

# ***SAVING THE GUNS***



## *Advanced rules and **aperitif** scenarios for *Belle Epoque** By Pierre Laporte

### **Great Leaders optional rule**

In game terms, *Great Leaders* represent charismatic personalities; thus, as a rule, only one Great Leader is allowed per side. Great Leaders presence may enhance unit's behavior:

- If declared *attached* to one of his units, a leader must remain adjacent to it during the whole game turn. Thereby, that unit benefits from the leader's influence, graded from 1 (able) to 3 (exceptional), as a bonus added to its reactivity level. For example, a BS 3 unit will obey automatically if an exceptional leader is attached to it. The leader's professionalism impacts grouped activations as well; for example, 4 adjacent units may be activated jointly to a BS 2 unit if an exceptional leader is attached to it.

On the other hand:

- An attached leader shares his unit's fate if destroyed or compelled to fall back,
- Player must roll for every stand lost by his unit due to combats, and the attached leader is killed if a "6" is rolled.

If declared *detached*, a great Leader may move freely (5 UD max.), once a game turn has begun.

A detached Leader is captured if he inopportunely comes within 1 UD of an enemy unit.

### Drawback:

If a Great Leader is killed or captured, his whole army is instantly demoralized and consequently has no available CP anymore till the end of the game.

### **Grande Batterie optional rule**

“Grande Batterie” units represent mass concentrations of artillery pieces, grouped together in order to provide maximal firepower. Basic characteristics are as follows:

- Maximum number of stands per *Grande Batterie* unit: **3**
- Doctrine: as a rule, *Grande Batterie* are considered as in **Loose Order** formation
- Reactivity Level: **BS 3**
- Basic Movement: **none** (0 UD)
- Travel March (firing not allowed): **1 UD**, or 3 UD if horse drawn
- Assault Successful Score: **1** (defending only)
- Special: no backward movement allowed in case of “even” losses

Firing characteristics:

Type/Range	Close (1UD)	Med. (2UD)	Long (3UD)	Ext. (4UD)
Smoothbore Guns	5	3	2	-
Muzzle Loading Rifled Guns	4	3	2	1
Breech Loading Rifled Guns	4	3	3	2
Recoilless Quick Firing Guns	4	4	4	3

In most scenarios, *Grande Batterie* units may be added to army lists by mutual agreement between both players, but for game purpose, it is suggested that a maximum ratio of one *Grande Batterie* unit per Army Corps may be added to orders of battle.

### **“Colenso, 1899” (solo game)**

British force:

- 16 stands of infantry (4 units)
- 3 stands of mounted infantry (1 unit)
- 3 stands of cavalry (1 unit)
- 2 stands of Quick Firing Guns (1 *Grande Batterie* unit)

Early Anglo-Boer war British unit’s characteristics summary chart:

	Doctrine	BS	TM	Firing	Assault	Special
Infantry	Close	3	2 UD	“A”	3	-
Mounted infantry	Loose	2	3 UD	“A”	2	-
Cavalry	Close	3	4 UD	“F”	3	Dash./Cons.
<i>Grande Batterie</i>	Loose	3	3 UD	QF	1	-

Boer force:

- 12 stands of mounted infantry (5 units)
- 1 stand of Breech Loading Rifled guns (1 *Grande Batterie* unit)

Boer unit’s characteristics summary chart:

	Doctrine	BS	TM	Firing	Assault	Special
Mounted Infantry	Loose	2	3 UD	“B”	2	-
<i>Grande Batterie</i>	Loose	3	1 UD	BLR	1	-

Twelve counters are distributed face down on the tabletop as shown on the map, six of which are decoys; the six others are numbered 3/3/2/2/2/1, each representing a Boer unit and its corresponding number of stands (the token numbered “1” represents the *Grande Batterie* unit). Every time a British unit is moved, counters within a 4 UD radius are revealed and possibly replaced with Boer units, and corresponding Boer tokens are added in the bowl.

