

1. Introduction

Bayonet Point is a set of rules designed with the Napoleonic period in mind, although it can be used for several other periods (French Revolution, French and Indian War, etc.).

When one thinks of the Napoleonic period, large armies with many troops come to mind. Certainly, skirmishes in this period weren't as common as in other periods. But do not let this put you off! Napoleonic skirmishing is an area of much wargaming interest, both for the Napoleonic gamer and for the skirmish buffs.

In some areas of this rule set, I refer to things such as leaders, army's etc. These are more game terms than historical terms. As an example, leaders in *Bayonet Point* would in real life be veterans or brave men that some of the troops idolise, so that units would just be a group of soldiers sticking close to their "Heroes".

If you have difficulty understanding my writing (or the rules themselves!), or have some comments and criticisms, please send me an e-mail: **DennisB@Army.com**.

In some areas I have sacrificed total historical accuracy for playability. This is to prevent overly detailed and boring games that take many hours to play. I am sure most gamers will agree with me on this aspect.

In conclusion, I hope that *Bayonet Point* is a fairly accurate representation of the period and that it will bring much pleasure to those who play it.

Happy gaming!

— *Dennis Barrett*
Gauteng, South Africa

2. Getting Started

The following equipment is needed for play, in addition to the figures and terrain of course!

2.1 Dice

Ten-sided dice (D10) are used throughout, when playing. However, in certain circumstances a six-sided die (D6) is used. This is not when playing the game, however; so there is not changing dice while playing! Note that '0' on a D10 counts as a '10'.

2.2 Tape Measure

A tape measure ranging from about 1000mm if using 15-20mm figures, up to 1500mm if using 25-28mm figures is needed.

2.3 Table Size

The table size is not strict, but of course should be bigger if using bigger figures. A 1200mm square sized table is fine for 15-20mm miniatures, and a 1800mm x 1200mm or 1800mm square table for 25-28mm figures.

2.4 Game Time

The game time is left up to the players/umpire to decide.

3. Scales

I have used the following time scale: 1 move on the wargame table represents the time it takes a person to shoot and reload, move a certain distance, etc. This is about 25-40 seconds.

1 wargaming figure represents exactly that, one real person. Terrain should be represented in a similar manner.

The ground scale differs according to the size of the figures used. The size of the figure equates to 6 feet or two yards.

I have taken a measurement of 1800mm as the average height of a man to ascertain the ground scale.

All measurements in this rule-set are given in two numbers; for example: 75mm(125mm). The first number is the measurement for 15-20mm figures, the second for 25-28mm figures. Although this holds true throughout the rule-set, the two scales have their own quick reference sheets.

4. Sequence of Play

Although in real life there are no 'bounds', or 'turns', most rule-sets adopt a strict turn and action sequence. This is done usually by having players do all their activities separately, which is known as alternate play. Else, players can perform their actions at the same time; this is known as simultaneous play.

These rules hold true for most rule-sets; however there is a growing trend these days to add rules that deter from the usual you-go-I-go system.

In *Bayonet Point*, I have used an alternate play system. That is, players will perform all possible actions until circumstances end their turn, or all figures have been used.

This is the sequence of play:

- 1. Dice for Initiative:** Players dice for initiative: Whoever wins will go first. The moment a figure/unit fails its activation roll, the initiative passes to the opposing player. See 7. *Initiative* for more on this topic.
- 2. Activation Phase:** The player with initiative (Hereby known as the *active* player; the player without initiative is known as the *passive* player) dices to see if his units/figures are activated. If the activation test is passed, the figure/unit may do various actions. *Masters* can do two actions each turn. A figure/unit that has activated successfully is called an *active* figure/unit.
- 3. Shooting Phase:** The active player can select to fire any individual figures (If not using units) or whole units, at the passive players' troops. Reloading is also done in this phase.
- 4. Movement Phase:** The active player can select to move any individual figures (If not using units) or whole units. Mounting/dismounting, and similar actions are also done in this phase.
- 5. Mêlée Phase:** The active player can attempt to charge enemy troops; H-to-H combat is also done in this phase.

