An Historical Simulation Game

the time is: 0800 hrs., 12 August 1704

Grenadier

Tactical Warfare 1680-1850

NEW

Grenadier

Company Level Combat 1700-1850

Introduction

Grenadier is an historical simulation of company/squadron/battery level combat in European warfare of the Eighteenth century and Napoleonic Wars. It recreates battles, or significant portions of battles, by means of Scenarios listing the opposing forces and suitable deployments. Each Scenario is a complete game-simulation in itself, and simulates reality by use of the game equipment.
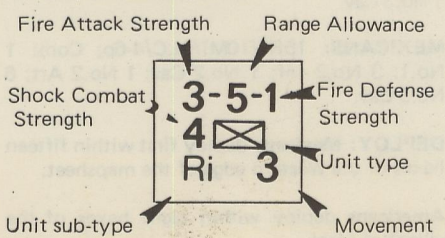
Game Equipment

The Game Map: The 22 by 28 inch sheet portrays a typical area of European terrain in which these combats would take place. A hexagonal grid is superimposed upon the map in order to regularize movement and position and readily determine distances of the playing pieces.

Game Charts and Tables: various visual aids are provided for the Players to simplify game functions. These are the **Combat Resolution Table**, the **Terrain Effects Chart**, and the **Scenario Charts**. Each of these charts are fully explained where presented.

The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as units) are supplied. From these are selected the opposing forces in each of the Scenarios. Each set of counters is different, and will be referred to respectively as Blue and Tan, as certain values have different effects on the different units.

It is strongly recommended that the Players sort out their units by type and color, and keep them segregated by storing them in separate, labeled envelopes. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength and mobility, as represented by various numbers and symbols printed on their faces.

Infantry and cavalry units

Artillery units:
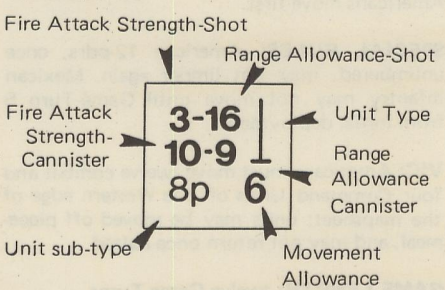
Type of Unit

	Command Units:
✉ Infantry	GHQ ,GHQ
⬒ Cavalry	
△ Artillery	INF infantry commander
	CAV cavalry commander
	ART artillery commander
🏃 Artillerymen	
⊛ Artillery Transport	

SUMMARY OF UNITS

UNIT SUB-TYPE	NAME
LN	Line Infantry (blue only)
CN	Conscript Infantry (blue only)
GR	Grenadiers (blue only)
SK	Skirmishers
ii	Improved Infantry (tan only)
Pi	Prussian Infantry (tan only)
Ri	Regular Infantry (tan only)
LT	Light Infantry (tan only)
Mi	Militia Infantry (tan only)
LC	Light Cavalry
HC	Heavy Cavalry
DR	Dragoons
AM	Artillerymen
AT	Artillery Transport
4p	Four-pounder artillery
6p	Six-pounder artillery (tan only)
8p	Eight-pounder artillery (blue only)
10p	Ten-pounder artillery (tan only)
12p	Twelve-pounder artillery (blue only)

Definition of Terms

Movement Allowance: this represents the MAXIMUM number of hexes which a unit may move in a single, Friendly Movement Phase. Basically a unit expends one **Movement Point** for each hexagon it enters. This basic movement cost is subject to modification due to terrain (see Terrain Effects Chart.)

Fire Strength Attack (FAS): this represents the OFFENSIVE strength of a unit when firing its range weapons (muskets and types of artillery ammunition). Note that artillery units have two types of FAS depending on which ammunition a Player may choose to use (see Combat, Case E).

Fire Defense Strength: this represents a unit's basic ability to defend itself from fire, usually a matter of concealment. Thus all units have a Fire Defense Strength of "one" except for the Skirmishers who have a Fire Defense Strength of "two".

Terms (continued column 2)

Shock Combat Strength: this represents the basic offensive AND defensive strength of a unit in **shock combat**.

Range Allowance of various types: this represents the MAXIMUM number of hexes through which a unit's Fire Attack Strength may be applied against targets.

GENERAL COURSE OF PLAY

The game is played in successive Game-Turns, with each Player attacking and moving in accordance with the procedure outlined below. Each completes a **Game-Turn** is composed of two equal **Player-Turns**; each Player-Turn is composed of four distinct **Phases**, as follows:

(A) FIRST PLAYER-TURN (the "First Player" is designated by the scenarios).

(1) Offensive (First Player) Fire Phase: the First Player allocates all fire attacks against Enemy units within the appropriate ranges; combat is then executed against the defending units, using the appropriate Combat Procedure.

These combats are executed in the following order:
a) Fire attacks — **shot**;
b) Fire attacks — **cannister**;
c) Fire attacks — **musket**.

(2) Defensive (Second Player) Fire Phase: the Second Player allocates all fire attacks against Enemy units within the appropriate ranges; combat is resolved in same manner as Phase 1.

(3) First Player (Movement) Phase: the First Player moves as desired, consistent with the rules of movement.

(4) Shock Combat (First Player) Phase: the First Player allocates his shock attacks against adjacent Enemy units; combat is then executed against the defending units, using the appropriate Combat Procedure.

(B) SECOND PLAYER-TURN

The Players execute the above four Phases, with the First and Second Player switching roles.

MOVEMENT

General Rule:

During the Movement Phase of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance and the Terrain Effects Chart.

Procedure: Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Basically each unit expends one **Movement Point** of its Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

COMBAT

Combat is of two different types: fire and shock combat. Fire combat occurs between units when the defending unit(s) is within the number of hexes indicated by appropriate Range Allowance of the attacking unit(s).

Cases:

(A) Movement is resolved in the order: shot, cannister, musket. Results already obtained in a prior combat may not be repeated. Thus, for example, if a defender is eliminated by cannister fire, all further attacks on that defender are cancelled, and need not be re-allocated; if a unit is disrupted, another "disruption" result will have no effect upon that unit, although an "elimination" or "special disruption" result **would be** applied.

GENERAL COURSE OF PLAY (column 3)

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units. Movement is never required, it is voluntary.

(C) Units are moved individually in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement points however, may not be accumulated from Phase to Phase or transferred from unit to unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass through or onto other Friendly combat units as long as there are never more than four Friendly combat units in the same hex at the same time, In other words, a combat unit may not enter or pass through a hex containing four other Friendly units. (See Stacking Rule.)

(G) Units may **never** enter or pass into a hex containing Enemy units.

(H) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex.

(I) Artillery Movement

Artillery is, in effect, composed of three pieces: the guns, the artillerymen, and the artillery transport. Artillery may not move unless it is in a "limbered" position, which is indicated by the transport being placed on **top** of the other two artillery pieces. When in this position, the entire group of three units may move at the Movement Allowance of the artillery (gun) unit itself.

Artillery may **not** fire when in a limbered position; to limber or unlimber an artillery piece carries a movement cost of three Movement Points; place the transport unit on top of the other two units in that hex. Units may limber or unlimber as often as they wish, as long as the requisite number of Movement Points is available in the artillery units' Movement Allowance.

(J) Cavalry Charge

All cavalry units may **exceed** their Movement Allowance, and increase to twelve Movement Points; however the unit **must** attack some Enemy unit in the subsequent Shock Combat Phase, and is designated at the end of that Friendly Player Turn automatically. (see also Combat, Case P)

(K) For a comprehensive summary of movement costs, see the Terrain Effects Chart.

COMBAT (column 4)

Procedure:

Total up the Attack or Combat Strengths (whether Fire or Shock) and compare it to the appropriate Defense Strength of the **TOP** unit (Exception: See Case I for artillery defense) in the hex under attack , modified by the Terrain Effects Chart.

