

# Tactical engagement system.

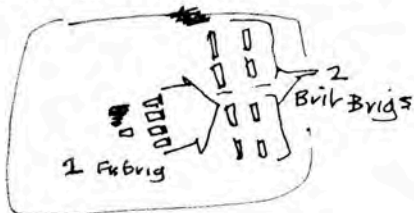
The details are on the enclosed sheet. This is the procedure.

opposing units advance to within 50 yards, then a contact reaction roll is taken for both sides to see if one side will run away ~~before~~ without any fighting.

If the scores, fall between +5 and -5 (inf) then we go to the combat resolution chart to see how long the fight lasts, and to get a casualty figure.

This system, for a wargame-size battle should be brigade level.

e.g.



initial contact. <sup>British 2:1 adv in</sup>  
 Brit. dice = 4 + 2 + 2 <sup>upside</sup> Total 8  
 French " = 3 + 2 + 2 <sup>(initial) 2:1</sup> Total 7.  
 result Br Fr 'contact result'  
 +1 -1

so - They fight. Fr. start to shoot, so do

British (all counted in the system result.) go to combat resolution.

Brit dice - 2 + 20 <sup>2 strands deep (initial second) Total</sup> = 22 min.  
 Fr dice - 3 + 25 - 10 (overlapped) = 18 min.  
 1  
 3 strands deep when deployed

} = result? Fight lasts 18 min.  
 French lose 18 + 5 % cas.  
 Br. 18% - French roll.

I hope this gives you the idea. - of course, the 18% should be on the British Brigades, or parts of the brigades facing the French directly, so it would be 9% ~~per~~ each Brigade.

You will have to complete the w/Loo game. If you feel that something is missing from the rules, - make it up quickly! - I wish I lived a little closer to the action!

So remember - when units come to 50 yards 'contact reaction'  
 - then, if neither breaks, do the 'combat resolution' chart and get the result of the fight.

much is still missing - pursuit by Cavalry, for example, and you will have to write your own guidelines for this. RING ME IF THIS IS NOT CLEAR -

## ART. (MEDIUM LIGHT)

LONG 1/2 MEN X ROUND X MINUTE

EFF. 1 " " " "

CLOSE 2 " " " "

OBLIQUE DOUBLE

20 ÷ 15 YDS PER GUN

BELMONT - or w/tenloo!  
PLAY PROCEDURE

SCALES

Groundscale : 1mm = 2 yards.

Figure Scale: Infantry - 1 figure = 25 men.  
Cavalry - 1 figure = 12 men. } - see my organization sheets  
1 Artillery piece = 2 guns (80 'points').

ORDERS

- (1) The Chain of Command must be respected.
- (2) Orders must designate a specific enemy force to be attacked or a particular area of ground (or structures thereon) to be occupied; they must not be conditional, but may be time-delayed.
- (3) Orders from the C-in-C. will be written, and will be timed from commencement of writing, through distance to be conveyed (at 300 yards per minute) to receipt by subordinate. Other orders where Commander not actually with unit concerned will be on basis of dice throw (for minutes) and transmission distance.  
Orders to unit by commander with = 1 minute and distance (if necessary) at 100 yards per minute (i.e. considered to be verbal).

MOVEMENT

Yards per minute	<u>Roads/ Good Ground</u>	<u>Muddy Roads/ Fields-Tall Crops</u>	<u>Woods/ Broken Ground</u>	<u>Swamp</u>
<u>Messengers and Mounted Officers</u>	300	100	100	50
<u>Cavalry</u> - Line	90	40	30	10
Line charging	150	50	40	20
Column	110	50	50	30
Column charging	160	60	60	40
Road -	160	100	100	60
<u>Infantry</u> - Line	60	30	20	10
Column	90	40	50	30
- Road	120	80	100	60
<u>Artillery</u>	50	10	10	--
<u>Horse Artillery</u>	90	20	20	--

Formation Changes

- (1) Column of route - Line = 1½ minutes per 100 men.
- (2) Column of <sup>Divisions</sup> Attack - Line = 1 minute per 100 men.
- (3) Artillery - Limber/Unlimber 2 minutes.
- (4) All the above doubled if in woods.

FIRINGPer stand firing  
Men per minute.WEAPONRANGES in yardsCASUALTIES CAUSED

	<u>Close</u>	<u>Effective</u>	<u>Long</u>	<u>Close</u>	<u>Effective</u>	<u>Max. Rounds p.m.</u>
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Shotgun

Combat resolution only.

S/B Musket

50

100

--

4

1

2

Rifle Musket

60

500

--

4

2

2

B/L Rifle

60

500

800

6

3

AT - 4

Repeater

60

500

--

8

4

AT - 8

Carbine

40

200

--

4

2

2

S/B Artillery

As range sticks.

Umpires discretion.

Rifled Artillery

" " "

AMMUNITION CARRIED

Infantry - 60 rounds minimum.

For every 2 Regiments wagon  
with 30,000 rounds.

Cavalry - 60 rounds minimum.

Artillery - 120 rounds minimum.

( N.B. Confederates 60 per gun at Belmont.)

