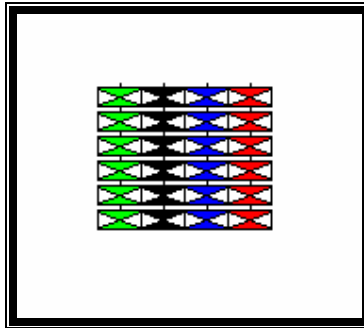


Tactical Unit Formations.

Divisional column of battalions in line formation:

This is a formation that comprises of successive units in Line formation. The units must be from the same division. A Column of six battalions is shown. This formation can be used by French or French Allies.

Diagram 17. Divisional column of battalions in line:



Colonne vuide:

The “Colonne vuide”, was a divisional and corps battle array with the purpose of deterring enemy cavalry whilst manoeuvring towards an enemy's line of battle.

The front of the colonne vuide was composed of battalions in line doubled, whilst the flanks of the colonne vuide were formed by battalions in column of divisions. The rear of the colonne vuide would be protected by a body of cavalry.

Although the colonne vuide had been around since the 1700's as a defensive evolution for retiring before the enemy, it was given a new lease of life within the French l'ordre perpendiculair.

There were two methods to double a line within the French system; one was to double by sections so that three ranks became six, the other means was by forming line at a short distance, which once closed would double the depth of the front of the column to six ranks. This now gave the command a depth and strength to defend against cavalry.

Battalions in line doubled count the same as an infantry square verses cavalry in the combat phase.

This is best represented in the rules by optionally increasing the standard number of bases per infantry battalion from four to six.

National Unit Classification:

French units:

| Troop/unit type: | Period: | Unit class: |
|------------------------------------|---------------------|-------------|
| Old Guard Infantry | | A |
| Marines | | B |
| Fusilier Chasseurs/Grenadiers. | 1806-1814 | B |
| Flanker Grenadiers/Chasseurs. | 1811-1814 | B |
| Young Guard | 1809-1812 & 1815 | B |
| Young Guard Tirailleurs/Voltigeurs | 1813-1814 | C |
| Velites of Florence/Turin | 1809-1813 | B |
| Guard Cavalry | | A |
| Guard Cavalry | 1813-1814 | C |
| Cuirassiers/Carabiniers | 1805-1812 | B |
| Cuirassiers/Carabiniers | 1813-1814 | C |
| Cuirassiers/Carabiniers | 1815 | B |
| Volunteer Infantry | 1791-1792 | E |
| Volunteer Infantry | 1792-1793 | E |
| Levee en Masse | 1793-1794 | F |
| National Guard | 1791-1792 | E |
| Old Royal Line Infantry | 1792-1795 | D |
| Chasseur Battalions | 1792-1793 | D |
| Legere | 1794-1795 | D |
| Legere | 1796-1801 | C |
| Line Infantry | 1796-1801 | D |
| Line/Legere Infantry | 1805-1807 | C |
| Oudinot's Grenadiers | 1805 | B |
| Line/Legere Infantry | 1808-1812 | D |
| Line/Legere Infantry | 1813-1814 | E |
| Line/Legere Infantry | 1815 | D |
| Cavalry | 1791-1800 | D |
| Cuirassiers | 1805-1807 | C |
| | 1808-1812 | B |
| | 1813-1814 | C |
| | 1815 | B |
| Carabiniers | 1791-1800 | D |
| | 1805-1807 | C |
| | 1808-1812 | B |
| | 1813-1814 | C |
| | 1815 | B |
| Lancers | 1811-12 | C |
| | 1813-14 | D |
| | 1815 | C |
| Dragoons | 1791-1795 | D |
| | 1796-1800 | C |
| | 1805-1807 | C |
| | 1808-1812 | B |
| | 1813-1814 | D |
| | 1815 | C |

Phase 4 a. Artillery.