5. Movement

During the movement phase, the active player can move any or all of his active figures/units up to, or below, their movement distance. The

movement rates are calculated by means of determining the distance that the troop type can move in 25-40 seconds, or one game turn. The movement distances can be seen on *Table 1: Movement*.

Table 1: Movement

Troop Type	Distance
<i>Infantry</i>	100mm(150mm)

5.1 Movement Modifiers

Apply the following modifiers to the infantryman's base movement rate when the relevant circumstances occur. Please note that these modifiers, and all included in this rule-set, are additive, not exclusive.

- **-50mm(75mm)** if infantry moving through a closed wood (i.e. a wood with substantial undergrowth).
- **-50mm(75mm)** if crossing a stream or ford.

6. Figure/Unit Classes

Roll a D10 for each figure/unit before the game:

A result of 1-2 classes the figure/unit as *Raw*. 3-5 classes the figure/unit as *Conscript*, 6-8 as *Average*, and 9-10 as *Veteran*. Officers/leaders are classed as

Table 2: Logistics

Class	Activation Rating	Morale Rating	Base "To Hit" Rating
<i>Master</i>	8	8	7
<i>Veteran</i>	7	7	6
<i>Average</i>	6	6	5
<i>Conscript</i>	5	5	4
<i>Raw</i>	4	4	3

Note: PB = Point Blank Range; SR = Short Range; LR = Long Range

Average on a roll of 1-3, *Veteran* on 4-7, and *Master* on a roll of 8-10.

7. Initiative

At the beginning of the game, both sides will attempt to gain the initiative. Both will roll a D10; the higher scoring player will gain the initiative first.

The winner will start by attempting to activate any or all of his figures/units (See later for more on units), starting wherever he wishes. The moment one of his figures/units fails its *Activation Check* (See later), the opposing player gains the initiative. This player will then start activating their figures/units, until they 'lose' the initiative, whereupon the original player takes over, again activating any of his/her figures/units that have not been activated. This process continues until all figures/units have activated (Or failed to activate). When this happens, players will again roll to see who gains the initiative for the next turn.. It may be necessary to keep track of figures/units that have been activated, by means of a small marker or some such thing.

8. Activation

Upon commencement of the *Activation Phase*, the active player rolls 1D10 per figure/unit. If the score is equal to, or less than, the figures/units *Activation Rating* (See *Table 2: Logistics*), the figure/units activates successfully. *Masters* activate automatically. A figure/unit must activate successfully to perform actions. *Masters* perform two actions per turn. Immediately after activating, the figure/unit can perform actions.

A figure/unit that does not activate does nothing, and remains without moving where it is. However, a figure/unit activates automatically after 3 turns of idleness.

All figures within 75mm(100mm) of a leader, can attempt to activate as one. In that case, attempt activation for the lowest grade figure within the specified distance of the leader. If that figure activates (Add a -2 to the activation roll, since the leader is helping to influence that figures actions), then all figures within 75mm(100mm) of the leader will activate at once. They can then perform actions as one, i.e. shooting, charging, etc. This rule is only used if playing with individual figures, rather than units.

Example 8.1. A player attempts to activate an *Average* unit, whose officer has been killed. The player rolls a 7. Because the die roll is higher than the units *Activation Rating*, it does not activate.

9. Shooting

As the first step, establish the range to the target. This can be *Point Blank Range*, *Short Range*, or *Long Range* (See *Table 3: Ranges*). Unless the figure shooting is a *Master* or *Veteran*, the target must be the closest visible enemy.

Once the range has been established, roll one D10. The resultant score must be equal to, or less than, the shooting figure's *Combat Rating*; this rating can be found on *Table 2: Logistics*. The rating on the logistics table (*Base "To Hit" Rating*) is, as described, the base "to hit" number, and is used in *mêlée* and when shooting at *Point Blank Range*. See *Table 3: Ranges* for penalties that are incurred when shooting at longer ranges.

The "to hit" rating differs according to the figure's class, the weapon used, and the range to the target. If a hit is scored on the target, roll as per the *Hit Outcome* or *Alternate Hit Outcome* section. Cavalry can shoot only if they are trotting or stationary.

