

Grande Tactique
Napoleonic Miniatures Rules
Corps-level, Fast-play
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dedicated to my brother, Dave

La grande tactique est donc l'art de bien combiner et bien conduire les batailles: le principe directeur des combinaisons de la tactique est le même que celui de la stratégie, c'est de porter le gros de ses forces sur une partie seulement de l'armée ennemie et sur le point qui promet le plus de résultats.

Grande tactique is thus the art of coordinating and managing battles: the guiding principle of tactical coordination is the same as for strategic coordination, namely that of bringing the bulk of one's forces to bear on a single segment of the enemy army and on that point that promises the greatest results.

Jomini, *Summary of the Art of War*, 2nd Part, Chapter IV, pp. 5-6.

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STATES OF TROOPS

All states except Coherent and Limbered should be indicated on the table, with markers or models.

1. Coherent: The default state. Units start the game *coherent*; if they are downgraded to *disrupted*, they can become *coherent* again by regrouping in the Regrouping Phase.

2. Disrupted: Demoralised or disorganised or both; can apply to infantry, cavalry, and artillery. *Disrupted* units have their movement halved; they suffer a Morale Check penalty of -1 and an offensive firing penalty of -1. Four things can render a unit *disrupted*:

- a. Effects of fire. Units will become *disrupted* if they are *coherent* but are fired on and lose.
- b. Effects of a charge. Infantry and cavalry become *disrupted* if they try to charge but fail their morale check. Cavalry will become *disrupted* if, when they do charge infantry, the infantry pass their Morale Check and form square.
- c. Influence of fleeing troops. Any *coherent* unit becomes *disrupted* if it is passed through by a fleeing unit.
- d. Dispersal. Cavalry who have pursued the enemy become *disrupted*.

3. Exhausted: A state that reflects great loss of manpower. Units become *exhausted* if they are pursued by cavalry, or if they are beaten in the Firing Phase by 4 or more (using the adjusted die-rolls), i.e. with a massive volley. In terms of effects, to be *exhausted* is to be permanently *disrupted*, i.e. unable to become *coherent* again in the Regrouping Phase.

4. Fleeing: Running or galloping away from the fighting. Only applies to infantry and cavalry. Three things can cause units to flee:

- a. Effects of fire. *Disrupted* cavalry flee if they are fired on and lose. *Disrupted* infantry flee if they both lose a firing attack (their own or the enemy's) **and** fail a Morale Check.
- b. Effects of a charge. Cavalry and infantry will flee if they are charged and fail a Morale Check, or if they lose a *Locked in Combat* situation.
- c. Influence of other fleeing troops. Already *disrupted* cavalry and infantry flee if they get passed through by a fleeing unit.

5. Silenced: Rather than fleeing, artillery becomes *silenced*. This can happen in two ways:

- a. Enemy artillery fire. If an artillery unit is already *disrupted*, is fired on by an enemy artillery unit, and loses, it becomes *silenced*. (Note that enemy infantry fire does not do this.)
- b. An enemy charge. When charged, artillery that fails its Morale Check becomes *silenced*.

6. Firing: A unit in this state is busy firing at a target. Only infantry and artillery can be in a state of *firing*, and they must be in this state in order to fire in the Firing Phase. There are three ways to enter a state of *firing*:

- a. Their commanding general spends 1 CP (Command Point) to get them to start firing.
- b. The unit is fired on by an enemy unit which is itself a valid target for the unit fired on.
- c. Infantry pass a Morale Check when charged by cavalry, or artillery pass a Morale Check when charged from the front (even partly within their firing arc of 45°).

While in a state of *firing*, a unit can do nothing else: it continues to fire until 1 CP is spent to make it stop firing or until, at the start of any Firing Phase, it finds it does not have any valid target.

7. Limbered / Unlimbered: Artillery can be either in a *limbered* state or in an *unlimbered* state, and it costs 1 CP to switch from one to the other. To fire, artillery must be in an *unlimbered* state; to move, artillery must be in a *limbered* state, though *unlimbered* artillery can pivot if it is not firing.

8. Square: For 1 CP, infantry can form square. This reduces their firepower (-1), halves their movement, makes them vulnerable to artillery (+1 to artillery), boosts their morale (+1 to Morale Checks), and makes them hard for cavalry to charge (-2 to Morale Check of charging cavalry).

SEQUENCE OF PLAY

1. Regrouping Phase

Every unit on the moving player's side that is in a *disrupted* state rolls a Morale Check (including the -1 for being *disrupted*), becoming *coherent* again if it passes. *Exhausted* units can never regroup.