Artillery rules:

1. Target priorities and measurement.

- a) The main targets must be visible to the battery firing. Please see the visibility rules on page 63.
- b) Batteries must fire at formed units that are nearest to the battery, or upon the most immediate threat to the battery. *Examples: returning fire on an enemy artillery battery, or skirmishers that are in combat with the battery*
- c) A battery's arc of fire extends 45° from its flanks.
- d) The range to the target is measured from the centre of gun section model to the nearest part of the enemy unit.
- e) The enfiladed target modifier only applies where a line can be drawn from centre of firer through the length of a formed unit's base.

2. Firing in proximity to friendly units:

- a) Artillery may not fire at targets which have been already in combat in the previous turn.
- b) Artillery may fire on units which have just moved into combat, or are about to be attacked by a friendly unit in the same turn, but only if all other artillery firing rules comply.
- c) Artillery may fire "overhead" of friendly units if the artillery and the target is on a higher elevation than the intervening friendly unit and the friendly unit is no closer than ten centimetres from the target and not closer than five centimetres from the firer. Artillery may also fire overhead if the artillery is higher than both the target and the intervening friendly unit. The intervening friendly unit must roll for normal range artillery fire effects upon it.
- d) Artillery may not fire if any part of a friendly unit intervenes between the firing gun model and the target.
- e) Artillery may not fire through their own or friendly skirmishers.

3. Bombardments by massed batteries:

- a) Unless used in an historical battle, massed-batteries may be possible only if subject to one CinC's general's initiative test.
- b) After deployment both sides must declare their artillery firing priorities, and may choose either a bombardment, firing at formed enemy units, or they may elect to engage in counter-battery firing.
- c) A general must be assigned to a "massed-battery".
- d) The duration of the bombardment must be decided in advance and noted by player bombarding and/or the umpire notified.

Phase 4 a. Artillery.

Artillery rules:

17. Howitzer batteries:

- a) If howitzer batteries did not exist in historical orders of battle, then the command's general must pass an initiative test, to be able to form one composite battery (of three models) from every three batteries.
- b) Artillery rule 4a 2c (page 92) also applies to howitzers.
- c) The target's position must be seen and it must not have moved in the same turn.
- d) If the nominated target is not hit, then units with a distance of 5 centimetres from the nominated unit may be diced for once in a turn.
- e) Once a unit has been hit, no further units should be diced for.

18. A summary of national artillery modifiers:

Spanish, Ottoman and Saxon Artillery: -1 modifier to normal and long range firing.

Russian artillery fire by half-battery with a -1 modifier.

19. Artillery re-supply rules (optional):

The default ammunition re-supply is assumed to take place on the game and is established by uninterrupted lines of communication between artillery batteries and a designated artillery park. If no enemy units intervene, then supply is uninterrupted and they may continue to fire.

Batteries isolated from divisional/corps reserves:

- a) Each artillery battery should start with ammunition for the following: round-shot for 12 turns and canister for 3 turns.
- b) Once lines of communication have opened again, re-supply for three turns may be ordered by ADC movement from the artillery base to an "artillery reserve park" (situated to the rear of the higher parent formation) and then by artillery caisson movement (16 centimetres per turn) to the battery requiring re-supply.

After bombardments:

Batteries may also be re-supplied by moving the battery to the "artillery reserve park", with the re-supply lasting for as many turns the battery is stationary for, but only up to the original 15 turns (round-shot for 12 turns and canister for 3 turns).

20. Battle maddened units (optional):

Units shaken by long range artillery fire may roll a d.6; a score of "6" will result in a unit becoming battle maddened. A battle maddened unit would receive the following modifiers:
+1 in combat. -2 to artillery fire.

Battle maddened units are classed as being "in good order" and although they would have been "shaken" by artillery fire, battle maddened units do not cause the command to make a command reaction test. After the first turn of combat, the unit's morale state reverts to "shaken". This rule would be optional for impetuous or well-motivated and/or better disciplined troops. If historically justifiable, the die roll can be modified to suit a particular scenario and more impetuous units.

Phase 5 a. Skirmisher Combat Rules.

1. Conditions for skirmisher combat:

- a) A combat takes place when skirmisher bases are within combat range.
- b) "Combat range" for skirmishers is up to 8 centimetres, 45° from the skirmisher's base.