Cases:

(A) During the various Fire Combat Phases of a Player-Turn, the indicated Player may only attack Enemy units within Friendly unit's Range Allowance (subject to blocking Terrain, Case H). During the Shock Combat Phase, a Player may only attack by shock Enemy units adjacent to attacking Friendly units.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every available unit if he **does** decide to attack. Adjacent opposing units may not engage in fire combat, only shock combat.

(C) No unit may fire more than once for each Fire Combat Phase or attack more than one hex per Shock Combat Phase. There is no limit to the number of times a unit may be attacked in a Combat Phase; however, identical results from these attacks in the *same* Combat Phase may be applied once (see Combat Procedures for greater detail.)

(D) In Fire Combat, attacking units in a given hex (i.e., the topmost unit — see Case G) may only attack **one** Enemy occupied hex. In Shock Combat, Friendly units in the same hex may only attack **one** Enemy occupied hex, if one unit in that hex attacks by shock, an Enemy occupied hex, no other Friendly unit in that hex may engage in combat against any other Enemy occupied hex.

Units in different hexes attacking the same Enemy occupied hex follow these rules:

(1) In fire attacks, units attacking the same Enemy occupied hex, and that are firing at the same range (i.e., the same number of hexes) and are firing the same type of weapon (i.e., musket, cannister or shot), **must** combine their Attack Strengths into a single combat.

(2) In fire attacks, units of the same firing type that are firing at the same Enemy occupied hex, but are attacking from different ranges, have the option to attack separately, at the respective ranges, or combine all units' Attack Strengths, using as range the most distant attacking unit's range.

(3) Fire Combats are resolved in this order: shot, cannister, musket. Results already obtained in a prior combat may not be repeated. Thus, for example, if a defender is eliminated by cannister fire, all further attacks may be cancelled and need not be re-allocated; if a unit is disrupted, another "disruption" result will have no effect upon that unit, although an "elimination" or "special disruption" result would be applied.

(4) In Shock Combat, units in different hexes which are attacking the same Enemy occupied hex may combine their Attack Strengths into one combat, or make separate attacks as they wish. As in (3), results already obtained in the same Combat Phase would not be applied again.

(E) At the time a Player allocates his fire attacks, he must decide which type of **ammunition** a particular artillery piece will fire: shot or cannister. This is of great import, as the two types have different characteristics, to wit: Fire Attack Strength and Range Allow-

COMBAT (column 5)

ance; Cannister may only affect the **topmost** unit in an Enemy stack, whereas shot may affect **all** units in a stack. (See Combat Procedure for greater details.)

(F) Units defending in a hex may use the Defense Strength of only **one** unit, that being the topmost unit (Exception: see Case I) in a stack. This defense may be increased by the Terrain Effects Chart.

(G) Only units on top of a stack may attack by fire.

(H) Blocking Terrain

Units may not fire through blocking terrain. There are two types of blocking terrain: (1) **hill peak hex-sides** (the heavy lines in slope) and **wood-hex-sides** (any hex-side wholly or partially covered by woods); and (2) **village hexes** and **occupied hexes** (whether occupied by Friendly or Enemy units), Units may not fire through these hexes without regard to blocking terrain (through and into hexes containing those types of terrain).

Players should use a straight-edge or a piece of twine to trace a "line of sight" from the firing unit to the target hex. Use the center of each hex for the ends of this line. The line of sight is the path of fire; if it passes through **any portion** of a wooded hex side, a hill peak hex side, a village hex (not the side, but the hex itself) or an occupied hex, the line of sight is blocked, and the unit may not fire at that hex. If the line of sight should bisect a blocked hex side through its length (woods or hill-peak), it is considered blocked. If the line of sight should exactly cut through a corner of a blocked hex side, it is again considered blocked. Village and occupied hexes have no blocked hex sides, so these rules do not apply to those blocking features: fire may be directed along these hex sides.

Players should also exercise care in tracing the line of sight, and then tracing the range; the two will not always be the same, i.e., the line of sight might cover more hexes than the range, which is the shortest distance.

(I) Artillery

An artillery unit may only fire when accompanied by an Artilleryman unit, which should be placed directly under the artillery unit itself. Unaccompanied artillery units may be ignored — Enemy units may move into or through a hex containing unaccompanied artillery units without penalty.

Artillery is an exception to the rule that only the topmost unit may defend; for fire defense purpose, the artillerymen furnish the Fire Defense Strength; for shock combat, both the artillerymen and the next unit under it may be used for defense. This of course only applies **when** artillery is the topmost piece in a stack.

Artillery pieces (i.e., the gun units) are never affected by combat except for elimination results inflicted by Enemy artillery **shot** fire. The accompanying artillerymen are always affected as normal by other attacks; disrupted artillerymen may **not** be used to operate guns.

(J) Shock attacks from the same hex must be of homogeneous unit types, i.e., cavalry and infantry may not deliver shock attacks from the same hex.

See also Movement Case I, Artillery in a limbered position defends with the Defense Strength of the Artillery Transport. If destroyed, the Artillerymen are also destroyed and the gun unit is unlimbered on that hex.

COMBAT (column 6)

(K) The Shock Combat Strength shown on Cavalry counters is used for attack only. Defensive Shock Combat Strengths are:

- Light Cavalry — 1
- Dragoons — 2
- Heavy Cavalry — 2

The Shock Combat Strength shown on Artillery, Artillerymen, and Artillery Transport counters is used for defense only. These units have no Shock Combat Attack Strength.

(L) In Shock Combat, all adjacent attacking units may total their Shock Combat Strengths in attacking the **topmost** defending unit, which is the **only** unit affected; following this combat, the attacker has one of his units disrupted (his choice), and he may proceed to attack the next defending unit in a stack. For each combat, the attacker must disrupt one of his own units; this may proceed no further if any of the combats leads to no result.

(M) Disruption

Disruption may occur in four ways:

(1) as a result of combat using the Combat Resolution Table;

(2) by non-cavalry units moving out of contact (see Contact);

(3) as a result of Shock Attacks (see Case L);

**(4)** as a result of a cavalry charge (see Movement, Case J).

Disrupted units may **not** attack; if attacked, their Fire Defense Strength and Shock Combat Strength are "one." Units may only be undisrupted by command control unit's "rallying" them (see Command Control). Disrupted units retain their full movement capabilities.

(N) The Terrain Effects Chart affects the various strengths for defense; see that chart.

(P) Cavalry may not use its full Shock Combat Strength unless it moves a minimum number of hexes to the hex from which the attack takes place. This movement must take place in a straight line (see diagram). For every hex **less** than the requisite number of hexes, decrease the Shock Combat Strength by "one." However, under no circumstances may the Combat Strength fall below minimum.

UNIT	Minimum No. of Hexes	Minimum Strength
Light Cavalry	4	2
Heavy Cavalry	6	4
Dragoons	5	3

'STRAIGHT CHARGE PATTERN'
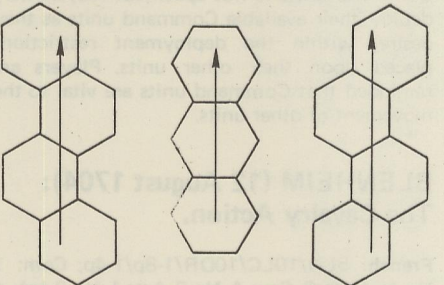
STACKING (more than one unit per hex)

General Rule:

No more than four Friendly units may occupy the same hex at the end of a Friendly Movement Phase. Enemy units and Friendly units may never stack together.

COMMAND CONTROL (column 7)

Cases:

(A) Friendly units may move through one another; the only restriction is that no more than four units may be in the same hex at the same time (see Movement, Case F).

(B) For purposes of stacking, Command units are ignored.

(C) For purposes of stacking, artillery, artillerymen and artillery transport together are considered as one unit. There must be no more than one **each** of these types in a single hex, i.e., it is forbidden to have, for example, one artilleryman unit and two artillery transport units. To repeat, artillery may NEVER stack with another artillery unit.

(D) Skirmishers may never end a Movement Phase stacked with any other units.

