at a rate of 12cm when on their own.

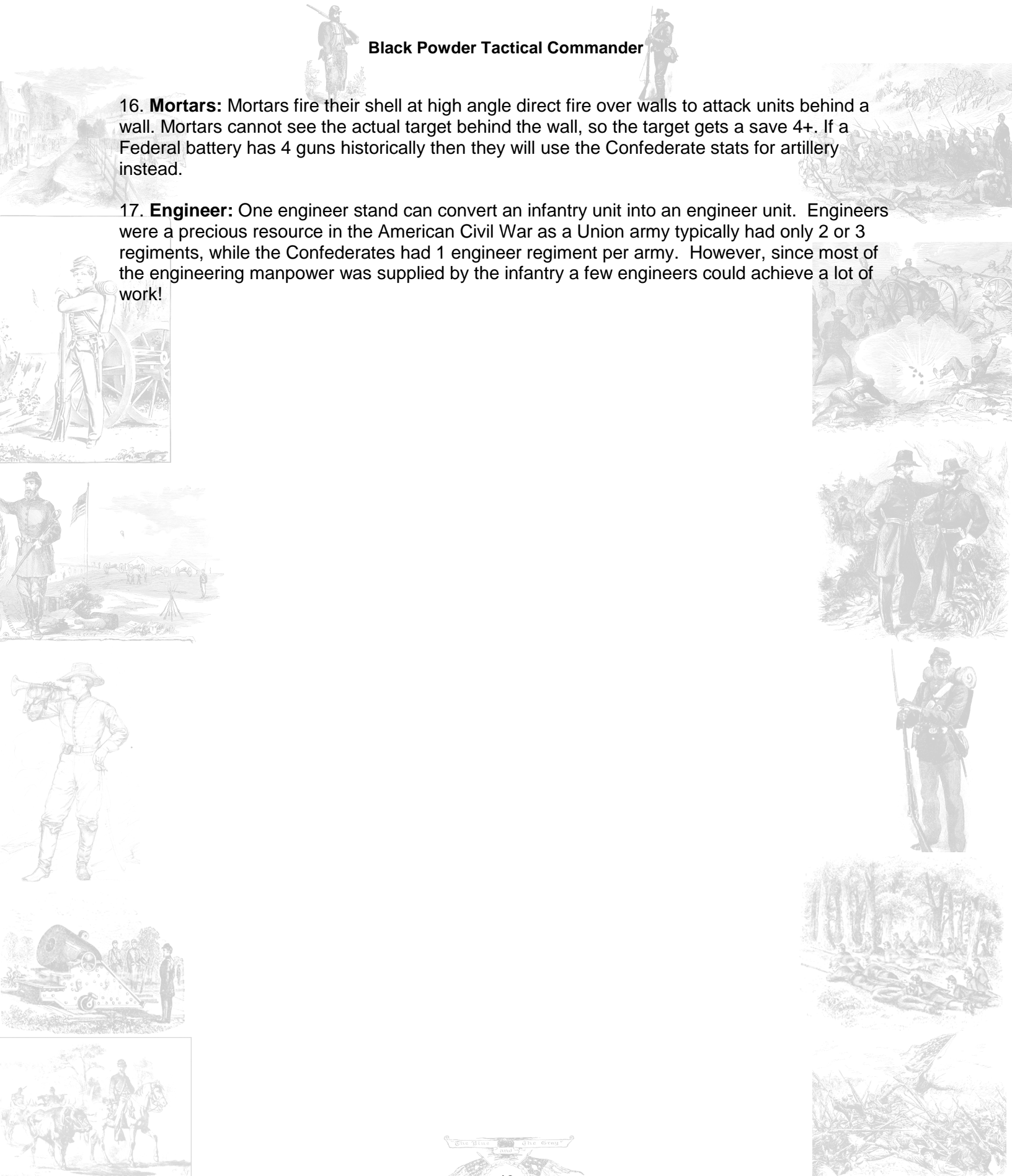


15. **Siege Artillery:** Siege guns include all smoothbore artillery greater than 18 pounds and all rifled artillery greater than 20 pounds. Siege artillery is not moved during a scenario. If a Federal battery has 4 guns historically then they will use the Confederate stats for artillery instead.

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16. **Mortars:** Mortars fire their shell at high angle direct fire over walls to attack units behind a wall. Mortars cannot see the actual target behind the wall, so the target gets a save 4+. If a Federal battery has 4 guns historically then they will use the Confederate stats for artillery instead.

17. **Engineer:** One engineer stand can convert an infantry unit into an engineer unit. Engineers were a precious resource in the American Civil War as a Union army typically had only 2 or 3 regiments, while the Confederates had 1 engineer regiment per army. However, since most of the engineering manpower was supplied by the infantry a few engineers could achieve a lot of work!





Black Powder Tactical Commander



Napoleonic French Army

The French infantry battalion of 1800 consisted of 9 companies of 120 men (7 fusilier, 1 grenadier, 1 Voiltiguers). By 1808, the French infantry battalion consisted of 6 companies of 140 men (4 fusilier, 1 grenadier, 1 Voiltiguers). Battalions averaged 500 men on campaign. Throughout the period, an infantry regiment consisted of 2 field battalions plus a depot battalion. There were separate light infantry battalions and regiments. French infantry were organized into brigades of two regiments and sometimes had a light infantry battalion attached for skirmish duties.

Infantry divisions had 2 brigades plus one or two foot artillery batteries attached. Corps contained three infantry divisions, 1 light cavalry division and a heavy reserve battery. Army consisted of any number of infantry and cavalry corps with a heavy artillery reserve.

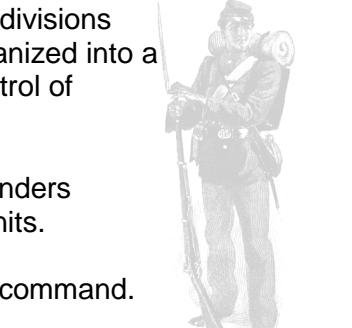
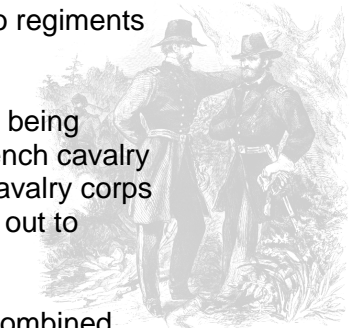
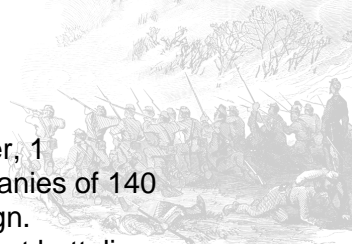
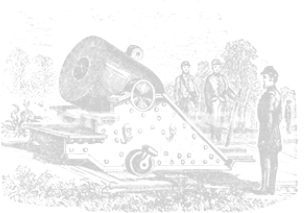
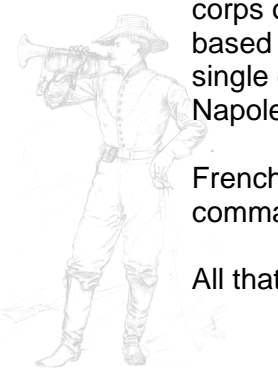
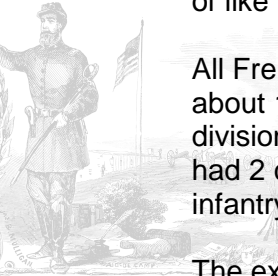
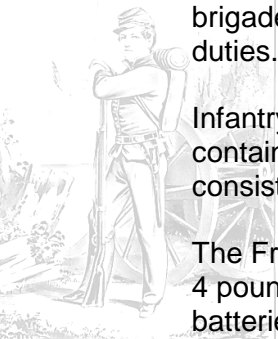
The French artillery battery varied depending on its mission. The horse artillery consisted of six 4 pounders, foot artillery consisted of six 8 pounders and two 6 inch howitzers. Army reserve batteries had six 12 pounder and two 8 inch howitzers. Batteries were organized into regiments of like type totaling 22 batteries.

All French cavalry was organized into regiments of 4 squadrons with each squadron being about 140 men. Regiments on campaign would average about 350 to 400 men. French cavalry divisions averaged six regiments with one or two horse artillery batteries. Reserve cavalry corps had 2 cavalry divisions, usually heavy cavalry. Light cavalry divisions were attached out to infantry corps for scouting and intimate cavalry support duties.

The exception to all this was the Imperial Guard which was organized into a single combined corps of infantry, cavalry and artillery. The Imperial Guard infantry was organized in divisions based on age groups (Old, Middle and Young Guard); whereas the cavalry was organized into a single division. The Imperial Guard was held in reserve and usually under direct control of Napoleon.

French brigade commanders command 4 to 6 infantry units; French division commanders command 8 to 12 infantry units. French Corps leaders command 24 to 36 infantry units.

All that has been said above or below applies to France's allies when under French command.