2. Skirmisher combat values & deployment:

- a) Skirmishers Types: Dedicated line battalion skirmishers (British light companies, French voltigeurs, Prussian Schuetzen) fight with the same combat unit die roll as their parent battalions.
- b) Prussian, Russian and Austrian line battalions may skirmish with one base, representing volunteers etc. and strengths up to a company deployed for that purpose, but with a -1 modifier to their die roll.
- c) Third rank skirmishers will fight with a -1 to the parent class die roll.
- d) Line battalions may deploy an additional, second base from the line, counting as a third rank, but two bases will both fight with a -1.
- e) Third-rank skirmishers are required to pass a unit class die roll in order to get back into formation again.
- f) The deployment of third ranks may be done without requiring a command decision of a "general's initiative". This however must be done on a divisional level and not in a unit by unit, piecemeal fashion as this would require separate initiatives and die rolls.
- g) A formed unit may not deploy skirmishers if it is; routing, or its skirmishers have already been dispersed (permanently removed from play).
- h) A formed unit may not automatically deploy skirmishers if it is within combat range of enemy formed units, or enemy skirmishers. Units may only deploy skirmishers in combat range by passing a test to do so. Please see page 79, "Unit Manoeuvre Tests".
- i) Skirmisher bases may not be deployed more than a range of 8 centimetres from the front of their parent unit's front.
- j) Light infantry may be deployed in open order with their bases moved a distance of 4 centimetres apart and each base will combat as skirmish bases. Reforming takes one turn and must be neither in combat range of enemy units, nor in close range of enemy artillery.
- k) Whole units may also be deployed in extended order with their bases moved a distance of more than 8 centimetres apart and each base will combat as skirmishers. Reforming takes one turn and must be either in combat range of enemy units, nor in close range of enemy artillery.
- l) Line infantry battalions may be deployed in open or extended order with each unit base counting as skirmishers, but with a -1 to their combat die rolls.

Phase 5 c. Melees.

Notes on melees:

1. Infantry melees are **not** automatic if units come into base contact in open terrain.
2. In open terrain an infantry melee will take place **only if** base contact takes place and the units were not visible to one another, or unaware of one another at the start of the turn.
In this case therefore, there will be an “accidental” or an “encounter” melee.
3. In infantry melees, modifiers that relate to formations do not apply.

Notes on built-up areas (B.U.A`s):

1. B.U.A`s should consist of blocks, or “sectors” with sufficient space for two formed units - allow space for your model building and the units. These are recommended to be 5 x 5 centimetres.
2. Lightly built-up areas may be represented by fenced sectors around B.U.A`s. This would also be of 5 x 5 centimetres but they may have models of smaller buildings or barns placed within them. These give a +1 modifier to the defenders` die rolls.
3. Roads should be wide enough to accommodate cavalry and infantry units in march-columns.
4. On roads in B.U.A`s. units may move at normal column speed.
5. Units move from one sector of a B.U.A. to another per turn.
6. A maximum of one formed unit or four skirmisher bases may defend a B.U.A., but this should be limited to three light companies for larger establishment of 200 men each. This would apply to Austrian light infantry companies and divisions for example.
7. Skirmishers defending buildings or defences are made to recoil by other skirmishers.
8. Units may combat on roads in B.U.A`s, but again modifiers which relate to formations do not apply.
9. Units attacking B.U.A`s that are disordered continue in combat if they fail to rally and disengage in the next turn.
10. Skirmishers do not get a +1 to their die rolls for defending light B.U.A`s.

Fires (Optional).

Starting and fighting fires: an example.

As part of a massed-battery bombardment, a “D” class French battalion in a built-up area (B.U.A.) is under a nominated two turns of pre-battle bombardment by a Prussian howitzer battery.

First turn:

In the first turn of bombardment the battery scores a “5” causing one “point of fire”.

This die roll starts a fire in the B.U.A, which the troops will attempt to put out at the start of the next turn.

Second turn:

The French player rolls a d. 6 to fight the fire: a “1” (which does not put the fire out and in this turn the fire increases by one point to two points of fire).