(E) Although four units may be stacked, only the topmost, single unit may defend against attacks, or may be forced to defend (Exception: Combat, Case I, Combat Procedure: Fire Attacks, Shot). It is very important to be aware of which unit is topmost in a stack, unlike most other game simulations; units may shift position within a stack freely during a Friendly Movement Phase only.

PINNING

General Rule:

Friendly units which are adjacent to an Enemy unit may not move without penalty until all the adjacent opposing units are destroyed. Such Friendly units are said to be "pinned."

Cases:

(A) To free themselves from pinning, all units may move off at their normal Friendly Movement Phase within two hexes of an infantry command unit, or the GHQ, in order to move. Blue infantry units must begin their Movement Phase within **three** hexes of an infantry command unit or GHQ; infantry stacked with artillery may draw control from an artillery command unit. Disrupted units are an exception to this: French skirmishers may be **four** hexes, all others **three**, for control.

(B) Cavalry has a second option: to break off pinning by expending three additional Movement Points for the first hex entered (to the pinned position; this does **not** result in disruption.

(C) Disrupted Friendly units adjacent to Enemy units are still pinned; moreover, they may not break off (unless cavalry) from pinning without **destroying** themselves.

(D) Units may freely move through hexes adjacent to an Enemy unit; they are only pinned when they **stop** in an adjacent hex. There is no "Zone of Control," as in many other simulation games.

(E) Remember that **adjacent** opposing units may **not use** their Fire Attack Strength against each other, although they may make it as distant targets.

(F) Unaccompanied artillery units may not pin Enemy units.

COMMAND CONTROL (column 8)

General Rule:

Units may not move unless they are within a specified distance of a Command Unit at the Beginning of a Friendly Movement Phase. Command units also "rally" disrupted units, relieving them of this disability. Disrupted Command units may not be used for either of the above functions.

Cases:

(A) There are four basic types of command units: infantry, cavalry, artillery and General Headquarters (GHQ; the No. 1 command unit). In general, each type of leader must be used for both command control of movement and rallying with that **type** of unit. See Cases B and C for greater detail.

(B) The following are the rules for command control of movement.

(1) Tan infantry units must begin their Friendly Movement Phase within two hexes of an infantry command unit, or the GHQ, in order to move. Blue infantry units must begin their Movement Phase within **three** hexes of an infantry command unit or GHQ; infantry stacked with artillery may draw control from an artillery command unit. Disrupted units are an exception to this: French skirmishers may be **four** hexes, all others **three**, for control.

(2) Cavalry units may only move if within four hexes of a cavalry command unit or the GHQ.

(3) Artillery units may only move if within three hexes of an artillery command unit or the GHQ. 4-pounder artillery units are an exception to this, in that they may also be moved by cavalry command units.

(C) Command units "rally" (i.e., un-disrupt) units by spending one full Game-Turn stacked with command units. Thus, if a command unit moves into a stack in one Friendly Movement Phase, the units become undisrupted at the end of the next Friendly Movement Phase. There is no need for the command unit to be on top of a stack of the commands, merely in it.

(1) Infantry units may be rallied by any command unit.

(2) Cavalry units may only be rallied by cavalry command units and the GHQ.

(3) Artillery units may only be rallied by artillery command units and the GHQ; 4-pounder artillery units may also be rallied by cavalry command units.

(4) Disrupted command units may only be rallied by command units with a lower number; thus a No. 3 cavalry command unit could

COMMAND CONTROL (column 9)

be rallied by a No. 2 artillery command unit, but not another No. 3 cavalry command unit.

(5) The No. 1 command unit (GHQ) is automatically "undisrupted" (rallied) at the end of the first Friendly Shock Combat Phase following its disruption.

Command Units:

0-0-1 / 1 GHQ / #1 12	No. 1-GHQ
0-0-1 / 1 INF / #2 12	No. 2-infantry commander
0-0-1 / 1 CAV / #2 12	No. 2-cavalry commander
0-0-1 / 1 ART / #2 12	No. 2-artillery commander
0-0-1 / 1 INF / #3 12	No. 3-infantry commander
0-0-1 / 1 CAV / -3-12	No. 3-cavalry commander

SKIRMISHERS

General Rule:

Skirmishers are formed by breaking-down other units at a movement cost of three Movement Points. Blue units which may be broken down into Skirmishers are: Line and Conscript Infantry. Tan units are Light, Prussian, Improved and Regular Infantry. These units are broken down into **three** Skirmisher units. At the same Movement cost, they may be reformed. Their obvious advantage is their Fire Defense Strength of two.

Procedure:

At the beginning of any Friendly Movement Phase, remove the unit and replace it with three Skirmisher units, requiring three Movement Points, and thus have only one Movement Point remaining in that single Phase.

Cases:

(A) Skirmishers may never be stacked with any unit (Exception: Case B) at the end of a Movement Phase, except command units. They may however, move freely through other units.

(B) Skirmisher units may only stack when they are to reform at the end of the Movement Phase in which they stack. To reform, stack three Skirmisher units in the same hex; each of these units must have three Movement Points remaining to reform, or they may not stack. Replace the Skirmishers with one Conscript Infantry unit (for Blue), or one Militia Infantry unit (for Tan), without regard to the origin of the units.

(C) There are limits to the number of units that may be converted to Skirmishers in the course of the game, as follows:

Blue- only one-third of the starting total of infantry units may be made into Skirmishers.

Tan- no more than one-fourth of Prussian, Improved, Militia and Regular Infantry units, and all of the Light Infantry units, may be converted into Skirmishers.

In both cases, round fractions downward. These conversions of units into Skirmishers may be done at any time during the game.

Combat Procedures

The Players should follow these brief descriptions of combat in resolving their attacks. Fire attacks take place during the Fire Attack Phase of the appropriate Player; Shock combat takes place during the Shock Combat Phase.

Fire Attacks: fire attacks are resolved in the order of shot, cannister and musket. The first two types are artillery attacks, and depend on the type of ammunition the Player chooses to use. Musket is allocated to infantry and cavalry.

All attacks must be allocated in full before any resolution. Combat resolution consists of two steps:

1.Determining the number of hexes to the target hex (Range): Players should count the minimum number of hexes from the attacking unit to the hex to be attacked; this is the range. Fire attacks of the same type (shot, cannister or musket) which are firing the same range at the same target hex must combine Attack strengths into one attack. Units of the same firing-type firing at different ranges at the same target hex have the option of attacking separately, or combining their Attack Strengths into one attack; when combining units which are firing at different ranges, the greatest range (number of hexes distant) of any of the combining units is used for combat resolution.

(2) Determining the probability ratio (combat odds). Add all the Fire Attack Strengths of the attacking units in a particular combat, and compare it to the Fire Defense Strength of the defending unit, as adjusted by the Terrain Effects Chart. The artillery units may only attack if there are no other units stacked on top of them. The only unit to defend is the topmost Enemy unit. The comparison should be restated to odds (of simplified combat odds as given in the Combat Resolution Table by rounding down (i.e., in favor of the defender.)

Cross-indexing this simplified combat odds with the range in number of hexes yields a combat result; in some cases a die may have to be rolled.

Fire Attack - Shot

In shot attacks, combat results are applied to all units in a stack, although only the topmost unit defends. If, however, a die-roll is necessary, each unit in turn is attacked separately. This procedure ceases as soon as a die-roll indicates "no effect." Only shot may destroy artillery units.

Fire Attack - Cannister and Musket

Cannister and Musket fire affect only the topmost unit in a given hex.

Shock Combat: Shock combats are resolved by comparing the Shock Combat Strengths of all adjacent attackers (not just the topmost one) to the Shock Combat Strength, adjusted by the Terrain Effects Chart, of the topmost Enemy unit. The simplified odds are cross-referenced with the Shock Combat column, and, if necessary a die-roll is made, The Attacker then disrupts any one of his own units (not necessarily the topmost one). If there was a result to the first combat other than "No Effect," the Attacker may continue combat with his remaining units against the next topmost Enemy unit, etc. Friendly units on different hexes may make separate shock combats, but this is not advisable.