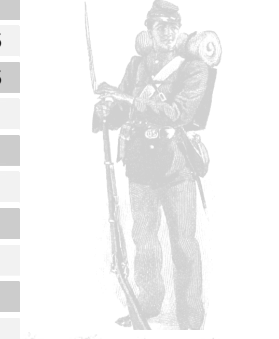
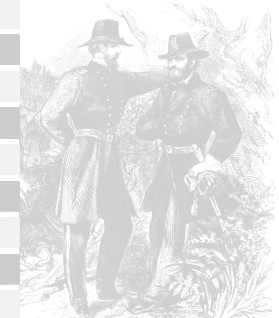
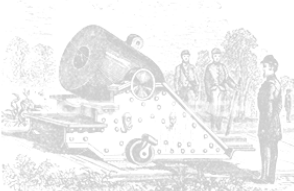
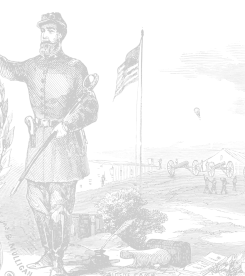


Black Powder Tactical Commander



Napoleonic French Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	12	1/10	2	None			17
Old Guard	Inf	10	1/10	3	4	105	4/-	1, 2, 21
Middle Guard	Inf	10	1/10	3	5	60	4/-	1, 21
Young Guard	Inf	10	1/10	3	6	60	4/-	1, 21
Grenadier	Inf	10	1/10	3	5	75	4/-	1, 2, 21
Line Infantry (05-07)	Inf	10	1/10	3	5	75	4/-	1, 21
Line Infantry (08-12)	Inf	10	1/10	3	6	55	4/-	1, 21
Line Infantry (13-14)	Inf	10	1/10	3	6	55	4/-	1, 21
Provisional Line Infantry (13)	Inf	10	1/10	2	0	35	4/-	1, 3, 21
Militia	Inf	10	1/10	2	0	35	4/-	1, 3, 21
Line Infantry (15)	Inf	10	1/10	3	6	55	4/-	1, 21
Light Infantry (05-07)	Inf	10	1/10	3	5	90	4/-	1, 17
Light Infantry (08-12)	Inf	10	1/10	3	6	60	4/-	1, 17
Light Infantry (13-14)	Inf	10	1/10	3	6	55	4/-	1, 17
Light Infantry(15)	Inf	10	1/10	3	6	60	4/-	1, 17
Heavy Cavalry (05-06,13-15)	Cav	30	1/2	3	6	60	-1	4, 13
Heavy Cavalry (07-12)	Cav	30	1/2	3	5	90	-1	4, 11, 13
Light Cavalry (05-12)	Cav	30	1/2	3	6	60	-1	4, 11, 12
Light Cavalry (13)	Cav	30	1/2	3	0	45	-2	4, 11, 12
Light Cavalry (13/15)	Cav	30	1/2	3	0	45	-2	4, 11, 12
Guard Heavy Cavalry (05-12)	Cav	30	1/2	3	4	120	-3	4, 13, 15
Guard Heavy Cavalry (13/15)	Cav	30	1/2	3	5	90	-1	4, 13, 15
Guard Light Cavalry (05-12)	Cav	30	1/2	3	5	90	-1	4, 11, 12, 15
Guard Light Cavalry (13-15)	Cav	30	1/2	3	6	60	-3	4, 11, 12, 15
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5
Howitzer Field Artillery	Art	5/10	1/20	2	0	75	-2	6, 8
Field Artillery	Art	5/10	1/45	2	0	75	-2	6, 8
Fortress Artillery	Art	0	1/45	2	0	80	--	7, 8
Mortar	Art	0	1/20	2	0	70	--	8, 18
Horse Artillery	Art	5/10	1/45	2	0	85	-2	6, 8, 20
Limbered Artillery	Cav	10/30	--	2	0	--	--	6, 8, 20
Engineers	Engr	10	2/10	2	0	125	-1	1, 19





Black Powder Tactical Commander



Napoleonic British Army

The British infantry regiment of the period consisted of two field battalions and one depot, although it was not unusual for only a single battalion to serve overseas. The battalion consisted of ten companies of 100 men, divided into eight Line or centre companies, one grenadier company on the right flank and one Light on the left flank. All guard regiments were considered grenadiers and elite. Brigades normally contained 3 battalions plus a few companies of riflemen. Two to four brigades made up a division, usually the fourth brigade was foreign or poor infantry.

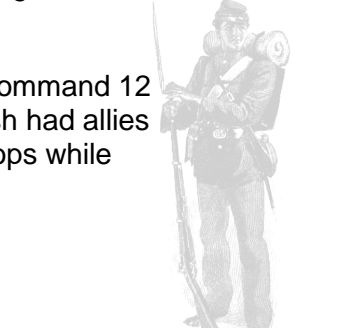
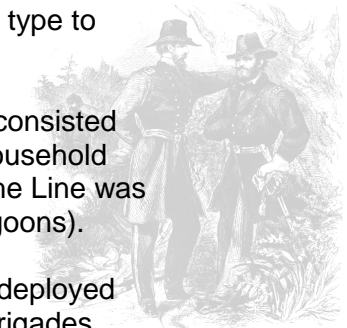
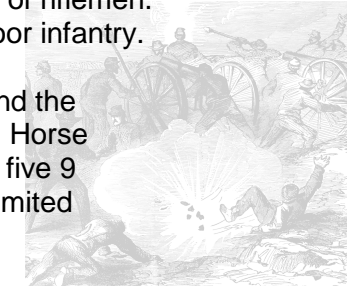
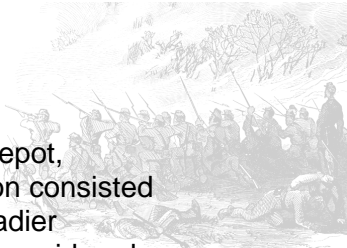
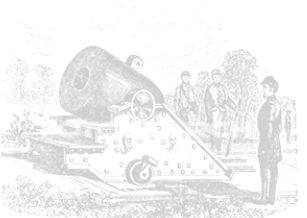
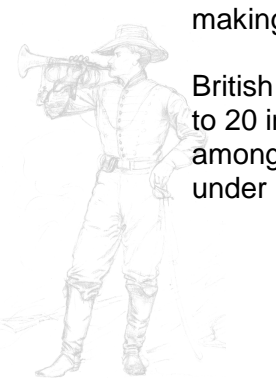
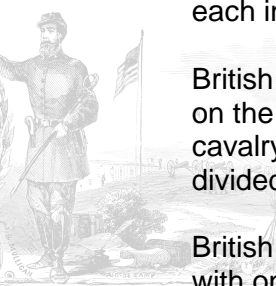
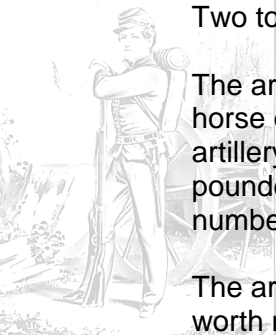
The artillery was made up of two regiments; the foot or Royal Regiment of Artillery and the horse or Royal Horse Artillery. Each regiment could contain any number of batteries. Horse artillery batteries had five 6 pounders and one 6 inch howitzer and foot batteries had five 9 pounders and one 6 inch howitzer. Other batteries such as heavy were available in limited numbers and had six 12 pounders.

The artillery also consisted of a number of rocket troops but these are so ineffective as to not be worth mention in our game. Usually, there was sufficient artillery to attach one of like type to each infantry or cavalry brigade.

British cavalry was divided into the Line and the Household. The household cavalry consisted on the Royal regiments was the "guard" cavalry; all of which is considered heavy. Household cavalry is not elite in the game sense; mainly because it was rarely used in battle. The Line was divided into the heavy (Dragoons and the "Horse") and light (Hussars and Light Dragoons).

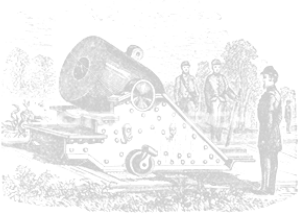
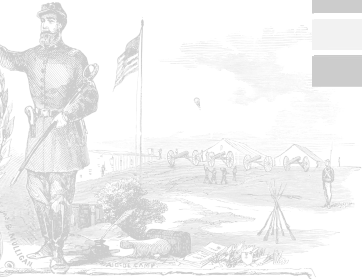
British cavalry had 4 squadrons of 120 men in a regiment (although most regiments deployed with only 2 to 3 squadrons) with 3 regiments making up a brigade and two to three brigades making up a division.

British brigade leaders command 3 to 5 infantry units. British division commanders command 12 to 20 infantry units. British Corps leaders command 36 to 60 infantry units. The British had allies among the Portuguese and Germans during the period. Use these lists for those troops while under British command.





