Combat in the Mid-Nineteenth Century
Being a Set of Wargame Rules for Older Boys & Girls

THE RULES FOR PLAYING

CHARGE OF
THE
LIGHT BRIGADE

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(c) 2003

The Game   *Version: December 25, 2003*

   The rules (which have evolved over the last twenty years or so) were originally designed for conventions where players expected to be able to learn a game in under fifteen minutes and to start throwing dice almost immediately. Obviously, then, playability and fun are central to the rules. There is no strict ground or time scale. It is merely representational at best which, in truth, is all one can say about any wargame.

   With some modification the rules can be used for any nineteenth century war prior to the introduction of mass use of rapid-fire weapons. I have used the rules for smaller sized, Franco-Prussian actions with some success. However, the game seems to work best for actions where at least one side was armed with rifled muskets. This would obviously include the American Civil War. I most frequently play with my Crimean War collection which is why the game is named for the most famous action of that conflict. The various charts in these rules are, then, specifically designed for the Crimean war with respect to weapon ranges and troop types. I will eventually produce charts for other mid-nineteenth century hostilities so those who prefer other wars of this era can use this game system.

   The game is premised on the idea that an alternate move system (I move, then you move) will work on a tactical level if things are broken down to small steps. Nobody can really get that far ahead of anyone else since the steps are limited to a single action such as move or fire. The turn sequence allows for extra actions but this is severely limited by the command points allocated to the unit commander. Most of the actions are reduced to simple charts which can be reduced to both sides of a single piece of paper.

   We use 25 to 30 mm figures although certainly one could use smaller scales if desired. Troops are organized in a uniform manner. Infantry are 4 castings to a stand (2 up and 2 back) with 6 stands to a "unit" plus one additional leader figure who is usually mounted. Cavalry have 2 figures to a stand with 6 stands and a command figure per unit. Each battery has three stands with a piece and 2 figures per stand and no separate command stand. The scale of the game is unquestionably tactical. An infantry or cavalry "unit" represents about 500 to 1000 actual men. We just call them "regiments" and let it go at that. We use six-sided dice because they are easier to read. Depending on the number of players, each should command about two to three units.

The rules were developed with the assistance of many people who have played the game over the years. However, it is my son Ben who constantly challenges me to refine the rules, which are thus always a work in progress. We hope you enjoy the game.
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Game Sequence

Initiative

When the turn begins each side rolls for initiative. The side which had the initiative <u>last</u> turn adds one to the die roll since, in this game, if you have the initiative you tend to keep it. If you won more close combats than the other side there is an additional modifier. The side winning the initiative gets his choice of who acts first that turn.

(a) Each side rolls one die + or - modifiers. The highest die chooses who goes first this turn.

(b) Modifiers: +1 won initiative last turn; +1 won most close combats last turn; -1 more Routing units.

The key to the game is the turn sequence and the use of "command points."   A player's turn is divided into phases. The following turn sequence is for player A and then the roles are reversed for player B.

Side A Turn Sequence.

(a) "Free Action" Phase. The player takes *one* action for each unit: move, change formation, change facing by more than 30 degrees; fire, close assault; remove morale chit; mount; dismount; limber; unlimber.

 The first phase is "free" and all units can execute any <u>one</u> action of their choice. An action is: a move, fire, close combat, limber, unlimber, dismount etc. The point is that a unit is limited to only one action of its choice. As will be noted in more detail under the combat rules, a close assault (melee) is an action separate from movement, which is also an action. Thus, to effectively come to close quarters and defeat the enemy a player will need to use command points. This sequencing allows the defender an opportunity to react to the impending charge.

(b) "Command Point" Phase. By paying one command point any unit *may* take another action. Results of fire are "held" until Side B gets any reaction shots (fire at *this* stage is simultaneous).

Once all your units have taken their free action phase you may spend command points to take further action(s). This is really the guts of the game. Each unit has so many command points (the other player does not know how many since this number is written on the bottom of each leader figure). In the first command point phase a unit - if it desires - can spend one of its command points and take another action of its choice. The ability to use command points, in effect, represents a unit's extra energy to "double time" or execute a charge over a greater distance. The better units have more command points and thus can do more things during a game. This also eliminates a host of other variables which tend to complicate things - and thus otherwise slow down the game.

