The Grumbler

The Official Newsletter of the Group North Historical Wargames Society

Contents

Cover image: 1er Grenadiers a pied, Musician, by Eugène Louis Bucquoy

Editorial

Welcome to the new edition of The Grumbler! Many thanks to Ross Dawe and Sasha Pushkarov for contributing articles to this issue, and to Michael Colclough for offering a Napoleonic rule set for a publication – well, this warranted for a whole new section to be introduced. Also there is another new Opinions section where Michael Allen, Lance Holden, Paul Webb, and Ross Dawe share their views on the future of our club. And, as a glimpse of "good old days", there is a rather short note on the Grumbler's predecessor by me.

Hope you enjoy the read.

Sergiy (Editor)

Submission guidelines:

Items for "The Grumbler" can be e-mailed to: TheGrumblerGNHWS@gmail.com. Paper submissions ("hard copies") can be dropped into "The Grumbler" box in the Society Library room. Please feel free to include pictures, maps, drawings, and photographs – these will be scanned and returned to the owner. Finally, paper submissions can be posted to the club mail address (see below).

The next issue deadlines are listed below. Don't be stressed if you've missed the deadlines – there will be more future issues with enough pages for your writing.

Club address: A. E. Martin Hall (building 36), Penfield Avenue, Edinburgh SA

Mail address: PO Box 1040, Salisbury, SA 5108

Web: http://www.groupnorth.club

Planned issues of The Grumbler:

Volume and issue №	Submission deadline	Scheduled release
19, № 2	30 April 2019	May 2019
19, № 3	30 June 2019	July 2019

Opinions expressed by contributors are not necessarily those of the Society

Diary

Other clubs:

The ConCentric Games web-site maintains a list of this year gaming conventions:
http://con-centric.com.au/tabletop-games/game-conventions.html

General Notices and Announcements

Big Game Sundays 2019

From Michael Allen

We have lots of Sunday openings coming up over the year. These are great days to attend the club if you can't make Wednesday or Friday nights or just want to play an all day game. Normal door fees and guest visit rules apply.

The dates for this year are the 7th and 28th of April, 26th of May, 16th of June, 14th of July, 4th and 25th of August, 22nd of September and 13th of October.

Little Wars 2019

From Lance Holden

Little Wars is running again on the 7th of July. Although this is not a club hosted activity I'm sure many of our members will be going or looking to host tables at the event. The Society is always keen to use events like this to recruit new members, as more members mean we have more people to play games with.

Can you please contact the Committee with any details of events you are running at the event so that the Committee can ensure we have enough advertising material available for the day, and to be able to provide any other support as required.

Crows Feast 2019

From Lance Holden

It's time to get another big Kings of War competition running and the date is May the 12th! Four rounds, 2000 point armies using Clash of King 19 rules supplement.

Opinions

Group North Future

By Michael Allen

A recent email from Lance on the cooling issues at the club has me considering the challenges we face. For longer term members like myself I think it's important to reflect on the changes in the last decade or so.

When the club moved to Penfield there were few options for gamers in SA. It was a club, a friend's place or Games Workshop. Occasionally gaming shops started up but tended to offers limited facilities and didn't survive. So for the first ten years the club membership grew and then plateaued and since then

there has been both a decline in members and regularity of attendance. This has been particularly obvious in the last couple of years.

There are a number of changes I've seen since I started gaming so many years ago. Without a boring recounting of the past let's just say a lot has changed, much for the better. However what I observe today in all hobbies is the "serious" hobbyist is in decline and the growth is in the "casual" hobbyist. Many of the gamers today would like to play more but life gets in the way. Their wargaming hobby is important but is only one aspect of their busy lives. I can understand that for these gamers a local shop which is free and open five to seven days a week makes more sense than a club that is only available for limited times and charges membership and door fees. Also a mates place with aircond and fridge of beer is hard to compete with.

The challenge for Group North is how to compete and be relevant in the 21st century. Many of the advantages some members would propose such as the gaming boards, terrain, library etc. are not unique or in many cases relevant to modern gamers: they can source them elsewhere or don't need them. Also many of our older long term members have comfortable home and gaming rooms where they can invite their friends so their attendance is not what it was ten years ago.

I have a strong commitment to the club as my primary gaming location and so, perhaps selfishly, I'd like to see it survive well into the future. However I believe to do so means examining what can make a club like ours viable for the next ten years as personally I don't think continuing on as in the past is going to do the job. At least in my opinion.

I'd be interested to hear what others think.

By Lance Holden

I would be interested in what people view as the strength or advantage of being in the society are.

I enjoy having a neutral location out of home to play at. It gives us a point to congregate free of the demands from home to enjoy just our hobby and the discussion of it. This also allows us to get out to game without worrying about how it impacts other people in our life having people playing in the house. In many cases long time friendships work fine for gathering at a home, for others you may be more comfortable playing at a neutral venue. And our hall, despite the age of it, still provides a large venue that is well supplied with components needed for wargaming. Stores are convenient though they often have to spread their interests across a broad range of games and focus on those that bring in the most revenue to them (games that can be purchased in big boxes or more likely all of the collectible card games). Stores are also often small and louder venues to play in and once you are in the store you are a customer, not a member of a community (though there are many people who make good friends at the stores).

The community of like-minded gamers is why I come to the club. I understand we all have our own different preferences in gaming styles. But with enough people around you can find someone else to play with or to try something new (for example thanks to members at the club I know there are at least two other people that play Arena Rex now, were previously they would just be models sitting on the shelf). My return to wargaming as hobby came back because I

joined the club. I come across many people who also claim they used to wargame but now don't but would love to have a place to return to. Mostly the problem with getting games is home life; and that's why we have a nice venue away from home to play at. The community we've built has its own rewards. Recently we had a large donation of games and books related to the hobby because an ex-member wanted to clear out some old items and decided the donating to the society was a greater cause then selling the items themselves (and most of those games have since been sold on to current members now who benefit from this while the club gets more second hand sale funds).

Yes there many challenges that we need to overcome to run a club. The location may be an issue; though as pointed out access to public transport may still not be useful to the time games finish. Having more opening times could increase the number of peoples coming to play but we need to have enough numbers to be able to do this. The venue has issues, but outside of vandalism I think most of the main issues will be resolved over time. Other income streams need to be looked at. This is easier to do the more we have working together or investigating ideas for us. And we need to find the growth area for new members. I've always wanted to get more junior involvement or knowledge of the club. The feel the best way to do this is to make our presence known by gamers at stores or school holiday events – all of which require us to have members available to run events at these times. This is often hard when our own family and working commitments get in the way.

As always I look forward to constructive comments about what the society should be or what we'll create with it.

By Paul Webb

I agree with the sentiment expressed about why we belong to the club and why we come to use its facilities. I, for one, and I know there are others, have sufficient space, terrain and models to quite conformably play at my home and not necessarily come to the club, and paying subs etc. However, in saying this, the offset in being a member of the club is the fellowship, variety of games played (sometimes just to watch and not necessarily participate in games that you do not play at the moment), exchange of views, experiences etc. and the sense of supporting something bigger than ones-self. Our current venue will always be less than ideal but its value is that we have a large area, storage facilities, a terrain room, variable time-wise access, committed members, an executive that tries to balance everyone's expectations (good luck on that as a never-ending job).

The world revolves around money unfortunately and we have to learn to pay our way but we also have to learn that to keep the club viable we all have to commit some time and energy as well as dollars. I have fallen into this scenario over the years, and methinks quite a few other members fit this bill, as I turn up, pay my $4, play my game and then go home. Who sets up the tables, turns the power on, the security system on/off, stocks the fridge, cleans the bins, supplies toilet rolls etc., etc., etc. is an expectation that this will all be done by "others".

The exchange on the club's future has got me thinking the bleedin' obvious in that to make this club viable in the long term we need not just funds but physical effort and unless all members share this load then the club will also be in jeopardy. Also, to attract new members you have to have a firm membership

base as well as a contributing membership (e.g. mentors for people interested in joining or having joined?). Hopefully I can now turn-around my rather "sleepy" attitude and be more proactive in the club so the workload is not just carried out by the few for the many.

Although I have wandered off-track for a while hopefully some food for thought.

By Ross Dawe

I broadly agree with the sentiments already expressed by Lance, Mike and Paul.