Black Powder Tactical Commander



Napoleonic British Army Troop Chart								
Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	12	1/10	2	None			17
Guard/Grenadier Infantry	Inf	10	1/10	4	4	120	4/-	1, 2, 22
Line Infantry	Inf	10	1/10	5	5	90	4/-	1, 22
Light Infantry	Inf	10	1/10	6	6	90	-1	1, 2, 17, 22
Rifle Infantry	Inf	10	1/15	6	6	90	-1	1, 2, 17, 22
Heavy Cavalry	Cav	10	1/2	5	5	90	-1	4, 13
Light Cavalry	Cav	10	1/2	6	6	60	-1	4, 11, 12, 20
Household Cavalry	Cav	10	1/2	4	4	120	-1	4, 13, 15
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5
Howitzer Field Artillery	Art	5/10	2/20	2	0	75	-2	6, 8
Field Artillery	Art	5/10	2/45	2	0	75	-2	6, 8
Fortress Artillery	Art	0	1/45	2	0	80	--	7, 8
Mortar	Art	0	1/20	2	0	70	--	8, 18
Horse Artillery	Art	5/10	2/45	2	0	85	-2	6, 8, 20
Limbered Artillery	Cav	10/30	--	2	0	--	--	6, 8, 20
Engineers	Engr	10	2/10	2	0	125	-1	1, 19





Black Powder Tactical Commander



Napoleonic Spanish Army

The Spanish infantry battalion consisted of 4 companies of 190 men each; these were organized into regiments of line, battalions of light and militia. Line infantry regiments had three battalions of musketeers. Light Battalions were of 4 companies each and were organized independently. Militia Battalions were of 4 companies of 80 men and raised locally as needed; they should be considered poor infantry.

Infantry brigades consisted of four to six infantry battalions; while divisions were made up of two to three brigades. After 1812 Spanish units were organized in a mix of the British and French model.

Artillery regiments were made up of 10 batteries with each battery having 6 guns. In the foot artillery (16 total batteries), these guns are 8 pounders. In horse artillery (24 total batteries), these are 6 pounders.

Spanish brigade leaders command 4 to 6 infantry units. Spanish division leaders command 8 to 18 infantry units. Spanish Corps leaders command 24 to 54 infantry units.

Spanish cavalry, heavy and light, were organized into five squadrons of 140 men. Spanish cavalry was poorly mounted and led. Cavalry was organized into brigades of three to six regiments.

Napoleonic Spanish Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/10	2	None			17
Guard/Grenadier Infantry	Inf	8	1/10	3	5	75	4/-	1, 2, 24
Line Infantry (09/15)	Inf	8	1/10	3	0	30	4/-	1, 24
Line Infantry (13/15)	Inf	8	1/10	3	6	55	4/-	1, 22, 23
Light Infantry (09/15)	Inf	8	1/10	3	0	35	-/1	1, 17, 24
Guard/Gren Infantry (08/14)	Inf	10	1/10	3	5	60	4/-	1, 2, 21, 25
Line Infantry (08/14)	Inf	10	1/10	3	6	45	4/-	1, 21, 25
Light Infantry (08/14)	Inf	10	1/10	3	6	45	4/-	1, 21, 25
Light Infantry (13/15)	Inf	12	1/10	3	6	30	-/1	1, 17, 22, 23
Guard/Heavy Cavalry	Cav	10	1/2	3	0	45	-/1	4, 11, 13, 16
Light Cavalry (05/08, 14/15)	Cav	30	1/2	3	0	75	-/1	4, 11, 12, 16
Light Cavalry (09/13)	Cav	30	1/2	3	0	45	-/1	4, 11, 12, 16
Light Cavalry (08/14)	Cav	30	1/2	3	0	55	-/1	4, 11, 12, 16
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5
Howitzer Field Artillery	Art	5/10	1/20	2	0	75	-/2	6, 8
Field Artillery	Art	5/10	1/45	2	0	75	-/2	6, 8
Fortress Artillery	Art	0	1/45	2	0	80	--	7, 8
Mortar	Art	0	1/20	2	0	70	--	8, 18
Horse Artillery	Art	5/10	1/45	2	0	85	-/2	6, 8, 20
Limbered Artillery	Cav	10/30	--	2	0	--	--	6, 8, 20
Engineers	Engr	10	2/10	2	0	125	-/1	1, 19



Black Powder Tactical Commander



Napoleonic Austrian Army

Austrian army infantry battalions consisted of six companies of 160 men. These companies in the battalion were divided into; 4 fusilier; 1 grenadier; and 1 Light. The infantry Regiment was made up of 2 battalions plus a depot battalion. There were separate light regiments and grenadier battalions. Regiments could be German or Hungarian, plus there were Croatian "Grenz" regiments and militia Landwehr battalions. Militia should be considered poor.

Infantry brigades consisted of four to six infantry battalions; while divisions were made up of two to three brigades. After 1812 Austrian units were organized as per the French model.

Austrian artillery was divided into the horse, foot and reserve artillery. Austrian artillery was not organized above battery level and never grouped into multi-battery fire units. The horse artillery battery consisted of six 3 pounders. The foot artillery battery consisted of six 6 pounders and two 5 inch howitzers. The reserve artillery consisted of six 12 pounders.

Austrian cavalry was divided into heavy and light. The heavy cavalry was organized into regiments of 10 squadrons of 120 men and the light in 8 squadrons of 120 men. Regiments are in effect the size of two regiments. After 1807 squadrons were cut in half to make regiments more useful and controllable. Cavalry was organized into brigades of three to six regiments.

Austrian brigade leaders command 4 to 6 infantry units. Austrian division commanders command 8 to 18 infantry units. Austrian Corps leaders command 24 to 54 infantry units.

This list applies to all allies of Austria.

Napoleonic Austrian Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/10	2	None			17
Grenadier Infantry	Inf	8	1/10	3	5	75	4/-	1, 2
Line Infantry (05-06)	Inf	8	1/10	3	6	45	4/-	1
Line Infantry (07-15)	Inf	8	1/10	3	6	55	4/-	1
Grenz Infantry	Inf	8	1/10	3	0	55	4/-	1, 17, 22
Jager Infantry	Inf	8	1/10	3	0	75	-/1	1, 17, 22
Freikorps Infantry	Inf	8	1/10	3	0	40	4/-	1, 3
Landwehr Infantry	Inf	30	1/10	3	0	30	4/-	1, 3
Heavy Cavalry	Cav	30	1/2	3	6	60	-/1	4, 13
Light Cavalry	Cav	30	1/2	3	0	45	-/1	4, 11, 12
Freikorps/Landwehr Cav	Cav	30	1/2	3	0	30	-/1	4, 11, 12, 16
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5
Howitzer Field Artillery	Art	5/10	1/20	2	0	75	-/2	6, 8
Field Artillery	Art	5/10	1/45	2	0	75	-/2	6, 8
Fortress Artillery	Art	0	1/45	2	0	80	--	7, 8
Mortar	Art	0	1/20	2	0	70	--	8, 18
Horse Artillery	Art	5/10	1/45	2	0	85	-/2	6, 8, 20
Limbered Artillery	Cav	10/30	--	2	0	--	--	6, 8, 20
Engineers	Engr	10	2/10	2	0	125	-/1	1, 19



Black Powder Tactical Commander



Napoleonic Prussian Army

The Prussian infantry battalion consisted of 4 companies of 160 men, regardless of type. Each Line regiment had 3 battalions of musketeers and 2 companies of grenadiers, 1 company of light infantry and 1 6 pounder battery. A Fusilier brigade had 3 battalions of fusiliers and Jaeger Battalion consisted of 4 companies

Infantry brigades consisted of two infantry regiments or up to five infantry battalions; while divisions were made up of three brigades. Divisions are organized in Wings of varying sizes.

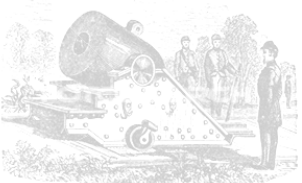
By 1815 Wings were re-named Corps. Each Corps had three infantry brigades (five to seven infantry battalions), one cavalry brigade (three regiments) and one artillery brigade (four batteries). Landwehr battalions were incorporated into all brigades except the Guards.

Prussian artillery was organized into foot regiments of nine batteries and horse regiments of twenty batteries. Each foot battery had six 12 pounders and two 6 inch howitzers. Each horse battery had six 6 pounders and two 5 inch howitzers.

Prussian cavalry, heavy and light, were organized into five squadrons of 140 men, except for the dragoons who were organized into regiments of ten squadrons. Cavalry brigades consisted of three regiments of like type. Brigades are usually divided up amongst the army wings.

Prussian brigade leaders command 4 to 7 infantry units. Prussian division leaders command 12 to 21 infantry units. Prussian Corps leaders command 36 to 63 infantry units.

This list applies to all allies of Prussia.