(c) "Reaction" Phase. The Side B Enemy units may take a reaction action but *only* against any unit using a command point. Reaction activity is limited to following: 1. Enemy infantry, dismounted cavalry, and artillery -- if at the correct angle and range – may <u>fire</u> at any command-point-using unit. Ignore fire priority rules but each enemy reacting shooter gets but one volley even if there are multiple eligible targets. 2. If Side B units are not at correct angle for a shot they may <u>turn</u> in place in hopes that they can fire later. 3. Artillery may <u>limber or unlimber</u>. 4. Cavalry can also make a reaction move (charge) and close assault and, if it connects to 2" from target, a close assault resolved in next phase. If it fails to reach target due to dice roll it draws a morale chit.

While one side is using command points the other side gets a limited reaction capability. Note that reaction activity is <u>limited</u> to fire, turn in place, limber/unlimber and a reaction cavalry charge. If side A uses a command point for a given unit then all enemy units within range get to fire on that unit. The fire is simultaneous only in this phase. However, remember that each reacting unit gets but a single shot. Thus if there are multiple command point using targets the reacting unit can only fire at ONE of them. Enemy cavalry get a reaction charge. This reaction capability keeps things from getting out of hand because otherwise the fellow using command points could run right up on the enemy with impunity. Using command points has a risk factor if your unit is close to opposing troops. The flip side is that - where the risk is low - you can move your guys near the action with dispatch and get right into the fray. In desperate situations you can reinforce a unit that is about to be overrun. A limited number of command points keep folks on edge.

(d) Resolve close assault from (b) and (c).

(e) "Second Command Point" Phase. The Side A player *may* now take another action for his units but only for those units who used a point in the first command point phase. To take an action here the unit must now pay *two* command points.

There is a second command phase and those units (and only those units) which burned a point in the first command phase can take another action - if desired - by paying two points.

(f) "Reaction" Phase. Enemy (Side B) units can react but *only* against units active in the second command phase.

(g) Resolve close assault from (e) and (f).

(h) "Third Command Point' Phase. Side A player can pay three points per unit and take another action but only for those units which acted in the first two command point phases.

A third phase in that same turn requires the expenditure of three points for a single action. This can go on and on but there are few units that would have enough points to go more than four command phases in a single turn. Of course using that many points means you have burnt them up and you might need them later on. What usually happens is that most folks use one command point per turn at most since it gets very expensive to take more than one or two command phases per turn (because of the additive effect per turn).

(i) Subsequent Phases. The Side B player now reacts and this process continues until Side A declines to take further command point phases.

Side B Turn
(a) Side B and A switch roles.

Note: Command and Reaction Phase fire is always simultaneous.

Formations

Changing formation in this game is an action as is unlimbering or limbering guns. This means that if you want to change formation and move in the same turn you need to burn a command point. My idea is that any alteration of the current activity tends to slow the unit down given that each action represents a brief moment in "real time." Artillery cannot shoot and scoot in the same phase like a modern tank. These were the days of limbered guns and it took some time to gather up the pieces before moving away to a new position.

(a) Infantry can be skirmish (2" between stands), line, double line, column, road column, or square.

(b) Cavalry is in skirmish (2" between stands), line, column, or road column.

(c) Artillery is limbered or unlimbered.

(d) Skirmish formation is 2" between stands. Moves as if in Column formation. Minus 2 in combat. Fire effect on unit is as for being under cover. Particular games may only allow skirmish formation for certain units.

At this time in history skirmish order was reserved mostly for light infantry. This does not mean that regular line units did not employ skirmishers. They did, but in this game whole units must be in one formation or another and, since whole battalions seldom adopted skirmish formation, skirmish is limited to just certain units, i.e. the Rifle Brigade. In the case of cavalry, skirmishers are usually limited to light cavalry such as Cossacks.

Close Combat

Close combat is a special activity. <u>*Close combat*</u> *is an action and is different from movement, which is a separate action. Recall that no unit can MOVE closer than two inches from enemy stands. A close combat can only occur IF the attacker is two inches from the defender. This effectively allows the defender to react as the attacker is closing in. This can occur in two ways. First if the attacker moves using command points the defender gets to react which typically means a close range volley. If the attacker moves and does not use command points to engage in close assault the defender will get his intervening turn where he can fire or retreat or take his own actions. Then the original attacker, exercising his turn can execute a close assault. The point here is that the defender should always be able to defend himself in some fashion in the face of an imminent attack.*

Unlike most wargames which allow a long distance charge and then a simultaneous melee, this game breaks these into separate phases, allowing the defender time to "do something" when the attack is closing in. As a practical matter attackers will almost always want to execute a close assault using command points since the enemy only gets to react rather than enjoying their own turn where they can use their own command points and likely blow the attacker to bits. This is why command points are so important since a unit cannot effectively attack without them although it is not absolutely necessary.