Example 9.1. A *Veteran* Unit shoots at a target that is at *Long Range*. The player rolls 1D10 and gets a 7. The required score to hit at this range for *Veteran* units is 4; thus because the dice roll is greater than the "to hit" rating, the figure misses.

Example 9.2. A *Raw* figure shoots at a target at *Point Blank Range*. A score of 3 or less is needed. The player rolls a 2; thus, because the combined scores are equal to, or lower than the "to hit" rating, it is a hit.

Example 9.3. A *Master* fires at a target that is at *Short Range*. The player rolls a 7; this result is too high, as the "to hit" rating is 6. Therefore, the *Master* misses.

Table 3: Ranges

Arm	Point Blank Range	Short Range	Long Range
<i>Musket</i>	75mm(125mm)	225mm(375mm)	450mm(750mm)
<i>Rifle</i>	75mm(125mm)	225mm(375mm)	900mm(1500mm)
<i>Carbine</i>	75mm(125mm)	150mm(250mm)	300mm(500mm)
<i>Pistol</i>	75mm(125mm)	150mm(250mm)	-
<i>Matchlock</i>	75mm(125mm)	150mm(250mm)	375mm(600mm)

When shooting at Short Range, add -1 to the base “to hit” number. When shooting at Log Range, add -2 to the base “to hit” number.

9.2 Hit Modifiers

- **+4** on the dice roll if target is behind *hard cover* (i.e. stone walls, trenches, buildings, etc.).
- **+2** on the dice roll if target is behind *soft cover* (i.e. trees, hedges, wooded walls/palisades/buildings).

9.3 Weapon Modifiers

- **-2** on dice roll if shooting with a *Rifle*.
- **+3** on dice roll if shooting with a *Pistol*.
- **+2** on dice roll if shooting while wounded.

10. Vision

Before a friendly figure/unit can shoot at the enemy, it must first see them. To represent this, *Bayonet Point* uses a simple system, by means of the figures/unit *Activation Rating*.

When testing to ascertain whether a figure/unit has seen another, dice as if activating, but add the vision modifiers. This is called the figures/units *Vision Rating*. If the modified die roll is equal to, or less than, the figures/units *Vision Rating*, the enemy figure/unit is seen. If the modified die roll is more than the *Vision Rating*, the enemy is not seen, and thus cannot be shot at, charged, etc.

A figure is automatically seen if within 75mm(125mm), *unless* the figure is in cover.

10.1 Vision Modifiers

Add these modifiers to the figures/units *Vision Rating*.

- +2 if target moved its last turn.
- +3 if target fired its last turn.
- -3 if target is in cover.
- -2 if target is over 300mm(500mm).
- -3 if target is over 450mm(750mm).
- -4 if target is over 600mm(1000mm).
- -4 there is fog or rain, or it is at night.

Example 10.1. A player rolls a die to see if his *Master* figure can see an enemy figure. The range is over 600mm(1000mm), but the target shot in its last turn, therefore the modifiers total up as -1 to the *Vision Rating*. The player dices and gets a 6. He thus does not see the enemy figure.

10.2 Fog, Rain, or Night

If there is a blanket of fog, steady rain, or the fight is taking place at night, visibility can be seriously curtailed. In these circumstances, figures cannot see beyond 300mm(500mm), and figures are only seen automatically if within 50mm(125mm).

10.3 Seeing into Houses

Infantry in houses can be extremely hard to detect. To reflect this, enemy troops in houses can only be seen effectively, and thus shot at, if the acquirers are within 100mm(150mm).

10.4 Seeing into/out-of Closed Woods

In a similar manner, troops in closed woods would also be difficult to spot. Likewise, they would themselves have trouble effectively seeing out.

Thus, troops in a closed wood can only see 100mm(150mm). This restriction is only if they are looking in the wood. If the troops are on the edge and are looking out, there are no restrictions.

Troops that are on the outside of a closed wood, and looking in, can only see 50mm(75mm) into the foliage.

Thus, fights in woods will be at short ranges, but because of the cover benefit, will also be very inaccurate. Because of that, *mêlée* will sometimes be the only way of dealing effectively with woodsmen.

11. Charging

To charge or reinforce a *mêlée*, the figure/unit charging must pass a morale test (See 11. *Mêlée*). If the figure/unit fails its “to charge” test, it cannot do any more actions that turn.