2. Command Phase

Units are now ordered to perform various actions using Command Points (CPs). To get CPs, each divisional general rolls a die, which is modified positively if he is a good general (with a bonus of anywhere from +0 to +3). Additionally, Corps and Army Commanders can contribute extra CPs (+0 up to +5) to divisional generals under their command if they are within 9". The total is the number of CPs available to a divisional general that turn for the control of his units. CPs can be spent thus:

Movement and Formation

- 1 move or pivot a unit (can't do both; can only move once)
- 0 move a general (i.e. generals move free); declare attachment of generals to units.
- 1 limber / unlimber artillery
- 1 enter or exit square (infantry)

Fighting

- 1 start or stop firing
- 1 charge (in addition to any cost for moving into contact)

Other

- 2 spike guns to destroy them (destroyer must be in contact)
- 2 rally a *fleeing* unit or *silenced* artillery (with no enemy in contact); mark result *disrupted*
- x2 CP cost for any action doubled if general dead, attached, or more than 9" distant

You can spend any number of CPs on a particular unit, the only restrictions being that you can only move once and that pivoting replaces moving. Move distances are:

- 4" infantry (normal) or foot artillery (limbered)
- 1" infantry in square
- 9" cavalry (except cuirassiers), horse artillery, generals
- 6" cuirassiers
- +2" 2" bonus if moving entirely in contact with a road
- ½ half movement (not cumulative) if *disrupted*, infantry in square, entering or exiting woods, tall crops, or BUA, crossing an LTF, or moving sideways or backward.

- Cavalry and artillery can pass through friendly units without penalty.
- *Disrupted* infantry cannot pass through friendly units. *Coherent* infantry that passes through friendly units becomes *disrupted*.
- Cavalry and squares cannot enter woods. Cavalry cannot charge into woods or across LTF's.
- If cavalry move to contact, they must also charge.
- Once in contact, infantry cannot disengage, though they may form square, fire, or charge.
- Infantry coming out of square can face any direction.
- Ordinary contact does not need to be edge-to-edge: edge-to-corner is fine.

Contacting flank or rear

To be considered as contacting the flank, the contacting unit must begin wholly to the side or rear of the contacted unit and it must contact a rear corner. To be considered as contacting the rear, the contacting unit must begin wholly to the rear of the contacted unit and it must end its movement with at least half its front edge in edge-to-edge contact with the rear edge of the defending unit. Squares cannot be contacted on the flank or rear, as they have none.

3. Firing Phase

A unit remains in a state of *firing* until 1 CP is spent to make it stop firing or until it ceases to have a valid target. In the Firing Phase, every unit on the moving player's side that is in a state of *firing* must fire, if it has a valid target; if, at the start of the Firing Phase, a unit (on either side) lacks a valid target, its *firing* marker is removed. Firing attacks are resolved one at a time in an order determined by the moving player; you do not need to declare your target until just before the actual act of rolling the die.

- Valid targets must be at least partly within a 45° angle of the front edge of the firing unit, with a clear line between one front corner of the firing unit and one corner (front or rear) of the target unit. *Exception*: with an otherwise clear line to the target, artillery can fire *over* a hill, with a penalty of -1.
- Artillery on a hill can fire over friendly units that are not in contact with an enemy unit.
- Artillery cannot fire into woods.
- Artillery ranges: canister range is 5", effective range is 10", long range is 20".

Both sides dice, applying the following modifiers:

Infantry (firing or fired upon)

- 1 *disrupted*
- 1 in square
- +1 occupying BUA or LTF

Cavalry (fired upon)

- 1 *disrupted*

Artillery (firing)

- 1 *disrupted*
- +1 firing at square
- +1 enfilading (can draw lines from a front corner to both rear corners)
- 1 firing over hill
- 2 long range (10-20")
- 1 effective range (5-10")
- +0 canister range (up to 5")
- +1 firing at target in contact, if target is even partly within 45° of front edge

Firing results

- ties have no effect
- a *coherent* defender who is beaten becomes *disrupted*
- a *disrupted* cavalry defender who is beaten *flees*
- a *disrupted* artillery defender who is beaten by artillery becomes *silenced*
- a *disrupted* infantry defender or attacker who is beaten must pass Morale Check or flee
- anyone (defender or attacker) in contact with artillery *flees* if beaten, if even partly within 45° of the artillery's front edge
- in addition to the above, any unit beaten by 4 or more (using adjusted die-rolls) becomes *exhausted*. This replaces becoming *disrupted* and is permanent.

