

# Rank and File Optional Rules

## Supplement 3

### Rocket Batteries

Notoriously inaccurate but used by various armies throughout the period that R&F covers. From Napoleonic British Congreve to the Austrian use of the improved Hale rockets in 1866. The main effect of using rockets is to panic horses and inexperienced troops, as such their actual combat effects are limited.

Rockets should use the fire table below and use all the same modifiers that artillery would. The minimum and maximum ranges are given below with the number of D6 that are rolled for an attack.

Type	Minimum Range	Maximum range (D6)
Early/Poor Light Rockets	8"	30" (1D6)
Early/Poor Heavy Rockets	6"	24" (2D6)
Later Light Rockets	8"	40" (1D6)
Later Heavy Rockets	6"	32" (2D6)

Rockets may not fire at targets that are within their minimum range and they will effect buildings as though they were howitzers if you are using the optional rules on page 24.

Any time that a Green morale class unit or a cavalry unit takes any casualties from rocket fire it must take a morale test during the morale phase - even if a stand was not removed. Other units will take morale tests from rocket fire as they would from any other artillery fire.

Rocket batteries count as light artillery for movement purposes.

### Lance Armed Cavalry

Cavalry that are armed with and trained in the use of lances will gain an advantage in the first round of melee when they have charged. The melee table should have the following added.

Lance armed cavalry charging +1 (unless opponent is also lance armed and charging)



## Grand Batteries

Massing of guns at parts of a battle line is an important tactic and allows you to weaken the enemy troops at a location before attacking. While any group of guns can be placed together they are still part of their parent formation and should be deployed and moved with that formation. Should you want to detach artillery pieces from Divisions or Corps so that they can be massed at a certain point you should form them into a Grand Battery.

A GB can be formed so long as there are 18 or more guns involved. This is not 18 models but 18 actual artillery pieces that can be represented by various numbers of models on the tabletop. For example if you have 2 gun models representing a 6 gun battery then you would need 6 models on the table to be able to form them into a GB. To count as being in a Grand Battery all of the gun models must remain in base to base contact.

There are advantages to forming guns into a Grand Battery.

Firstly the guns are now in their own separate formation and can be ordered and controlled as you would a division or brigade. This is important as it means that the guns do not have to remain with and support their parent formation once they are part of a GB.

Secondly if you are using the artillery ammunition rules on page 22 then a wagon or army artillery general attached to the GB will be able to resupply any battery rather than just the one that they are attached to - note that they may still only resupply one battery per turn though.

Thirdly a leader that is attached to the Grand Battery will be able to confer his leadership bonus to any battery rather than simply the one that he is physically attached to. Note that the leader must still be the superior of that battery for it to be able to use his bonus (page 44). This means that a Corps commander can attach to a GB and his bonus would apply to all his Corps reserve artillery as well as the artillery that comes from his subordinate divisions.



## Firing at Chargers

When firing at enemy troops that are carrying out a charge it is sometimes unreasonable for the firing unit to be able to move, wheel and fire upon a charging unit just because the chargers have been moved earlier in the turn. The following optional rule should be added to page 22

**OPTIONAL RULE** Firing at chargers. A unit may not move or change formation in the movement phase and then fire at an enemy charging unit if the target is carrying out a valid charge and currently is halted at 2" away from the enemy prior to its moving into contact in the melee phase. This means that you may move and fire at a charger that has had its target evade or flee and is no longer trying to enter melee. Charge targets that fire defensively are stationary in the movement phase so you may always fire if you are the target of charge. Note that the exception is forming squares in response to a cavalry charge which is carried out in the movement phase so you would not be able to fire as well as change to square.

## Turning to face charges from flank or rear

When a unit is charged from the flank or rear there is a chance that it may have time to turn to face their attacker - this is down to how far away the charge started and the training level of the target. This optional rule should be added to page 27.

**OPTIONAL RULE** Units charged in flank or rear have a chance to turn and face. If the charging unit starts its charge more than half its move from the target, the target unit may attempt to turn and face if being charged in flank or rear. This is subject to a single dice roll on the unmodified morale rating of the unit. If the charge starts half a move or less away there is no chance to turn and face.

## Skirmish foot in melee with mounted troops

Should formed mounted troops catch skirmish foot in the open the outcome should be pretty bad for the skirmishers. In some cases where there is a small cavalry unit fighting unlucky die rolls can see the skirmishers draw and then beat cavalry. Players that think even this small chance is too much should use the following optional rule added to page 42.

**OPTIONAL RULE** Formed cavalry contacting skirmish infantry in the open. The cavalry stands will count as though they have contacted the flank or rear of an enemy formed unit - effectively this means that the cavalry will get to melee with double the number of dice they would usually in the first round of melee.

## Target depth and small arms fire modifiers

Units that are in deeper formations present better targets to small arms and artillery fire. With a D6 based system some players may think that the +1 for firing at a target 2 or more stands deep is too generous.

**OPTIONAL RULE** Do not apply the +1 modifier for small arms if the target is more than 1 rank deep, limbered artillery, square or being fired upon in the flank. This modifier remains for artillery fire.