In the second turn of firing the Prussian howitzer battery scores a “3”, with no extra fires started in that area.

Third turn:

At the start of the third turn there are two points of fire.

The French unit's die rolls are a “2” (which again does not put the fire out and in this turn the fire increases by one point to three points).

In the third turn of firing and the howitzer battery scores a “6” and the fire is increased again from three to four points.

Fourth turn:

The French player rolls a d. 6 to fight the fire: a “3” (which does not put the fire out and in this turn the fire increases by one point to five points of fire).

In the fourth turn of firing the Prussian howitzer battery scores a “5”. There are now 6 points of fire, which means that the French battalion unit must now evacuate the B.U.A.

Rifle-armed skirmishers (optional)

Phase 5 a. Skirmisher Combat Rules.

The combat ranges for rifle-armed skirmishers are as follows 6 centimetres is short range and 12 centimetres is long range.

There is a also -1 modifier at short range against if they are within 4 centimetres ranges of enemy smoothbore musket skirmishers.

Fatigue Rules (Optional):

Conditions for cavalry becoming “blown”:

1. Cavalry have used their charge bonus move in rough-going terrain (thick mud, deep snow, up very steep slopes, etc.)
2. Cavalry have made two consecutive pursuit moves.
3. Cavalry have made two consecutive rout moves.
4. Cavalry have made two burst-through moves in one turn.

Conditions for infantry becoming “fatigued”:

1. Infantry has advanced up very steep hills without roads.
2. Severe fatigue may be represented as a result of strategic marching without rest for more than 6 days, or after a forced march. An umpire may judge that this fatigue will set in at a certain point in time during a battle

Recovery from infantry fatigue:

Infantry units, cavalry unit and batteries may recover from fatigue after 12 turns if:

1. They have been stationary.
2. They are not involved in a combat
3. They have not been interpenetrated by another unit.

Note: The period of fatigue may be represented by two coloured d.6.

The effects of fatigue.

1. Fatigued infantry and foot artillery movement is -2.
2. “Blown” cavalry movement is -4.
3. “Blown” cavalry may not use their charge movement bonus when moving into combat range or into contact.
4. There is a +1 combat point to the opponents of blown cavalry and fatigued infantry.

Note: A marker would be required for this state - I have used black or brown tiddly-winks.

Alternative & simplified rules for a passage of lines. Phase 3 a. Unit Movement.

This is a unit, or command manoeuvre test if the passage of lines is not performed by using columns formed on the centre in an enchequier (checkerboard) battle array.

The test only needs to be made if the first line of battle is within combat range of enemy troops or skirmishers, or it is within short range of enemy artillery.

A passage of lines is only possible if the lines are within 8 centimetres.

After the passage of lines the passing line finishes the turn and may be deployed to line at two centimetres in front of, or behind the stationary line of battle.

In a rearward passage of lines if passing battalions fail their unit manoeuvre tests they remain in their positions and are disordered.

In a forward passage of lines if the stationary battalions fail unit manoeuvre tests they become disordered and the passing battalions are left immediately behind the stationary ones and also become disordered.

Rules for the Ottomans.

Ottoman Army Tactical systems, dispositions and battle array:

The Ottoman's military doctrine emphasized tactical defensive methods even in campaigns when they were strategically on the offensive.

This reliance upon static defence is understandable; as both infantry and cavalry, unit training and drill were given a low priority and as a consequence their armies in the field lacked co-ordination and discipline and in contrast to European armies, Ottoman fighting methods, formations and battle arrays were rudimentary in nature.

Furthermore, the means to control articulated units in modern battle arrays was lacking according to Gabor Agoston (in *Military Transformation in the Ottoman Empire and Russia 1500-1800*): "The Ottomans did not have an officer corps trained in western style warfare until the Tanzimat reforms (1839-1876)" and most military governors and grand viziers originated from positions in the civil bureaucracy.

Occasionally Ottoman forces could launch counter-attacks and attempt to defeat opponents who were manoeuvring to new positions (e.g. when Vorontsov was attacked twice by superior Ottoman numbers at Vidin on the 21st October 1811).