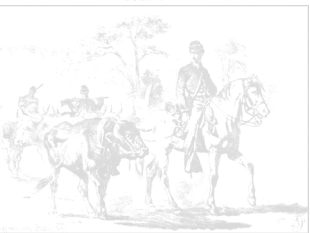
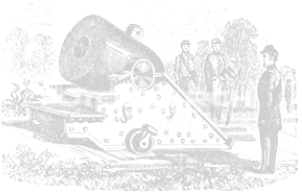
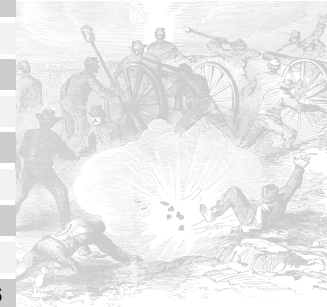
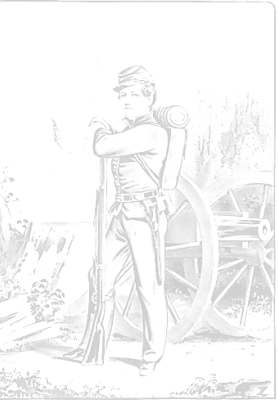


Black Powder Tactical Commander



Napoleonic Prussian Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/10	2	None			17
Guard/Grenadier Infantry	Inf	10	1/10	3	5	75	4/-	1, 2
Line Infantry (05-09)	Inf	10	1/10	3	5	65	4/-	1
Line Infantry (10-15)	Inf	10	1/10	3	6	55	4/-	1
Light Infantry (05-15)	Inf	10	1/10	3	6	55	4/-	1, 17
Jager Infantry	Inf	10	1/10	3	5	75	-1	1, 17, 22
Silesian Landw Inf (13/15)	Inf	10	1/10	3	0	40	4/-	1, 3
Landwehr Infantry (13/14)	Inf	30	1/10	3	0	35	4/-	1, 3
Landwehr Infantry (15)	Inf	30	1/10	3	0	40	4/-	1, 3
Heavy Cavalry	Cav	30	1/2	3	6	60	-1	4, 13
Light Cavalry	Cav	30	1/2	3	6	60	-1	4, 11, 12
Freikorps Cavalry	Cav	30	1/2	3	0	45	-1	4, 20, 12, 16
Landwehr Cavalry	Cav	30	1/2	3	0	30	-1	4, 20, 12, 16
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5
Howitzer Field Artillery	Art	5/10	1/20	2	0	75	-2	6, 8
Field Artillery	Art	5/10	1/45	2	0	75	-2	6, 8
Fortress Artillery	Art	0	1/45	2	0	80	--	7, 8
Mortar	Art	0	1/20	2	0	70	--	8, 18
Horse Artillery	Art	5/10	1/45	2	0	85	-2	6, 8, 20
Limbered Artillery	Cav	10/30	--	2	0	--	--	6, 8, 20
Engineers	Engr	10	2/10	2	0	125	-1	1, 19





Black Powder Tactical Commander



Napoleonic Russian Army

The Russian infantry battalion consisted of four companies of 180 men. Musketeer Regiments consisted of three battalions of infantry. Grenadier regiments had 2 battalions of grenadiers and 1 of musketeers. Line regiments had 2 battalions of musketeers and 1 of grenadiers. Jaeger regiments had 3 battalions of light infantry.

Above regimental level, Russian units were organized into divisions of 1 grenadier, 1 Jaeger and 4 musketeer regiments; 2 heavy cavalry and 1 light cavalry regiments; 2 position, 3 light and 1 horse artillery battery. A Corps consisted of 3 divisions. All of the Imperial Guard was formed into a single division. By 1812, the Russians adopted a higher organization similar to that of the French.

Artillery was divided into horse, foot and position batteries; there was no permanent organization above battery level. The horse artillery have twelve 6 pounders. The foot artillery have eight 6 pounders and six 9 pounders licornes. Positional batteries have eight 12 pounder four 18 pounder licornes and two 9 pounder licornes.

Russian cavalry were organized into five squadrons of 140 men in the case of heavy and ten squadrons in the case of the light.

Russian division leaders command 15 to 18 infantry units. Russian Corps leaders command 45 to 54 infantry units.

This list applies to all allies of Russia.

Napoleonic Russian Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/10	2	None			17
Guard Infantry	Inf	10	1/10	3	5	75	4/-	1, 2, 21
Guard Jager Infantry	Inf	10	1/10	1	6	60	4/-	1, 15, 22
Line Grenadier Infantry	Inf	10	1/10	3	5	75	4/-	1, 21
Converged Gren Infantry	Inf	10	1/10	3	6	55	4/-	1, 21
Line Infantry	Inf	10	1/10	3	6	45	4/-	1, 21
Jager Infantry	Inf	10	1/10	3	0	40	-1	1, 17, 22
Militia Infantry	Inf	10	1/10	3	0	40	-1	1, 3
Heavy Cavalry	Cav	30	1/2	3	6	60	-1	4, 13
Guard Light Cavalry	Cav	30	1/2	3	6	60	-1	4, 11, 12
Light Cavalry	Cav	30	1/2	3	0	45	-1	4, 11, 12, 15
Cossack Cavalry	Cav	30	1/2	3	0	30	-1	4, 11, 14, 16
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5
Howitzer Field Artillery	Art	5/10	1/20	2	0	75	-2	6, 8
Field Artillery	Art	5/10	1/45	2	0	75	-2	6, 8
Fortress Artillery	Art	0	1/45	2	0	80	--	7, 8
Mortar	Art	0	1/20	2	0	70	--	8, 18
Horse Artillery	Art	5/10	1/45	2	0	85	-2	6, 8, 20
Limbered Artillery	Cav	10/30	--	2	0	--	--	6, 8, 20
Engineers	Engr	10	2/10	2	0	125	-1	1, 19

Black Powder Tactical Commander

Napoleonic Leadership

It is important to catch the national character in the command units of your army, the following notes will assist with that endeavor. These notes are not to be considered the final word, merely, a guide. Some readers will take exception with section but remember every army had its heroes and its cowards. The key is to get the right mix.

French Commanders were uniformly good throughout the period with some exceptions. Even these exceptions had their bright spots. At the brigade level the majority of brigade Commanders will be average with one exceptional in each corps and two uninspiring in each corps. Division Commanders should be average with one exceptional per corps. The corps Commanders should all be average with one exceptional thrown in. The army Commander should be exceptional unless Napoleon is present in which case he is exceptional and the army Commander average.

British Commanders tended to be extremely brave or very stupid with a few bright spots. On average in a corps three uninspiring and two exceptional brigade Commanders should be the rule. Division Commanders should all be average. Corps Commanders should be average with one exceptional Commander. The army Commander is always exceptional.

Spanish Commanders never got it throughout the war. All should be rated as uninspiring including the Army Commander.

Austrian Commanders, at first, should be rated uninspiring but after 1809 they improve. There should be two average to one uninspiring at the brigade level. Division Commanders should be two uninspiring for one average. Corps and Army Commanders should be average.

Russian Commanders remained uniformly foolhardy throughout much of the war, with exceptions. At division level uninspiring is the order of day. One or possibility two corps Commanders should be average, as should the army Commander.

All allies should fill the norm of the parent state. Rate the abilities of historical Commanders by your actual research on them in that command.

Napoleonic Wars Command Chart

Command Unit	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
Brigade HQ	Uninspiring	6	10/30	+0	6	+6	30	*	9
Brigade HQ	Average	7	10/30	+1	6	+6	55	*	9
Brigade HQ	Exceptional	8	10/30	+2	6	+6	90	*	9, 10
Division HQ	Uninspiring	7	10/30	+0	6	+6	35	*	9
Division HQ	Average	8	10/30	+1	6	+6	60	*	9
Division HQ	Exceptional	9	10/30	+2	6	+6	95	*	9, 10
Corps HQ	Uninspiring	8	10/30	+1	6	+6	45	*	9
Corps HQ	Average	9	10/30	+1	6	+6	80	*	9
Corps HQ	Exceptional	10	10/30	+2	6	+6	110	*	9, 10
Army HQ	Uninspiring	9	10/30	+1	6	+6	100	1	9
Army HQ	Average	10	10/30	+2	6	+6	125	1	9
Army HQ	Exceptional	11	10/30	+3	6	5, 6	170	1	9, 10



Black Powder Tactical Commander



Napoleonic Special Rules


All units receive a +1 to hit die roll modifier the first time it fires in the game, either during the Initiative Phase or as part of a Command Phase.

