

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

Unit type	Depth of threat zone for formation in cm (bands)			
	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	Veteran 10/6	Experienced 9/5	Trained 8/4	Green 7/4	Raw 6/4	Unreliable 5/3
Full/disadvantaged rating						
Expected quality						
Elites – A Class	2-7	8-12	-	-	-	-
Elites – B Class	2-6	7-10	11-12	-	-	-
Elites – C Class	2-5	6-9	10-12	-	-	-
Elites – D Class	2-4	5-7	8-10	11-12	-	-
Regulars – A Class	2-4	5-6	7-9	10-12	-	-
Regulars – B Class	2-3	4-5	6-8	9-12	-	-
Regulars – C Class	2	3-4	5-7	8-10	11-12	-
Regulars – D Class	-	2-3	4-6	7-9	10-12	-
Militia – A Class	-	2-3	4-5	6-8	9-12	-
Militia – B Class	-	2	3-4	5-7	8-10	11-12
Militia – C Class	-	-	2-3	4-6	7-9	10-12
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 integrity check and ordered to advance 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)
Skillful	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

Troops	Formation and movement in cm (bands)				
	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.

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.

Unsquarred 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.

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

BOMBARDMENT RANGES

Artillery	Ranges in cm (bands)			
	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, but a bombarding battery cannot manoeuvre backward. 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.

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.

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.

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.