If the figure/unit does pass the “to charge” test, it is placed halfway to the target. The target then tests its own morale, and if it passes, stands to receive the charge. The charging figure/unit is then moved up to its target, and the *mêlée* takes place.

In the event of the target failing its morale test to stand against the charge, it flees back to its own baseline, or the area that it came onto the table.

A wounded/routing figure/unit cannot charge or counter-charge.

Example 11.1. An *Average* unit attempts to charge. *Average* figures have a *Morale Rating* of 6. To charge, the player needs to roll 6 or less on a D10 to pass the “to charge” morale test.

Example 11.2. A *Master* with morale of 6 attempts to charge an enemy figure. The active player rolls a D10; the die roll indicates a 9. Because the “to charge” roll is greater than the figures *Morale Rating*, the *Master* does not charge.

12. Mêlée

Mêlée occurs when two or more figures are moved into base-to-base contact with each other. This form of warfare is usually the most brutal.

When two or more figures are in *mêlée* roll one D10 for each figure. As with the shooting, the score must be equal to, or less than, that figures *Mêlée Rating* (See *Table 2: Logistics*).

If a hit is scored, roll as per the *Hit Outcome* section, but minus 1 from the die roll. If the figures do not get a hit, the fight continues next turn.

Units/figures that are pursuing routing troops fight in both players' turns.

Note that regardless of modifiers, a figure will always have a "*To Hit*" *Rating* of at least 1.

Example 12.1. A *Conscript* figure is in *mêlée* with a *Master* figure. The *Conscript* figure has a 3 rolled for it. By looking at the appropriate section on *Table 2: Logistics*, it is seen that the score rolled is sufficient to cause a hit.

12.1 *Mêlée* Modifiers

Apply these modifiers when in *mêlée* and if necessary.

- -2 on dice roll if up-slope of opponent.
- +3 on dice roll if *fighting* with a long weapon (Pike, spear, poleaxe, etc.).
- +3 on dice roll if *fighting* while wounded.
- +3 on dice roll if fighting an opponent who is defending a house, barricade, etc.
- +1 on die roll for each rating below that of target.

12.2 Extra *Mêlée* Rules

- When troops that are in *mêlée* are shot at, for each missed hit, a shot is rolled for the closest friendly figure. For example, if figure A shoots at figure B (Who is in *mêlée*), and misses, a D10 is then rolled for figure B's opponent, as if that figure is being shot at.
- A figure that has gone to ground cannot fight back, but can still receive hits.

- A mounted figure that receives the hit outcome of “go to ground” in a mêlée falls off its horse.
- **-2** on *Hit Outcome* for each enemy figure over one fighting a figure that is not a *Master*.

12.3 Longer Weapons

Long weapons such as a pike would be able to ‘reach’ further than, say, a Musket equipped with a bayonet. Thus, a figure that is armed with a spear, poleaxe, pike etc., and charges or is charged will always fight first. If it scores a hit on its opponent, and the combat result is of a type that affects combat, then the opponent is immediately affected. Only after this can the other figure fight.

This benefit only counts in the first round, it being assumed that the long weapon has been dodged if there is a second round.

13. Hit Outcome

Once a figure receives a hit, the player to whom the figure belongs rolls one D10; this is to determine the *Hit Outcome*.

1-2 indicates that the figure is incapacitated.

3-4 indicates that the figure is wounded.

5-6 indicates that the figure is driven one full move back towards the nearest cover. *

7-8 indicates that the figure is caused to go to ground.

9-10 indicates that the hit has no effect.

*If the figure is already in cover, this result indicates that it goes to ground.

13.1 Alternate Hit Outcome

Alternately the following *Hit Outcome* section may be used. The following alternative allows less detail, but a faster game. Again, roll one D10.

All notes for the hit outcome section above also apply.

1-4 indicates that the figure is incapacitated.

5-6 indicates that the figure is driven one full move towards the nearest cover.

7-8 indicates that the figure is caused to go to ground.

9-10 indicates that the hit has no effect.