The club gives me an opportunity to meet and play games with different people, rather than just staying with a single small group at someone's home. Moreover, I have found that those small groups tend to disperse after a while as real life eventually results in one or two of the core players being unavailable, whereas a properly run club has new members joining in.

While a club can function on the efforts of just a couple of people, what makes a club function well is when a lot of people all pitch in and do their bit to make it work. Club finances, hall maintenance, club assets, community interaction and attracting members are all contributions in different ways to the club's ongoing survival.

We have good premises for the club with a very long term lease, so making improvements can be cost effective. We have storage for our terrain collection and library, plus plenty of tables, chairs and game boards. We would have to give up that storage if we shared a community centre with other clubs.

The cost of running the club is an ongoing issue. The current membership fee and door fee appears to be just enough to cover our ongoing expenses, although those ongoing expenses seem to be creeping up and up each year. What hits our financial bottom line are the large one-off expenses, for example termites and plumbing.

To cover those one-off expenses, make improvements and add to our collection of useful wargaming stuff, we have tried fund raising. I can think of three main sources in times past: the second hand stall, a Bunnings sausage sizzle, and hall hires.

Hall hires were well intentioned, but eventually had to be dropped. We had a couple of cases where the building was damaged and the substantial hire deposits were not enough to cover expenses for repairs.

The sausage sizzle seems to have disappeared.

Currently that leaves the second hand stall, which to my eternal surprise continues to do well. The stall lives on the donations we receive, and once again I want to thank all of our generous donors. To put things in perspective, over the past few years the stall has averaged raising around a thousand dollars over a year: some years more, some years less. Realistically I don't see the stall fundraising going much beyond that, given the way the stall operates.

At this point it becomes clear that new ideas for fundraising would be greatly appreciated! If you have a suggestion, please contact our committee.

Christmas Game 2018 – Freedom for Oz

By Ross Dawe, with photos by Michael Allen and Lance Holden

For many years I have been running a Christmas themed campaign as Santa battles rival fantasy factions for control of the lucrative holiday market. After previous misadventures Santa needed a new lair for his sweatshop, so he mounted a takeover of the Land of Oz by defeating Dorothy. The good thing about fantasy lands is that real estate is cheap!

When Dorothy stopped singing, she organised teams of wizards to infiltrate Santa's lair: this had mixed success. Her next attempt to thwart Santa involved hiring a group of mercenaries for a 'caper'. They broke into Santa's private vault but, instead of finding piles of cash, they let loose the Heroes of Oz.

We pick up the action for the 2018 Christmas game as Skippy the Bush Kangaroo and Dorothy lead a Heroes of Oz army versus Santa's elven undead legions. Game rules were Kings of War, with the Oz army based on The Herd and Santa's army based on the Empire of Dust Undead. The first of the two games also had random reinforcements for replacing Santa's swarms, the Oz blowflies and some other units.

Scenario Objectives:

- Santa: kill both Skippy and Dorothy.
- Oz: kill Santa, or destroy all four factories.

Note that both Santa and Skippy actually have to be killed twice over. An alternative model with rather worse stats was the second form for each leader.

Now to the games!

In the first photo we see part of the Oz army. Upper left and lower right are Munchkins as Tribal Spears and Hunters, the kangaroos are Guardian Brutes, the flock of sheep are a Stampede and the blowflies are Harpies. This part of the army is being led by a Kadaicha Man (Tribal Shaman) and Croc (Guardian Champion). One of the features of the Kings of War rules is how armies can be themed with proxy figures.

Next we have an overview of the deployment for Game 1. At right parts of the Oz army can be seen, including Flying Monkeys (Harpies) and more heroes of Oz: some WW1 Diggers (Longhorns).

Santa had a large number of expendable Swarms of animated killer presents. These were deployed ahead of the army as roadblocks, but some swarms fought valiantly. In Game 1 destroyed swarms were sometimes replaced if Santa rolled well: 4+ on d6 for the first swarm, or 5+ if the previous roll was successful. The swarms would reappear at the edge of the magic forest, seen in Photo 2 as the glowing pink and green trees.

The Christmas themed scenery comes from Cheap as Chips, The Reject Shop and similar cheap goods stores. The red objective buildings are music boxes.

Swarms of Santa's animated killer presents were sent forward to slow down the Oz attack.

A part of the Oz army for Game 1. Upper left and lower right are Munchkins as Tribal Spears and Hunters, the kangaroos are Guardian Brutes, the flock of sheep are a Stampede and the blowflies are Harpies. This part of the army is being led by a Kadaicha Man (Tribal Shaman) and Croc (Guardian Champion).

Santa's army is seen at left in the photo. The four red buildings with the flat tops are the objectives for the Oz army: these represent factory facilities. A factory would be destroyed if an Oz unit was in contact with it at the end of a turn.

Photo 3. Swarms of Santa's animated killer presents sent forward to slow down the Oz attack.

Both armies are based on close combat themes, so it didn't take long for the armies to start slugging it out. In the next photo we see Diggers, including Australian Light Horse, fighting one of Santa's hordes of animated presents. The giant teddy bear carrying the bauble is a Bone Giant, the skeleton horde are Santa's factory workers. In order to save on costs, arch-capitalist Santa doesn't pay or feed his factory workers: this produces a fanatically loyal army of skeletons.

In the next photo we see a Drop Bear (Brutox) fighting one of Santa's Cursed high priests. In the background a Bauble Bear (Bone Giant) is fighting the Light Horse, while the Oz hero Dingo (Chieftain) looks on.

Photo 4. Diggers fighting one of Santa's hordes of animated presents

Photo 5. Drop Bear (Brutox) fighting one of Santa's Cursed high priests

In Game 1 the Herd army waded through the Santa swarms, then discovered to their horror that the swarms just kept coming back! It was starting to look a bit grim for the forces of Oz, until their general Kevin remembered the scenario victory condition of destroying the factories. Onwards flying monkeys! Onwards blowflies! A giant spider (Chimera) leapt past targets and onto the last factory for potential victory. All the Oz forces had to do was hang on for the last couple of turns, while Santa sought to retrieve a draw by taking down Skippy and Dorothy.

Well, Dorothy was having a torrid time dodging a bauble bear (Bone Giant) being moved and surged by Santa's cursed high priest Mary Claus. Desperately ducking and weaving to use damaged units as meat shields, Dorothy saved herself at the expense of a lot of good Oz creatures.

Santa, driving his personal Santa battle mech (Idol of Shobik), was fighting through units. Seeing a good chance to kill an Oz hero and get a free turn-about to face down Skippy on the following turn, Santa charged into the flank of Croc with help from a recently replaced swarm. Strewth! Well, Oz crocodiles are made of stern stuff and Croc was wavered but still standing. Skippy (Avatar of the Father – and yes, I know Skippy is female) leaped to attack, and Croc turned to face Santa as well. (Guardian Champions have Fury – they ignore a Waver result.) Chomp! Smack! Santa's fallen down a hole.

With the mech ejector seat not having enough range to get Santa away from the rampaging roo and triumphant Croc, the game was called as a massive win to the forces of Oz.

Game 2 started similar to Game 1 and also quickly got to the melees. In our next photo we see an overview of the battle just at the main crunch. At centre right Santa in his combat mech and a horde of animated presents have failed to destroy a mob of kangaroos (Guardian Brutes). Skippy has then charged the Santa mech in flank, supported by the kangaroos in front.

On the next photo, just behind Skippy, the Diggers were making hard work of another Santa horde of killer presents. In the Kings of War rules, a unit always passes a nerve check if the opponent rolls a total of 2 on 2d6. I rolled snake eyes five times in the one game: a new personal best for unfortunate die rolling in a Kings of War game.

At the bottom centre of the photo, Oz hero Maggie the Magpie (Chieftain) has swooped on Santa's Sleigh (Soul Snare, modified to be able to move and shoot).

In the far background, several units from each side are pounding each other into the ground. At upper right a unit of Munchkins is punching well above their weight in seeing off the Ghost of Christmas (Bone Dragon).

Skippy succeeded in taking down Santa's battle mech for the second time. Santa ejected and made a run for it on foot, using other units as shields against the Oz pursuit. Skippy was fighting through a cursed high priest and almost any nerve check result other than snake eyes would let Skippy follow through and possibly finish off Santa. Guess what I rolled? '2'

This left Skippy stuck in front of a horde of skeletons, who immediately took their chance at promotion and smacked Skippy down. Skippy promptly ejected to safety.