Fire and Shock Combats

Results achieved against Enemy units in the same Phase may be applied twice; thus if a shot attack disrupted a unit, a musketry attack against the same unit resulting in a "D" would be ignored, although "DD" or "elimination" would be applied.

Units involved in Shock Combats may not fire in their following Fire Attack Phase.

A Note on Tactics in GRENADIER

To the largest extent possible, the usual chance factor present in simulations games has been reduced to a minimum in Grenadier. Most individual combat actions will not even require a die-roll; thus, a Player has few risk decisions to make. Every Player should be aware of precisely which units he will lose by moving them to a certain position.

The games will usually be won, in a manner similar to chess; by the Player who is able to plan ahead more turns into the game, arrange his units in supporting positions, and maintain enough flexibility to counter enemy attacks.

There are several tactical suggestions which should help the Players from falling into gross error before being familiar with the game.

1. The power of artillery is enormous. In the face of artillery fire, especially cannister, an infantry assault must be covered heavily with Skirmishers for survival, and cavalry must hide behind blocking terrain or in woods and villages in order to get close to the enemy. On the other hand, artillery, although difficult to damage, has a weakness in the Artillerymen needed to fire it. Artillery units should only be placed under or behind other units (in which position they cannot fire at the enemy), or in villages to be really safe.

2. Shock combat is really the only method to definitely break the opponent's strength. All actions prior to this are generally to weaken the enemy sufficiently to permit a successful shock assault. Clouds of Skirmishers should be in front of the maximum stacked assaulting units; the Skirmishers should be four or five hexes deep, and constantly replenished from the protected units. Players should plan on losing two or three ranks of Skirmishers every Game-Turn. When the enemy line is finally reached, try to be in a position where the enemy reserves are weak, or there are available woods or a village. The enemy artillery units should be the prime target of any shock assault.

3. Infantry should never be stacked in clear terrain, where they may be fired upon, especially by enemy artillery. Since only the top unit in any stack may fire, the other units expose themselves to enemy fire. The best deployment is to have two or three lines of infantry, each within one movement of the next. They are thus able to replace losses, and fire and shock attack any enemy units breaking through the front line. Woods and villages are excellent terrain in which to assemble the reserves for launching your own shock attacks.

4. Grenadier is one of the few wargames in which the proper use of reserves is absolutely necessary. Reserves must be maintained in order to keep those units out of harm's way, to repel enemy shock breakthroughs, and to counter enemy flanking movements. Reserve artillery is very important (especially the mobile 4 pdr artillery) to replace front-line losses, and to insure that not all artillery would be destroyed in one shot by the enemy. The presence of a readily deployed artillery unit virtually seals the fate of any but the strongest enemy shock assault.

5. Should you decide to launch a shock assault against the enemy line, it is rarely enough merely to break the line. If your opponent is competent, he will have at least a second line of infantry, and possibly cavalry and artillery in a counter-attack position. The assaulting Player may lose all of his first
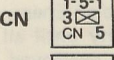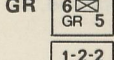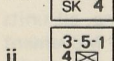
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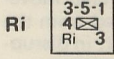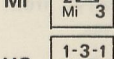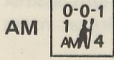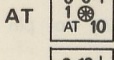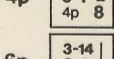
unless he has moved cavalry and artillery support up to the attacking units. Each of the different types of units has its own uses, and the best situation is to have all available.

6. Cavalry should rarely be used; its best function is to threaten the enemy and keep him at a distance. It is excellent for finishing off a beaten opponent, or disrupting a particularly important position. It nearly always will be able to strike at will, but if misused, will not survive the attack.
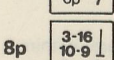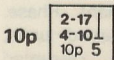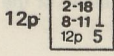
7. The various scenarios depict many varieties of formations. The Players should use the assets of their units to best advantage. Thus a force of Line and Conscript infantry is best at shock assaults, while a force of Prussian infantry should avoid shock and rely on firepower.

Other tactical knowledge will become obvious to the Players as they become familiar with the game-system. The basic premise is that Players should be planning several moves ahead, and not purposelessly moving their units. Most scenarios have too few Game-Turns to waste any.

Enjoy the game.

SUMMARY OF UNITS

UNIT SUB-TYPE		NAME
LN	3-5-1 / LN 5	Line Infantry (blue only)
CN	1-5-1 / 3 CN 5	Conscript Infantry (blue only)
GR	4-5-1 / GR 5	Grenadiers (blue only)
SK	1-2-2 / SK 5	Skirmishers (blue only)
ii	3-5-1 / 4 ii 4	Improved Infantry (tan only)
Pi	2-5-1 / Pi 6	Prussian Infantry (tan only)
Ri	3-5-1 / Ri 5	Regular Infantry (tan only)
LT	2-5-1 / LT 6	Light Infantry (tan only)
Mi	1-3-1 / Mi 4	Militia Infantry (tan only)
HC	1-3-1 / HC 6	Heavy Cavalry
LC	1-3-1 / LC 8	Light Cavalry
DR	1-3-1 / DR 7	Dragoons
AM	0-0-1 / AM 1	Artillerymen
AT	0-0-1 / AT 1	Artillery Transport
4p	2-3-1 / 6-7 4p	Four-pounder artillery
6p	3-14 / 9-14 6p	Six-pounder artillery (tan only)
8p	3-16 / 11-16 8p	Eight-pounder artillery (blue only)
10p	2-17 / 4-10 10p	Ten-pounder artillery (blue only)
12p	3-17 / 8-11 12p	Twelve-pounder artillery (blue only)

BLENHEIM (12 August 1704): The Cavalry Action.

French: 5LN/10LC/10DR/1-8p/1-4p; Com: 1 No.1; 1 No.2 Cav; 1 No.2 Art; 1 No.3 Inf; 4 No.3 Cav

Allies: 10ii/2LT/10HC/10LC/10DR/2-6p/2-4p; Com: 1 No.1; 2 No.2 Cav; 2 No.2 Art; 2 No.3 Inf; 6 No.3 Cav

DEPLOY: French deploy first: all infantry and 8 pdrs in Lemot and the balance of his forces not over ten hexes from the Western edge of the mapsheet.

THE SCENARIOS FOR GRENADIER

The Scenario Chart which follows sets forth the basic outlines for the simulation of a number of battles or portions of battles which occurred during the period covered by Grenadier, which is roughly 1700 to 1850. Each action is described in the following fashion:

Name of the battle, the date, and the portion being simulated (if the entire action is not being simulated).

The participants in the battle, the first side listed always uses the Blue units. Listed after each side's nationality are the units to be used, in the following order: infantry, cavalry, artillery, and command units. The form used is 5LN/5LC/1-4p; Com: 1 No.1, 2 No.2 Cav, 2 No.2 Art; 6 No.3 Inf, which reads five Line Infantry units, five Light Cavalry units, one 4-pounder artillery unit and one No.2 Cavalry Command Unit. A full explanation of abbreviations will be found on the Summary of Units Chart.

Deploy: general directions designed to assist in the initial deployment of the two sides, designating the order of deployment, the areas of deployment, and the arrival of reinforcements, if any.

Special Rules: sets forth any modifications of the usual rules in an effort to produce greater realism.

VIC: Victory Conditions, which are generally given for one side only, the frustration of these being the victory conditions for the other side. Skirmishers, Artillerymen and Artillery Transport do not count when Victory Conditions are given in terms of "units."

Game Length: the number of Game-turns in which the Victory Conditions must be attained.

Notes on the Scenario Directions

1. **Artillery:** the placement of one Artilleryman and Artillery Transport unit with each artillery unit indicated in the scenario is assumed for automatic artillery. Artillery may be deployed initially in either the "limbered" or "unlimbered" condition without loss of movement points.

2. **Infantry:** infantry units may be deployed as skirmishers for the initial deployment **without** loss of movement points.

