

ARTILLERY

Napoleonic artillery was a truly awesome battlefield weapon. As a trained and experienced artillery officer, Napoleon knew exactly how to deploy and use his guns to maximum effect and did so during many of his finest victories. Guns were grouped together into units known as companies or batteries. The larger and heavier guns were positioned before the battle began and rarely moved when the fighting started. The men operating these pieces were part of the Foot artillery corps. Well trained, skilful and brave, the gunners were prepared to die manning their precious guns. Smaller batteries using lighter guns and pulled by larger teams of horses were used to support cavalry actions and exploit advantages on the battlefield. These dashing soldiers were part of the Horse artillery. With their elaborate uniforms they appeared much more glamorous and performed many heroic deeds. Guns were classified by the weight of the iron ball fired. This varied from 3 pounds (just over 1 kilo) to 12 pounds (5.45 kilos). The larger balls were not hugely different in diameter but the guns required to shoot them were much bigger. The main advantage to the heavier calibre guns is the range to which they can shoot and their effect against hard targets. Each country chose a distinctive colour which they painted the gun carriage woodwork. The French used a green-brown, the British a grey-blue, the Russians green, the Prussians blue-grey. Sometimes the barrels were painted black and sometimes they were brass.

Artillery in your force

Artillery was an expensive asset in a Napoleonic army and is the same in *The March of Eagles*. The table shows the points cost per gun model. Each model represents two real guns. Sometimes gun batteries operated together and other times the battery was split in two (half batteries) or into two-gun sections.

If you want to use artillery in a game decide whether you are allocating 50 points per side or 100 points per side. These artillery points are in addition to the 200 allocated for infantry. You must make the points add up as closely to your designated allocation as possible. Any remaining points can be used up in additional troop types such as infantry or are lost if too few remain to buy any other troops. It is possible to buy a single gun if you wish. For example with a 50 point artillery allocation you could buy 1 x French Guard heavy gun (representing a real life two-gun section). If you are buying more than one gun they must be grouped in units of between 2-4 models for French and 2-3 models for British. No force can have more than 2 units of guns in a game of 200 infantry points.

Light guns have 2 crew models, medium guns 3 crew models and heavy guns 4 crew models. Guns shoot as normal until they reach 50% losses. If this happens their Activation number goes up by 1. This means a Guard heavy gun with 2 crew casualties would activate on a 3 instead of 2 to MANOEUVRE or BOMBARD.

BATTERY CREW QUALITY RATING	Gun type and cost per gun in points		
	light	medium	heavy
Green recruits	10	15	20
Drilled	15	25	30
Veteran	20	30	40
Guard (French only)	30	45	50

Moving artillery

Foot artillery move at a rate of 2 x D6 inches when limbered. Horse artillery move at a rate of 4 x D6 when limbered. These rates are halved on difficult terrain. Limbering and unlimbering takes full move to complete. All of these activities require the battery to pass a MANOEUVRE check. If the 'Command Decision' optional rule is used then Horse artillery can perform MANOEUVRE + SHOOT or SHOOT + MANOEUVRE as two separate actions in a single turn.

Shooting with artillery (Bombardment)

Gun type	Range band in inches			
	point blank	short	effective	extreme
Light (3-4 pdr)	9	12	24	36

Medium (6-9pdr)	9	18	36	48
Heavy (12pdr)	9	24	48	60

Shooting with artillery is called BOMBARDMENT. Each gun in a unit throws a D6 and consults the Activation Chart to determine whether it hits the target. If the battery has a *Master Gunner* add +1 to the die score for each gun in the battery which is shooting. Guns have an arc of fire 22.5 degrees either side of the barrel. To hit a target beyond this arc they must reface which counts as a MANOEUVRE. This means they cannot fire. Measure ranges from the carriage axle to the nearest point of the target.

Once the number of hits for each battery has been established apply these factors to moderate the effect of the hits:

- Shooters are Disordered: re-roll the hits
- Target is in hard cover: re-roll the hits (not applicable to heavy guns)
- Target is skirmishers: re-roll the hits
- Target is in column: re-roll the misses

The re-rolls are cumulative. So a gun scoring a hit on skirmishers in hard cover will re-roll the hit twice before determining casualties. If a hit is scored casualties are automatically caused for all calibers as follows:

A hit at extreme range causes 1 casualty

A hit at effective range causes 2 casualties

A hit at short range causes 3 casualties

A hit at point blank range causes 3 casualties plus an additional D3 casualties. To determine this throw a D6 count 1 & 2 as 1, 3 & 4 as 2 and 5 & 6 as 3. This means a point blank hit on an enemy target could cause as many as 6 casualties.

Shooting at Gunners

Deployed artillery is treated as a Skirmisher target when being shot at by musketry or artillery. If a battery takes casualties and there is more than one gun in the battery distribute the losses evenly across each gun model as far as is possible. If an unmodified 6 is thrown when shooting at a battery throw again. On a score of 5 or 6 one of the casualties is actually a gun model itself. The gun is out of action for the rest of the game. Surplus crew can be used as replacements for remaining guns in the battery.

Charging gunners & Close Combat

Gunners themselves cannot charge. If charged each 4 crew models or fraction thereof count as a combat group.

Battery defensive fire

If a battery has not previously activated it can try and attempt defensive fire if attacked. When giving defensive fire each gun throws an Activation D6 for BOMBARDMENT and applies the modifier for *Master Gunner* if applicable. If the gun scores a hit throw a further D6 to determine casualty effect: Score 1: extreme range, Score 2-4 Effective range, Score 5: Short range Score 6: Point blank range. Calculate casualties. If casualties are taken by the attacking unit takes a RESOLVE check. If it fails it BREAKS. If it passes or no casualties are sustained it contacts and a combat is fought. Shooting casualties have no effect on combat result.

Morale

Morale for batteries is handled exactly the same way as for infantry battalions. Guns do not test morale individually.

Character models

MASTER GUNNER: A mathematician and tactician, a *Master Gunner* is one of the most intelligent and brave men in your army. A *Master Gunner* can almost guarantee that good quality artillery will hit its target every time. Only one *Master Gunner* is permitted in your force. They cost 10 points each. If a force has more than one battery then the *Master Gunner* is allocated to one of these before the game begins and is permanently attached.

Batteries can also buy an Ensign/Aigle model. This character should not be represented holding a flag but perhaps with a pennon or simply as an officer model. He has the same effect on RESOLVE checks as an Ensign and costs 6 points.