13.2 Wounds

If a figure gets wounded from a hit outcome, it is placed on its side, and it cannot do any more actions for the next two turns. From then on, any actions take twice as long (So a wounded figure will move at half-rate), and the figure will shoot and fight in mêlée at +3 on its dice roll. Two wounds result in death.

13.3 Go to Ground

A figure that has gone to ground is one that has tripped, fallen, or dropped to the ground for cover.

A figure that has gone to ground, counts as if in soft cover for shooting purposes. A figure in cover that gets the result of go to ground cannot be shot at, until it gets up.

13.4 Horsemanship Test

In certain cases, a *Horsemanship Test* must be made. In this event, roll as if activating the figure. The figure must pass the *Activation Test* to pass the *Horsemanship Test*.

14. Morale

Differing grades of figures/units have different *Morale Ratings*. See *Table 2: Logistics* for these ratings. When testing morale, roll a D10; the score must be equal to, or less than, the figure/units *Morale Rating*, to pass the test.

A figure/units that is fleeing, and has no pursuit, or visible enemy within 100mm(150mm), can start testing to stop fleeing, but only after it has run for at least three turns (Fleeing figures are moved in both players turns). The player must successfully pass a morale test with a penalty of +2 on the die roll. If the test is passed successfully, the routing figure/unit rallies, upon which it can perform more actions as a normal figure/unit.

If the figure/unit routs a second time, however, it cannot rally.

Example 14.1 A *Raw* cavalry unit tests to charge. Being *Raw*, its *Morale Rating* is a 4. The player dices and scores a 1. Thus the unit charges successfully, since the roll is low enough.

14.1 Optional Morale

Optionally, for those wargamers who want more detail, a figure/unit's *Morale Rating* is determined randomly. In this case, roll one D6, and add the following modifiers. The modified die roll is that figure/unit's *Morale Rating*.

- **+2** if the figure is a *Master*
- **+1** if the figure/unit is a *Veteran*
- **+0** if the figure/unit is *Average*
- **-1** if the figure/unit is a *Conscript*
- **-2** if the figure/unit is *Raw*

14.2 When to Test Morale

- 1) To charge.
- 2) To stand against a charge.
- 3) If two or more figures have: Died, been wounded (Not in *mêlée*), or have run away within 50mm(75mm) of the prospective tester. Also if the leader has been killed.
- 4) To feint charge.
- 5) When a unit is at 50% loss.

If the figure/unit does not pass the test, then, in the case of 1, it stays where it is, and cannot do any more actions that turn. In the case of 2, figure/unit will flee towards its own baseline (Or where it came onto the table). In the case of 3, the figure/unit will either run one move towards the nearest cover, or all figures will go to ground (Owning player chooses); in the case of 4, if the figure fails, then it will carry on with the charge. If it passes the feint charge test, then it stops where it is. If the unit fails the “at 50% loss” test then it will rout off table.

Note that 'feint charge' means to restrain pursuit.

Example 14.1. A *Veteran* cavalry unit (*Morale Rating* of 7) charged successfully and caused the enemy it charged to run. The player to whom the *Veteran* unit belongs now wants to feint charge. The player must throw equal to, or less than, the units *Morale Rating*, which in this case is 7. If the roll is successful, the cavalry unit feints. If not, it will follow the running enemy.

15. Time Required to Perform Actions

This is the time required for a figure to perform the named actions:

- **1/2-turn** to get up (From going to ground).
- **1/2-turn** to mount/dismount.
- **1-turn** to cross a wall or hedge.
- **1-turn** to reload a *Rifle*. *

* In other words, a *Rifle* shoots every other turn.

16. Cavalry

The essence of *Bayonet Point* is the infantry combat; because of this, many wargamers will not make use of the cavalry rules. For this reason I have separated many of the cavalry rules, which include modifiers, etc. Other rules, such as movement, have been left in with the infantry rules. Herein is included the separate cavalry rules.

16.1 Cavalry Movement

The following are the movement rates for cavalry that are moving at a trot. See *16.1 Cavalry Movement Modifiers* for differences if cantering, galloping, etc.

