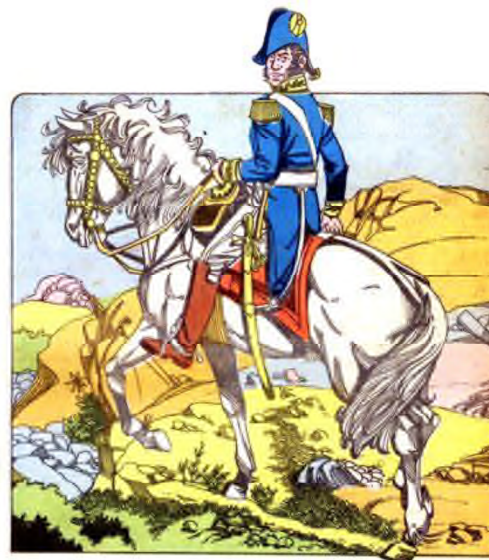


## Fire and Fury Notes : Liberators - Napoleonic Wars

All rules in *Regimental Fire and Fury (RFnF)* as normal except as noted below. Numerous self explanatory changes are made on the playsheet but are expanded upon below for clarification. These rules directly incorporate the ratings and their use from John Fletcher's *Liberators* series of campaign booklets. At present there are three *Liberator* books for the South American Wars of Independence. For brevity they are shown in the rules below as *Liberators Vol 1 (LIB)*, *Liberators Vol 1 Supplement (LIBs)*, and the *Adventures of the British and Irish Legions (ABIL)*.



### **LIBERATORS SCENARIOS**

Contained within the *Liberator* scenario books are a number of scenarios that range from full sized multi brigade level actions such as *Maipo* in *LIB* book to tactical sized games such as battle of *Vargas* in the *ABIL* book. These sized games offer a player a few choices to make regards the scale of play he wishes to engage in. *RFnF* will enable any of these types of battles to be played. The following two game scales, battle and tactical, will provide the flexibility to choose which best suits a player's resources in figures and table space.

#### **GAME SCALE**

**Battle Scale** – There are two scales in the 'battle' game. The standard scale is 1:40 (1:25) and the less used scale is 1:60 (1:40). The ground scales for each is 1"=17yds and 1"=25yds respectively. Note the base to troop scale for two rank infantry is shown in brackets. Artillery is the same as *RFnF* ie 1 base is equal to two guns (for both scales).

##### **1:40 SCALE: 1"=17yds.**

1 BASE = 40 men (for 3 ranked infantry);  
1 BASE = 25 men (for 2 ranked infantry);  
1 BASE = 25 men (for 1 rank cavalry).  
1 BASE = 2 guns

##### **1:60 SCALE: 1"=25yds.**

1 BASE = 60 men (for 3 ranked infantry);  
1 BASE = 40 men (for 2 ranked infantry);  
1 BASE = 40 men (for 1 rank cavalry).  
1 BASE = 2 guns

**Tactical Scale** – *RFnF* can be used to represent the many small scale battles that occurred during the period – this provides great versatility in the use of *RFnF* to cover all aspect of the period. Use the following scales when fighting actions that typically comprise around 1,000men per side. 1 troop stand=15men (3 rank infantry); 10men (2 rank infantry), 10men (1 rank cavalry), 1 gun stand=1 guns, 1-inch=10 yards, 1 game turn =5 to10 minutes.

#### **LIBERATOR SCENARIO MAPS**

When playing a scenario out of the *Liberator* books, players should count each square on the scenario maps as 18"x18" at the 1:40 scale and 12" x 12" at the 1:60 scale. Players should use the troop numbers in each scenario to convert force totals into the number of bases for the troops involved, using the scales above (round to nearest number).

#### **DIVISION LEADERS AND BRAVE COLONELS**

When setting up scenarios, unless otherwise noted, use the following method to assign leaders to Divisions or independent commands. Roll two d10 dice per required leader with the die rolls determining the leader quality and a possible trait. On one die count 1-6=POOR; 7-9=AVERAGE; 10=GOOD leader quality. On the other die, if a 9 or 10 is rolled, designate the commander as BRAVE and on a roll of 1 or 2 make him a COWARD or DESPICABLE as desired!