At this point, with both Santa and Skippy legging it and only three of four factories destroyed, the game was called as a draw.

An overview of the Game 2 battle just at the main crunch

A closer view of the big Skippy/Santa fight.

* * *

Averaged over the two games, Santa had the worst of it and has been kicked out of Oz. He and his remaining minions are now looking for new real estate to invade and exploit. Watch out in December for the Christmas 2019 game!

Words of Wisdom

A player must not lie across the Country so as to crush or disturb the Country if his opponent objects.

Herbert George Wells

in *Little Wars*

Distance Wargame: Hexes and E-mails

By Sasha Pushkarov

Well, life's been treating to quite a busy schedule. The last time I went to a club was around 6 months ago. Also, the usual friends I have available for games are usually busy when I am free, and free when I am busy. So to solve this little issue, I decided to run a "distanced board wargame". In addition to give me a chance to play at last, this lends itself to a good experiment for testing tactical decisions under the fog of war, so this should prove a good treasure trove for more advanced wargaming.

Panzerblitz (a game by Avalon Hill) seemed appropriate for this experiment due to being a ready off-the-shelf game (plus it is the one I had in my collection), and it uses hex maps, which suit perfectly for keeping records of where units are on the battlefield.

So the idea was as follows:

- All deployments are made in secret using Google e-mail and drives. A Google drive is a usual freebee for any Google mail account. I and my opponent both have Google e-mails, so each of us made two folders in his drive: one named "disclosed" (shared with the other player) and the other named "secret" (not shared with the other player). All deployments and any further moves had to be placed in the own "secret" folder before the designated time of information disclosure. For which, once this time did come, the document or documents were transferred from the "secret" folder to the "disclosed" folder, and the other side could read them.

  Yes, all orders were given to units to end up on specific hexes without the other side knowing exactly what you were doing, but you didn't have any clue what the other side is doing either. This made commanders to make a tactical plan and to keep to it, almost like in a real battle. Otherwise I found from personal experience that most games slide down the path "you do this, so I do that", all movements and intentions are completely translucent, and there is no "fog of war".

  The two-folder system ensures that there is no need for a third party adjudicator – the document details, such as date and time of creation are saved on the google docs, so even if transferred between folders, all creation and change time details can be tracked.

- The wargame map was decided before the game, and the hexes were numbered by an appropriate way, as agreed upon by the players. The "Imaginative Strategist" maps for *PanzerBlitz* (see the link at the end the article) lends for some good hex wargame maps for free.

- All armies were agreed upon beforehand using points, with army-lists completely shared at the start of the game before deployments – so that both players had available a set of counters for their own side as well as the enemy side. There could be other arrangements, of course, like not disclosing ORBATs to each other (intelligence failure) etc. but I am still to try them.

- All disclosure times were agreed upon by either e-mail or SMS prior to each turn beginning. If you're late – then that's it!

The first experimental game was played on the Imaginative Strategist map 17, see the picture on the right. The mission objective was for both forces to take control of "Hill 105" (at the centre) and retain control over it by the end of turn 6.

This was a complete unhistorical scenario with both me and my opponent armed with German weapons. The force compositions were as follows:

SOUTH (entering the board from the South, or the bottom edge):

- 3 Rifle Platoons, each assigned a Sdkfz 251/2 as dedicated half-track transports

- 2 Jagdpanzer V (or Jagdpanther) platoons

- 1 Panther platoon

- 2 recon platoons mounted on Sdkfz 234/1

NORTH (entering the board from the North, or the top edge):

- 2 platoons of Panthers

- 2 platoons of Tiger I's

- 4 Rifle platoons

- 2 recon platoons mounted on Sdkfz 234/1

The operation was a meeting engagement from both sides. Without going into too much detail, the NORTH gained initiative, and using the roads, the group quickly seized Hill 105 positioning the tanks on top of the objective and placing infantry in the forest on the slope of the hill. The SOUTH commander decided to rely on positioning all the troops around the hill and began bombardment, with the hope of forcing the exposed enemy off the hill by firepower.
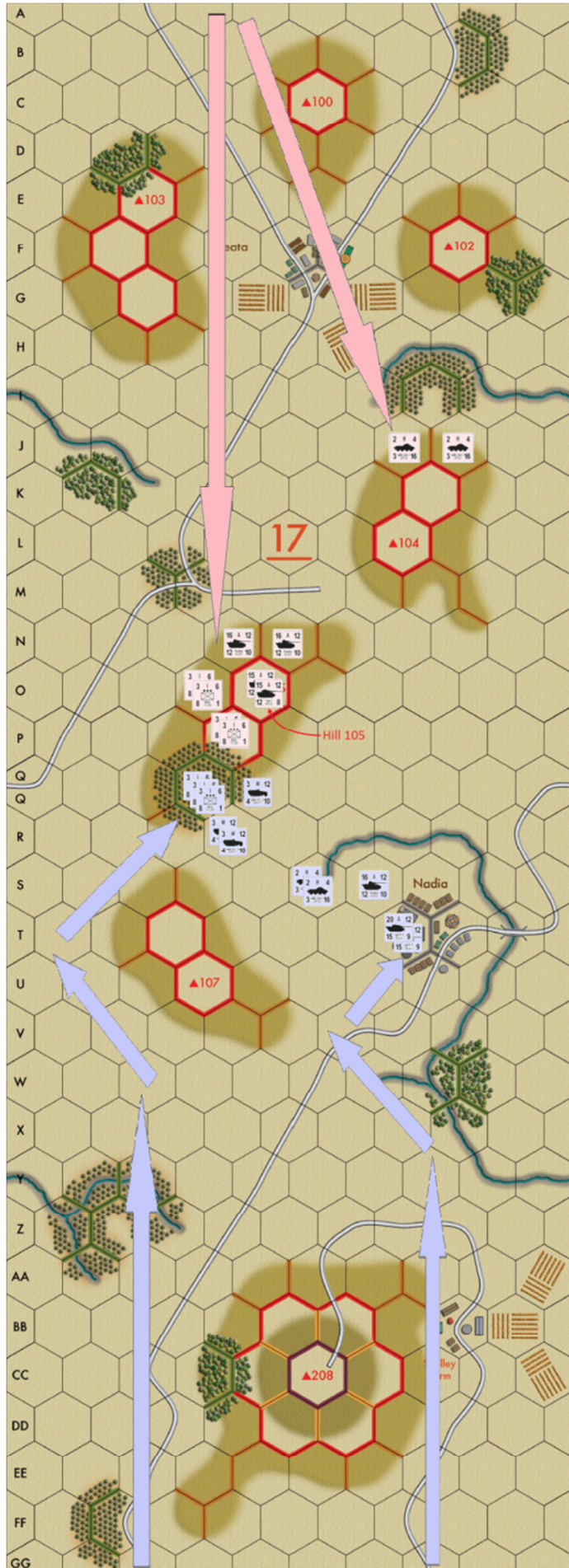
The SOUTH armoured platoons were to deploy around the town of Nadia just to the South-West of Hill 105, with fire-arcs facing towards Hill 105. However, during positioning of the SOUTH armoured fist, heavy incoming fire of the deployed NORTH tanks on Hill 105 knocked out one Jagdpanther platoon. This severely depleted the firepower capability of the SOUTH. Taking into account that the turn the armoured fist deployed they could not fire (by the rules), this had put SOUTH into a dire situation indeed.

After that, it was a slow slide to a loss, with the SOUTH commander making the decision to charge the hill (and repeating the charge of the Light Brigade epic), in the process of which another platoon of Jagdpanthers was destroyed. The lone Panther platoon managed to destroy one Tiger I platoon from firing and overrun a Panther platoon on the next turn in the process, but was silenced by return fire of the remaining two NORTH tank platoons. At the loss of the armoured fist, and not capability to counter the armoured troops of the NORTH, the SOUTH commander honourably surrendered.

The main thing was not the game, but a few observations:

- Secret planning of orders does prompt one to think of devising a plan, rather than relying on tricks up the sleeve. It has potential for simulating fog of war and taking punishment for making bad decisions. The SOUTH commander did not count for the possibility of NORTH taking the position too soon. The SOUTH commander should have employed plan B for the case and planned accordingly, while the NORTH showed good tactical determination. A panic last minute charge of the SOUTH was a knee-jerk reaction which resulted in a well-deserved severe flogging. Much tactical lessons to be learnt from this experience.