However, a typical battle array might be as follows; the commander in chief would be positioned centrally with a personal guard.

The main force would comprise of Janissary troops and artillery that would be in fieldworks.

Sometimes Sekhan infantry formed the main body; sometimes they were auxiliaries and were placed in front of, and to the rear of the regulars and the Sipahi cavalry on the extreme flanks.

Quite often positions taken up by Ottoman commanders would involve a chain of hills, or fortified village strengthened with earthworks and these would often guard their camps.

The light cavalry were integrated into a plan of battle that had been handed down through previous centuries; any advancing enemy elements would be drawn in upon the Ottoman's infantry and artillery, who awaited them behind redoubts, whilst rifleman spread on the flanks in advantageous positions in folds in the ground.

Dependent upon the terrain, irregular infantry might also be used to screen the main battle line and then parting to the flanks and rear, draw the enemy onto the Ottoman's main positions to reveal the firepower of the army's main force of concealed infantry and heavy artillery.

Once the enemy had been weakened and disordered the Sipahis would surround them, or attack their flanks.

Ottomans could make a series of cavalry charges from their defensive positions in order to weaken their assailants.

Or employ a tactic to delay the enemy on some stronghold on the field, whilst their usually superior numbers enveloped them.

Command and control rules as they apply to the Ottomans:

Only infantry of the same contingent units may be manoeuvred in commands as per the rules for regulating/directing units (pages 84-5), more on Ottoman infantry & cavalry movement rules on page 137.

Irregular forces are controlled as "flanking brigades" as described in the Introduction on page 19.

Although one line of heavy infantry was the norm, it is possible for the Ottomans to form more than one line in a defensive position or in a battle array.

In relation to their infantry arrays, cavalry dispositions are strictly traditional; and apart from centrally held household guard units, cavalry were positioned to the flanks.

Rules for the Ottomans.

Cavalry tactics of the Ottomans:

Most cavalry were organised into Ortas (regiments) of 10 squadrons and each squadron nominally of 100 men. Fighting as irregulars in deep ranks; they did not use tight formations and the primary weapon for all cavalry (regular and irregular) was the lance.

'Standard' tactics were based on the medieval Asiatic cavalry horde; essentially the cavalry fought according to two modes:

The first mode was more commonplace and fighting in a loose order, as individuals, a mass of dispersed riders, moving quickly and without a well-defined tactical goals, they would attempt to harasses the formed enemy and destroy any isolated forces.

Against formed European cavalry their tactics rested upon superior numbers, the feigned flight of their centre and the swarming of both wings to envelop, and threaten the flanks and rear of their formed opponents.

European cavalry could beat them in a frontal assault when they had no open flanks, but Ottoman cavalry units could defeat any enemy that might leave an opening.

The second mode would be an all-out charge, en masse, with the cry of "Allah U Akhbar", the riders would descend upon an enemy at the gallop and their wild charge could break a surprised adversary.

This happened on the 4th of July 1811 at the battle of Rutschuk, where the Kinburn Dragoons, the White Russia Hussars and two Cossack regiments were overwhelmed and routed by ten thousand cavalry under the command of Bosnak Agha.

Ottoman Artillery (Topiji):

In 1793, Selim III had the Ottoman artillery expanded and reorganized; it was divided into 25 batteries. Prussian and French advisers were brought in and Prussian drill was adopted. About half of this artillery was stationed in and around Istanbul with the rest in the provinces.

The Topijis were well-trained and enthusiastic and probably the best arm in the Ottoman army, but their performance in battle was hampered by the poor quality of gunpowder that was supplied to them.

Ottoman guns were not uniform in weight or type; the batteries could comprise of 4 light, medium or heavy "Sahi" (field) guns, or French 6-pounders. They would have 4 "Balyemez" (heavy) guns but these could vary in weight from 60-120 pounds and also 2 "Abus" howitzers which could be between 8 and 25 pounds.