Once formation leaders are determined players should see if any units should be rated as having a brave colonel. Roll 1d10, on a score of 9 or 10 give that unit a brave colonel (+1 for Argentinean and Spanish units from 1817 onwards).

## **MANEUVER TABLE**

### **LEADER RATINGS**

Excellent leaders are not common in this period. However, to determine if a leader qualifies as an EXCELLENT leader in RFnF-Liberators, total up his Fire/Melee/Morale rating. If it totals 13 or less then that leader is rated EXCELLENT. Otherwise, any leader noted as being GOOD as well as being either a STRONG TACTICIAN and/or having HIGH INITIATIVE can be considered an excellent leader on a die roll of 7+ (otherwise count as GOOD) at the start of the game. Some possible excellent leaders include General Jose Canterac, Colonel Jose Ordonez, General Pezuela (in 1815). Two leaders that would be rated excellent would Geronimo Valdez (Royalist) and Antonio Jose de Sucre (Patriot).

In the Liberator books additional characteristic notes are given to each leader such as tactical flexibility, low initiative, etc. It is best left up to the scenario designer to use these traits as scenario special rules when using RFnF to achieve the correct effect. For example General Osorio because of his awful command capability is rated as a POOR leader but could additionally be restricted by having his command range reduced by half its normal distance ie 4" instead of 8" when mounted. This could be used to represent the ABYSMAL rating used in the ABIL scenario book. Scenario designers can use other ways to reflect any specific important traits a leader may have.

Leaders regarded as a STRONG STRATEGIST increase their army's Heavy Casualty total by 10%.

### **MILITIA (LIB & LIBS) AND CONSCRIPT (ABIL)**

The rating Militia and Conscript replaces the ACW rating of green.

### **PEASANT**

A new troop rating of Peasant is used to represent very poor quality troops. Examples include some late war Royalist artillery, Chayanta Indians, Venezuelan guerrillas, the Spanish Cataluña battalion (1819) and Patriot Reserve infantry.

### **ATTACK (FIELD) COLUMN**

Attack Column replaces the ACW term Field Column but both count the same in the rules and are formed the same way. For infantry the term Attack Column is used and for cavalry the term Field Column is used.

### **SKIRMISHER**

Extended line formation is renamed skirmish formation. This formation is harder to control than formed units. It is limited to troops that can deploy into full skirmish order (Sk). Apply a -1 to their maneuver roll.

### **ARTILLERY**

Artillery was very much the weak combat arm in the Liberator wars. Unlike European artillery the battlefield mobility of guns was poor. Thus it will be seen that artillery maneuver options are limited – this is as it should be for the Liberator wars.

### **LOW ON AMMO – ARGENTINEAN UNITS. (OPTIONAL – REFER LIBERATOR BOOK I, P21 FOR DISCUSSION)**

Unless scenario specified, Argentinean units prior to 1817 may not replenish their ammunition. Logistics was an issue for all armies to a degree, but this rule also reflects the tendency for 'La Plata' infantry to engage in the wasteful practice of long range musketry fire that often reduced their fighting effectiveness. In addition the 'no replenishment of ammunition' rule could be used for all armies at various times as dictated by scenario circumstances.

**EFFECT TABLE**

**BRITISH**

British troops add +1 to their maneuver die roll, if they have a core of experienced veterans. For British forces that were newly raised and/or are deemed not to be well officered this rule should be ignored.

**LEADER ATTACHED BONUS**

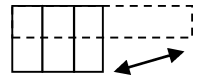
Leaders that are rated with a Morale number of 7 or more in the Liberators books do not count the +1 leader attached charge bonus at anytime. Similarly those rated 'despised' or 'coward' do not apply this bonus either.

**FORMATIONS**

All formation and formation change rules as per RFnF apply with the following additions and exceptions.

Units may not refuse a flank except to conform to terrain.

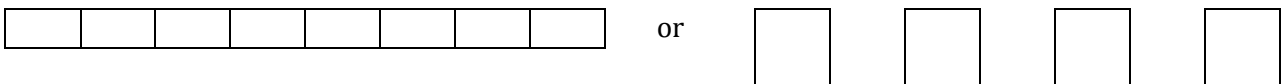
All units may deploy from column to line (and vice versa) as per the rules. In addition, Attack or March Column formation can deploy from column to line (and vice versa) by changing formation on one of the front stands of a unit, based on the centre, left or right of the unit facing – this applies to all troops. Squares are treated as per RFnF Square rules online – see attachment.