To execute the close assault the charging unit rolls for morale, as does the defense. If the attacker closes, then the stands fight it out in close combat. Since fire combat is so bloody there are not that many hand-to-hands, which do take up some time, but are lots of fun.

(a) Close combat (melee) is an *action*. Unit can only declare a charge if some portion of the unit is two inches from enemy stands. The charging unit rolls for morale, which is all stands plus leader plus one die equals 6 or better. If unsuccessful the attacker withdraws as per case (g). The defending unit then rolls for morale only if it is outnumbered two to one. If the defending unit fails morale it withdraws as per case (g). If both sides remain then the defending units being charged get to "react" in the reaction phase ONLY if the attacker was using command point(s).

(b) The attacker then moves up for close assault. Declare which unit is in combat; if any stand touches any enemy stand the **entire** unit fights. Additional units may participate on attack or defense if in "double line formation."

(c) To resolve combat, roll one die for each stand plus modifiers for each stand. Total everything at once. Highest total wins. Keep your dice on the table as is!

(d) Pick out all natural 2's from the loser's roll. The total is the number of possible hits ON the loser. Distribute loses throughout. Three 6's in the winner's roll is a possible "leader kill" to the loser; treat as if possible loss of leader from fire. Multiple three 6's is multiple leader loss.

(e) Roll one die. If a 3,4,5, or 6, the winner takes 1/3 of loser's *possible* loss (rounding up) as winner's possible loss. No leader loss is possible for winner. If a 2, winner takes same number of loses as loser with no possible leader loss. If a 1, winner takes "double losses" (round down) and every participating winning leader rolls for possible casualty loss.

(f) Winning attacker can advance onto enemy-held position. Winner can take further actions if desired on next phase. Winning defender sits in place.

(g) Loser WITHDRAWS. A withdrawing unit throws 4 dice and falls back that many inches. Ignore terrain penalties for this purpose. Unit stays in formation it was in at time of combat. Unit faces *away* from enemy. If unit was unlimbered artillery the guns are lost. **Loser takes two morale chits,** one for losing combat and one for withdrawing (plus a chit for any leader loss).

(h) Artillery close combat is resolved differently. Combat is as if each gun is a "stand" with a minus I modifier. If the artillery withdraws the gunners are deemed to have run away but the guns remain. The artillery rolls a 4,5, or 6 to spike the guns in which case they are removed. In any event an attacking unit which wins the close assault draws one morale chit due to disorder of moving through artillery pieces.

Modifiers to All Close Combat

(a) *Plus 2* for cavalry charging in double line (lines w/in 4" of each other).

(b) *Plus 1* for each of the following: Behind walls, stream, or trench; on crest of high hill; *attacking* in column formation; infantry attacking or defending in double line (lines w/in 4" of each other); infantry in square; cavalry moving in line formation; leader stand itself.

(c) *Win ties*. Certain elite units win ties in stand-to-stand combat. Also if any unit wins a normal close combat during the game it achieves and retains this bonus for duration of game.

(d) *Zero.* Infantry in line; cavalry in column; all other cases where modifier does not clearly apply.

(e) *Minus 1*   if unit is hit from rear and attacker started charge from units rear.

(f) *Minus 1*   for limbered artillery and standing cavalry and dismounted cavalry.

(g) *Minus 1*   for each morale chit.

(h) *Minus 2*   for routing troops -- if hit from rear add another minus 1.

(i) *Minus 2*   for skirmishing infantry or cavalry.

Fire

To fire, each stand throws a die and a table shows if there is a possible "hit." This considers weapon type and target. Long range is half hits, rounded up. Rifles fire out to 20" and most artillery at 40". Remember, you only get one shot per turn (and that constitutes your activity unless you wish to burn a command point and fire again).

FIRE CHART

Weapon ▷ ▽ Target	*Muskets & Rifles* **Russ Ft. Artillery**	**Allied Ft. Arty,** **RussHrs.Arty.** *Dismounted Cav*	**Allied Hs. Arty** *Mounted Cav*
Lines, [skirmish] **Deployed Guns**	**4-6 [5 - 6]**	**5-6 [6]**	**6 [6]**
Columns, **Limbered** **Guns,** *Double Lines*	**3-6 [4 - 6]**	**4-6 [5,6]**	**5-6 [6]**
Enfiladed **Lines &** ***Column*& Square**	**2-6 [3 - 6]**	**3-6 [4 - 6]**	**4-6 [5,6]**

(a) Roll one die per stand or artillery figure...number on chart is a *possible* hit on target unit.