Table 4: Movement	
Troop Type	Distance
<i>Heavy Cavalry that are Trotting</i>	100mm(150mm)
<i>Light Cavalry that are Trotting</i>	150mm(225mm)

16.2 Cavalry Movement Modifiers

As with the infantry, apply these modifiers when necessary.

- **+50mm(75mm)** if Heavy Cavalry that are cantering.
- **+75mm(100mm)** if Light Cavalry that are cantering.
- **+100mm(150mm)** if Heavy Cavalry galloping. *
- **+150mm(225mm)** if Light Cavalry galloping. *
- **-50mm(75mm)** if cavalry and moving through an open wood (i.e. a wood with little or no undergrowth). **

*Cavalry must go from trot-canter-gallop.

**Cavalry can only trot through these terrain types, and cannot move through a closed wood.

16.3 Cavalry Weapon Modifiers

Apply these modifiers when shooting. However, the infantry modifiers are also relevant, so don't ignore them!

- **+2** on dice roll if shooting while mounted.

16.4 Cavalry Mêlée Modifiers

These modifiers are used by cavalry only. Apply them if relevant and necessary when in mêlée. As stated above, the infantry modifiers are also relevant, so don't ignore them.

- **-2** on dice roll if cavalry fighting infantry.
- **-3** on dice roll if mounted *charging* or *counter-charging* and armed with a lance.
- **-2** on dice roll if *charging* or *counter-charging*.
- **-2** on dice roll if heavy cavalry *charging* or *counter-charging* light cavalry.
- **+3** on dice roll if mounted and *fighting* with a lance.

Note: A figure that fights in the same turn that it charges/counter-charges, counts as *charging/counter-charging*. A figure in subsequent rounds of mêlée counts as if *fighting*.

16.5 Cavalry Charges

If a figure/unit who is mounted is charged, and stands against the charge, it may counter-charge. The two figures/units will then meet at the halfway point.

If the chargers are mounted, and those they charged did not stand, they must follow those fleeing (Unless they pass another morale test), until the fleeing figures are either all killed, or if they (The chargers) successfully pass a subsequent morale test.

If it turns out that the pursuers do not break-off/kill all the routers, and follow off table, *they cannot return.*

16.6 Cavalry Hit Effect Special Rules

When cavalry have suffered a hit, and get a result of wounded, roll 1D10. A result of 1-6 indicates that the horse itself is affected. A result of 7-10 indicates that the rider is affected.

If the figure gets a result of go to ground, the rider falls off, unless it successfully passes a *Horsemanship Test*.

If the figure gets a result of retreat one full move towards the rear, roll 1D10. A result of 1-5 indicates that the horse and rider retreats the full move. A result of 6-10 indicates that the rider is thrown off the horse and wounded, and just the horse runs. Consider this horse lost for the whole game.

16.7 Cavalry Hit Outcome

The hit outcome for cavalry is the same as for infantry, but with several extra rules.

If a cavalry figure is caused to retreat one move or to go to ground, the figure must pass a *Horsemanship Test* to stay on the horse.

If the figure gets a wounded or incapacitated result, on a roll of 1-6 the horse is affected, else the rider is wounded. If the horse has been killed,

the rider must pass a *Horsemanship Test*. If the test fails, the figure must be rolled for on the *Hit Outcome* section.

17. Units

Units are groups of soldiers sticking together, usually with some veteran combatant, who the soldiers idolise, leading them. In *Bayonet Point*, the veteran leader is the *Master*.

Thus, if using a lot of figures it is usually better to organise the figures into units.

If this is the case, roll morale, quality, etc., for the whole unit, instead of for each individual figure.

If not using the scenarios, these units may be any size the player likes, as long as it includes at least four figures.

Officers/leaders still count as a *Master*. A unit's members cannot stray further than 150mm(250mm) from the officer/leader.

18. Scenarios

It is recommended that you use the following or your own scenarios when playing *Bayonet Point*. This is to provide a more realistic game.

One ten-sided die is used to ascertain which scenario is used. A pack of standard playing with the King, Queen, Jack and Joker removed can be used instead of the D10 (Only use one of the four sets, i.e. Spades).

Please note that these scenarios are only for use if playing with a relatively large force, and therefore the figures are grouped into units. Alternately, if you want a smaller game, use a D6 for the rolling. A D4 can also be used for an especially small game, or even a D8 or D12 can also be used.