- It appears that the game rules are a bit misbalanced towards armoured platoons. Infantry almost cannot take out tanks unless they swamp them (which is unrealistic, especially in the late war when they issued anti-tank weapons to regular platoons). However, on second thought, infantry in the open field should – and will – suffer from a tank charge. So either next time the tactical situation should allow for infantry to perform a "prepared defence" or the geography must include hilly-forest outlook. As a historical side note, infantry felt the brunt of armoured strikes in the open fields of Ukraine during WWII quite considerably. However, once the terrain became hillier tanks felt more discomfort and blitz slaughter of infantry in the open fields suddenly became a matched struggle. This analysis has potential for a deeper study of WWII tactics, and it is planned to come in the future.

- Tanks are WAY too fast in *PanzerBlitz*. Tanks cover ranges of 10-15 hexes in a turn while infantry covers 1 hex. If we take the speed of a soldier at around 5 km/h (1.4 metres per second), the *PanzerBlitz* tanks would move at 50 to 75 km/h off-road – ever tried bush-bashing at that speed? In reality the speed of a late-war tank in off-road conditions was around 30 km/h (data for the Soviet T-34-85 tank which was pretty fast tank for its time), which would be 6 hexes per turn in the game. So for the future games we are going to cut down tank speeds probably by half, but this is really a game mechanics issue not to be discussed here in too much detail.

Anyway, the experiment was deemed a success by both sides, and much fun too so worth repeating again for another operation. Next operation, which is currently underway as the article is written, involves a hasty break-through

assault into enemy territory. Mission objective is armoured break-through enemy prepared defence, with no knowledge of enemy locations (hence the term "hasty" in the assault). This simulation experiment is to look at the following:

- Hidden deployments – how to simulate hidden re-deployments and on the field reconnaissance

- How the assaulting commander will react to the myriad of unexpected tactical situations

- How the commander will deal with the psychological strain of the unknown. This is a good approximation of how one would battle an unexpected commando raid and/or guerrillas.

Watch this space.

Resources:

- Imaginative Strategist PanzerBlitz Panzer Maps:

  http://www.imaginative-strategist.layfigures.com/IMSTRAT%20PB%20Maps.html

The Grumbler's Predecessor

By Sergiy Kravchuk

Recently Ross casually told me that the club got four old issues of the club's newsletter.

It just happened that a gentleman walked in and said that he was a member of the club many, many years ago, and while clearing his storage he found some wargaming stuff from that era and decided to give it to the club. Among other things there were four old issues of the club's newsletter, dated April, June, August and December 1981. I must say, it was probably my most interesting read for the last year.

The newsletter was called *Reload!* In fact, like *The Grumbler* today, it was more a magazine: each issue was 18-20 pages long. The text was typed on a typewriter and pictures were hand-drawn. They even drew some military-themed cartoons – by the club members, I guess – and placed them on the inside of the cover. The newsletter was then reproduced on a spirit duplicator giving it that distinct appearance. No colour pictures, of course, if they needed to show different colours they just used different filling patterns – it worked!

Judging from the volume number (volume 5 in 1981), it seems that *Reload!* came into existence in 1977. There were six issues per year, at least in 1981. The club was based in Pooraka, but I couldn't find any specific address. There were 26 different names of club members mentioned in the newsletters, so the club was quite a substantial organisation back then. The library counted around 1200 books "available for loan to members". The annual subscription fees were $10, and the door fee was $0.50. The Reserve Bank of Australia tells me that it was equivalent to the current $40 and $2, respectively.

The newsletters reported on a few social functions of the club that year. There was the Society's Annual Dinner in the Adelaide Oyster Bar with "some 30 members and guests" attending and the presentation of the Society's awards and trophies (reported in the August issue). Also, Sunday the 15th of November was the Society's Annual Range Day, with 17 people shooting at Dean Range a variety of firearms (rifles and some black powder muskets).
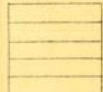
RELOAD!

VOL. 5   No. 4
AUGUST 1981

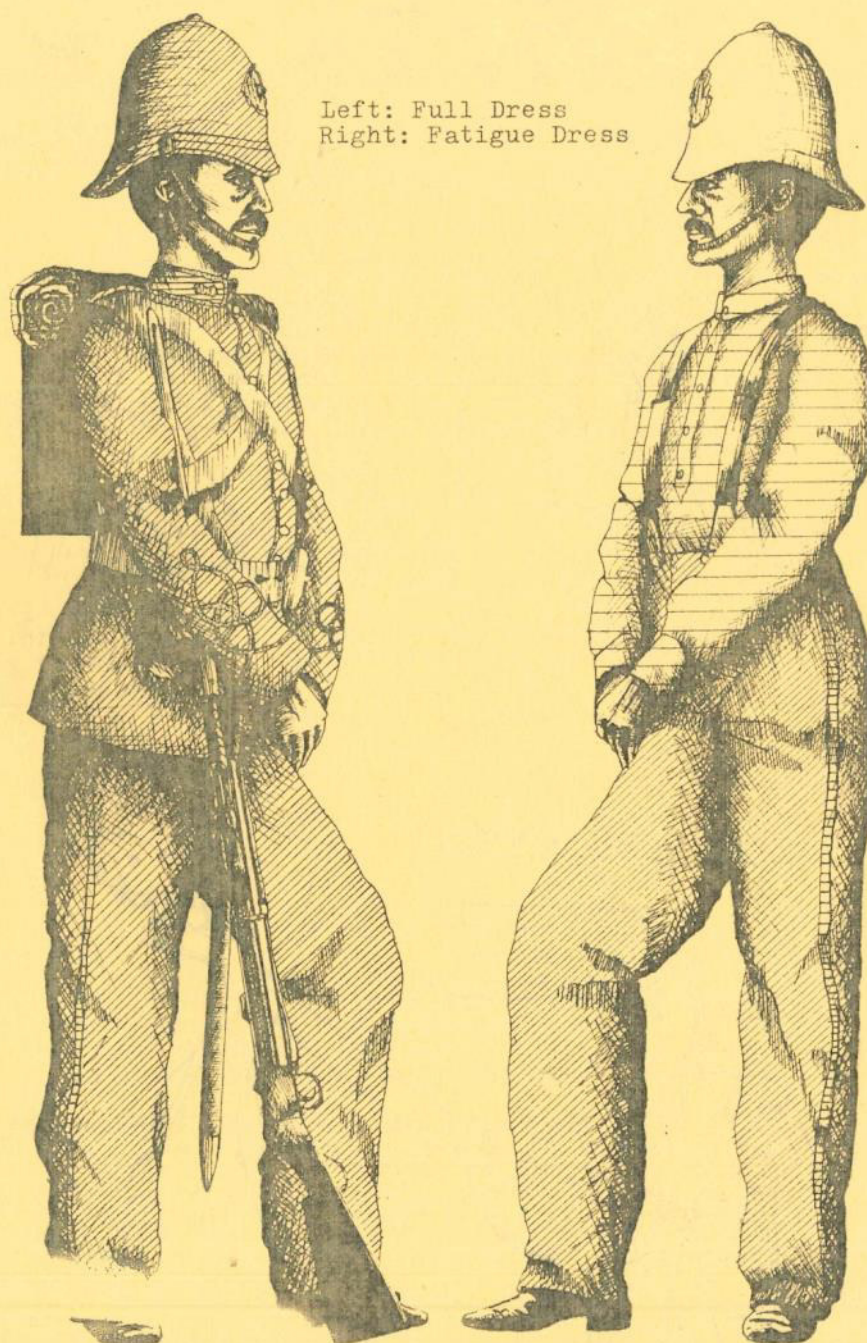Garrison Artillery Uniform
circa 1880's.

Prussian Blue

Left: Full Dress
Right: Fatigue Dress

Grey

Yellow

Scarlet

*Cover of one of the Society's newsletters. Colours of the uniforms
are marked with different patterns, with the legend on the left.*

There was the Wargames Federation of SA Quiz Night on Friday the 24th of July, but this one was attended by only three members (Russ Sheldrick, Len Wilkins, and Paul Robinson); by the way, Group North's team won the competition scoring 100 points, ahead of the South Australian Historical Wargaming Society (85 points) and the University of Adelaide wargaming club (80 points).