3. **Command Units:** In the deployment instructions for each scenario the deployment of Command units is not specified. Players may deploy their available Command units as they desire, within the deployment restrictions placed upon their other units. Players are reminded that Command units are vital to the movement of other units.

LEUTHEN (5 Dec 1757): The Attack of the Prussian Van on the Austrian Left Flank.

AUSTRIANS: starting units: 15LN/5LC/2-8p/2-4p; Com: 1 No.2 Inf; 1 No.2 Art; 3 No.3 Inf; 2 No.3 Cav

reinforcing units: 8LN/5HC/5LC/2-8p; Com: 1 No.1; 1 No.2 Inf; 2 No.3 Inf

PRUSSIANS: starting units: 10Pi/5HC/5LC/2-10p/2-6p; Com: 1 No.1; 1 No.2 Cav; 1 No.2 Art; 3 No.3 Inf; 2 No.3 Cav

reinforcing units: 12Pi/5HC/5LC/2-10p/2-6p; Com: 1 No.1; 1 No.2 Cav; 1 No.2 Art; 3 No.3 Inf; 2 No.3 Cav

DEPLOY: Austrians deploy first: starting units within 12 to 15 hexes of the Northeastern corner of the mapsheet; reinforcing units arrive at the beginning of Game-Turn 7, within eight hexes of the Northeastern corner on the North and/or East edge of the mapsheet.

Prussians: starting units deploy within twenty-four hexes or more from the Northeastern corner; reinforcing units arrive at the beginning of Game-Turn 1 anywhere along the Western or Southern edge of the mapsheet.

Prussians move first.

Allies: deploy all units not more than fifteen hexes from the Eastern edge of the mapsheet. Alliesimove first.

SPECIAL RULES: all infantry units have their Movement Allowance reduced to "two." No units may break down to Skirmisher units. 8-pdr and 6-pdr units may not re-limber once having unlimbered.

VIC: The Allies must occupy Lemot, with no French units adjacent to it, by the end of Game-Turn 12.

GAME LENGTH: twelve Game-Turns.

Fontenoy (11 May 1745): The Attack of the Irish Brigade and the Regiment Normandie.

FRENCH: 25LN/9GR/4LC/4DR/1-12p/3-8p/1-4p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Cav; 2 No.2 Art; 6 No.3 Inf; 2 No.3Cav

BRITISH: 25ii/2HC/4LC/1-10p/2-6p; Com: 1 No.1; 1 No.2 Inf; 3 No.3 Inf; 2 No.3 Cav

DEPLOY: British deploy first with fifteen ii units between twelve and eighteen hexes of the Western edge of the mapsheet; ten ii units between eight and ten hexes from that edge; all other units not more than fifteen hexes from the Western edge.

French deploy in the triangle formed by the villages of Chatham, Sohr, and Duvigneau inclusive, but under no circumstances closer than eight hexes to the nearest British unit.

French move first.

SPECIAL RULES: All infantry units have their Movement Allowance reduced to two. No Skirmisher units may be deployed or formed. 10-pdr and 12-pdr artillery units may not re-limber once having unlimbered.

VIC: The French must occupy Lemot and have no British units adjacent to it by the end of the game.

GAME LENGTH: twenty Game-Turns.

TREBBIA (9 June 1799): The Pursuit and Destruction of the 17th Demi-Brigade.

FRENCH: 10LN/3GR/5CN/2LC/2-8p; Com: 1 No.1; 1 No.2 Inf; 1 No.2 Art; 3 No.3 Inf

ALLIES: 20Ri/10LT/5HC/10LC/2-6p/2-4p; Com: 1 No.1; 1 No.2 Inf; 1 No.2 Cav; 1 No.2 Art; 5 No.3 Inf; 4 No.3 Cav

DEPLOY: French deploy first all units between fifteen and twenty hexes of the Eastern edge of the mapsheet.

Allies deploy all units not more than ten hexes from the Eastern edge.

Allies move first.

VIC: French must leave the mapsheet by the Western edge with twelve combat and three Command Units.

GAME LENGTH: twelve Game-Turns.

MARENGO (14 June 1800): The Rescue of the 9th Light Infantry.

FRENCH: 18LN/4GR/5CN/10DR/2-8p/2-4p; Com: 1 No.1; 1 No.2 Inf; 1 No.2 Cav; 1 No.2 Art; 5 No.3 Inf; 2 No.3 Cav

AUSTRIANS: 15ii/5LT/10DR/4-6p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Art; 5 No.3 Inf; 2 No.3 Cav

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SPECIAL RULES: Austrian Line Infantry units have their Movement Allowance reduced to two. No units may break down to Skirmisher units.

VIC: Prussians must get twenty combat units and four Command Units off the mapsheet within ten hexes of the Northeastern corner. Units may be moved off piecemeal, but may not return once removed from the map.

GAME LENGTH: twelve Game-Turns.

THE PYRAMIDS (21 July 1798): The Attack on Desaix's Division.

FRENCH: 20LN/3GR/2LC/4-4p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Art; 4 No.3 Inf; 1 No.3 Cav

MAMELUKES: 10Mi/10HC/10LC/10DR.

DEPLOY: French deploy first in a formation in which all units are within eight hexes of each other, between twelve and eighteen hexes of the Northwestern corner of the mapsheet, and not less than four hexes from the Northern or Western edges of the mapsheet.

Mamelukes: cavalry units deploy anywhere more than fifteen hexes from the nearest French unit. Militia Infantry units begin anywhere on the Eastern or Southern edge of the mapsheet.

Mamelukes move first.

SPECIAL RULES: Mamelukes do not need a Command Unit to move, but they may not "rally." Dispersed units may leave the map and are not counted as units lost. Mamelukes may leave the map anytime they wish but may not return.

VIC: Mamelukes must destroy at least five French combat units, while losing less than three times as many units themselves.

GAME LENGTH: twelve Game-Turns.

AUSTERLITZ (2 Dec 1805): The Attack of the V Corps on the Russian Right Flank.

FRENCH: 20LN/5GR/5CN/10LC/2-12p/2-8p/2-4p; Com: 1 No.1; 1 No.2 Inf; 1 No.2 Cav; 2 No.2 Art; 6 No.3 Inf; 3 No.3 Cav

RUSSIANS: 15ii/5LT/5LC/4-6p/2-4p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Art; 4 No.3 Inf; 1 No.3 Cav

DEPLOY: Russians deploy first, between fifteen and twenty hexes of the Eastern edge of the mapsheet.

French deploy not more than fifteen hexes from the Western edge of the mapsheet.

French move first.

SPECIAL RULE: Russians may not move within four hexes of the Eastern edge of the mapsheet until Game-Turn 10.

VIC: French win if they get twelve combat and four Command Units more than the Russians off the Eastern edge of the map by the end of the game.

GAME LENGTH: fifteen Game-Turns.

JENA (14 Oct 1806): Attack of the Advanced Guard of Ney's V Corps.

FRENCH: 25LN/5GR/10LC/2-4p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Cav; 1 No.2 Art; 5 No.3 Inf; 2 No.3 Cav

SAXONS: 24Pi/6LT/10LC/10HC/1-10p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Cav; 1 No.2 Art; 6 No.3 Inf; 4 No.3 Cav

DEPLOY: Saxons deploy first within eighteen squares of the Northeastern corner of the mapsheet.

French deploy not less than twenty-five hexes from the Northwestern corner. French move first.

SPECIAL RULE: Saxons may **not** use Skirmisher units.

VIC: The French must capture the entire ridge in the Northeastern corner of the mapsheet and hold it, i.e., there may be no Saxon units on that rough terrain at the end of the game.

GAME LENGTH: ten Game-Turns.

ROLICA (17 August 1808)

FRENCH: 20LN/5GR/5CN/3LC/1-4p; Com: 1

DEPLOY: French deploy first; eight Line Infantry units must be placed within five hexes of Duvigneau inclusive. The remainder must be placed not more than eight hexes form the Western edge of the mapsheet.

Austrians deploy not less than twenty-five hexes from the Western edge of the map.

Austrians move first.

