HUZZAH!

Rules for Napoleonic wargaming

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For full explanations see the main Huzzah! rules, which take priority over the playsheet. Huzzah! is © 2001-03 Ian Marsh

UNIT QUALITY SHIFTS

Down 5	Down 4	Down 3	Down 2	Down 1	Base Quality	Up 1	Up 2	Up 3	Up 4	Up 5
Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran

TURN SEQUENCE

1. Skirmisher superiority
2. Threat tests (Player 1)
3. Orders (Player 1). Bombardment from Player 2
4. Move officers (Player 1)
5. Engage the enemy (Player 1)
6. Rally, reform and rout (Player 1)
7. Repeat steps 2-6 for Player 2.

SKIRMISHER SUPERIORITY

Down 1	failed previous test
Up 1	won last test
Up 1	reinforced skirmish line

Victor adds 5cm (1 band) to infantry threat zone against infantry and artillery.

THREAT TESTS

Down 1	in more than one threat zone*
Down 1	threatened by renowned unit
Down 1	if isolated
Down 1	bombarded in column
Down 1	in short range threat zone
Down 1	any staggers
Down 1	any kills
Up 1	favourable position
Up 1	open order troops in dense terrain
Up 1	if bombarded at extreme range
Up 1	small unit bombarded at long or extreme range
Up 1	if any smoke markers on threatening artillery
Up 1	officer attached
Up 1	inspirational officer attached
Up 2	infantry in square threatened by cavalry

Use disadvantaged rating against threats to flank or rear, in square vs artillery, in march column, if routing, infantry in open order in open vs cavalry, close order cavalry in dense terrain. *Exceptions apply.

THREAT ZONES

	Depth of threat zone for formation in cm (bands)			
Unit type	**Line/open**	**Column**	**March column**	**Square**
Infantry	15cm (3)	15cm (3)	0cm (0)	10cm (2)
Cavalry	25cm (5)	30cm (6)	0cm (0)	–
Light artillery	30cm (6)	–	0cm (0)	–
Medium artillery	35cm (7)	–	0cm (0)	–
Heavy artillery	40cm (8)	–	0cm (0)	–

THREATS & TERRAIN

Broken ground and impassable terrain: blocks the threat zone of cavalry.
Dense terrain: reduces the threat zone of infantry to 5cm (1 band), limits the threat zone of artillery and blocks the threat zone of all cavalry except cossacks, which it reduces to 5cm (1 band) in woods. Threat zones do not project beyond the other side of dense terrain.
Linear obstacles: block cavalry threat zones and limit the threat zones of infantry and artillery.
Hill ridges: block the threat zones of cavalry and artillery. Infantry threat zones project over ridges.
Hill contours: have dead ground up to 5cm (1 band) beneath and below the contour into which artillery cannot threaten.

UNIT QUALITY TABLE

Troops Full/disadvantaged rating	Unreliable 5/3	Raw 6/4	Green 7/4	Trained 8/4	Experienced 9/5	Veteran 10/6
Elites – A Class	–	–	–	–	2-6	7-12
Elites – B Class	–	–	–	2-3	4-7	8-12
Elites – C Class	–	–	–	2-4	5-8	9-12
Elites – D Class	–	–	2-3	4-6	7-9	10-12
Regulars – A Class	–	–	2-4	5-7	8-9	10-12
Regulars – B Class	–	–	2-5	6-8	9-10	11-12
Regulars – C Class	–	2-3	4-6	7-9	10-11	12
Regulars – D Class	–	2-4	5-7	8-10	11-12	–
Militia – A Class	–	2-5	6-8	9-11	12	–
Militia – B Class	2-3	4-6	7-9	10-11	12	–
Militia – C Class	2-4	5-7	8-10	11-12	–	–
Militia – D Class	2-5	6-8	9-12	–	–	–

ORDERS

Down 1	each broken sub-command
Down 1	if isolated sub-command
Down 1	in threat zone
Down 1	each successive order
Down 1	if failed last command check and ordered to advance
Down 1	in dense terrain
Down 2	infantry advancing on cavalry
Up 1	all units are in command
Up 1	officer attached
Up 1	inspirational officer and the order is to advance

An order succeeds if the result on 2D6 is equal to or less than the effective command rating. A roll of 11 or 12 always fails.

COMMAND MODIFIERS

Officer level	Command radius in cm (bands)
CinC	120cm (24)
Corps	80cm (16)
Division	40cm (8)
Brigade	20cm (4)

Officer quality	Rating	Radius modifier
Excellent	10	+20cm (+4)
Skilful	9	+10cm (+2)
Average	8	– (–)
Poor	7	– (–)
Abysmal	6	-10cm (-2)

The CinC has a command rating two higher than rolled, up to a maximum of Excellent for nations that can have Excellent officers.