LONG RANGE FIRE FIGHT

'BREAKING POINTS' (Percentages)

	Dice Throw	1,2	3,4,5	6	
Militia		10	20	30	
Line.	{	Raw	15	20	40
		Trained	20	30	40
Guard.	{	Veteran	25	30	50

Casualties  
reduced by  
33% if target  
in cover or  
lying down.

MORALE AND COMBAT RESOLUTIONSCOUTING

When scouting forces meet, both throw dice, loser falls back (Unless Umpire feels one side is clearly stronger or in a strong defensive position, in which case Umpire may nominate 'loser').

LONG RANGE FIREFIGHT *not for Napoleonic.*

If advancing force(s) halt at long range and enter into a fire-fight, calculate breaking points from chart (see under 'Firing') of percentages and casualty rates. One breaking first routs (as per Combat resolution results). Winner is disorganised for five minutes.

CONTACT REACTION POINT

When opposing forces reach fifty yards they test for reactions, scores being comparative. (*dearer the higher from the lower*)

FACTORS

(definitions at Umpires discretion)

DICE THROW

- |  |   |
|--|---|
| +3 <del>If opponent knows you have faster firing options.</del>      | +2 Uphill of opponent.                      |
| +4 Veterans. ( <i>Guard.</i> )                                       | +3 Defending walls, trenches.               |
| +4 Opponents are militia.  | +1 Defending hedges/fences.                 |
| +2 2:1 advantage of numbers (in imminent contact on engaging front). | +1 Defending woods.                         |
| +3 3:1 " " " " " " " " " " " "                                       | +2 Opponent <sup>u</sup> nformed.           |
| +4 4:1 " " " " " " " " " " " "                                       | +4 Opponent disorganised.                   |
| +2 Brigade in more than 1 line.                                      | +4 Opponent shaken.                         |
| +4 Infantry square v. cavalry.                                       | +8 Opponent broken.                         |
| +2 Supporting artillery firing at close range.                       | +2 Opponent surprised.                      |
|  | +10 <i>Attacking opponent's flank/rear.</i> |

RESULTSInfantry

- +5 to -5 Loser Breaks  
+4 to -4 Go to combat Resolution

Cavalry (v.cavalry)

- +4 to -4  
+3 to -3

COMBAT REOLUTION

The basic duration of combat (ie. close range fire-fight and/or Melee) is as follows: DICE THROW

Infantry - 1 stand deep = 15 minutes.

2 stands deep = 20 minutes.

3 stands deep = 25 minutes.

} When deployed on the engagement frontage for 2 firefights

Cavalry = 10 minutes. Armoured + 2 light - 1

These times are modified by the following factors. Both sides then add up totals. The lowest score is the duration in minutes of the combat.

FACTORS

Outflanked by opponent <sup>10</sup> - ~~5~~. (definition at Umpire's discretion) <sup>overlapping enemy flank with, say, 1/2 ~~way~~ <sup>Barbaric</sup>)</sup>

If not outflanked, and in cover +5.

Opponent armed with faster firing weapon -10

Guard - Veterans + 5

Militia - 5

- Lowest total breaks first 150, 15 the loser -

CASUALTIES

NB - minimum time = 5 mins. (you may get a minus time result on this count!)

1% of force engaged per minute of engagement for infantry.  
(reduced by 33% if in cover)

1% of force engaged per 2 minutes of engagement for cavalry.

In addition, loser suffers a further 5% casualties.

COMBAT RESULTS

Winner - disorganised for <sup>50% of</sup> ~~the~~ the time of duration of combat.

Loser - routs for 10 minutes. Rallying at the Umpire's discretion.

Engage Rallying = 20 minutes per 1,000 men <sup>→ or until pursuing forces are outdistanced.</sup>

## AGGIUNTE (VLE ACH)

TIRI : ARTIGLIERIA

PEZZI RIGATI

SHORT 300  
MEDIUM 900  
LONG 1800

6 MAN x GUN x MIN.  
4 "  
1 "

PEZZI Lisci

SHORT 300  
MEDIUM 800  
LONG 1200

10 "  
3 "  
1 "

FRONTALI

- FANTERIA 100 UOMINI 50 YDS  
- CARABINIERI 25 UOMINI 50 YDS  
- CANNONI 6 CANNONI 8 1/2 YDS  
4 CARRI 56 YDS

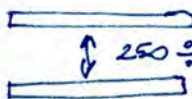
FORMAZIONI PERMETTE



COLONNA DI MARCIA



LINIA SINGOLA



LINIA SPACIATA



DOPPIA LINEA

(+50% PERDITE)



TRIPLO LINEA

(+100% PERDITE)  
~~CONSIDERARE~~

SKIRMISHERS : FINO A 500 YDS DALL'UNITA' PRINCIPALE  
(1/3 DI PERDITE).

CARABINIERI SPORADICI : 2/3 TENGONO I CAVALLI.

MORALI

SHAKEN : SONO TRUPPE CHE SI DISORGANIZZANO.

UNFORMED : SONO LE TRUPPE CHE AFFRANTANO UN OSTACOLO O CARRIANO FORMAZIONE.

DISORDERED : SONO TRUPPE IN ROTTA O IN INSEGUIMENTO O CHE SI DISORGANIZZANO.

BROKEN : SONO TRUPPE IN ROTTA.