There were also provincial artillery batteries of which the numbers of pieces could vary considerably, which had; light, medium or heavy "Sahi" field guns, or the extra heavy "Balyemez" guns.

In addition to these other artillery formations existed; most notably the 1st regiment of the Nizam-I-Jedid had ten 6 pounders attached and there were also three Guard Horse Artillery batteries.

Rules for the Ottoman Turks.

Ottoman Infantry Rules:

Djeemat Chasseurs:

Djeemat Chasseurs are light infantry and are able to either detach skirmishers, or deploy in loose files and open and extended orders.

Formations:

All infantry units may form lines. Only a few Ottoman infantry may form battalion squares (table: page 40).

The only type of column that Ottoman infantry (apart from Nizam-I-Jedid) are able to form is a massed, disorderly column or a "boulouk".

Unit Movement:

Alignment:

When advancing in line, Ottoman units will move at the maximum speed possible, but (again, apart from Nizam-I-Jedid) they do not double or "step-up" (see page 85) if advancing after being slowed by disordering terrain features. Nor do they slow for the regulating unit, simulating a lack of training; they take only the direction of advance from directing units or commanding officers.

Irregular Infantry:

Irregular infantry may move 16 centimetres in column, or in line formation.

Passage of Lines:

Apart from Nizam-I-Jedid units, Ottoman forces may not perform a passage of lines.

Combat:

1. Rayas and Balkan sharpshooters (and some Albanian Sekhans may) use optional rifle skirmisher rules on page 132.
2. Applying to all regular units apart from the Nizam-I-Jedid:
Due to deficiencies in firing techniques (because their troops did not use volley fire) there are no +1 combat point bonuses in a second or subsequent turn of combat for infantry lines v columns.
3. Janissaries, Bostanci Guard, Benuk Marines and Solak Guards have a +1 combat bonus point in second and subsequent combats, or if defending earthworks or built-up-areas.
4. All Janissaries (and some rifle-armed Albanian Sekhans may) in open terrain and without skirmishing screens may disorder formed enemy infantry in skirmisher combat in Phase 5a, Skirmisher Combat if they are within 8cms, or before the first round of combat that their opponents have advanced into contact.
5. Even if in defences all Janissaries (apart from Djeemat Chasseurs) will attack any enemy skirmishers within 4 centimetres or formed enemy infantry units within 4 centimetres that are; disordered, or shaken, and if they fail their unit manoeuvre tests.

Rules for the Ottoman Turks.

Ottoman Cavalry Rules:

Unit Movement:

Apart from Nizam-I-Jedid and heavy cavalry, all Ottoman cavalry units move at 24 centimetres per turn

Unit Movement (Alignment):

The same points apply to Ottoman cavalry as to Ottoman infantry commands; Ottoman cavalry units will move at the maximum speed possible; they do not slow for the directing units with their commanding officers but are generally guided/directed by them.

Movement (Interpenetration):

Irregular Ottoman cavalry may move through other Ottoman cavalry without causing a disorder.

Combat:

Bedouins, Yoruks, Anatolian and Kurdish Djellis:

As per the Cossack combat rule, these types will only combat with formed infantry who are: in march column, disordered, prone, routing, or have just failed to form emergency square. They may make contact if attacking opponent in a flank, or in the rear.

Otherwise, if the enemy unit is in good order the light horse will recoil to 5 centimetres from the enemy.

Sipahis, Bosnian, Serb and Croat Djellis (Tactics and Impetuous charges):

Against advancing enemy cavalry, Sipahis will attempt encirclement of the enemy cavalry body.

In order to conform to this mode and tactic of double-envelopment, Sipahi commands must be divided into centre and two wings with separate morale and they may make contact if attacking opponent in a flank, or in the rear.

An all-out charge against advancing enemy cavalry must be ordered by a general. In an "all-out" charges, units in the command are permitted to break formation and move around the enemy cavalry's flanks

Against stationary enemy cavalry, all Djellis in a command will make an all-out charge to contact if they within 36 centimetres` range and they fail a unit manoeuvre test.

In all out charges add +1 combat point in the first combat with any regular cavalry.