MOVEMENT

	Formation and movement in cm (bands)				
Troops	**Line**	**Column**	**Open order**	**March column**	**Square**
Infantry	15cm (3)	20cm (4)	20cm (4)	20cm (4)	5cm (1)
Cavalry	25cm (5)	30cm (6)	30cm (6)	30cm (6)	– (–)
Heavy foot guns	–	–	–	15cm (3)	–
Foot guns	5cm (1)	–	–	20cm (4)	–
Horse guns	5cm (1)	–	–	30cm (6)	–
Officers	60cm (12)	–	–	–	–

MOVEMENT & TERRAIN

Broken ground: infantry units in open order move at half rate, otherwise impassable.
Dense terrain: usually halves the movement of all infantry and cavalry and is impassable to artillery. Troops in open order move at full rate through light woodland. Units in march column, including cavalry and artillery, move at full rate through villages or towns. Artillery cannot unlimber in buildings.
Linear obstacles force all units to stop. Infantry crosses low obstacles at half rate.
Steep slopes halve the movement of all troops. Gentle slopes halve the movement of all troops except infantry in open order.

BOMBARDMENT RANGES

	Ranges in cm (bands)			
Artillery	**Short range**	**Long range**	**Extreme range**	**Bounce through**
Light	0-30cm (0-6)	30-60cm (6-12)	60-90cm (12-18)	10cm (2)
Medium	0-35cm (0-7)	35-70cm (7-14)	70-105cm (14-21)	15cm (3)
Heavy	0-40cm (0-8)	40-80cm (8-16)	80-120cm (16-24)	20cm (4)

A battery expends one bombardment to bombard straight ahead. A battery can sight the guns once per turn if it also bombards. A smoke marker is placed by a battery for each bombardment.

RATINGS

Quality	**Normal**	**Disadvantaged**
Veterans	10	6
Experienced	9	5
Trained	8	4
Green	7	4
Raw	6	4
Unreliable	5	3

Apply all modifiers to the descriptive quality and then read off the numeric equivalent. No unit can be worse than unreliable nor better than veteran.

REARM

Up 1	majority of batteries depleted
Up 1	all batteries depleted

One battery must be depleted before the CinC can issue a Rearm order.

ENGAGEMENTS

Down 1	more kills than opponent
Down 1	more staggers than opponent
Down 1	if small unit
Down 1	engaged with renowned opponent
Down 1	not in doctrinal deployment
Up 1	favourable position
Up 1	open order troops in open order in dense terrain
Up 1	officer attached
Up 1	inspirational officer attached
Up 1	battle cavalry
Up 1	pursuit cavalry fighting disadvantaged enemy

Use disadvantaged rating if engaged to flank or rear; if in march column; if cavalry fighting infantry in square; if blown; if routing; if attacking a strong point, fortress wall or breach; if downhill of enemy on a steep hill; if cavalry on a steep hill; if close order cavalry in dense terrain; or if infantry engaged with close order cavalry while in both open order and open terrain. Disadvantaged troops never receive the favourable position modifier.

Any side that rolls over its rating receives 1 kill. A unit that rolls under its rating inflicts staggers on its opponent equal to the difference between its morale rating and the result on the dice. The side that succeeds by the greatest amount is the winner; the loser routs. In a tied engagement (i.e. when both sides succeed by the same amount), defending units hold their ground and the attacker retires one move in good order.

A unit that gets Huzzah! inflicts a kill on its opponent and ignores all staggers inflicted against it. It still loses if these staggers exceed the number it itself inflicts. A unit that gets Huzzah! but loses, retires not routs.

Cavalry is blown after an engagement.

Unlimbered artillery breaks if it loses an engagement.

Unsquared infantry breaks if it loses an engagement against cavalry.

COMMAND CHECK

Down 1	each broken/routing sub-command
Down 1	failed last command check
Down 1	each difference in command level
Down 2	if isolated sub-command
Up 1	each sub-command in favourable position
Up 1	passed last command check
Up 1	inspirational officer
Up 1	if officer seizes the flag

If the roll fails, all units in the command each receive staggers equal to the number of broken/routing sub-commands and each non-routing unit retires one full move facing the enemy. Artillery limbers and retires facing away from the enemy. Lines can execute a passage of lines through lines of the same arm. Officers who seize the flag are killed if the check fails.

REORGANISE

Down 1	each broken/routed sub-command
Down 1	if command is a division
Down 3	if command is a corps
Up 1	more units retired than broke or routed
Up 1	each turn waited
Up 1	inspirational officer

If successful, each unit takes kills equal to the number of reorganisation attempts. The officer re-enters on the player's next officer phase.

RALLY & REFORM

Down 1	any kills
Down 1	within an enemy threat zone
Down 1	routing
Down 1	blown battle cavalry
Up 1	if unit is in command
Up 1	if in a favourable position
Up 1	officer attached
Up 1	inspirational officer attached

Routing troops that rally immediately halt facing the enemy in any allowable formation they wish. Routing units that fail to rally make one move back at march column speed towards their line of communication.

A unit that successfully rallies removes staggers equal to the difference between the result on the dice and the unit's effective morale rating. A Huzzah! removes all staggers from a unit.

Blown troops that rally lose the blown status. Blown units that fail to rally receive a forced order of recall.

All units with staggers left after trying to rally take 1 kill.

UNIT QUALITY SHIFTS

Down 5	**Down 4**	**Down 3**	**Down 2**	**Down 1**	**Base Quality**	**Up 1**	**Up 2**	**Up 3**	**Up 4**	**Up 5**
Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran	Veteran
Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	Unreliable	Raw	Green	Trained	Experienced	Veteran