VIC: The French must occupy the village of Duvigneau at the end of the game, without losing more combat units than the Austrians. No Austrian units may be adjacent to Duvigneau.

GAME LENGTH: twelve Game-Turns.

SALAMANCA (23 July 1812): The Pursuit.

FRENCH: 6LN/2GR/6CN/2LC; Com: 1 No.2 Inf; 1 No.2 Cav

BRITISH: 4LC/5DR; Com: 1 No.2 Cav; 2 No.3 Cav

DEPLOY: French deploy first: cavalry between fifteen and seventeen hexes of the Northwestern corner; infantry in two equal groups not closer than five hexes apart, not closer four hexes to either the Northern or Western edges, and between ten and fifteen hexes of the Northwestern corner.

British deploy first; starting units begin twelve to sixteen hexes from the Southern edge of the mapsheet; reinforcing units arrive Game-Turn 8 anywhere on the Southern edge of the mapsheet.

VIC: French must move fifteen combat and five Command Units off the map while not losing combat units more than the British.

GAME LENGTH: twelve Game-Turns.

SEPULVEDA (30 Nov 1808): The Attack of Ruffin's Division on the Spanish Right Flank.

FRENCH: 20LN/5GR/5CN/4LC/; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Art; 6 No.3 Inf; 3 No.3 Cav

SPANISH: 15Ri /15Mi/3-6p; Com: 2 No.2 Inf; 1 No.2 Art; 6 No.3 Inf.

DEPLOY: Spanish deploy first, within twenty hexes of the Northwestern corner of the mapsheet.

French deploy within twenty-five hexes of the Southwestern corner of the mapsheet.

French move first.

VIC: The French must move sixteen combat and five Command Units off the map within eight hexes of the Northwestern corner, while losing not more combat units than the Spanish.

GAME LENGTH: fifteen Game-Turns.

PILNITZ (mid-September 1813).

FRENCH: 6LC; Com: 1 No.1; 1 No.2 Cav

RUSSIANS: 10LC; Com: 1 No.1; 1 No.2 Cav.

DEPLOY: French deploy first, within three hexes of the Southern edge of the mapsheet.

Russians deploy anywhere along the Northern edge of the mapsheet.

Russians move first.

SPECIAL RULES: Russian units thire with a Range Allowance of 2 hexes only, and have a Shock Combat Strength of 2. Loss of the Russian Command Unit causes an immediate retreat of all units towards the Northern edge of the mapsheet. The French Player may retreat off the mapsheet beginning with French Player-Turn 7.

VIC: The French must prevent the Russians from destroying the No.1 Command Unit.

GAME LENGTH: ten Game-Turns.

WATERLOO (18 June 1815): The Charge of the Union Brigade.

FRENCH: starting units: 20LN/5GR/5CN/3LC/1-4p; Com: 1

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reinforcing units: 3HC/4LC/1-4p; Com: 1 No.2 Cav; 2 No.3 Cav.

ALLIES: 14ii/4Mi/6DR/6DR/2-6p/2-4p; Com: 1 No.1; 1 No.2 Cav; 1 No.2 Art; 3 No.3 Inf; 4 No.3 Cav

DEPLOY: Allies deploy first, with Improved and Militia Infantry and artillery units between ten and fifteen hexes of the Western edge of the mapsheet, and the remainder no more than eight hexes from the same edge.

French deploy starting units twenty to twenty-five hexes from the Western edge of the map, and reinforcing units at least thirty hexes from the same edge.

Allies move first.

VIC: French must get ten combat and four Command Units off the Western edge of the map. Units may be moved piecemeal, but may not return once exited.

GAME LENGTH: twelve Game-Turns.

WATERLOO (18 June 1815): The Attack of the Imperial Guard.

FRENCH: 20LN/5GR/5CN/4LC/1-12p/2-8p/2-4p; Com: 1 No.1; 3 No.2 Inf; 1 No.2 Art; 6 No.3 Inf; 2 No.3 Cav

ALLIES: starting units: 10ii/5LT/5Mi/2-10p/2-6p/2-4p; Com: 1 No.1; 2 No.2 Inf; 1 No.2 Art; 5 No.3 Inf; 2 No.3 Cav **reinforcing units:** 5ii/2LC/2-6p; Com: 1 No.2 Art; 1 No.3 Inf; 1 No.3 Cav

DEPLOY: Allies deploy first, starting units not over fifteen hexes from the Eastern edge of the mapsheet; reinforcing units arrive Game-Turn 5 anywhere on the Eastern edge of the mapsheet.

French: anywhere within eight hexes of the Western edge of the mapsheet, in the village of Duvigneau.

French move first.

VIC: French must move sixteen combat and five Command Units off the Eastern edge of the mapsheet, units may be moved piece-meal, and may not return once exited.

GAME LENGTH: eight Game-Turns.

PALO ALTO (8 May 1846)

AMERICANS: 14LN/4CN/2-12p/2-8p/1-4p; Com: 1 No.1; 3 No.2 Inf; 1 No.2 Art; 3 No.3 Inf; 1 No.3 Cav

MEXICANS: 15Ri/10Mi/9LC/4-6p; Com: 1 No.1; 3 No.2 Inf; 1 No.2 Cav; 1 No.2 Art; 6 No.3 Inf; 3 No.3 Cav

DEPLOY: Mexicans deploy first within fifteen hexes of the Western edge of the mapsheet.

Americans deploy within eight hexes of the village of Mack.

Americans move first.

SPECIAL RULES: American 12-pdrs, once unlimbered, may not limber again. Mexican infantry may not move until Game-Turn 5 from initial deployment.

VIC: Americans must move twelve combat and four Command Units off the Western edge of the mapsheet. Units may be moved piece-meal, and may not return once exited.

GAME LENGTH: twelve Game-Turns.

LOS SANTOS (3 Jan 1812)

FRENCH: 6LC; Com: 1 No.1; 1 No.2 Cav

RUSSIANS: 10LC; Com: 1 No.1; 1 No.2 Cav.

Historical Commentary

While it would be difficult to go into full details of each of the battles covered in the various scenarios for **Grenadier**, a rough outline of events is given here.

Blenheim (12 August 1704): **The Cavalry Action.** Blenheim, the decisive action of the Duke of Marlborough's campaign in Bavaria and South Germany, was something of a curiousity. Except in cavalry the English and their Austrian allies were badly outnumbered. The French took advantage of several villages along their front to set up a particularly strong position. Ultimately, the battle was decided by one of the largest cavalry actions in modern history, with some 90 Allied squadrons tangling with some 60 French ones. This is the portion of the battle covered by this scenario.

Fontenoy (11 May 1745): **The Attack of the Irish Brigade and Regiment Normandie.** Fontenoy was the decisive battle of the Second Silesian War. Marshal Saxe of France held a very strong position and had successfully repulsed several Anglo-Allied attacks. The issue still hung in the balance, however, when he threw in his Irish mercenaries—who had a score to settle with the English—and one of his finest regular French regiments. The attack was pressed furiously and resulted in the virtual rout of the Anglo-Allied forces. This scenario represents that action.

Leuthen (5 Dec 1757): **The Attack of the Prussian Van on the Austrian Left Flank.** Badly outnumbered during the Seven Years War, Frederick the Great was forced to shift his army from place to place to resist successive French, Russian, and Austrian invasions. At Leuthen the disparity was tremendous and Frederick took the radical step of marching the bulk of his army across the Austrian front to permit it to fall upon the Austrian left. In the event he succeeded, crushing the Austrian flank and the troops sent to reinforce it, and came away with a major victory. This scenario represents the initial contact between the opposing forces, as Frederick's van, closely supported by elements of the main body, makes the first critical moves.

The Pyramids (21 July 1798): **The Attack on Desaix's Division.** Bonaparte's Egyptian Expedition met virtually no opposition until the vicinity of Cairo, where an army of Mameluke cavalry almost as large as the entire French force prepared for battle. Deploying his forces in five huge "division" squares, Bonaparte received and repulsed the attack of the Mameluke hordes rather handily, though the outcome could well have been different. This scenario represents the Mameluke attack on the most exposed French division, Desaix's.