- 1. Infantry:** Infantry are the backbone of the army and can be armed with a number of weapons, though mostly smooth bore muskets with some rifles and even air guns in special units. Infantry can also be classified as "Elite" or "Poor" as per the rules below.
- 2. Elite Infantry:** Elite infantry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Infantry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. Elite infantry are usually found brigaded together. Only 1 unit of Elite Infantry per 3000 points is allowed unless the whole point total is elite.
- 3. Poor Infantry:** Poor Infantry are either fresh recruits or poorly trained soldiers who are more apt to run away during a battle. Poor Infantry receive 1 extra die when rolling for fall back. There are no min/max restrictions for Poor Infantry.
- 4. Dismounting Cavalry.** Dragoon and Hussar cavalry units may change from mounted to dismounted on a deploy order. Use the troop stat appropriate for its current mode. Hussars may dismount as single stands to scout; they may not fight dismounted as a unit. Dragoons fight mounted or dismounted.
- 5. Dismounted Cavalry:** Players may only use dismounted cavalry if they have purchased the mounted version in their point total. Dismounted cavalry stands are one size smaller than their mounted version to show the use of horse holders in rear (represented by the horse holder stand).
- 6. Field Artillery:** Smoothbore Cannon are 4 to 9 pounds, including howitzers. One unit represents 2 cannons. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. Shooting attack penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, smoothbore cannon fires canister shot for 4 attacks against all stands in the firing cone and target saves as normal reflecting the deadly power of this type of artillery at close range. Canister range is 15cm. Cannons cannot use initiative to charge. Horse artillery cost an additional 10 points.
- 7. Fortress Artillery:** Smoothbore Cannon are 12 to 18 pounds, including howitzers. One unit represents 2 cannons. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. Shooting attack penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, smoothbore cannon fires canister shot for 3 attacks against all stands in the firing cone and target saves as normal reflecting the deadly power of this type of artillery at close range. Canister range is 15cm. Fortress artillery may not move within the scope of a scenario.
- 8. Limbers:** Artillery may change from Limbered to Unlimbered before or after a move, but not both in a single move. Use the troop stat appropriate for its current mode. Limbered artillery may not use initiative to charge.
- 9. Leadership:** See nationality. If creating an historical scenario, follow the order of battle when




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taking and assigning HQs. A player is allowed only 1 Army HQ per game.




10. **Exceptional HQ:** Exceptional HQs are those that not only can inspire their troops more than the average HQ, they also have more command talent than their average colleagues. The player may choose a maximum of 1 exceptional quality HQ per command level per game.




11. **Lancers:** Lancers have a long spear that makes it very easy for them to contact defending infantry from a distance during the charge. Lancers receive an extra attack die during their initial charge attack.

12. **Light Cavalry:** Light cavalry includes all hussars, light dragoons, chasseurs a cheval, Freikorps, Landwehr cavalry and lancers. Light cavalry may scout in single stands.



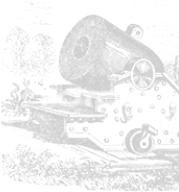
13. **Heavy Cavalry:** Heavy cavalry includes all cuirassier, gendarmes, life guards, heavy dragoons, horse guards, horse grenadiers and carabinieri. Heavy cavalry gets a +1 attack dice during the charge.

14. **Irregular Cavalry:** Irregular cavalry includes all irregulars and Cossacks. Irregular cavalry may not charge infantry in square.




15. **Elite Cavalry:** Elite cavalry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Cavalry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. Only 1 unit of Elite Cavalry per 3000 points is allowed.

16. **Poor Cavalry:** Poor Cavalry one or a mix of fresh recruits, poorly trained soldiers or soldiers mounted on poor horse flesh that is more apt to perform poorly during a battle. Poor cavalry receive 1 extra die when rolling for fall back. Use normal min/max restrictions for poor cavalry.




17. **Light infantry:** All most Light infantry units are given a 5+ save value, which represents their use of skirmish or loose order formations, making them tough opponents for infantry. Light infantry should be represented by stands with infantry all in a single rank instead of the normal 2 rank formation. Light Infantry move at a rate of 12cm when on their own.

18. **Mortars:** Mortars fire their shell at high angle direct fire over walls to attack units behind a wall. Mortars cannot see the actual target behind the wall, so the target gets a save 4+.



19. **Engineer:** One engineer stand can convert an infantry unit into an engineer unit. Engineers were a precious resource as an army typically had only 2 or 3 regiments.



20. **Horse Artillery:** Horse artillery is any artillery attached to a cavalry brigade. Guns are usually 3 to 6 pounds in size. Horse artillery differs from regular artillery in that all members of the battery are mounted on horses; this makes the battery faster in mounted movement. Any limbered artillery attached to cavalry before the game begins is considered to be horse artillery and move at the cavalry movement rate.

21. Must use attack column march formation in a charge.

22. Receives +1 attack die.



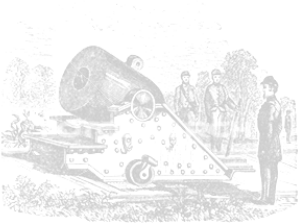
Black Powder Tactical Commander



23. British trained only.

24. May not form square and defend against cavalry as in open ground.

25. French trained only.





Black Powder Tactical Commander



Franco-Prussian Wars French Army

The French infantry battalion consisted of 4 companies of 160 men, regardless of type. Each infantry regiment had 3 battalions of infantry.

Infantry brigades consisted of two infantry regiments; while divisions were made up of two brigades, 1 dragoon or hussar regiment, 2 batteries of artillery, 1 battery of millailleuse and a chasseur a pied battalion. Divisions are organized in Corps of three divisions. Cavalry was for division scouting and intimate cavalry support duties

The French artillery consisted of six rifled 4 pounders. The reserve batteries had siege and heavy rifled guns in fortresses.

All French cavalry was organized into regiments of 4 squadrons with each squadron being about 140 men. Regiments on campaign would average about 350 to 400 men. French cavalry divisions averaged two regiments in 2 brigades with one or two horse artillery batteries. Reserve cavalry corps had 3 cavalry divisions, usually heavy cavalry.

The exception to all this was the Imperial Guard which was organized into a single combined corps of infantry, cavalry and artillery. The Imperial Guard infantry was organized in 3 divisions plus a cavalry division. The Imperial Guard was held in reserve and usually under direct control of Napoleon III.

French brigade leaders command 6 to 8 infantry units. French division commanders command 12 to 16 infantry units. French Corps leaders command 24 to 32 infantry units.

Franco-Prussian War French Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/35	2	None			
Guard	Inf	10	1/35	3	5	105	4/-	1, 2, 13
Line Infantry	Inf	10	1/35	3	0	55	4/-	1, 13
Light Infantry	Inf	10	1/35	3	5	75	4/-	1, 12, 13
Garde National	Inf	10	1/35	2	0	35	4/-	1, 3, 13
Heavy Cavalry	Cav	30	1/2	2	5	60	-1	4, 5, 17
Light Cavalry	Cav	30	1/2	2	6	60	-1	4, 15, 16
Dismounted Cavalry, All	Inf	10	1/35	2	5	85	--	4, 13
Millailleuse	Art	5/10	1/60	2	0	75	-1	6, 8
Artillery	Art	5/10	1/80	2	0	75	-2	6, 8
Fortress Artillery	Art	0	1/80	2	0	80	--	7
Limbered Artillery	Cav	30	--	2	0	--	--	8
Engineers	Engr	10	1/35	2	0	125	-1	1, 13, 14



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Franco-Prussian War Prussian Army

The Prussian infantry battalion consisted of 4 companies of 160 men, regardless of type. Each infantry regiment had 3 battalions of infantry.

Infantry brigades consisted of two infantry regiments; while divisions were made up of two brigades, dragoon or hussar regiment, 4 batteries of artillery and a Jaeger battalion. Divisions are organized in Corps of two divisions.

Prussian artillery battery had six Krupp breech loaders. There was rifled siege artillery available.

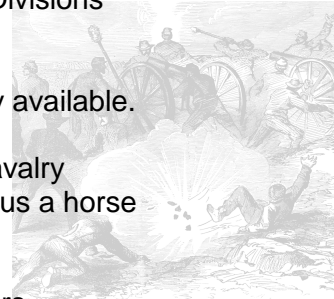
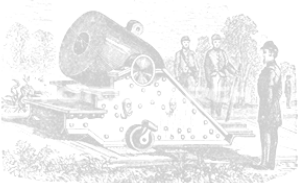
Prussian cavalry, heavy and light, were organized into five squadrons of 140 men. Cavalry brigades consisted of three regiments of like type. Divisions had 2 cavalry brigades plus a horse artillery battery.

Prussian brigade leaders command 6 to 8 infantry units. Prussian division commanders command 12 to 16 infantry units. Prussian Corps leaders command 24 to 32 infantry units.

This list applies to all allies of Prussia.

Franco-Prussian War Prussian Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/30	2	None			
Guard Infantry	Inf	10	1/30	3	5	75	4/-	1, 2, 13
Infantry	Inf	10	1/30	3	5	65	4/-	1, 13
Bavarian Jaeger Infantry	Inf	10	1/35	3	5	65	4/-	1, 13
Jaeger Infantry	Inf	10	1/30	3	5	75	-/1	1, 12, 13
Heavy Cavalry	Cav	30	1/2	2	6	60	-/1	4, 17
Light Cavalry	Cav	30	1/2	2	6	60	-/1	4, 15, 16
Dismounted Cavalry, All	Inf	10	1/30	2	5	85	--	4, 5, 13
Artillery	Art	5/10	1/100	2	0	75	-/2	6, 8
Fortress Artillery	Art	0	1/100	2	0	80	--	7
Limbered Artillery	Cav	30	--	2	0	--	--	8
Engineers	Engr	10	1/30	2	0	125	-/1	1, 13, 14





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Franco-Prussian Leadership

It is important to catch the national character in the command units of your army, the following notes will assist with that endeavor. These notes are not to be considered the final word, merely, a guide. Some readers will take exception with section but remember every army had its heroes and its cowards. The key is to get the right mix.