Sipahis of the Porte are considered as "regular" as they were periodically trained cavalry and so will not advance impetuously.

Against formed enemy infantry with secure flanks and squares, these cavalry must pass a manoeuvre test to make contact, otherwise they are halted and recoil back to 5 centimetres from the infantry.

All cavalry may make contact if attacking opponent in a flank, or in the rear.

Mamelukes:

Mamelukes may not be ordered to "engage" enemy infantry, only to assault them. But they will "charge home" to contact infantry squares and secure lines only if their manoeuvre test is passed, otherwise they are halted and recoil back to 5 centimetres from the infantry.

Combat Points & Modifiers:

Apply a +1 combat point for regular European infantry in square or with secure flanks verses irregular Ottoman cavalry. Apart from Arab cavalry, all Ottoman cavalry being lance-armed will receive the +1 combat point against infantry squares. But they do not receive the echelon and column unit die roll modifiers.

Rules for the Ottoman Turks.

Ottoman Artillery Rules:

Organisation:

Ottoman batteries are to be represented by two units, or half-batteries; one unit with two heavy “Balyemez” cannon models and one howitzer model, and a second unit with two light/medium cannon models. The medium guns could be either French 6-pounders or Ottoman medium “Sahi” field guns.

Existing rules for heavy guns could be used for Provincial artillery batteries; a 2-gun section of “Balyemez” guns would fire at every other turn with modifiers. The larger concentrations, in batteries of 8-10 guns, would fire as per a normal heavy battery, but without modifiers.

Movement:

Battery movement for heavy pieces when limbered is 4 centimetres; taking one turn to limber or unlimber, prolong movement is not possible. The French 6-pounders move at the normal movement rate for foot artillery in the rules.

Firing:

Ottoman artillery batteries` fire will be split in to two units or (half batteries); the light/medium half-battery firing in every turn, and the heavy “Balyemez” half-battery firing in every second turn.

Firing modifier:

Because there are only four cannons in each battery and also due to the erratic quality of gunpowder supplied; both units will have a -1 modifier.

Hits on heavy guns or howitzers in half-batteries:

If the battery is hit in combat, or by counter-battery fire then the firer must dice to see which of the battery’s guns is knocked out with the following scores on a d.6.:

1/2: it is one of the howitzers

3/4/5/6: it is one of the heavy guns.

If only two calibres of gun are left, than make a 50-50% roll to determine which gun is hit.

Morale:

Although they will fire as separate units, both traditional “Balyemez” heavy guns and new Ottoman “Sahi” and French field guns are treated as a single battery for morale purposes and testing.

Detachment of mobile French 6-pounders:

If the Commander in Chief passes an initiative test, French 6-pounders may be detached to form “mobile” batteries and may be deployed separately at the start of a battle.

Massing guns:

Unless one is playing a historically based scenario, Ottoman Commander in Chiefs may form massed batteries without testing their initiative.

A general of artillery is required for the artillery if a massed-battery is to be formed.

Ottoman composite howitzer batteries are not allowed:

Ottoman howitzers may not be detached to form composite batteries.

Rules for the Ottoman Turks.

Ottoman Units Kapikulu (infantry):