**Skirmish formation** is limited to troops who can deploy into full skirmish order marked (Sk) in the Liberators books – they include but are not limited to Converged Cazadore and Grenadier battalions and dismounted cavalry. Most troops cannot enter skirmish order at anytime.

Troops that are able to deploy in full skirmish order may only do so on a turn in which they enter or will remain in rough or broken ground, otherwise they must be deployed in a non-skirmish formation if their maneuver roll allows.

A unit's frontage when deployed in skirmish formation must be double its normal frontage in line – place troops one base width apart. Troops mounted on two bases joined together (ie 1"x1") simply create a space 1" wide between bases. Troops in skirmish order maneuver the same as formed unit and are treated exactly the same as extended line in RFnF.



**Artillery (optional):** may form into close order if desired. If so, place half the number (or as close to) in a second rank behind the first rank of gun stands. Firing is adjudicated as normal but when targeted, the battery counts a +1 benefit to the firer.

**Cavalry countercharge (clarification)**

Cavalry positioned behind and within 2" behind a gun battery MAY countercharge (through) the gun battery if it is charged.



## MUSKETRY & CANNONADE

### SKIRMISHER CHECK

*For simplicity, players could choose to ignore unit based skirmishers as they did not have a great effect on the outcome of battles, but by using the simple method below skirmishers can be represented and may prove important from time to time. If players wish to ignore skirmishers then disregard the skirmisher check rules.*

*By abstracting skirmish companies we can eliminate a lot of fuss and bother with skirmish screens, particularly in larger actions where many such units may be present. Typically units detached their light (Cazadore) companies and deployed them into converged units, sometimes supplemented by grenadiers as well. Instead, we encompass these aspects into a simple skirmisher check die roll designed to account for the effect a targeted unit's light infantry elements have when protecting their parent body from fire combat.*

When an infantry (or dismounted cavalry) unit fires against an enemy infantry unit that is able shoot back at it, the target unit must perform a skirmisher check, unless all troops involved have a skirmish rating of 0 (*such as when all light companies from a unit have been converged into their own units*) in which case the check is ignored. If Artillery fire points constitute the majority of the fire points total against a target (whether combined with other troops or not), then no check is conducted. Conversely, a unit that is targeted that is deployed in skirmish order always causes the enemy fire combat score to suffer the -1 Skirmisher Check modifier.

A player rolls 1d10 for his targeted unit once the opposing player has declared which units are shooting at it. If the score is equal to or more than the target unit's skirmisher check number then apply the (-1) Skirmisher Check modifier to the firing unit(s) final fire factor score ie *rolling high is good*. If the die roll is less than the target unit's skirmisher check number then no fire penalty occurs. Conduct this check each phase a unit is targeted (*remembering that a unit may only ever be targeted once per fire phase*).

*Skirmish Check numbers are determined by utilising the Liberators! scenario book troop ratings. For units marked with an (s) that also have a Fire rating of 5, 6 or 7, assign a (d10) skirmish rating of 4, 6, or 8 respectively. For all other units, assign a skirmish rating of 1. For units that have no light companies, no rating is assigned.*

*For example, the Patriot Army at the (Alternate) battle of Chacabuco includes a Mixed Cazadore and Grenadier battalion that has a fire rating of 6 and is marked (s). Therefore it has a skirmish rating of 6. The 7<sup>th</sup> Argentinean regiment in that same force has no (s) rating so regardless of its fire rating it only has a skirmish rating of 1. If the grenadiers were fired upon by an enemy infantry unit, the grenadiers roll 1d10 and on a 6 then the opposing player would apply the -1 skirmisher check modifier when calculating his final fire factor modifier.*

Solar
Mxd Caz/Gren
R 10 / 8 / 5 {6}

### MODIFIERS

- +1 British add +1 to their die roll (infantry or artillery) - n/a unless of quality REGULAR or greater.
- 1 Militia or Peasant subtract one (-1) to their die roll when shooting.
- 1 Skirmisher Check (failure). A unit that passes its Skirmisher Check when targeted causes the enemy to apply the -1 modifier to its final die roll shooting score for this fire phase.