Prussian Commanders were uniformly good throughout the period with some exceptions. Even these exceptions had their bright spots. At the brigade level the majority of brigade Commanders will be average with one exceptional in each corps and two uninspiring in each corps. Division Commanders should be average with one exceptional per corps. The corps Commanders should all be average with one exceptional thrown in. The army Commander should be exceptional. Rate the abilities of historical Commanders by your actual research on them in that command.

French Commanders, at first, should be rated uninspiring with some average. After 1870, there should be two average to one uninspiring at the brigade level. Division Commanders should be two uninspiring for one average. Corps and Army Commanders should be average.

All allies should fill the norm of the parent state.

Franco Prussian Wars Command Chart

Command Unit	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
Brigade HQ	Uninspiring	6	10/30	+0	6	+6	30	*9	9
Brigade HQ	Average	7	10/30	+1	6	+6	55	*9	9
Brigade HQ	Exceptional	8	10/30	+2	6	+6	90	*9	9, 10
Division HQ	Uninspiring	7	10/30	+0	6	+6	35	*9	9
Division HQ	Average	8	10/30	+1	6	+6	60	*9	9
Division HQ	Exceptional	9	10/30	+2	6	+6	95	*9	9, 10
Corps HQ	Uninspiring	8	10/30	+1	6	+6	45	*9	9
Corps HQ	Average	9	10/30	+1	6	+6	80	*9	9
Corps HQ	Exceptional	10	10/30	+2	6	+6	110	*9	9, 10
Army HQ	Uninspiring	9	10/30	+1	6	+6	100	1	9
Army HQ	Average	10	10/30	+2	6	+6	125	1	9
Army HQ	Exceptional	11	10/30	+3	6	5, 6	170	1	9, 10



Franco-Prussian War Special Rules

1. **Infantry:** Infantry are the backbone of the army and can be armed with a number of weapons, though mostly rifled muskets. A unit represents about 600 men. Infantry can also be classified as "Elite" or "Poor" as per the rules below.

2. **Elite Infantry:** Elite infantry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Infantry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. Elite infantry are usually found brigaded together. Only 1 unit of Elite Infantry per 3000 points is allowed unless the whole 1500 points is elite.

3. **Poor Infantry:** Poor Infantry are either fresh recruits or poorly trained soldiers who are more apt to run away during a battle. Poor Infantry receive 1 extra die when rolling for fall back. There are no min/max restrictions for Poor Infantry.

4. **Dismounting Cavalry.** Dragoon and Hussar cavalry units may change from mounted to dismounted before or after a move, but not both in a single move. Dragoons may fight dismounted normally. Hussars may dismount as single stands to scout; they may not fight dismounted as a unit. All cavalry have an attack range of 1cm when mounted.

5. **Dismounted Cavalry:** Players may only use dismounted cavalry if they have purchased the mounted version in their point total. While dismounted, cavalry units are given a 5+ save value, which represents their use of skirmish or loose order formations. Dismounted cavalry stands are one size smaller than their mounted version to show the use of horse holders in rear (represented by the horse holder stand).

6. **Field Artillery:** French artillery is mostly smoothbore cannon of 12 pounds, including howitzers. French Miltailleuse maybe added at the rate of one stand per 4 artillery stands. Prussian artillery is modern breech loading pieces of 65mm to 77 mm in size. One unit represents about 2 cannons. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. When charged, cannon fires canister shot for 4 attacks against all stands in the firing cone and target saves as normal reflecting the deadly power of this type of artillery at close range. Canister range is 20cm. Cannons cannot use initiative to charge.

7. **Fortress Artillery:** Smoothbore and rifle muzzle loading cannon and are 18 to 32 pounds, including howitzers. One unit represents about 2 cannons. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. Attacks penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. Cannons cannot use initiative to charge. Fortress artillery may not move within the scope of a scenario.

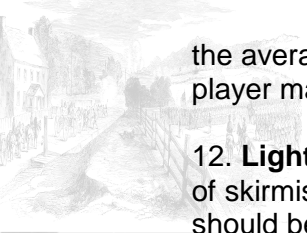
8. **Limbers:** Artillery may change from Limbered to Unlimbered before or after a move, but not both in a single move. Use the troop stat appropriate for its current mode. Even while limbered, it still may not use initiative to charge.

9. **Leadership:** See nationality. If creating an historical scenario, follow the order of battle when taking and assigning HQs. A player is allowed only 1 Army HQ per game. In historical scenarios, the army HQ is the most senior historical HQ on the field and represents the player.

10. **Exceptional HQ:** Exceptional HQs are those that not only can inspire their troops more than




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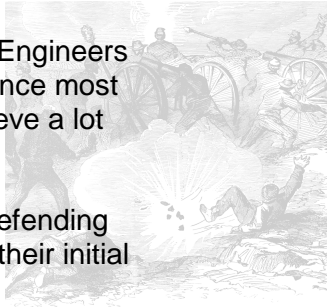


the average HQ, they also have more command talent than their average colleagues. The player may choose a maximum of 1 exceptional quality HQ per command level per game.


12. Light Infantry: All Light infantry units are given a 5+ save value, which represents their use of skirmish or loose order formations, making them tough opponents for infantry. Light infantry should be represented by stands with infantry all in a single rank instead of the normal 2 rank formation. Light Infantry move at a rate of 12cm when on their own.



14. Engineer: One engineer stand can convert an infantry unit into an engineer unit. Engineers were a precious resource as an army typically had only 2 or 3 regiments. However, since most of the engineering manpower was supplied by the infantry a few engineers could achieve a lot of work!

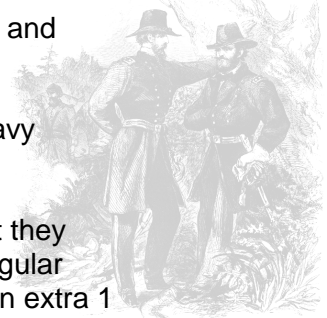


15. Lancers: Lancers have a long spear that makes it very easy for them to contact defending infantry from a distance during the charge. Lancers receive an extra attack die during their initial charge attack.




16. Light Cavalry: Light cavalry includes hussars, light dragoons, chasseurs a cheval and lancers. Light cavalry may scout in single stands.

17. Heavy Cavalry: Heavy cavalry includes all cuirassier, gendarmes, life guards, heavy dragoons, horse guards and Carabiniers. Heavy gets a +1 attack dice.



18. Elite Cavalry: Elite cavalry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Cavalry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. Only 1 unit of Elite Cavalry per 3000 points is allowed. Elite cavalry can be more than just that specified on the list, there is scenario specific elite cavalry.



19. Poor Cavalry: Poor Cavalry are one or a mixture of fresh recruits, poorly trained soldiers or soldiers mounted on poor horse flesh who are more apt to perform poorly during a battle. Poor cavalry receive 1 extra die when rolling for fall back. There are normal min/max restrictions for poor cavalry. Poor cavalry can be more than just that specified on the list, there is scenario specific poor cavalry.

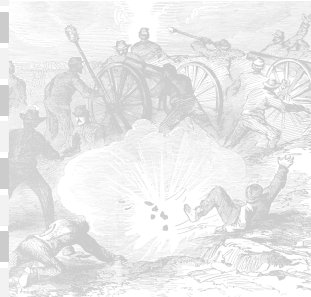
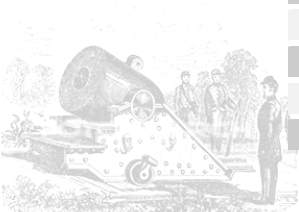


Black Powder Tactical Commander



18th Century Wars

Use the charts below for the Seven Years War, the American Rebellion, French-Indian Wars and the Wars of Succession starting 1702.