There was also a notice on coming auction of wargaming goods on the weekend 2-3 January 1982 in the Society's clubrooms.

The variety of topics covered by *Reload!* was quite impressive: from Napoleonic armies to WWII and Cold War, from Scottish heraldry to tanks and battleships, from book reviews to "The Wargamer's Own Cynical Encyclopaedia". There were no articles on fantasy games (perhaps they were not played in the club back then), but there was a fairy wargaming tale. Amazingly, some of the articles were accompanied by hand-made detailed sketches of weapons and uniforms!

My plan is to reprint selected pieces from these old magazines in *The Grumbler*. I am also going to scan these issues of *Reload!* in their entirety the best I can (given that the originals are of a rather poor visual quality) so they could be preserved in the club's library.
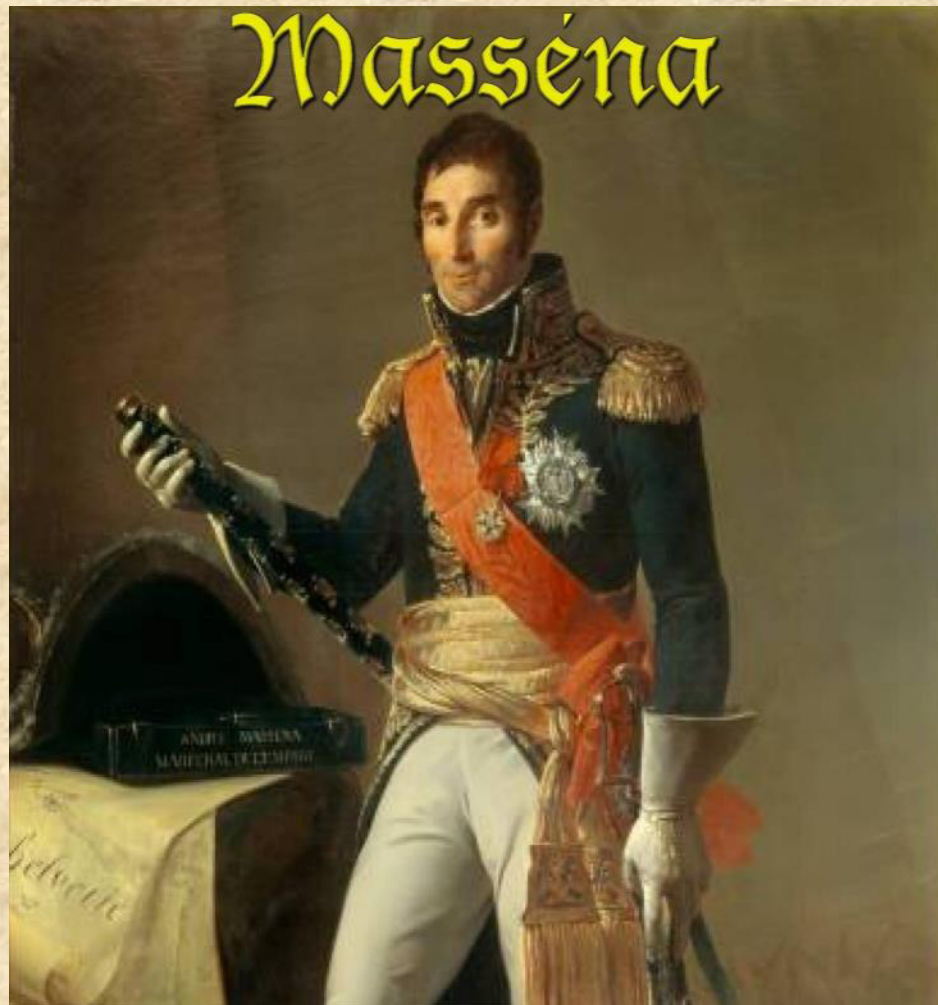
I would like to thank the former club member (unfortunately I don't know his name) for donating the old issues of *Reload!*, and many thanks to Ross Dawe for giving me an opportunity to read these magazines.

Index of articles published in volume 18

Masséna

Masséna is a rule set designed for use at Corps level games. The rules are based on Blucher, but fill the gap between Army level playing of Blucher and Brigade Level playing of Lasalle rules by Sam Mustafa.

By Michael Colclough

André Masséna, 1st Duc de Rivoli, 1st Prince d'Essling *(born Andrea Masséna; 16 May 1758 – 4 April 1817) was a French military commander during the Revolutionary and Napoleonic Wars. He was one of the original eighteen Marshals of the Empire created by Napoleon, with the nickname l'Enfant chéri de la Victoire ("the Dear Child of Victory").*

Many of Napoleon's generals were trained at the finest French and European military academies, but Masséna was among those who achieved greatness without the benefit of formal education. While those of noble rank acquired their education and promotions as a matter of privilege, Masséna rose from humble origins to such prominence that Napoleon referred to him as "the greatest name of my military Empire." His military career is equalled by few commanders in European history.

In addition to his battlefield successes, Masséna's leadership aided the careers of many. A majority of the French marshals of the time served under his command at some point.

Introduction

Masséna is a rule set derived from *Blucher*. A 'house set' of rules if you will. As such, for those who have played or are playing Blucher, all game mechanics stay the same with the exceptions that in essence, create *Masséna*. *Masséna* supersedes any corresponding rules of Blucher when playing. Therefore, if a rule comes up in *Masséna* which conflicts with the corresponding rule in Blucher, *Masséna* overrides that rule.

Terminology

Battalion: Napoleonic base unit of anywhere from 300-1000 men. Often most Regiments had one or two field battalions and a third 'depot' battalion, used for recruiting in their local area, training recruits and reinforcing the field battalions.

Squadron: A regiment of cavalry was comprised of anything between three to ten squadrons of cavalry consisting usually of somewhere between 80 to 120 men.

Regiment: A field Regiment would consist of one to five battalions of infantry and between two and ten squadrons of cavalry. This is the games base infantry and cavalry unit.

Battery: A unit of between four and ten guns made up a company of artillery which was combined with other companies to form a Regiment of Artillery. A single battery represents an artillery unit in *Masséna*.

Brigade: Several Regiments of Infantry or Cavalry(Not usually mixed).

Division: Several Brigades of Infantry or Cavalry along with a battery of either foot(infantry) or horse(cavalry) guns.

Corps: Several Divisions of Infantry and/or Cavalry along with a heavy battery/batteries(12 pounder) at Corps reserve.

Unit Size

All basing and base widths that you currently use for Blucher remain the same. No rebasing. All markers depicting élan, firepower and movement remain the same. All measurements are in '*basewidths*'

All unit sizes are downgraded from 'Brigade' to 'Regiment'. Throughout Napoleonic battles, 'Battalion's' were used to define how big an army was. An average French battalion, regardless of the theatre it was in was around 500 men. Austria had a number of large battalions in the 1809 campaign of around 1000 men. Russian battalions in the War of Liberation from 1813 had around 350 per battalion. English battalions varied from 400-600 with Guards units being considerably larger, whilst Prussian battalions of the 1813-15 campaigns varied anywhere from 300-500, depending on if they were Landwehr or regulars.

Cavalry throughout the period were listed by squadrons. Squadrons number from several up to 10 squadrons and each squadron had around 100 men, though this number was reduced during campaigns but overall, cavalry regiments were prioritised in all nations for replacements. For expediency, a *Brigade* of cavalry will now be classified as a *Regiment* of cavalry.

Batteries of Artillery came under the definition of a Regiment of Artillery made up of a Company (Battery) of anything from 4-12 guns per battery. There are no massed batteries (unless formed by the Corps Commander) of artillery in *Masséna*. A base of artillery is now a single battery. The number of shots available is the same as Blucher. This is to reflect the degradation of quality of firepower lost through the battle due to round fired, fatigue, casualties, etc.

Elan Unit Cards (Blucher) therefore now will be of Regiment size. So a unit card will be defined as a *Regiment*, not a *Brigade* of infantry or cavalry. An artillery card represents a single battery.

To reflect the differing sizes of Regiments of the number of battalions or squadrons available to it, *Masséna* can use the *Overstrength/Understrength* rule. However, this should only to be used more for 'historical' battles more than a pick-up game. For the purposes of playing *Masséna*, it can be assumed that before the battle, reinforcements were brought up and redistributed amongst units requiring reinforcements prior to the battle.