(b) [#] means the target unit is behind or is in cover OR skirmish order.

(c) **Fire Priority**: 1st charging enemy; 2nd firing at you; 3rd advancing on you; 4th nearest enemy.

(d) Every time you throw two natural sixes in a *single* fire phase place a MORALE MARKER on the target unit in addition to any hits. A third six is a possible *leader kill* in addition to any   hits on the target unit. Four 6's is two markers etc.

(e) **Leader Kill**. If there is a possible leader kill roll another die... on the further roll of **one** the Leader is dead, a new leader appears at beginning of second turn from the leader=s loss; new leader only has 2 of remaining command points rounded up. On the further roll of **two** Leader is only wounded and is revived on the second turn from the injury.

(f) Firing units may **split fire** consistent with fire priority.

(g) Stands may **pivot** 30 degrees and fire on -1 on die roll.

(h) **"Double Line"** is two line formations within 4"inches of each other from axis of fire.

(i) **Arc of fire** is 45 degrees left and 45 degrees right of center of firing stand.

(j) **Line of Sight** is blocked by units, woods, hills, houses, and walls.

(k) **Woods**: can fire into or out of only at the edge. Units in woods can only fire at each other within six inches of each other.

(l) **Hills**: units behind crest can only be hit by enemy units on the crest. Units on crest may fire over lower units if no blocking unit or terrain is within 6" of target along axis of fire.

(m) Cannot fire at individual leaders **Note: All command and reaction fire is simultaneous**.

(n) **Long Ranges**: Muskets 10" ; Rifles 20" ; Horse and Field Artillery 40"; Siege 80" **Short Range is half long range**

(o) WHEN FIRING AT LONG RANGE DIVIDE ALL POSSIBLE *CASUALTY* HITS BY HALF, *ROUNDING UP*. Morale marker "hits" are *not* divided in half at long range.

Casualties & Saving

Even after a possible hit is scored, the unit gets to roll on the "save chart" to see if it can avoid the casualty. The chart is nonlinear, which is to say there is a greater probability for a save -- at least for some units -- when the unit is at full strength then when the unit is reduced to, say, 30% of the stands. This process is to represent the higher quality of one unit over another in that one can take the same amount of punishment and still retain a higher combat effectiveness. In short, the better units fight at

"normal" strength for a long time and then - when they reach a certain damage level - they evaporate. Poor quality units diminish proportionally as they take losses. You don't have to worry about any of this as you play since the save chart does all the work for you.

(a) Each time a stand takes a possible hit such as from fire or melee the unit may try to save the loss by rolling on the SAVE TABLE for that nationality. If the stand rolls the required number or better the loss is ignored.

(b) If there is a figure loss, cap the figure. The stand still fights as normal till all figures are killed.

SAVE TABLE   The number inside the block is that needed to save the casualty on **1D6** depending on the   number of stands remaining at the time the save roll is made. D*educt one pip from each die for each morale marker on unit*.   **X = no save possible**

STANDS Or art'y figs LEFT	6 + Leader	5+ Leader	4+ Leader	3+ Leader	2+ Leader	1+ Leader
British Infantry	4,5,6	5,6	6	X	X	X
French Infranry	5,6	5,6	5,6	5,6	X	X
All Turks	X	X	X	X	X	X
British& French Cavalry	3,4,5,6	5, 6	6	X	X	X
Russian Infantry	5,6	5,6	5,6	5, 6	5,6	5,6
Russian Cavalry	5,6	5,6	5,6	6	6	X
All Artillery	5,6 per	figure	6 per	figure	6 per	figure
Leaders	*SAVE*	*With a*	3,4,5,6.		a 1 is **Kill** a 2 is Wound	

Morale

The morale rules employ a chit which is placed by the unit commander in the event of an adverse morale event. There are a number of things which cause a morale chit. It includes losing a leader or having a unit rout near you . . . that sort of thing. Another morale event is if an enemy unit throws two sixes in a single fire phase. If a "bad" morale event happens to the unit, it draws a morale chit representing some degree of being shocked by this level of loss all at once. The morale chits can accumulate on the unit. You can have as many as you want until the number of chits equals the number of stands in the unit in which case the unit routs. The sanction for a morale chit is simple: one pip is deducted from under every die the unit rolls for all purposes. Since almost everything - including movement - is governed by the dice this

penalty is subtle and with several chits - crippling. Nevertheless you don't have to worry about complicated morale effects charts. Just deduct that pip. You can remove a chit during your phase but that consumes the action, unless you want to burn a command point and do something else that same turn. This, of course requires the unit commander to make some choices: remove that chit or allow the unit to operate with reduced capacity.