18 th Century Army Troop Chart								
Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Skirmishing Infantry	Inf	10	1/10	2	None			
Guard/Grenadier Infantry	Inf	8	1/10	3	6	75	4/-	1, 2
Line Infantry	Inf	10	1/10	3	0	45	4/-	1
Light Infantry	Inf	12	1/10	4	5+	65	4/-	1, 15
American Riflemen	Inf	10	1/15	2	6	75	4/-	1, 3
Indians/Militia	Inf	10	1/10	2	6	30	4/-	1, 3
Heavy Cavalry	Cav	10	1/2	3	0	65	-1	4, 6, 22, 24
Light Cavalry	Cav	30	1/2	3	0	55	-1	4, 6, 21, 24
Irregular Cavalry	Cav	30	1/2	3	0	35	-1	4, 6, 20, 23, 25
Dismounted Cavalry, All	Inf	10	1/7	2	5	85	--	4, 5, 6
Howitzer Artillery	Art	5/10	1/20	2	0	75	-2	7, 9
Field Artillery	Art	5/10	1/45	2	0	75	-2	7, 9
Fortress Artillery	Art	0	1/45	2	0	80	--	8, 9
Mortar	Art	0	1/45	2	0	70	--	9, 17
Horse Artillery	Art	5/10	1/45	2	0	90	-2	7, 9, 19
Limbered Artillery	Cav	10/30	--	2	0	--	--	7, 9, 19
Engineers	Engr	10	1/10	2	0	125	-1	1, 16, 18

18 th Century Command Chart									
Command Unit	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
Brigade HQ	Uninspiring	6	10/30	+0	6	+6	30	*26	10, 14
Brigade HQ	Average	7	10/30	+1	6	+6	55	*26	10, 14
Brigade HQ	Exceptional	8	10/30	+2	6	+6	90	*26	10, 14
Division HQ	Uninspiring	7	10/30	+0	6	+6	35	*26	11, 14
Division HQ	Average	8	10/30	+1	6	+6	60	*26	11, 14
Division HQ	Exceptional	9	10/30	+2	6	+6	95	*26	11, 14
Corps HQ	Uninspiring	8	10/30	+1	6	+6	45	*26	12, 14
Corps HQ	Average	9	10/30	+1	6	+6	80	*26	12, 14
Corps HQ	Exceptional	10	10/30	+2	6	+6	110	*26	12, 14
Army HQ	Uninspiring	9	10/30	+1	6	+6	100	1	13, 14
Army HQ	Average	10	10/30	+2	6	+6	125	1	13, 14
Army HQ	Exceptional	11	10/30	+3	6	5, 6	170	1	13, 14

*See note 16



Black Powder Tactical Commander



18th Century Wars Special Rules

1. **Infantry:** Infantry are the backbone of the army and were armed with mostly smooth bore muskets with some rifles in special units. A unit represents about 600 men.

2. **Elite Infantry:** Elite infantry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Infantry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. Elite infantry are usually found brigaded together. Only 1 unit of Elite Infantry per 3000 points is allowed unless the whole point total is elite.

3. **Poor Infantry:** Poor Infantry are either fresh recruits or poorly trained soldiers who are more apt to run away during a battle. Poor Infantry receive 1 extra die when rolling for fall back. There are no min/max restrictions for Poor Infantry.

4. **Dismounting Cavalry.** Dragoon and Irregular cavalry units may change from mounted to dismounted before or after a move, but not both in a single move. While dismounted, cavalry units are given a 5+ save value, which represents their use of skirmish or loose order formations, making dismounted cavalry in soft or hard cover tough opponents for infantry. Use the troop stat appropriate for its current mode. Irregulars may dismount as single stands to scout; they may not fight dismounted as a unit.

5. **Dismounted Cavalry:** Players may only use dismounted cavalry if they have purchased the mounted version in their point total. Dismounted cavalry stands are one size smaller than their mounted version to show the use of horse holders in rear (represented by the horse holder stand). All cavalry have an attack range of 1cm when mounted.

6. **Dragoons:** Dragoons may fight dismounted normally as infantry.

7. **Field Artillery:** Smoothbore Cannon are 2 to 7 pounds, including howitzers. One unit represents 2 cannons. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. Shooting attack penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, smoothbore cannon fires canister shot for 4 attacks against all stands in the firing cone target saves as normal reflecting the deadly power of this type of artillery at close range. Canister range is 15cm. Cannons cannot use initiative to charge.

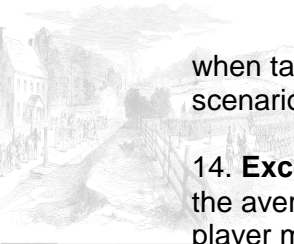
8. **Fortress Artillery:** Smoothbore Cannon are 9 to 18 pounds, including howitzers. One unit represents 2 cannons. Treats soft cover targets as in the open, hard targets as soft cover and full cover the same. Shooting attack penetrates 5cm from the end of the first stand hit, doing 1 attack per additional stand hit. When charged, smoothbore cannon fires canister shot for 3 attacks against all stands in the firing cone and target saves as normal reflecting the deadly power of this type of artillery at close range. Canister range is 15cm. Cannons cannot use initiative to charge. Fortress artillery may not move within the scope of a scenario.

9. **Limbers:** Artillery may change from Limbered to Unlimbered before or after a move, but not both in a single move. Use the troop stat appropriate for its current mode. Even while limbered, it still may not use initiative to charge.

10. **Leadership:** See nationality. If creating an historical scenario, follow the order of battle

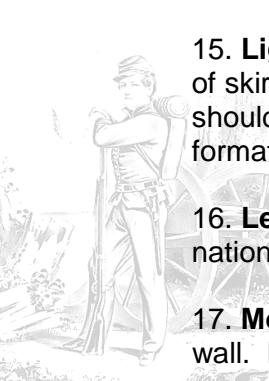


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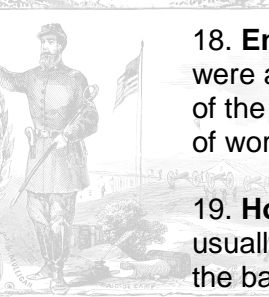
when taking and assigning HQs. A player is allowed only 1 Army HQ per game. In historical scenarios, the army HQ is the most senior historical HQ on the field and represents the player.

14. **Exceptional HQ:** Exceptional HQs are those that not only can inspire their troops more than the average HQ, they also have more command talent than their average colleagues. The player may choose a maximum of 1 exceptional quality HQ per command level per game.



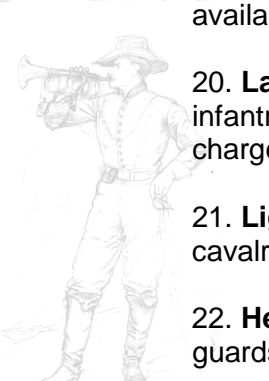
15. **Light infantry:** All Light infantry units are given a 5+ save value, which represents their use of skirmish or loose order formations, making them tough opponents for infantry. Light infantry should be represented by stands with infantry all in a single rank instead of the normal 2 rank formation. Light Infantry move at a rate of 12cm when on their own.

16. **Leadership:** See the introduction to the nationality for the limits on leaders for that particular nationality.



17. **Mortars:** Mortars fire their shell at high angle direct fire over walls to attack units behind a wall. Mortars cannot see the actual target behind the wall, so the target gets a save 4+.

18. **Engineer:** One engineer stand can convert an infantry unit into an engineer unit. Engineers were a precious resource as an army typically had only 2 or 3 regiments. However, since most of the engineering manpower was supplied by the infantry a few engineers could achieve a lot of work!



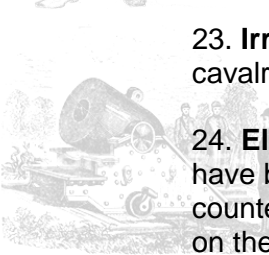
19. **Horse Artillery:** Horse artillery is any artillery attached to a cavalry brigade. Guns are usually 3 to 4 pounds in size. Horse artillery differs from regular artillery in that all members of the battery are mounted on horses. This makes the battery faster in mounted movement. Not available until after 1755.

20. **Lancers:** Lancers have a long spear that makes it very easy for them to contact defending infantry from a distance during the charge. Lancers receive an extra attack die during their initial charge attack.


21. **Light Cavalry:** Light cavalry includes all hussars, light dragoons, Freikorps, Landwehr cavalry and lancers. Light cavalry may scout in single stands.

22. **Heavy Cavalry:** Heavy cavalry includes all cuirassier, life guards, heavy dragoons, horse guards and Carabiniers. Heavy cavalry gets a +1 attack dice during the charge.

23. **Irregular Cavalry:** Irregular cavalry includes all irregulars, Bosniaks and Cossacks. Irregular cavalry may not charge infantry in square.



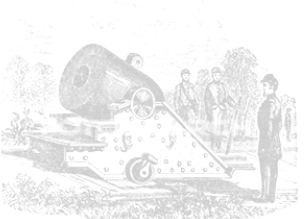
24. **Elite Cavalry:** Elite cavalry are veteran troops who have seen so much action that they have become battle hardened, meaning they can take more punishment than their Regular counterparts. Elite Cavalry suffer 1 less die roll when rolling for fall back and receive an extra 1 on their hit value. Only 1 unit of Elite Cavalry per 3000 points is allowed. Elite cavalry can be more than just that specified on the list, there is scenario specific elite cavalry.



25. **Poor Cavalry:** Poor Cavalry one or a mix of fresh recruits, poorly trained soldiers or soldiers mounted on poor horse flesh that is more apt to perform poorly during a battle. Poor cavalry receive 1 extra die when rolling for fall back. There are normal min/max restrictions for poor

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cavalry. Poor cavalry can be more than just that specified on the list, there is scenario specific poor cavalry.





Black Powder Tactical Commander



Colonial Period Armies 1866-1910

This list is designed to cater to small actions. Stands should represent 15 soldiers and have 3 figures mounted on them. For regular European trained troops figures are in a single skirmish line, for irregular and native troops figures are in a broken line.

