

Grenadier Expansion

By John Flesner

Moves Footnotes, Issue #12

The *Grenadier* game is the next best thing to miniatures yet. However, with the addition of these few simple rules I feel that the scope and flexibility of this game may be improved.

First you will need a pair of 20 sided dice. Next, some blank counter pieces, one each with a number or some other identifying mark, for the time being I chose numbers. The idea here is to recreate the fog of war, instead of being some god-like creature seeing all details of the advancing army arrayed before you.

On a separate sheet of paper, list the order of battle of the units constituting the forces represented by the single numbered marker. For instance, marker # 1 may be two squadrons of light cavalry. Marker # 2 might be four battalions of Prussian infantry, two battalions of improved infantry, two batteries of 10 pdr., and the GHO unit. And on the mapsheet what would be placed would be the numbered markers. The commanding player would not be required to place his actual combat units on the mapsheet until his opponent actually makes contact with the numbered marker. Then the combat units would be transferred to the mapsheet with the advance elements replacing the numbered marker and the rest of the units trailing out behind. Contact thus

being made the battle may proceed.

I think also that the achievement of simultaneous movement and fire could be made possible by the writing of orders for each group. The orders should be as simple as possible. Just something to identify the receiving group, i.e., chg. for charge, or adv./f. for advance and fire ... well you get the idea. Both players would write down the orders at the same time. Then the orders would be executed simultaneously, combat being resolved wherever two opposing units come into conflict.

Certain restrictions are necessary at this point to prevent some silliness that might develop. It takes 1 (one) Movement Point for infantry to fire, and 3 (three) Movement Points for artillery to fire. Therefore, a grenadier battalion could move four hexes and fire, or fire and move four hexes, or not fire and move five hexes. A 10 pdr. could move and/or fire one hex or not fire and move four hexes (the Movement Allowance of the artillery).

As a unit suffers casualties the willingness of the troops to fight is inversely proportional to the number of casualties, i.e., taking it in the shorts causes panic. Here is where the 20 sided dice come into play. Without receiving fire there is virtually no chance for panic. Taking fire and being disrupted

only, taking no casualties, there is a 10% chance of routing. That means that with the 20 sided dice you must roll better than a 10. If you roll better than a 10, that unit stays and obeys orders. If you roll less than a 10 that unit immediately moves one full move to the rear away from the battle. It will keep moving to the rear in each turn until rallied. To rally a unit a command unit is moved on top of the routing unit and a 10 must again be rolled, each command unit in the rally attempt adds 5 to the roll of the dice. [Assuming that each marker is a company and that a stack of four markers is a battalion, you then have the basic fighting group of the period, the battalion.)

For each company lost through casualties you deduct 25 from your dice roll. Therefore, a battalion losing one company would have to roll better than a 25; if two companies are lost then a roll of better than 50 would have to be attained; three lost then a roll of 75 would have to be bettered. If a unit suffers a loss and makes its morale roll (it doesn't rout), and it is disrupted in its next turn, the morale roll is still figured by the casualties. Routing troops ignore all terrain penalties.

These are just a few thoughts on possibilities for this game and any expansion kits you might decide to do. -
John Flesner