Army Building

1. Players decide on the number of points (usually 200 point armies) are good for a single battle. Use the Blucher rules to define your army. Each division gets a Divisional Commander.

2. Massed batteries can be created by the corps commander by stripping all divisions of their artillery. A massed battery can only be formed prior to the battle or by an order of the Corps commander in the command phase. The massed or 'Grand' battery (minimum of three batteries) can only be formed under the command of an ADC (or paying for Generals such as Drouot or Kutaisov) who commands them for the duration of the battle or until destroyed or retired.

3. ADC's replace the number of subcommanders in the army list. Each corps starts with *two ADC's*.

4. Divisional commanders may have a rating the same as a subcommander if they have a corresponding Blucher Corps commander and pay for it. For example: If you want a Divisional commander with the '*Hero*' trait, say for the French, you could use the 'Ney' hero trait and pay 10 points for it.

5. You can only have one Divisional commander per division. You cannot pay for more Divisional commanders or ADC's, with the exception of purchasing an Artillery General (French and Russian).

6. If a divisional commander loses his command through battle losses he becomes an ADC.

The Austrian Army List

Corps Stats		Artillery Units	
Minimum # of Divisions	3	4	
Minimum Division Size	4	3	
Max. Aide de Camps	1	2	
Artillery Ammo	5 4 4 3 2 2		

ADC Rules

- ADC's have a movement of **6BW**. Like all commanders, an ADC rolls at the end of the *Resolving Combats* in the Combat Phase to see if he becomes a casualty if he has moved. An ADC can only carry *one* order at a time. He must return to the C-in-C to collect new orders from the C-in-C.

- If you lose an ADC as a casualty it cannot be replaced;

- An ADC by order of the Corps Commander, can take charge of a Massed(Grand) Battery;

- An ADC can replace a fallen Divisional Commander;

- If a Divisional Commander has lost his Division through combat, he becomes an ADC.

If an ADC replaces a fallen Divisional commander, he does not inherit the fallen divisional commander's traits.

Table size and set up

A lot of players have access to a table of around 6 feet by 4 feet (1.8 m x 1.2m). Allowing that Blucher base widths are somewhere between 3-4 inches (75mm to 100mm), by the time you set up defence and attack, then use the '*Reserve Move*', action takes place very quickly. *Masséna* changes that.

Terrain

If you are not using a historical map, a simple choice of terrain set up is to use the **Lasalle** rules map selection guide. For those unfamiliar with that, then you can use the Blucher rules terrain setup.

One major feature added to *Masséna* is the use of roads. Because the game is more tactical than Blucher, roads become relevant. *ONLY* for the purposes of movement, so long as a unit starts and finishes his movement on a road, it may move *one* additional basewidth per turn.

Deployment

PICKUP GAME SETUP
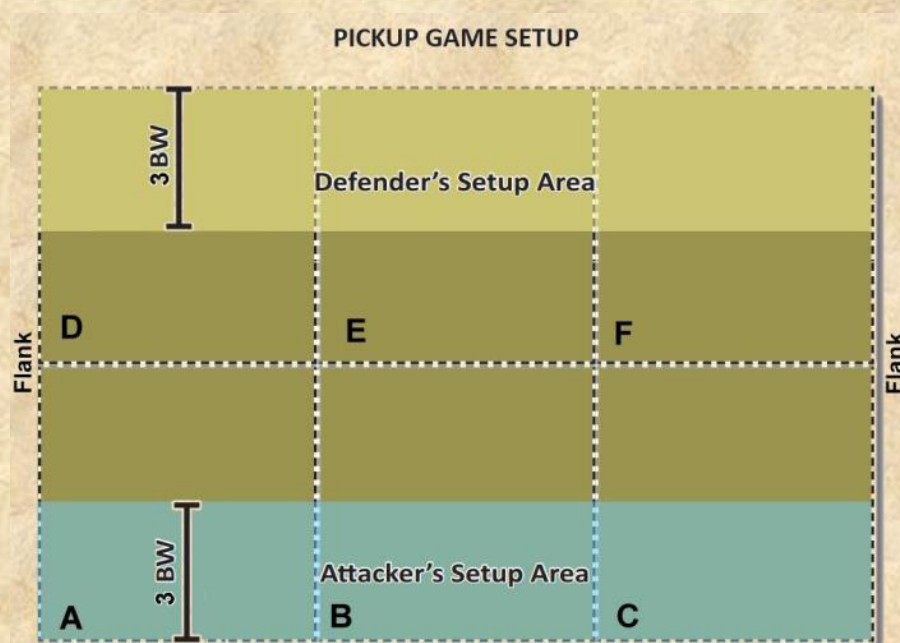
Masséna uses something similar to *Shako 2* rules in its set up. A table is divided up into 6 sectors (8 for larger tables, more at players discretion) alphabetically from attackers to defenders side.

This is for the purpose of allocating divisions to each sector. Both players decide who the attacker is and who the defender is. Once the terrain is placed, both players draw a map for themselves and allocate their divisions to whichever sector they choose.

Players then assign divisions orders and which sector they are to be deployed in or kept off table as a reserve or a flanking attack. The attacking player then marks on his map his primary and

secondary objective. It is not revealed till the conclusion of the battle what the players' objectives are.

If the player takes their primary objective (as defined in Blucher) and his secondary objective before the end of the game, the player wins a decisive victory. If only the primary but not the secondary objectives are taken, then it is a minor victory. If a secondary objective is taken and nothing else, then it is a marginal victory. If both players agree and have defined a 'Special Objective', other objectives may be not used.

The defending player then sets his troops up with '*Defend*' orders. Reserves and Flanking forces are kept off the table. The attacking player now deploys his units with '*Attack and Support*' Orders.

Definition of Objectives

Here is a list of objective, with at least *four* being placed in the defenders area for the attacker to decide which will be the primary and secondary objective:

1. Crossroad;
2. Building;
3. Bridge;
4. Any defined water crossing other than a bridge;
5. Hilltop; and
6. Control of a road in a forest.

Game Sequence

For all movement and combat outcomes, use Blucher's rule set.

The following sequence overrides Blucher. Please note that the MO is now replaced by written orders at the start of the game and can only be changed by using ADC's to change orders. This allows players to still do what they wish, but without the artificial overview of the battlefield given the time period.

1. *Information Phase*

- Discover Enemy Units – No changes

2. *Movement Phase*

- Deploy Light Infantry. **Deploy irregulars (lights) into formed or unformed formations;*
- Movement of units within command range (as per Blucher movement rules);
- Move Generals and ADC's. **Movement of 4BW(Generals)/6BW(ADC);*
- Infantry Counter Charge. **If successful in previous defence melee;*
- Cavalry Counter Charge. **If charged by cavalry, declare a counter charge;*
- Cavalry Charge Feint: **Declares a cavalry charge against an infantry unit;*
- Infantry can perform an Emergency Preparation;
- Move routing units.

3. Fire Phase

- Units that did not fire may now move – **Artillery may pivot up to 45 degrees and still fire. Light/Irregular Infantry may fire after moving.*

4. Combat Phase

- Resolve all combats – No changes;
- Roll for Officer/ADC casualties – Roll 2D6 for each Commander in combat and any moving ADC. A roll of 2 (snake eyes) kills the Commander or ADC. A roll of 12 (two sixes) incapacitates the ADC and roll a 1D6 to determine how long he is incapacitated (cannot move).

5. Status Phase

- Rally units (Blucher Rally Rules are replaced with *Masséna* Rally Rules);
- Check for reinforcements (including flanking forces);
- Check Army Morale – If both objectives are captured and secure, declare a win, otherwise Blucher victory conditions apply.

If the C-in-C is killed, an ADC must move to the nearest Divisional Commander to within 1 BW where the ADC takes over command of the Division and the Divisional Commander becomes the new C-in-C. No new orders can be issued until the new C-in-C takes command of the Corps. If there are no ADCs available, no new Divisional orders can be issued for 3 turns at which the player may select a Divisional commander to take command of the Corps. In this case, the new C-in-C may issue orders to his Division (providing he is within 1BW of at least one unit in the Division) or he may issue orders to the other Divisions in the Corps, but he cannot do both.