(a) Take one morale marker for any of following events:
1. *Each* pair of "6's" on enemy fire against you in any fire phase.
2. When Leader is killed, captured or wounded.
3. Friendly unit ROUTS within 6" along the line of rout.
4. Friendly unit WITHDRAWS through unit
5. Loses close combat.
6. Unit WITHDRAWS.

(b) A unit must still suffer a morale marker even if the potential casualties have been SAVED if the conditions of (a) are met.

(c) Each morale chit is -1 on *every* die for *everything*.

(d) When number of chits **equals** number of stands **(including** the leader) in unit (or number of artillerymen) unit ROUTS.

(e) A **Rout** requires the unit to move four dice away from enemy (ignore terrain restrictions), face away from enemy and try to regain morale on its next action .If unit cannot regain morale - - by failing to pull a chit -- it routs again until it regains morale or vacates the field of combat.

(f) A unit can automatically pull a morale chit *as its action* for that phase except when the unit is in rout status.

(g) A unit can pass a morale check in attack or defense of a close assault (*or pull a morale chit in rout*) by adding number of stands (or artillerymen) **including** the leader plus one die equals **6** or better.

MOVEMENT

Movement in the game is by die roll; each pip representing an inch. A unit in line can move 2 dice....in column 3 dice. There are die penalties for terrain and that sort of thing. The relatively low number of units in the game allows for movement by die roll which a lot of folks seem to enjoy.

(a) Movement is by six-sided dice. Number in chart is number of dice for a move depending on the unit type and formation and terrain. Each "pip" is an inch. Units need not move the full distance.

MOVE	LINE	Skirmish …..or….. COLUMN	ROAD	Low Hills	High Hills, Streams, Woods	Walls, Trenches
Infantry	2	3	4	- Low Die	- High Die	- Low Die
Cavalry	3	4	5	- High Die	-2 Highest	- HighDie
Foot Guns	3 (Prolong1)	---	4	- High Die	-2 Highest	NoCross
Horse Guns	4 (Prolong1)	---	4	- High Die	-2 Highest	NoCross
Staff	4	4	4	4	4	4

(b) Interpenetration: minus low dice to moving unit. (c) Retrograde, about face, left or right movement is ONE die of movement for all formations.

(d) Squares cannot move.

(e) **Prolong Artillery** move with ONE die. An even on number on the movement roll is needed to cross walls, streams or high hills.

(f) *DEDUCT ONE PIP FROM EACH DIE FOR EACH MORALE MARKER ON UNIT.*

(h) Cavalry is either moving or standing. Moving cavalry must have had at least 4" of forward movement in its last phase -- either free, command, or reaction -- to be considered moving for combat and morale purposes. Changing formation or firing is considered a standing action.

(i) No unit may MOVE closer than two inches to an enemy unit. (To move closer requires a close assault which is a separate action).

HIGHER COMMAND

In this game I have elected not to have successively higher command structures other than by saying that each fellow in the game commands so many units. In this fashion the common units stay relatively close together which is all "higher command" tends to do anyway (besides unduly complicating things). Allowing a fellow to separate his units from each other is just fine since everyone can then learn from the mistake. Nevertheless higher command did have a tactical impact. Thus, we have an "allied army commander rule" to allow for meddling from above, and a Russian column commander rule to allow for ad hoc formations.

Allied Army Commander Rule

(a) Each allied nationality (British, French, Turkish, and Sardinian) may have an overall "army commander" who may issue orders only to subordinate units from his nationality at the beginning of the free action turn.

(b) The army commander must be in line of sight of the unit he wishes to direct.

(c) The "Orders" only impart "free" command points that can be used by the receiving unit during the turn. Only one order can be sent to a particular unit per turn, i.e. you cannot try to send two orders to the same unit in the same turn.