### BRITISH COUNTERCHARGE

*British infantry doctrine emphasised stopping their enemy with firepower followed by an immediate countercharge to drive home their advantage. This was a standard British tactic of the Napoleonic wars. The charge results table allows for this.*

If the British player chooses, he may immediately declare a countercharge against an enemy infantry unit halted by its fire, but only if all chargers are so halted. No defensive fire is allowed at a countercharging unit.

Resolve the combat as normal, with the British unit becoming the attacker. For British forces that are not at least experience level REGULAR, this rule should be ignored.

### IMPETUOUS AND/OR BRAVE LEADERS

If a unit has an IMPETUOUS or BRAVE leader attached when it charges then it counts as able to charge with cold steel regardless of its type.

## CHARGE TABLE

### MODIFIERS

- +2 Troops rated as 'Guard' quality add +2 to their die roll, such as the Granaderos a Caballo for example.
- 2 Peasants subtract two (-2) to their die roll when in charge combat.
- +1 Cold Steel and Shock troops only. Lancers add +1 in the first round of charge combat.
- +1 Gaucho and Granaderos a Caballo cavalry add +1 to their charge die roll.

### LEADER ATTACHED BONUS

Leaders that are rated with a Melee number of 7 or more in the Liberators books may not count the +1 leader attached charge bonus.

### CAVALRY REIGN-IN CHECK

As directed on the charge combat table, each successful cavalry unit in combat performs a cavalry reign-in check by rolling equal to or less than the number shown in the following table.

Reign-in class	Guard	Elite	Regular	Militia	Peasant
# ≤ to pass	8	7	4	3	1

### SHOCK TROOPS

Infantry and cavalry with morale grades of Elite or Guard, and all Gaucho cavalry, are rated as shock troops. Shock troops may engage in cold steel attacks regardless of their formation.

### COLD STEEL

Not all troops may engage in cold steel attacks. Cold steel attacks may only be conducted by shock troops or by any troop type and/or quality if infantry charging in Attack Column or if assaulting a defended bridgehead.

Therefore, unless as noted above, units not rated as shock troops may not charge with cold steel - (see rules for attached Brave/Impetuous leaders).

### SUPPORT IN COMBAT

Units may only provide support to troops that are one morale grade higher than themselves, or any below their morale grade. For example a MILITIA unit could provide support to a REGULAR unit but not an ELITE unit. Similarly, ELITE units can provide support to any troop types.



## MORALE

### BRIGADE MORALE (OPTIONAL RULE)

*RFnF has a nice system of using the concepts of Key Positions, Heavy Casualties and Greater Losses to provide collective factors that impact on the morale of troops in play and create morale modifiers that affect a unit's performance beyond its immediate circumstances. Expanding on this idea we can introduce a Brigade morale check by using the Heavy Casualty number for a brigade as well as the army.*

To determine if an infantry brigade or the entire army applies the Heavy Casualty modifier (apply it only once), count all units removed from play AND those that are currently broken from the effected brigade or from the army in total (even though these units are still on-table). - *this provides an 'instant' check of force 'morale' based on circumstances that are impacting on it at that moment in time.*

*For example, a brigade made up of three units (with a heavy casualty number of 5), that had one unit break and losses in the other two causing 5 or more stands to be considered lost, would apply -1 to its maneuver die rolls for this turn.*

### ARMY MORALE (RECOMMENDED RULE)

*There comes a point where an army simply gives up its will to resist – at least as we perceive it using a miniatures game format. To reflect this and bring a decisive 'tipping point' to an army's willingness/unwillingness to continue the fight, we provide an Army Break Point method to define victory and defeat in a typical battlefield confrontation.*

If at the end of any turn;

- a) a force has reached its Heavy Casualty and Greater Losses level; or
- b) the army leader is killed,

...and more than 35%\* of the army (in foot/horse/artillery stands) is removed or broken (on table), then the army routs and is considered defeated....this is akin to a 'sudden death' victory or a "*La Garde Recule!*" rule.

*\* This number may change to 45% or 25% depending on whether the force is graded as a 'spirited' or 'unreliable' force respectively. Additionally, Royalist troops may be considered slightly more brittle than their Patriot opponent, all other factors being equal and therefore can have their army break point adjusted down by 5% ie 35% becomes 30%.*