The 'Reserve Move'

There is no '*Reserve Move'* in *Masséna* as it is designed as a Corps game, not an Army level game like Blucher. All other movement and combat are per Blucher rules.

Command Range

Masséna uses the same rules for Blucher for command range as found in *the Movement Phase: Activating Units and Forces* section of the rules. No Division can change its existing orders unless an ADC with new orders is within 1BW of the Divisional commander, with the exception of an *Intuitive* Divisional commander.

Commander Personality

The C-in-C may have the following traits:-

- **Excellent Staffwork**: *One extra ADC.*
- **Immobile**: *Has a movement of 1BW. Can be captured if an enemy unit touches his base when being attacked. Game over and serious defeat.*
- **Mobile**: *Has a movement of 6BW*
- **Intuitive**: *Knows strengths of opponents off table reserves and flanking forces including where and when the flanking force will deploy.*
- **Legend**: *Same as Blucher for defining Corps morale level.*

Divisional Commanders

Rules for Divisional Commanders have the following definitions:-

- **Vigorous**: *Can change own orders unless ADC arrives with new orders. I.e.: can go from Defend to Attack without orders from the C-in-C.*
- **Inspiring**: No change
- **Hero**: No change
- **Steadfast**: No change
- **Artillery Officer**: No change
- **Cavalry Officer**: No change

Creating Orders

How to Create Orders

Before deployment at the start of the battle, each player must write down which orders each division is to carry out. Once the game starts, only orders delivered by an *ADC* to a Divisional commander can be changed.

For each division in your Corps, an order has to be given to the Divisional commander. These are the orders to choose from:

- **Attack:** The division is to attack towards an objective along the most direct path possible that does not cross impassable terrain. It will continue to attack until one of the following situation arises:

  o The objective is taken, in which unless new orders have arrived, the division will then go into defence mode and defend the taken objective.

  o More than 75% of the attacking force has suffered sufficient losses (including units with an élan of one and therefore unable to attack.

  o The Division is wiped out

  o Given new orders

- **Defend:** A division can move into a favourable position to defend an area, but may not launch attacks except to regain territory lost by enemy attacks. E.g.: The 1st Division is to march to the crossroads and defend it unless otherwise ordered, or upon deployment, the 2nd Division will defend the hill.

- **Support:** You can order a Division to Support an Attacking force. If Division 1 is attacking to an objective, you could order Division 2 to guard against a flanking manoeuvre, or a counter attack. A *Support* Order is to support an Attacking Division, not to be the one to attack. A *Support* Order can only be given to a Division **adjacent** to a Division that has an *Attack* Order.

- **Flank March:** An order given to a Division to '*Flank March*' means that the Division is not deployed on the table in the initial setup. The rules for reinforcements in chapter 10 in Blucher are applied as a Flank attack here. At the beginning of the battle, If a player wishes to implement a Flank March, he must write down which turn he wishes the flanking force is expected to arrive and which zone he is to attack. All rules regarding deployment upon successfully arriving onto the table edge must comply with the reinforcement rules in Blucher for deployment.

- **Retreat:** An order given to a Division to retreat to its starting point at the beginning of the game. The Division must do its best to disengage and retreat back to its initial setup area at the beginning of the battle. If that area is unavailable due to enemy forces blocking its line of retreat, or impassable terrain, the Division must attack blocking units to force a passage. Units that cannot retreat must hold their position until relieved or removed from losses.

- **Reinforcement:** A division may be kept off table and be deployed at the behest of the C-in-C. The C-in-C may choose to give an order to *attack, defend or support* any other division as he sees fit.

Combat Phase

Cavalry

As Cavalry are important to every battle, ***Masséna*** allows a more flexible approach to Cavalry than Blucher. There are some things more unique to Light Cavalry and Heavy Cavalry. Light Cavalry/Irregular Cavalry includes Hussars, Chasseurs, Lancers, Light Dragoons, Mounted Jagers and Cossacks. Heavy Cavalry include Cuirassiers, Carabineers and Heavy Dragoons.

Cavalry Charges. In Blucher, it is somewhat difficult to get cavalry to be in a position to use an advantage such as 'Battle' cavalry as if you move within 4BW of an enemy cavalry, they may charge you and as such, you lose your advantage. In ***Masséna***, there are some changes to this.

- **Counter Charge**: All Cavalry may *Counter Charge*. When a phasing player declares a Charge, the defending player may declare that he is going to *Counter Charge*. When this happens, the attacking player moves only half the distance to the target. The defending player then moves his cavalry to meet the attacker halfway. There may be a case where one or the other still have their bases in 'rough terrain', however there is no penalty in a counter charge.

- **Evade:** If a Heavy cavalry Regiment is charged, it may choose to *Evade*. The player rolls a 1D6 and if he rolls a **1 or 2** he may perform the *Evade* rule. If successful the defending cavalry retrogrades back **2 BW** immediately to its rear. It may not pass through any formed unit. If it is unsuccessful in *Evading* and is still within the charge range of the attacker, it suffers a **-1** to the die roll. A unit can only Evade once per turn. If another cavalry unit declares a charge on an Evading cavalry regiment, that regiment cannot choose to evade again, but because it had already evaded, it still suffers a **-1** for performing an Evasion.

- **Cavalry Feint:** A Light Cavalry Regiment/Irregular can declare a charge against an Infantry Regiment as per Blucher rules. However, Light Cavalry may declare a *'Feint'*. The Phasing player declares a charge in his turn and moves his cavalry half the distance between itself and the target. At that point, the defending player declares if they are going to attempt to perform an *'Emergency Preparation'*. If the Emergency Preparation is successful, then the phasing player may declare the charge as a 'Feint'. The Cavalry Regiment stops where is and no further movement may be performed by that cavalry unit.

  o Impetuous Cavalry may not declare a Feint.

  o Cavalry may not declare a Feint against cavalry or artillery.

- **Lancers:** If a player is using a 'Lancer' Regiment, he gets a **+1** D6 modifier when fighting against a unit that is either Prepared or if charging a routing unit that is either Infantry or Cavalry.

Cavalry have a little bit more latitude than all other units. So long at the beginning of a turn, a Cavalry unit is within command range of the Divisional commander may do as the commander instructs, however, due to success, it may go out of command range for the following turn. In that case, the cavalry may withdraw back to its own command range at no penalty in its next turn. This is ***not*** applicable to '*Impetuous* Cavalry'. Impetuous cavalry regiments ***must make a new charge against the nearest eligible target*** in the next turn if they are out in command range of the Divisional commander or the C-in-C. They cannot withdraw unless they are in command range.

Infantry

Infantry counter charge

It was common in that time period that when a unit was charged, they would fight and if they repulsed the assault, they would often then charge the attackers back immediately instead of waiting to be assaulted again. Therefore, if an infantry regiment is charged and are successful in winning the melee, the defending player may nominate that the regiment is going to counter charge in his following turn with that regiment. You can ONLY counter charge under the following conditions:

- The unit being charged must win the melee;
- The unit must have sufficient élan to conduct a counter charge;
- The player must declare that they want to counter charge next turn;
- No other units can be involved in the counter charge.
- A *Prepared* defending unit cannot declare a counter charge.

If the defending player elects to counter charge, next turn, he declares the charge and places a marker to show which unit is going to counter charge next turn. The player who is now on the receiving end of the counter charge suffers a -1 to the die roll for that melee.

An Infantry Regiment cannot counter charge when

- You are charged by more than one *infantry* regiment;
- A regiment is trying to counter charge a counter charge; or
- Being charged by either cavalry or a combination of cavalry and infantry.

Emergency Preparation

If an Infantry Regiment has a **Cavalry** charge declared against it and is not *'Prepared'*, it may declare an *'Emergency Preparation'*. Without creating a list of modifiers and circumstances for each situation, a simple die roll will determine if the unit can for an Emergency Preparation. A die roll of **a 1 or 2** is required to become 'Prepared'. If the roll is unsuccessful, than normal Blucher rules apply. A unit may only attempt to perform this once per turn regardless of how many cavalry units declare a charge against it.

All other *Prepared* rules of Blucher apply to any prepared unit.

Rallying Broken units

In Blucher, if a unit loses a melee, it about faces (infantry v infantry, Cavalry v Cavalry) and retreats its prescribed distance. The attacking unit may or may not follow up (except *Impetuous units*). In the next turn, the player can then stop the unit and about face, becoming ready for the next turn. As such, there are no rules to rally a unit, which is fine for Blucher, but *Masséna* plays a 'Rally Rule'.