A British rifle company would consist of 6 stands and a company HQ stand. British cavalry squadron would consist of 6 stands and a squadron command stand. All Artillery batteries should consist of 3 weapons, limbers and crews. Additional mounted command stands should be allotted for battalion, regimental and brigade commanders. Natives should be limited to an HQ per 10 stands of troops and one CO overall.

Colonial Army Troop Chart

Troop Stand	Arm	Move	Attack	Hits	Save	Points	Limit	Notes
Colonial Egyptian Rifle	Infantry	10	3/30*	4	-	20	3/-	1
Colonial Native Musket	Infantry	10	1/30*	5	-	20	3/-	2
Colonial Native Rifle	Infantry	10	2/30*	5	-	30	3/-	2
European Musket	Infantry	10	2/30*	6	-	25	3/-	3
European Breech Loader	Infantry	10	3/30*	6	-	30	3/-	3
European Magazine Rifle	Infantry	10	4/30*	6	-	35	3/-	3
Zulu	Infantry	10	CC only	7	-	15	3/-	4
Native Spears	Infantry	12	4/5*	6	-	15	3/-	5
Native Sword	Infantry	12	CC only	6	-	15	3/-	6
Native Musket	Infantry	12	4/10*	5	-	15	3/-	7
Native Rifle	Infantry	12	4/20*	6	-	30	-/3	8
Native Bow	Infantry	12	2/15*	6	-	15	3/-	9
Boer Rifle	Infantry	10	5/40*	5	-	20	3/-	10
Cavalry	Cavalry	30	2/5*	5	-	30	-/6	11
Machine Gun	Infantry	5	3/50*	4	-	40	-/1	12
Engineer	Engineers	10	3/30*	6	-	60	-/ 3	13
Gatling Gun	Artillery	-	3/40	5	-	40	-/1	14
Gardner Gun	Artillery	-	2/40	5	-	30	-/1	15
Gun, MLSB	Artillery	-	1/30	5	-	30	-/2	16
Gun, MLR	Artillery	-	2/40	5	-	40	-/3	17
Gun, BLR	Artillery	-	3/60	5	-	45	-/3	18
Gun, QF	Artillery	-	4/80	5	-	50	-/2	19
Armored Car All	Armour	20	1/30*	2	6	100	-/ 1	(+1911) 20
Artillery, Light, Modern	Artillery	-	2/90	4	-	25	-/ 1	(+1908) 21
Bicycles		15	-	3	-	5	-/-	-
Limbered Artillery		15/30	--	2	-	-	-/-	22
Wagon		10	-	3	-	5	-/-	-
Riding Horses		15	-	3	-	5	-/-	-
Trucks		20	-	3	-	30	-/-	-

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Colonial Command Chart

Command	Quality	Command	Move	Attack	Hits	Saves	Points	Limit	Notes
HQ	Uninspiring	6	10/30	+0	6	+6	30		23
HQ	Inspiring	7	10/30	+1	6	+6	55		23
HQ	Average	8	10/30	+2	6	+6	90		23
HQ	Good	9	10/30	+1	6	+6	100		23
HQ	Very Good	10	10/30	+2	6	+6	125		23
HQ	Exceptional	11	10/30	+3	6	5, 6	170		23

Colonial Wars Special Rules

- Colonial Egyptian Rifle:** Use for Egyptian and Sudanese troops to 1900.
- Colonial Native Musket and Rifle:** Use for all native auxiliary troops trained by a European power.
- European Musket, Breech Loader and Magazine Rifle:** Use with the appropriate rifle type for all regular troops of a European Power.
- Zulu:** Use to represent Zulu units armed with assegai; they must close into close assault to fight.
- Native Spears:** Use for all native troops armed with spears.
- Native Swords:** Use for all native troops armed with swords or similar melee weapons, they must close to close assault.
- Native Musket:** Use for all native troops armed with matchlock, flintlock or cap-lock muskets.
- Native Rifle:** Use for all native troops armed with breech loading rifles.
- Native Bow:** Use for all native troops armed with bow and arrow.
- Boer Rifle:** Use for all Boer troops armed with rifles due to their better marksmanship.
- Cavalry:** Represents a mounted unit in combat, use the nationalities' for dismounted cavalry.
- Machinegun:** Represents the heavy pre-WW1 machineguns, must ed long distances using a pack animal, wagon or limber.
- Engineer:** Represents all engineer and sapper s.
- Gatling Gun:** Represents various magazine and hopper fed hand crank machine guns.
- Gardener Gun:** Represents various side by side barreled machine guns.
- Gun MLSB:** Represents muzzle loading smooth bore direct fire artillery.

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17. **Gun MLR:** Represents muzzle loading rifled bore direct fire artillery.

18. **Gun BLR:** Represents breech loading rifled direct fire artillery.

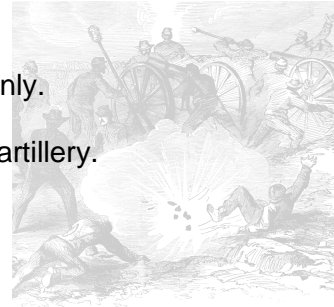
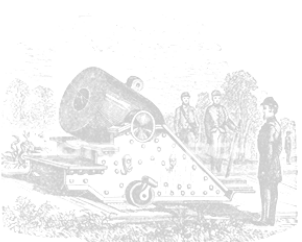
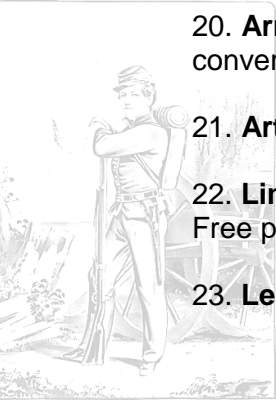
19. **Gun Quick Firing:** Represents Breech loading modern direct fire artillery.

20. **Armored Car All:** Represents all machine-gun armed armored cars, purpose built and converted.

21. **Artillery Light:** Allows for a limited indirect fire component for European armies only.

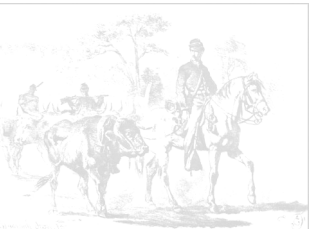
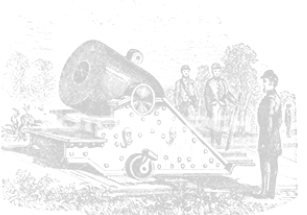
22. **Limbered Artillery** -15cm movement for foot artillery; 30cm movement for horse artillery. Free point value; give one per cannon/towed machinegun on table.

23. **Leadership:** Chose the type of leader necessary to fill the historical slot.





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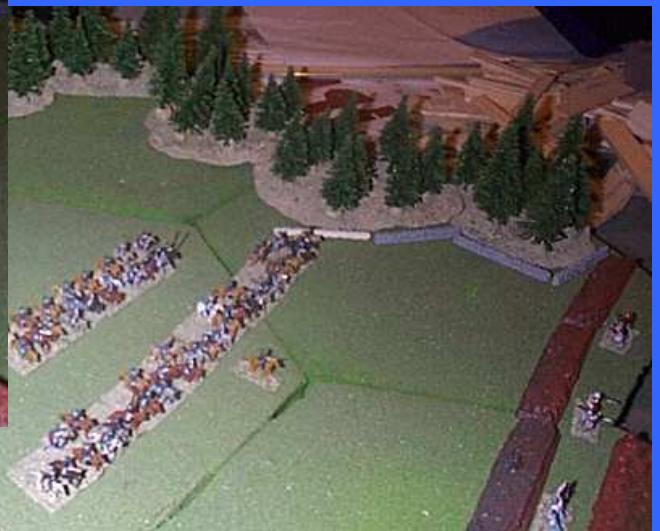


Black Powder Tactical Commander

The Game

Black Powder Tactical Commander is an exciting war game that allows you to re-create battles from the Seven Years War right up to the present day using miniatures on a tabletop. Command anything from a battalion right up to a division and get a result in 2-3 hours without becoming bogged-down in detail. Suitable for any scale miniatures from 2mm right up to 28mm (including 6mm, 1/285, 10mm, 12mm, N Scale, 15mm and 20mm) and no re-basing required.

The rules come as a 42-page letter-sized perfect bound book with over 10 full color pictures that illustrate how to play the game. These feature real miniatures as you see them on the gaming table. You also get a double-sided letter-sized quick reference sheet.



Main Features

The main features of the game include:

- command system that emphasizes the fog of war in a simple but effective manner
- the same mechanism for casualty resolution throughout
- rules for infantry, artillery, cavalry, engineers and fortifications
- minimal set-up time - simply assemble your forces and play
- unique points system that allows for unequal forces but an equal chance of victory
- 11 well presented army lists for 9 nations covering 4 conflicts
- suitable for solo, 2-player & multi-player games at home, club, or tournament
- one double-sided quick reference sheet included
- no supplements - all you need to play in one book

Conflicts Covered

1. Seven Years War
2. Napoleonic Wars
3. American Civil War
4. Franco-Prussian War