

## *Game Scales:*

### **Ground scale:**

The ground scale for Grand Manoeuvre is one centimetre = 20.94 metres, or 22.91 yards.

The ground scale has been calculated on the following basis:

An “average” sized infantry battalion of 600 men deployed in a two-rank line formation would have a frontage of 183.3 yards. This frontage is then divided by eight (eight centimetres being the frontage of an infantry unit comprising of four bases of two centimetres).

Therefore, one centimetre = 22.91 yards.

Unit movement rates and artillery ranges have been calculated approximately on this figure base to ground scale ratio.

### **Time scale & movement rates explained:**

The time scale of the game is 4 minutes per turn.

The movement rates have been determined calculating an average of the faster rates of march for Austrian, British, French, Prussian and Russian infantry.

These regulation rates of march, ranged between 75 and 90 yards per minute and averaged to 82.4 yards per minute. This average was then adjusted to account for the “friction” caused by the need for dressing ranks.

In this also, some consideration has been made for the need to compensate for minor obstacles, unevenness and variable softness in ground, but it is also thought that there will also be a significant slowing down as units in brigades and divisions are manoeuvred and were required to adjust their alignment, therefore movement is slower than regulation rates.

Where units act on their own or the frontage of a command is much less (e.g. a divisional column of battalions in line formation) an individual unit movement rate applies.

## *Figure Basing.*

### **6mm Figure base dimensions:**

The following are the game's recommended base dimensions for 6mm figures with suggestions as to how many individual 6mm figures can be used to differentiate the unit class or artillery weight:

#### **Infantry:**

3-rank base: 20x15mm.

2-rank base: 20x10mm.

#### **Infantry skirmishers:**

40x20mm

*I have skirmisher bases of "3", "4" and "5" figures to represent "E", "D" & "C" class skirmishers - "A" and "B" class skirmishers tending to be differently uniformed.*

#### **Cavalry:**

20x15mm.

Base widths for the above listed troop types may vary slightly to these measurements, but it will not affect the game-play as long as the dimensions of each base troop type are the same.

#### **Deployed artillery:**

Gun sections:

Each gun section base should be 12x20mm, but effectively the base should be wide enough to take a gun model and its crew.

If gun models are not detailed enough to show it, then use the numbers of crew figures to signify the weight of the guns:

Heavy = 4 gun-crew figures.

Medium = 3 gun-crew figures.

Light = 2 gun-crew figures.

#### **Limbered artillery:**

Heavy: 15x45mm (comprising of four horses, limber and a gun in tow)

Medium/light: 15x35mm (comprising of four horses and a limber).

Light horse: 15x45mm (comprising of six horses and a limber).

Austrian cavalry battery: 15x40mm (comprising of four horses, limber and a gun in tow with riders)

*These are the conventions that I have used, with the castings available from Heroics and Ros figures, but of course, you can vary these according to taste or the availability of models.*

#### **Generals:**

Bases could be 25x25mm.

Brigade-general: one mounted figure.

Divisional general: two mounted figures.

Corps general: three mounted figures.

Army commander: four mounted figures.

A.D.C.'s: 8x15mm.

## *Figure Scales and Basing:*

Some notes follow here relating to figure scales and the specific dimensions of manufacturers' figures in relation to Grand Manoeuvre unit bases.

### **2 millimetre troop blocks:**

**Irregular Miniatures`** 2mm troop blocks can be mounted on the game's recommended 5/6mm base sizes.

### **3 millimetre figures:**

**08 Oddzial Osmy Napoleonics** are marketed by PicoArmor. Their infantry strips have 10 figures on a 20 millimetre base and their cavalry are 2 millimetres wide too, for which heavy cavalry you could probably fit 8 to a base and for light cavalry one might possibly use 6 figures. All other casting types would fit comfortably on to Grand Manoeuvre unit bases.

### **4 millimetre figures:**

**Bob Passamenti`s** infantry strips have 5 figures on a base 10 millimetres in length and so 4 of these would suit a British 2-rank line and 6 strips would be right for 3 rank lines. When skirmishers, cavalry and artillery follow there should be no problems in fitting them on grand Manoeuvre base sizes.

### **6 millimetre figures:**

**Heroics & Ros** 6mm figure strips of 5 figures fit comfortably on a 20 millimetre base.

**Irregular Miniatures** 6mm infantry strips are 21 x 6mm this slight increase in base size will have no perceptible effect on the rules.

### **Notes for use with larger scale figures:**

#### **10 millimetre figures:**

It is possible to fit four **Old Glory** figures on a base that is 22 millimetres, or five **GHQ** castings on a 20 millimetre base.

Most other 10mm manufacturers' figures would fit four or five figures on to a 20 millimetre base

#### **15mm unit base dimensions:**

Primarily, these rules have been designed for 5/6 millimetre figures but players should also be able to use 15mm scale miniatures.

30mm, 40mm, or three quarter, or one inch square basing, or similar will be compatible with these rules; there should be little distortion in ground scale or game-play.

To use these rules with 15 millimetre figures either double all movement and range distances or use inches rather than centimetres. As it is the base size that matters this may apply to smaller scale figures (2mm, 6mm & 10mm) on similar sized bases.

#### **25mm figure bases:**

If bases are 40mm wide then double all the distances, movement rates and ranges.

## *Unit Basing.*

### **1. Infantry battalions:**

Each infantry battalion should have four bases, (otherwise known as “elements”, or “stands”) each.

### **2. Cavalry regiments:**

Full strength cavalry regiments have four bases, but if they are only a few squadrons, or of low strength they may be represented by 1, 2, or 3 bases.

Larger regiments of cavalry (such as Austrian & Russian) may also be represented by two “half” regiments of four bases each.

### **3. Skirmisher companies:**

Each infantry battalion should have bases for a skirmisher company, third rank, or volunteer skirmishers.

One skirmisher base may represent one company, volunteers, or a part of the third rank deployed as skirmishers.

Two skirmisher bases represent one rank (the entire third rank skirmishing).

Four skirmisher bases in two lines represent two ranks (in a *grandes bande*).

A light battalion may open and extend three of its bases, leaving a minimum of one base as a properly formed reserve.

Independent skirmisher companies should have one base each.

### **4. Artillery batteries:**

Artillery and artillery batteries in the game are as follows:

1 gun section (two guns) equals one gun model.

6 – 8-gun batteries are represented by 3 gun models.

Russian batteries (12 guns) are represented by 2 half-batteries of 3-gun models.

Ottoman batteries have 5 gun models and are represented by two heavy, one howitzer and two medium gun model bases.

### **5. Units of reduced strength & big battalions (some guidelines):**

The following is suggested as examples of ways of dealing with a reduction in numbers on campaign or larger establishments at full strength:

Many units in the 1813 campaign were under-strength; Russian regiments were reduced to battalions of 300 to 350 men each. Rather than a battalion, one unit would best represent a regiment here.

Russian Cavalry regiments in the same corps should be reduced to 2 bases each.

Alternatively, if only a few units within an army or a scenario are reduced in strength, then they may be represented by 2 bases if up to 200 strong and 3 bases if up to 300 strong.

Units with two bases would form column with one base behind the other and square by turning the second base to face the rear.

Big battalions (e.g. Austrian infantry) can be represented by adding a fifth base. In other games where this is exceptional this recommendation should be used sparingly. The game advantage however, is that it allows the representation of three bodies in a *division-masse*.

See my free scenarios to see how variable unit strengths are modeled.