Now, when a unit is broken from a melee, it follows the same rules as Blucher, with the following exception: *A broken unit now has to be **rallied**.*

In the Status phase, the phasing player may attempt to rally any broken units of his previous turn.

If the broken unit does not rally, it continues to the table edge via the shorted legal route possible at full movement distance. This process is repeated each turn until the broken unit is rallied or reaches the table edge where it is removed as a casualty of war.

To rally a broken unit, it must not be under pursuit. That is, if the attacker who broke the unit declares he is not going to follow up, then it rolls a die to determine if the unit rallies.

For all subsequent rally attempts after the first attempt, *remove one élan* from the unit's élan points.

Rally Modifiers

+1	Unit is Gd, Gren. or Elite
+1	Unit has Steady trait
+1	Hero Officer is within 2BW
-1	Unit is being pursued
-1	Second or more rally attempt

The player attempting to rally rolls a 1D6. All unit rolls to rally with a successful roll of a **4+** before adding any modifiers:

- +1 if the unit is Guard, Grenadier or an Elite unit;

- +1 if the unit started with the 'Steady' trait.

- +1 if the unit is within 2BW of any Hero Officer;

- -1 if the unit is being pursued;

- -1 if it is the second attempt to rally the unit (troops now are scattering in all directions).

For all subsequent rally attempts after the first attempt, remove *one élan* from the unit's points.

A unit that rallies will stop where it is and cannot be used till the following turn. It may not go prepared, form an Emergency **Preparation**, change formation, or counter charge. It may only rally and change facing to face front.

This rule supersedes the Blucher Rally Rule in Advanced Rules.

Light/Irregular Regiments

Unformed units were more valuable in the early stages of the Napoleonic period and in the Battle of Auerstedt, Marshal Davout had one of his entire divisions fighting as unformed units to counter the Prussian Regiments who were drilled to fight in line. By the late period of the Empire, most French Light infantry fought as Line units, with only the light companies performing the role of screening troops.
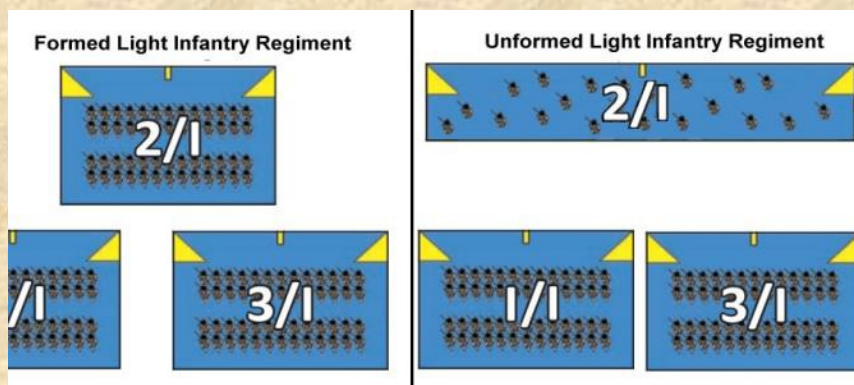
If you have 4 smaller bases saboted into a Blucher Base, you could take the rear bases and extend one to each side. For 28mm, you could either place the saboted units astride either side of the sabot or just add an extra base (but remember to remove it if reforming).

What can Light Infantry / Irregulars do

Lights can start the game *'Unformed'* or become *'Unformed'* in their movement phase. A player can Form or Unform a Light Regiment in the movement phase, however, if it does, it cannot move or shoot for the remainder of the turn. An Unformed Light Regiment has double base width, but for the purpose of moving, all normal base width rules apply.

Unformed units have the following characteristics:

- Unformed units may never charge any unit;

- Unformed units can move and shoot in the same turn;

- Unformed units do not suffer half dice penalty for shooting at 2BW;

- Unformed units must evade **2 BW** directly to the rear when charged;

- Unformed units may not evade through a friendly unit;

- If an Unformed unit is charged and cannot evade it suffers an additional -2 to combat melee';

- Unformed units cannot become 'Prepared'.

- Unformed units suffer half dice when being shot at by either Infantry (formed or unformed) or artillery.

As *Masséna* is more tactical than Blucher, Light Infantry and Irregular Infantry Regiments (Grenz, Jager, Rifle etc.) (Lights) are able to be more useful in deployment and their usage. You are limited to a maximum of **one** Regiment per Division.

Artillery

A player at the beginning of the game may place at least 3 batteries of his artillery under the command of one of his ADC's, which will deprive him of an ADC during the game, creating a Massed Battery. Alternatively, if the player is a French or Russian player, the player may buy an Officer who has the *'Artillery'* trait and not lose an ADC.

Massed Batteries

There are certain advantages to *Massed* batteries and some disadvantages as well:

- You cannot form a Massed battery of Horse artillery, however, you can include a horse battery in the make-up of a Massed battery;

- You can only form one Massed battery per Corps;

- Massed batteries must contain a minimum of 3 batteries of artillery;

- Massed batteries can only fire at one target per turn;

- Massed batteries fire at the lowest calibre (ie: if the massed battery has one 12lbr and two 6lbr, then all fire is considered as 6lbr);

- Massed batteries may not move unless under command of a General with the *'Artillery'* trait. Otherwise, it may only move as a result of fire, melee or by Order of the C-in-C to move to a *specific* location;

- When firing, all batteries hit on a 6 and count one 5, regardless of calibre;

- When a Massed battery fires, all batteries remove an ammunition marker.

- A Massed battery retires from the battlefield if it sustains 5 combined casualties in a single round of enemy shooting. If it sustains 3 casualties, the Massed battery must limber and move 1 BW to the rear. Roll for Officer casualty.

- If a Massed battery is charged, any contact from any part of the Massed battery with an enemy charging unit suffers the result of the melee. However, only the battery/batteries that have been contacted carries out the melee as per Blucher. If any part of the Massed battery suffers a defeat, then the entire Massed battery suffers the result. Roll for the ADC/Officer casualty.

- The C-in-C can order a Massed battery to disperse. If an order is made to disperse, those artillery with ammunition moves to the closest unit of its parent division before it can set up to fire. It may not just move and then fire at a target of opportunity. If the parent division has been lost in combat, the battery retires from the game. The ADC returns to the C-in-C.

- When the Massed battery has only one ammunition box left, it may continue to function and fire at the lowest ammunition available to it for the rest of the battle. It does not need to retire.

Single Battery/Batteries

There are three types of artillery in **Masséna**, Medium, Heavy and Horse. All movement, firing and melee rules from Blucher apply, with the exception of a Massed battery which cannot move unless a General with the *'Artillery'* trait is in command. Regimental guns are attached to individual regiments and Blucher rules apply to them. For single batteries, they have the following extra features:

- A single battery has the same rules as per Blucher regarding movement, firing and combat.

- A single battery may rotate up to 45 degrees prior to firing without a movement penalty.

- A single battery may prolong forward **1 BW** after firing.

- When a single battery has only one ammunition box left, it may continue to function and fire at the lowest ammunition available to it for the rest of the battle. It does not need to retire.

- The same rules apply regarding casualties for an artillery battery as per Blucher rules.

Regimental artillery are treated the same as per Blucher rules. You cannot form a Massed battery with Regimental guns.

~ Version 1.1 ~

*I hope that these changes in Blucher to create **Masséna** allows players to utilise Sam Mustafa's excellent rules to be adapted to a Corps level game without creating complex rules that have situations where, if this unit is early French and it is elite then it can do this because of whatever circumstance that happened. From the older Empire rules which dictated tables of exceptions like the 57th Line and 10th Légere being able to be classed because of an historical note to do something incredible, on the day of battle in **Masséna**, rank and file fought and died, regardless of their status in history. You create your army list according to Blucher, which takes things like that into account. Having said that, it will be up to your tactical genius and exceptional die rolling that will earn you bragging rights in **Masséna**.*

I would like to express my gratitude to Sam Mustafa for his excellent work in the Napoleonic gaming area. His rules make playing Napoleonics so much fun with playable rules that don't require endless looking up from tables regarding distances, firing ranges and so on. Thanks Sam, we appreciate your games ~ Michael Colclough