(c) The army commander can issue one order to one unit per turn per his leadership rating. Leadership ratings also dictate the number of free command points which can be imparted that turn. Thus, a Turkish commander could be rated a ONE and only be able to issue an order to a single unit per turn and, at that, only impart one free command point to the receiving unit. The higher the rating the more orders and command points that can be issued per turn. If a commander has a leadership rating greater than one, the points can be combined to a single order. Thus, a commander rated TWO could send one order worth two free command points to one unit **or** two separate orders worth one command point each to two separate units in the same turn.

(d) The orders, if any, are issued at the beginning of the initial "free" phase. Once issued the order cannot be changed.

(e) If the army commander wants to issue an order he must do so at the beginning of the free action turn. He announces how many points are designated for that order and then he rolls a single die for each order. A 1 or 2 means the order is lost and the "free" points are lost for that order. A 3 means a *misinterpreted* order. A 4 or 5 or 6 means the command points MUST be used in the turn issued.

 (h) A *misinterpreted* order means a second die is rolled: A 1 or 2 or 3 or 4 means the unit may still exercise its free action phase but the unit is hesitant and cannot use *any* command points this turn since it is trying to figure out what the order means. A 5 or 6 the unit moves for this and the next two turns toward the nearest enemy.

(i) Army commanders move as Staff speed and may be attacked and fired on consistent with fire priority rules. Army commanders can only be "hit" on a natural 6 from enemy fire. In combat it is a +3. If there is a hit in combat or from fire then he then tries to save. He is killed on a 1. A subordinate takes over after three turns with a command rating of 1. He is wounded on a 2 and is out of action for two turns; there is no army commander during this time. He is wounded on a 3 and he is out of action for three turns; there is no army commander during this time. He saves with a 4,5,or 6. Army commanders may have internal command points.

Russian Column Commander

The Russians can have several "column" commanders who are in charge of a number of regiments or battalions. The Russians tended to have ad hoc formations made up of so many battalions as were needed for a particular task. A general would command the larger formation and direct its movement. The column commanders must be within 30" inches of the command stands of subordinate units so as to impart command points to the units. These "free" command points can be used <u>only</u> for close assault. Since the Russians have fewer integral command points this column commander rule tends to keep the Russian units in their historical formation because the units can then use "free" command points imparted to them by the column commander for close assault.

(a) The Column Commander can command no more than 4 battalions or regiments which must be either all infantry or all cavalry. Artillery cannot benefit from the commander. To assert his influence he must be within 30" of his subordinate unit commanders at the beginning of the turn and when the "free" command point is used each turn. Any unit whose subordinate commander is outside this zone of influence of the column commander at the end of the turn draws a morale chit.

(b) The commander can impart 1 "free" command point per turn to EACH unit in his command each turn which can ONLY be used for close assault.

(c) The commander may have his own internal command points.

(i) Column commanders move as Staff speed and may be attacked and fired on consistent with fire priority rules. In combat it is a +3. The column commanders can only be "hit" on a natural 6 from enemy fire. If there is a hit in combat or from fire then he then tries to save. He is killed on a 1, 2, or 3, a subordinate takes over after three turns; there is no column commander during this time. He saves with a 4,5,or 6.

APPENDIX   ((PLAY SHEETS ON NEXT TWO PAGES))

Base size is always a somewhat controversial concept in wargaming since, to adopt a particular base size, assumes a particular "figure ratio." For example, a hundred real soldiers occupied so much space and thus it is said that the number of model figures and the size of the stand must approximate this dimension. Our rules adopt the convention that base size is for convenience: a base size that "looks good" and is easy to move about the tabletop. The number of figures on a base is also for convenience but primarily esthetics. Once we settled on a particular figure composition then the charts were cast to reflect these numbers which is, perhaps, a unique example of the charts conforming to the figures rather than the other way around.

An infantry stand is 1 5/8" by 2" with the four figures facing the shorter dimension. The command stand is one mounted figure on a 1" by 2" stand. Six infantry stands plus a leader make up a "unit." Cavalry are mounted two to a 2" by 2" stand. There are six stands plus a mounted leader. An artillery battery consists of three stands each of two men plus one piece on a 2" by 2 3/8" stand; there is no leader.

Trays of these approximate dimensions may be created for those players whose figures are individually mounted or who do not wish to rebase their troops. The stand sizes are not absolutely mandatory. However, the required number of figures per base is necessary because the charts are fashioned to conform to these conventions.

Higher command figures are ROUND stands with, in my army, a mounted figure plus one on foot. The army commanders are usually five or six figures on a "diorama-type base."

The command points are written on a slip of sticky paper underneath the leader or one of the guns. When a command point is expended a hash mark is made on the slip.