18.1 Army Generation

I personally do not think that a point system is not really workable in a skirmish game. However, due to feedback I've been getting, such a system

has been included. If you don't want a point system, these army generation rules can be used.

As the first step, each player determines how many units they have. To do this, roll a D10. The number rolled is the number of infantry units. Roll again; that number halved (Round up) is the number of cavalry units.

Next roll a D10 for each unit and add 3. The roll is the number of figures in that unit.

Thirdly roll 1D6 to determine how the figure/unit is armed.

If infantry:

1 = armed with Pike

2-3 = armed with Rifle.

4-6 = armed with Musket.

Note: *Masters* can have either a *Pistol* or a *Sword* as extra armament (Player chooses).

If cavalry:

1-2 = light cavalryman armed with a *Lance**.

3-4 = light cavalryman armed with a *Sword/Sabre*.

5-6 = heavy cavalryman armed with a *Sword/Sabre*.

Note: All cavalry have a *Carbine* as additional armament.

*If the army did not have Lancers historically, this roll results in a light cavalryman armed with a *Sword/Sabre*.

Finally, roll for the quality and morale of the figures/units as shown in 6. *Figure/Unit Classes* section.

In conclusion, roll a D10 to see which scenario is played (0 counts as 10).

18.2 Point System

The total amount of points to be used can be decided upon by the players and/or umpires themselves.

Infantry:

Master: 12 points per figure.

Veteran: 10 points per figure.

Average: 8 points per figure.

Conscript: 6 points per figure.

Ran: 4 points per figure

- Add 2 points if armed with a long weapon (Pike, halberd, etc.), or a sword/sabre.
- Add 1 point if armed with a *Pistol*.
- Add 2 points if armed with a *Musket* or *Carbine*.
- Add 4 points if armed with a *Rifle*.
- Add 4 points if armed with a *Lance*.

- Add 10 points if a *Light Cavalryman*.
- Add 15 points if a *Heavy Cavalryman*.

1-2 Bump in the Jungle

Two armies have chanced upon each other while marching along a road.

The road is covered on both sides by *thick* terrain. The armies are deployed 250mm(375mm) apart.

Objective (For both sides): Kill/rout $\frac{1}{2}$ or more of the opponent's army.

3-4 Plunder the Baggage

The attacking army is attempting to plunder the other armies baggage animals.

Roll to see who is attacking (Highest die roll). Troops are deployed [1D6 x 50mm(75mm)] apart. The baggage train has 5 animals for each infantry unit on the defenders side.

Attackers objective: To capture* at least half of the baggage animals.

Defenders objective: To prevent this.

The baggage train is put in the middle of the table, on a road. The attacker chooses where to come on the table, in up to 3 places.

*To capture an animal, the figure must stay in base-to-base contact with the animal for one turn, and can then move away, taking the animal with. An animal only counts as captured if it is led off table.

5-6 Sack the Chateau

One army is in a chateau (Or farmhouse). The other army must dislodge it.

As before, dice to see who is attacker/defender. The defenders start in the chateau/farmhouse.

The attackers come on to the table on a road leading to the chateau.

Attackers objective: Completely clear the chateau of the enemy troops.

Defenders objective: Stay occupying the house.

7-8 Delaying Action

The main army is retreating, and has enemy on its heels, although it has got a rear-guard.

The attackers come on any table edge. The defender is deployed on the opposite edge, and up to the halfway mark of the table. The time allowed is 5+1D10 turns.

Attackers objective: Get to the opposite table edge before the time runs out.

Defenders objective: Prevent the above.

9-10 Attack the Ransackers

One side (The defender) is ransacking a small village. The other side (The attacker) is coming to the rescue.

Dice to see who is attacker/defender. The defenders units/figures start spread out amongst the village.

The defender cannot move them until they have passed two activations (Done in the same turn; once one test is passed, immediately attempt the next test).

Attackers objective: Force the ransackers from the town before game time ends.

Defenders objective: Stay occupying the town.

The town is within 150mm(250mm) of the middle of the table, and the attacker chooses which tableside to come on.