Trebbia (9 June 1799): **The Pursuit and Destruction of the 17th Demi-Brigade.** During Russian Marshal Suvarov's reconquest of Italy from the French a protracted engagement took place on the Trebbia River. After two days,

the French pulled out during the night, leaving a small rearguard. Suvarov, taken by surprise, grabbed what forces as were readily available and went in pursuit, managing to catch and destroy the 17th Demi-Brigade. This is the action represented here.

Marengo (14 June 1800): **The Rescue of the 9th Light Infantry.** The decisive battle of Bonaparte's Second Italian Campaign was a close call. Due to poor dispositions, Bonaparte's forces were pushed back critically and one regiment virtually cut off. Though not numerically superior, Bonaparte threw in what reserves he had plus a brigade of dragoons, which fell upon some exposed Austrian regiments, routed them, and turned the entire course of the action. The scenario represents the most critical part of the battle, as the Austrians prepare to destroy the isolated regiment.

Austerlitz (2 Dec 1805): **The Attack of Lannes' V Corps on the Russian Right Flank.** While the major portion of the Battle of Austerlitz was being fought just to the south, Russian elements in the northern portion on the battle went over to the attack against Marshal Lannes' V Corps. Repulsing them, Lannes himself pressed forward, supported by some of Marshal Murat's reserve cavalry. The Russians were entirely destroyed in a running fight, putting the seal to the already decisive victory. This scenario represents the moment at which Lannes, having repulsed the Russians, is about to go over to the attack himself.

Jena (14 Oct 1806): **The Attack of the Advanced Guard of Ney's V Corps.** In the maneuvering shortly before the Battles of Jena and Auerstadt, Marshal Ney's leading formations came up against elements of the Saxon contingent of the Prussian Army. In a sharp, short action the Saxons were thrown out of their positions and the French were set up for the next day's actions. The scenario takes up at the beginning of this action.

Rolica (17 August 1808). During the first British campaign in the Peninsula, the soon-to-be Duke of Wellington's troops came upon a relatively isolated element of the French Army. Attacking with part of his force, while two other columns attempted a wide flanking movement, Wellington brought this force to battle but was unable to pin it successfully, and, though bruised, it managed to retreat in the direction of the main French Army, some miles away. The scenario represents the attempt to pin the French so that the flanking columns could get behind them.

Sepulveda (30 Nov 1808): **The Attack of Ruffin's Division on the Spanish Right Flank.** In an effort to cover Madrid, a Spanish Army drew up for battle not far from the city. The French, moving up, engaged it and the decisive action occured on the Spanish right flank, where Ruffin's Division routed the large numbers of militia opposing them and then disposed of the effective, but badly outnumbered, Spanish Regulars. The scenario represents Ruffin's initial approach on the Spanish position.

Los Santos (3 Jan 1812). During the maneuvering around Spain in 1811 and 1812 small

elements of the British and French armies encountered each other near a village called Los Santos. After a short, sharp, but indecisive action both forces fell back upon their supporting elements nearby. Like numerous small actions, Los Santos could have developed into a considerably larger, and far more decisive, action than was the case. This is the situation represented by the scenario, as the leading elements are about to make contact and the supporting forces may or may not join in.

Salamanca (23 July 1812): **The Pursuit.** As the French fell back after their defeat at Salamanca, certain elements were caught by pursuing English cavalry and a sharp action developed. Forming square, the demoralized French attempted to hold off the squadrons, only to find their squares breached and routed. The entire action is represented by this scenario.

Pilnitz (mid-September 1813). In the course of one of his periodic inspections of the French Army during the Leipzig Campaign, Napoleon, escorted by six squadrons of light cavalry under Colonel Marbot (of the 23rd Light Cavalry) was beset by upwards of 1,000 Russian auxiliary horsemen, armed with bows-and-arrows. A sharp action occurred and the Russians were badly beaten, leaving many prisoners in French hands. However, the possibilities of the action are fascinating, to say the least, and the scenario attempts to recreate these.

Waterloo (18 June 1815): **The Charge of the Union Brigade.** During the early portion of the Battle of Waterloo strong French infantry elements pressed into the Anglo-Allied line, supported by some light cavalry. A brigade of British cavalry managed to make a successful charge, disrupting the French and throwing them back. Flushed with victory, the English pressed forward only to be attacked and routed in turn by strong French cavalry reinforcements. This scenario represents the opening phases of this action, as the French prepare their attack.

Waterloo (18 June 1815): **The Attack of the Imperial Guard.** With things beginning to look desperate in the late afternoon at Waterloo, Napoleon threw in his last trump, the Imperial Guard. The attack, carried out badly, almost succeeded in penetrating and breaking the very thin Anglo-Allied front, only to be thrown back in disorder by the last available reserves. This scenario begins as the French prepare their attack.

Palo Alto (8 May 1846). The Mexican War was characterized by heroic resistance and criminal tactical blundering on the part of the Mexican Army from the start, which was the small Battle of Palo Alto. Zachary Taylor's small army was badly outnumbered (roughly 2,000 to 6,000) but the Mexican commander, Arista, failed to coordinate his forces. Thus, while the Mexican cavalry made several brave but fruitless charges, their infantry remained in position. This permitted the Americans to rout the cavalry and then fall upon the Mexican flank. Shaken, the Mexicans withdrew. The next day, essentially the same forces repeated essentially the same action at Resaca de la Palma. The scenario covers the entire battle.

How to Use the Combat Results Table

This Combat Results Table is unlike most other such tables that Players may have encountered in Simulation games. With few exceptions, the Players will rarely have to make use of the die in resolving combat. Rather, it is usually sufficent to calculate the range of the Attacker and the Combat odds of the Attack. Cross referencing these two items will yield a combat result, which usually may immediately be applied. The only exception to this is the "D" results followed by numbers, which may or may not disrupt a defender, according to the die roll (see Explanation of Results). Thus, a musket attack at three hexes ranges, and with a Combat odds of 3-1, would automatically "special disrupt" the defending units.

GRENADIER COMBAT RESOLUTION TABLE

FIRE ATTACKS						SHOCK COMBAT	
Type of Fire	**Range (in hexes)**						
Musketry	1	2	3	4	5		
Cannister	1...3	4...6	7...9	10...12	13...15		
Shot	1...4	5...8	9...12	13...16	17...20		
Combat Odds						**Combat Odds**	
1-2	D1...2	D1	D1	ne	ne	1-2	D1...2
1-1	D1...3	D1...2	D1...2	D1	D1	1-1	D1...4
2-1	DD	D1...5	D1...4	D1...3	D1...2	2-1	DD
3-1	DD	DD	DD	D1...4	D1...3	3-1	DD
4-1	X	DD	DD	DD	D1...4	4-1	X
5-1	X	X	DD	DD	D1...5	5-1	X
6-1	X	X	DD	DD	DD	6-1	X
7-1	X	X	X	DD	DD	7-1	X
8-1	X	X	X	DD	DD	8-1	X
9-1	X	X	X	X	DD	9-1	X

Odds greater than 9-1 are treated as 9-1; odds less than 1-2 have no effect.

TERRAIN EFFECTS CHART

TERRAIN	Movement Cost per hex for:			Effect on Fire Defense Strength and Shock Combat Strength for defense; multiply by:
	infantry(A)	Cavalry	Artillery(B)	
Clear	1	1	1	1
Woods	2	3	not permitted	3
Village	2	3	3	4
Hill Slopes	2	3	4	1

Other Movement Costs	Movement Points
Infantry—to break down into Skirmishers	3
Cavalry—to disengage from pinned position	3
Artillery—to limber or unlimber	3

Notes:

(A) This "infantry" includes Artilleryman units.

(B) This refers to the Artillery Transport unit, which carries the gun unit.