4. Charge Phase

All units that were ordered to charge in the Command Phase now resolve their charges, the targets of charges having been specified (and marked) in the Command Phase. Charges are resolved in an order determined by the moving player; results apply immediately. Only *coherent* cavalry and *coherent* infantry not in square can charge. You cannot charge more than unit at the same time.

First of all, roll a Morale Check for the attacker. If the attacker fails the Morale Check, the attacker remains in contact and become *disrupted*.

- **Exception:** if they fail their Morale Check, cavalry trying to charge other cavalry receive a countercharge half way from where the charge began, fleeing from there. The countercharging cavalry remains in place at the point of contact, in a *coherent* state.

If the attacker passes the Morale Check, roll a Morale Check for the defender and consult the table below:

defender	who is . . .	Morale Check	Result
Infantry	charged by infantry	fail	flee 7", attacker "takes position" (see below)
		pass	stop firing if firing beforehand, <i>Locked in Combat</i> , turn to face if contacted by only one enemy unit
	charged by cavalry	fail	flee 7"; attacker rolls a Morale Check to determine whether there is a follow-up charge, pursuing in event of failure
		pass	remain in contact, start firing if not already doing so, form square automatically, attacker becomes <i>disrupted</i>
Cavalry	charged by infantry	fail	retreat 3", face enemy, become <i>disrupted</i> ; attacker "takes position" (see below)
		pass	retreat 3", face enemy; attacker "takes position" (see below)
	charged by cavalry	fail	flee 11"+(2d6)"; attacker rolls a Morale Check to determine whether there is a follow-up charge, pursuing in the event of failure
		pass	automatically become <i>coherent</i> if <i>disrupted</i> , countercharge (move to meet charging cavalry half way); resolve <i>Locked in Combat</i>
Artillery	charged by either infantry or cavalry	fail	become <i>silenced</i> ; attacker "takes position" (see below); attacking cavalry must roll to perform follow-up charge
		pass	no resolution: attacker remains in contact. Artillery starts firing if attacker even partly within 45° of front of artillery unit. Artillery does not pivot.

Taking the position

A unit that “takes the position” immediately occupies the position of the unit it caused to flee or retreat and pivots to face the direction of flight or retreat. You are not obliged to “take the position” if this would involve leaving defensible terrain (woods / BUA/ LTF / hill slope).

Locked in Combat

If the result is a *Locked in Combat* situation, this is resolved at once by both sides’ rolling until one beats the other, the *only* modifiers being +1 for veteran troops and -1 for lancers. The loser flees; winning infantry “takes the position,” while winning cavalry remains in place in a *coherent* state.

Charging fleeing troops

Charges against *fleeing* troops are automatically successful: there are no Morale Checks to see if the charge goes in or if the defenders resist. *Fleeing* troops who are charged flee a further move from infantry but are destroyed by cavalry, who (if they do not perform a follow-up charge) stay in place and become *disrupted*.

Follow-up charges

Cavalry who have charged successfully must at once roll a Morale Check to see if they pursue or if instead they immediately perform a follow-up charge against a further unit. No more than three charges in total may be performed in one turn, i.e. a maximum of two follow-up charges.

- For the attempt at a first follow-up charge, there is a -1 penalty to the Morale Check; for the attempt at a second follow-up charge, there is a -2 penalty.
- If the charging cavalry fail the Morale Check, they pursue (see below).
- If the charging cavalry pass the Morale Check, they must select a new target that is wholly to their front after their earlier opponents have fled (i.e. wholly beyond a line extending sideways from their front base corners) and within 9”; if no new target is available, they pursue the prior target. If there is a new target, a new charge is declared, the charging cavalry moving towards the new target in as direct a line as possible, and the follow-up charge is resolved immediately.

Cavalry pursuit

Cavalry who do not perform a follow-up charge instead pursue the unit they have caused to flee.

- The distance of pursuit is the distance of flight minus one inch. The path of pursuit is the path of flight.
- If the path of pursuit takes the pursuing cavalry into an enemy unit (because the fleeing unit has fled through friends), the pursuing cavalry performs a charge (in a *coherent* state) against the new enemy unit; if this charge is successful and is not the third charge that turn, roll a new Morale Check to see if the charging cavalry pursues again or performs a follow-up charge.
- Cavalry pursuing enemy who have fled off the table or into woods are moved to the edge of the table or woods; if their target is destroyed because surrounded by enemies or because it was already *fleeing*, move them to where the target had stood.
- Pursuing cavalry at the end of their pursuit always become *disrupted*.
- Units who have been pursued by cavalry always become *exhausted*. This does not happen if the cavalry perform a follow-up charge instead of pursuing.