| Troop Type: | Unit size Numbers/bases: | Unit class: | Melee Bonus: | Line v. column bonus: | Unit has one base of own Skirmishers: | Form Square: |
|---|-----------------------------|----------------|-----------------|-----------------------------|---|-----------------|
| Janissaries: | | | | | | |
| Djeemaat | 500/2 | E | Y | N | N | N |
| Benluk | 500/2 | D | Y | N | Y | N |
| Bostanci Guard | 750/3 | C | Y | N | N | N |
| Djeemat Chasseurs | 500/2 | D | N | N | Light Infantry | N |
| Benuk Marines | 500/2 | D | Y | Y | Y | N |
| Solak Guard | 500/2 | D | Y | N | Y | N |
| Nizam-I-Jedid: | | | | | | |
| 1 st & 2 nd Regts. | 1,200/5 | C | N | Y | Y | Y |
| 3 rd -12 th Regts. | 750/3 | D | N | Y | Y | Y |
| Nizam-i-Segban (1808): | 800/3 | D | N | Y | Y | Y |
| Irregulars: | | | | | | |
| Rayas | 100/1 | D | N | N | Open Order Irregulars | N |
| Sekhans: | 500-1,000/2-4 | E | N | N | Y | N |
| *Albanian Sekhans: | 500-1,000/2-4 | D | N | Y | Y | Y |
| Derbents: | 250/1 | F | N | N | Loose Order Irregulars | N |
| Fellahin | 500-1,000/2-4 | F | N | N | Loose Order Irregulars | N |
| Bedouin Infantry: | 300-400/1-2 | F | N | N | Loose Order Irregulars | N |
| Mameluke Foot Servants: | 2,000/8 | F | N | N | N | N |
| Levend/Asakir | 500/2 | E | N | N | Y | N |
| Balkan sharpshooters: Haydut irregulars | 250/1 | D | N | N | Open Order Irregulars | N |

Notes:

1. Djeemat Chasseur Janissary units were the 35th, 39th, 44th, 64th, 68th & 71st Ortas.
2. Benuk Marines were the 31st & 88th Ortas
3. Loose order irregulars have skirmishers.
4. Open order irregulars are treated as skirmisher “companies” in the rules.
5. Janissaries may form line and a massed column or a “boulouk”
6. Loose order irregulars may use unformed masse columns unless they are placed in linear defences.
7. Rayas (skirmisher companies) were often attached to main battle lines of Janissaries to augment their skirmishing screens.
8. Note: above asterisked units: this applies to only one in six European trained/officered Albanian Sekhans.

Rules for the Ottoman Turks.

Ottoman Units: Suvarileri (cavalry):

| Troop Type: | Unit size Numbers/bases: | Unit class: | Regular/Irregular - Heavy/Medium/Light: | All-out charge bonus: |
|--|-----------------------------|-------------|--|--------------------------|
| Household Cavalry Personal Guards: | | | | |
| Sultan's Mounted Life Guard | 400/2 | B | Irregular /Heavy | Y |
| Guard Mamelukes of the Grand Vizier lancers | 100/1 | C | Irregular /Medium | Y |
| Guard Mamelukes of the Grand Seignior lancers | 100/1 | C | Irregular /Medium | Y |
| Guard Mamelukes of Istanbul lancers | 500/2 | C | Irregular /Medium | Y |
| Gonullu Guard Djellis | 100/1 | C | Irregular /Light | Y |
| Life Watch Guides Guard Djellis | 100/1 | C | Irregular /Light | Y |
| “Regulars” | | | | |
| Silahtur | 1,000/4 | C | Irregular /Heavy | Y |
| Sipahis Olgans Guard | 1,000/4 | C | Irregular /Heavy | Y |
| Ulufecijan | 1,000/4 | D | Irregular /Medium | Y |
| Geurba | 1,000/4 | D | Irregular /Light | Y |
| | | | | |
| Sipahis of the Porte | 1,000/4 | D | Regular/Light | Y |
| | | | | |
| Mamelukes | 1,000/4 | B | Irregular /Medium | Y |
| Guard Mamelukes: | 300-400/2 | B | Irregular /Heavy | Y |
| | | | | |
| Nizam-I-Cedid | 750/3 | D | Regular /Light | N |
| | | | | |
| “Provincial Cavalry” | | | | |
| Sipahis | 400-500 /2 | E/F | Irregular /Light | Y |
| Yörüks | 400-500 /2 | E | Irregular /Light | N |
| Djellis | 800/3 | E | Irregular /Light | N |
| Bedouin Arab cavalry | 500/2 | F | Irregular /Light | N |

Notes:

1. Bedouins, Yörüks and Djellis are treated as cossacks and irregular cavalry are in the combat rules and only enter into combat with formed units in special circumstances.
2. The Household Cavalry/Personal Guards were not normally used in battle.
3. By 1807 there were not many Provincial Sipahi cavalry and these were of low quality.