The effect on combat works as a multiple of the unit's ordinary Defense Strength. Thus if a Skirmisher unit was in a Village hex, its adjusted Fire Defense Strength would be "eight" (two multiplied by four). A Grenadier unit in a Woods hex would have an adjusted Shock Combat Strength of "eighteen" (six multiplied by three).

Grenadier

The *Grenadier* Errata follows the sequence of the *Grenadier* Rules folder.

GAME EQUIPMENT

(*Omission*): A complete game of *Grenadier* should consist of one set of Tan and Blue die-cut counters, one rules folder, one mapsheet, two Combat Resolution/Terrain Effects/Historical Commentary sheets, and one die.

GAME SCALE

(*Omission*): Each hex represents fifty meters from side to side. Each Game-Turn represents the passage of ten minutes.

MOVEMENT

(I) *Artillery Movement* (*Omission*): Artillery gun units may never be limbered or unlimbered unless stacked with an Artillerymen unit.

(J) *Cavalry Charge* (*Clarification*): Because a cavalry charge must end in a Shock attack, disrupted cavalry units may not charge. Cavalry units may charge into a Town, Woods, or Hill Slope hex if they have sufficient Movement Points to enter that hex. Cavalry charges are subject to the restrictions of Combat Case (P).

COMBAT

(C) (*Clarification*). Treat Combat Case (L) as an exception to the rule stating that no unit may attack more than once for each Shock Combat Phase.

(D) (*Clarification*): In Fire Combat, whether shot, cannister, or musket, only the topmost attacking unit in a stack may use its Fire Attack Strength. This also refers to Combat Case (G).

(H) (*Clarification*): All units (including Command units, Skirmisher units, gun, artillery, or transport units) block fire through the hex they occupy. However, units on Hill Slope hexes may always fire through any occupied hex on level (clear) terrain.

(I) (*Clarification*): Artillery gun units and transport units may never be captured. Enemy units may move into or through a hex occupied solely by a gun or transport unit without having to attack these units. Unattended gun or transport units cannot pin Enemy units in any way. The Shock Combat Strength of artillerymen units and transport units is defensive only.

(L) (*Clarification*): Cavalry units which are automatically disrupted at the end of the Player-Turn in which they charged are *not* disrupted again in accordance with this Case.

(M) (*Clarification*): Disrupted units defend against all attacks with a Defense Strength of "one." This Defense Strength is never modified for Terrain Effects.

STACKING

(A) (*Clarification*): Stacking limitations *do* apply during the Movement Phases (exception: Stacking Case D).

(D) (*Clarification*): At the beginning and the end of a Movement Phase, when forming Skirmishers or reforming units from Skirmishers, Stacking limitations are suspended for Skirmishers only. At the end of a Movement Phase, however, the normal Stacking limitations are resumed.

PINNING

General Rule (*Omission*): Artillery gun or transport units, or Command units when alone in a hex may never pin Enemy units. Disrupted units retain the ability to pin Enemy units. Skirmisher units can pin Enemy units. Units may be undisrupted while they are pinned.

COMMAND CONTROL

(B) (*Clarification*): Four-Pounder Artillery units have Command Control and may move if they begin their Movement Phase within *three* hexes of a cavalry command unit.

(C) (*Omission*): Disrupted Command units may not be used to allow other units movement, nor may they be used to rally other disrupted units.

(D) (*Omission*): The Shock Combat Strength of Command units is defensive only.

SKIRMISHERS

(A) (*Correction*): Skirmishers may be rallied by spending one full Game-Turn stacked with an Infantry Command unit. The Command unit does not count for Stacking purposes, i.e., this is not a violation of the rule preventing Skirmishers to stack with any other unit.

(C) (*Correction*): No more than one-third of the *total* Blue infantry units in a Scenario Order of Battle may be converted into Skirmishers. Reinforcements may be converted into Skirmishers as long as no more than one-third of the total Blue infantry units are converted. The conversion of units into Skirmishers may only be done at the beginning of a Friendly Movement Phase.

COMBAT PROCEDURES

(1) (*Clarification*): In determining the range for a Fire Attack, count the number of hexes between the hex occupied by the firing unit (exclusive) and the hex occupied by the defending unit (inclusive).

Shock Combat (*Correction*): In the first sentence of this paragraph there is a typographical error in the word "attackers."

Fire and Shock Combats (*Correction*): The second paragraph here should read, "Units involved in Shock Combats (whether attacking or defending) may not fire in either Fire Attack Phase in *the* (not "their") following Player-Turn.

THE SCENARIOS

The title of the Jena Scenario should read, "Attack of the Advanced Guard of Lannes V Corps."

COMBAT RESOLUTION TABLE

Ignore the one hex range column for Fire Attacks. Fire Attacks may never be made against adjacent Enemy units.

HISTORICAL COMMENTARY

The cavalry action at Blenheim in fact involved 178 Allied squadrons vs. 143 French squadrons. ●●

Counter sheet — unit counters. Each counter shows combat/movement values (top), unit symbol with number (middle), and unit type with number (bottom).

Brown section — upper left:
- 20 × `3-5-1 / 4⊠ / ii 4`
- 4 × `3-5-1 / 4⊠ / ii 4`, then 26 × `5-5-1 / 2⊠ / Pi 3`
- 18 × `3-5-1 / 4⊠ / Ri 3`
- `2-5-1 / 3⊠ / LT 6`, `1-5-1 / 2⊠ / Mi 3` (mixed rows: LT 6 and Mi 3)
- `0-0-1 / 1 CAV #2 12`, `0-0-1 / 1 CAV #3 12`, `0-0-1 / 1 INF #2 12`, `0-0-1 / 1 INF #3 12`, `0-0-1 / 1 ART #2 12`

Brown section — upper right:
- Many × `1-2-2 / 1 / SK 4`
- `1-3-1 / 5⊠ / LC 8`, `1-3-1 / 8⊠ / HC 6`, `3-3-1 / 6⊠ / DR 5`
- `3-14 / 6p 7`, `2-17 / 4-10 / 10p 5`, `2-13 / 6-7 / 4p 8`, `3-14 / 9-8 / 6p 7`, `2-17 / 4-10 / 10p 5`
- `0-0-1 / 1 AM 4`, `0-0-1 / 1 AT 10`, `0-0-1 / 1⊛ AT 10`
- `0-0-1 / 1 GHQ #1 12`, `0-0-1 / 1 CAV #2 12`, `0-0-1 / 1 CAV #3 12`, `0-0-1 / 1 INF #2 12`, `0-0-1 / 1 INF #3 12`, `0-0-1 / 1 ART #2 12`

Blue section — lower left:
- Many × `3-5-1 / 5⊠ / LN 5`
- `1-5-1 / 3⊠ / CN 5`
- `4-5-1 / 6⊠ / GR 5`
- `1-3-1 / 5⊠ / LC 8`
- `1-3-1 / 8⊠ / HC 6`
- `3-3-1 / 6⊠ / DR 5`
- `1-2-2 / 1 / SK 4`

Blue section — lower right:
- Many × `1-2-2 / 1 / SK 4`
- `2-13 / 6-7 / 4p 8`, `3-16 / 10-9 / 8p 6`, `2-18 / 8-11 / 12p 5`
- `0-0-1 / 1 AM 4`, `0-0-1 / 1 AT 10`, `0-0-1 / 1⊛ AT 10`
- `0-0-1 / 1 INF #3 12`, `0-0-1 / 1 CAV #3 12`
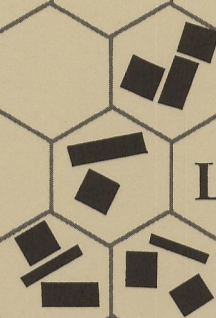- `0-0-1 / 1 GHQ #1 12`, `0-0-1 / 1 CAV #2 12`, `0-0-1 / 1 CAV #3 12`, `0-0-1 / 1 INF #2 12`, `0-0-1 / 1 INF #3 12`, `0-0-1 / 1 ART #2 12`

Dulauloy

Sohr

Mack

Duvigneau

Longwood

Lemot

Frimont

Chatham

N
W   E
S

Grenadier
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