More than one charging unit

Multiple charges on a single target are resolved together; designate one charger as the principal charger. Results apply to all chargers. Only the principal charger “takes the position” if called on to do so. Each cavalry unit taking part in a successful charge must roll a Morale Check to attempt a follow-up charge; if more than one such cavalry unit passes, they may each select separate new targets or they may perform a follow-up charge together against the same new target.

Fleeing

- Infantry flee 7”.
- Cavalry flee 11” 11+2d6”.
- Units occupying woods or a BUA who are called on to flee abandon their woods or BUA.
- Infantry will first try to seek shelter in unoccupied woods or BUA if these are within 7”; if not, they follow the path of flight. Cavalry just follow the path of flight.
- **The path of flight** should lead as directly as possible towards the owning player’s side of the table, but it may deviate to avoid other units and terrain impassable to the fleeing unit; it must never pass even partly behind a line extending sideways from the charging unit’s front edge and it can never pass through enemy troops or through impassable terrain. The path of flight is as wide as the fleeing unit’s front edge. A fleeing unit seeks first to avoid friendly troops; if this is impossible, it goes through friendly troops and demoralizes them (making *coherent* troops *disrupted* and causing *disrupted* troops to flee in turn). If no such path of flight exists, the fleeing unit is destroyed because surrounded by enemies.
- Fleeing units who are not rallied in the Command Phase continue fleeing of their own accord in that Command Phase.
- When a unit initially flees, any attached general must roll a die: on a 1, he is killed.

Destruction of units

- Cavalry and infantry are destroyed by fleeing off the map or by being required to flee when surrounded by enemies. Artillery units are destroyed only by having their guns spiked when they are *silenced*.
- For every unit that has been destroyed in a divisional general’s command, subtract 1 CP from his available CPs every turn.
- If all but one of a division’s units are *fleeing* or have been destroyed or withdrawn voluntarily, the division’s morale collapses: its *disrupted* units can no longer regroup (become *coherent* again) in the Regrouping Phase.
- If a Corps (not a Division) has lost half its original units, none of its units can move towards the enemy, but otherwise they behave normally.
- To withdraw a unit voluntarily, move it to your side of the table and announce that you are withdrawing it voluntarily.

MORALE CHECK

A Morale Check is performed

- in the Regrouping Phase, by all *disrupted* units, to try and become *coherent* again;
- in the Firing Phase, by any *disrupted* infantry beaten whether as attacker or defender;
- in the Charging Phase, by units trying to charge or being charged, and also by cavalry attempting to perform a follow-up charge.

The base criterion for passing a Morale Check is to roll 4 or higher, using the following cumulative modifiers:

All Troops

Cohesion: -1 if *disrupted*

Quality: -1 for *raw* troops, +1 for *veteran* troops

Terrain: +1 for defending a BUA or LTF

Square: +1 if infantry in square

General: +1 if general attached

Charging (Infantry and Cavalry)

Friends help: +1 if charging with help (another charge declared against target)

Victory is Ours: +1 if charging a *disrupted* unit

Outflanking: +1 if charging the flank or rear of the target

Grapeshot: -1 if charging *coherent* unlimbered artillery from the front (within 45° of front edge)

Tall crops: -1 if charging an opponent positioned in tall crops.

Charging Infantry

Infantry En Masse: +1 if infantry charging with another friendly infantry unit with half its front edge in edge-to-edge contact to the rear

Charging Cavalry

Tally-ho: +1 if cavalry (except cuirassiers) charging cavalry

Cuirassiers: +2 if cuirassiers charging cavalry

Lancers: +1 if lancers charging infantry

vs. square: -2 if cavalry charging square

Envelopment: +1 if cavalry charging infantry NOT in square

Follow-Up #1: -1 if cavalry attempting to perform first follow-up charge that turn

Follow-Up #2: -2 if cavalry attempting to perform second follow-up charge that turn

Being Charged

Flanked: -1 if being charged in the flank

Taken in the Rear: -2 if being charged in the rear

Artillery surprised: -2 if limbered artillery being charged

Tall crops: -1 if charged while in tall crops.

Sudden appearance: -1 if charged across the cusp of a hill or ridge.

GENERALS

Divisional generals allocate Command Points (CPs) to units under their command, while Corps and Army commanders supplement these with bonus CPs. Divisional generals must pay double CPs for units beyond their command radius of 9", while Corps and Army commanders must have Divisional generals within 9" in order to give them extra bonus CPs.

All types of generals can also attach themselves to particular units under their command; attachment is declared in the Command Phase, the general remaining attached until detached in a subsequent Command Phase. Only one general can be attached to a unit. A unit with an attached general a +1 bonus to its Morale Checks; an attached divisional general's CP costs are doubled for all other units, while attached Corps and Army commanders cannot contribute extra CPs.

When a unit with an attached general is initially caused to flee, roll a die: on a 1 the general is killed. Generals flee with the unit they are attached to until detached in a subsequent Command Phase.

Optional: Super-charismatic generals like Ney or Blücher confer a morale bonus of +2, not +1.

TERRAIN

Units should be declared as occupying terrain features, merely being placed in contact with them, since at 2mm scale they won't usually fit inside them. Large terrain features should be split into areas, each of which can be occupied. Terrain should be agreed upon before the game begins.

Woods cannot be entered by cavalry or by infantry in square. Cavalry cannot charge into woods. Infantry will flee into woods if they can. A unit occupying woods cannot be outflanked (i.e. suffers no morale or firing penalty for being attacked on its flank or rear). Woods on hills are treated simply as woods, not as hills. Woods block artillery's line-of-sight.

Built-Up Areas (BUAs) include farms, villages, and towns; also non-manmade strongpoints (e.g. the gravel pit at Waterloo). Infantry will flee into a BUA if they can. A unit in a BUA cannot be outflanked (i.e. suffers no morale penalty for being attacked on its flank or rear). Units occupying a BUA receive a +1 morale bonus. Infantry occupying a BUA receive a +1 firing bonus.

Linear Terrain Features (LTFs) include fordable streams, thick hedges, stone walls, deep ditches, or sunken roads. Cavalry cannot charge across them. Infantry occupying them must have at least half their front edge behind them. Occupying infantry receive a +1 morale bonus and a +1 firing bonus.

Hills, including ridges. Artillery shoot over them at a disadvantage (-1 firing roll penalty). Artillery on top can shoot over friendly units at enemy units who are not in contact with friendly units. Troops charged across the cusp of a hill or ridge have -1 to morale.

Forts (major field fortifications, including redoubts) may be occupied (or charged) by infantry, cavalry, or artillery. They are too small to be divided into segments, so are occupied by only one unit at a time. A unit in a fort receives a +2 morale bonus, except if attacked from an unfortified side.

Tall crops are fields with tall crops that impede vision. They reduce movement and affect charges. Troops charging enemy in tall crops have -1 to morale, but so do troops charged while in tall crops.

SCENARIO

Whether historical or *ad hoc*, games should begin at an agreed-upon hour; they end either when one army has left the battlefield or at sundown, the time of which must be agreed upon in advance. When each side completes three moves, 15 minutes elapse. Reinforcements (if any) arrive at predetermined locations at predetermined times; on the turn they appear, rather than dicing for CPs in the Command Phase they receive 1 CP *per* unit, allowing them to move onto the map.

Most units are subordinate to a Divisional general in a scenario's order of battle, but some may be subordinate to Corps commanders. These are controlled using those commanders' CP bonuses.

Unit Points: The game is more enjoyable with a rough balance between the two sides. Reckon infantry at 2 points, cavalry and artillery at 4; *raw* troops cost half, *veteran* troops cost 1.5x.

VICTORY

When the game ends, count the losses on each side in terms of Unit Points (above). Count units destroyed because surrounded at their full value, units who have fled off the table at half their value. Units voluntarily withdrawn or remaining on the table at the end of the game are not counted as lost.

Express each side's losses as a percentage of what they began with and compare the percentage losses of both sides. A ratio of 2:3 or less is a draw, 1:2 to 1:4 is a decisive victory, and 1:4 or more is an overwhelming victory.

BASING AND GROUND SCALE

Grande Tactique was developed using 2mm figures from Irregular Miniatures, using the following base sizes:

infantry	60mmx20mm
cavalry	1.5"x1"
foot artillery	1"x1"
horse artillery	1"x1.5"
generals	0.75"x0.75"
squares	2"x2"

Using the 2mm scale allows each block to represent a battalion, with 2-3 battalions *per* infantry unit (thus usually two units *per* infantry brigade). The movement distances and artillery ranges above make for a ground scale by which 1" (25mm) = 70m. Nonetheless, any base sizes should be usable, provided that the following principles be observed, where X is the ordinary infantry move.

- X allows infantry units to wheel at least 90° in an ordinary move.
- The cavalry/general/horse artillery move is 2X plus a little bit, the cuirassier move between the two.
- Infantry flee 2X minus a little bit, cavalry flee 4x minus a little bit + a die roll.
- Cavalry pursuit is slightly less than the fleeing distance.
- For artillery, canister range is slightly more than X, effective range is twice canister range, and long range is twice effective range.