When a Boer token is picked up from the bowl, the activated corresponding unit is chosen randomly; then roll 1d6; that unit is successfully activated if 4 - is rolled, or 3 - if the Boer force sustained 5 losses or more.

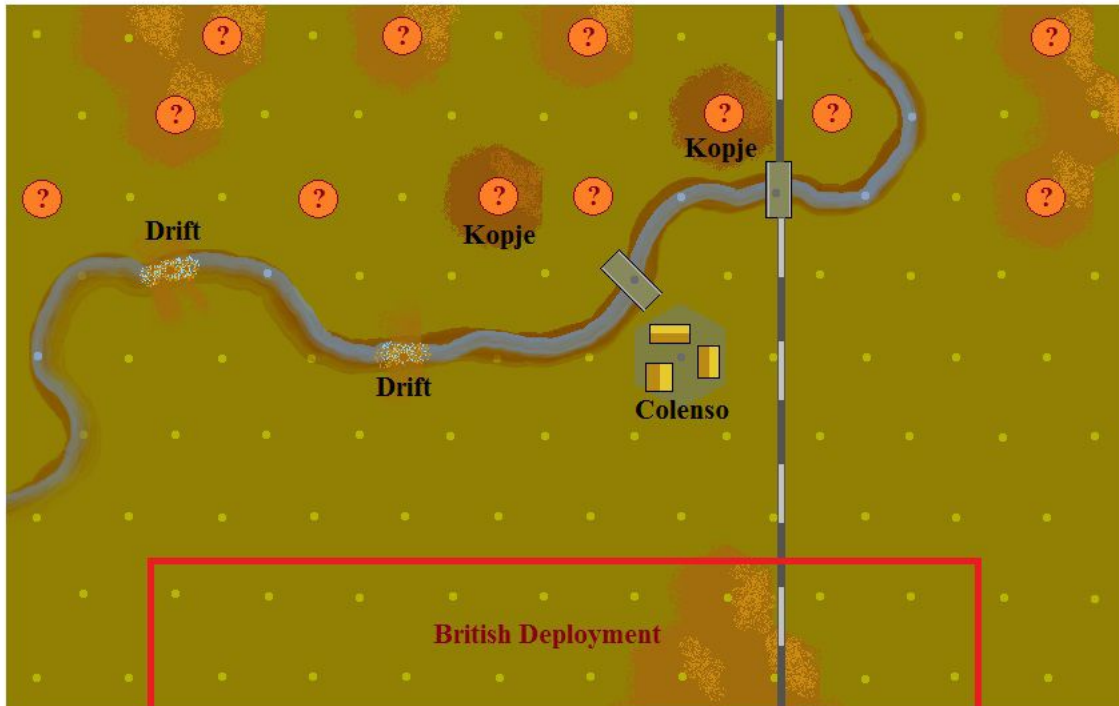
When a Boer unit is “triggered” (i.e. successfully activated), it fires on the nearest British unit in sight; if several targets are eligible, the selected one is chosen randomly.

Player wins if he manages to collect 10 Victory Points:

- 1 VP per unit crossing the Tugela via one of the bridges,
- 2 VPs per unit crossing the Tugela via one of the fords,
- 3 VPs per unit crossing the Tugela anywhere else.

The *Grande Batterie* unit cannot cross the Tugela except via the bridges.

Player loses the game if one of his units is entirely destroyed.



- Kopjes are considered “cover” terrain,
- Bridges are treated as “open” terrain,
- Fords are “difficult” terrain: units must stop when entering a ford, but may fire or assault, and may perform a “forced march” when leaving such terrain.
- The Tugela is “rough” terrain: units must stop and cannot fire nor assault when entering such deep riverbed, and cannot perform a “forced march” when leaving it.

Option: roll 1d6 when entering a ford; if 5/6 is rolled, the riverbed contains barbed wire and is treated as “rough” terrain (but brings 3 VPs instead of 2).

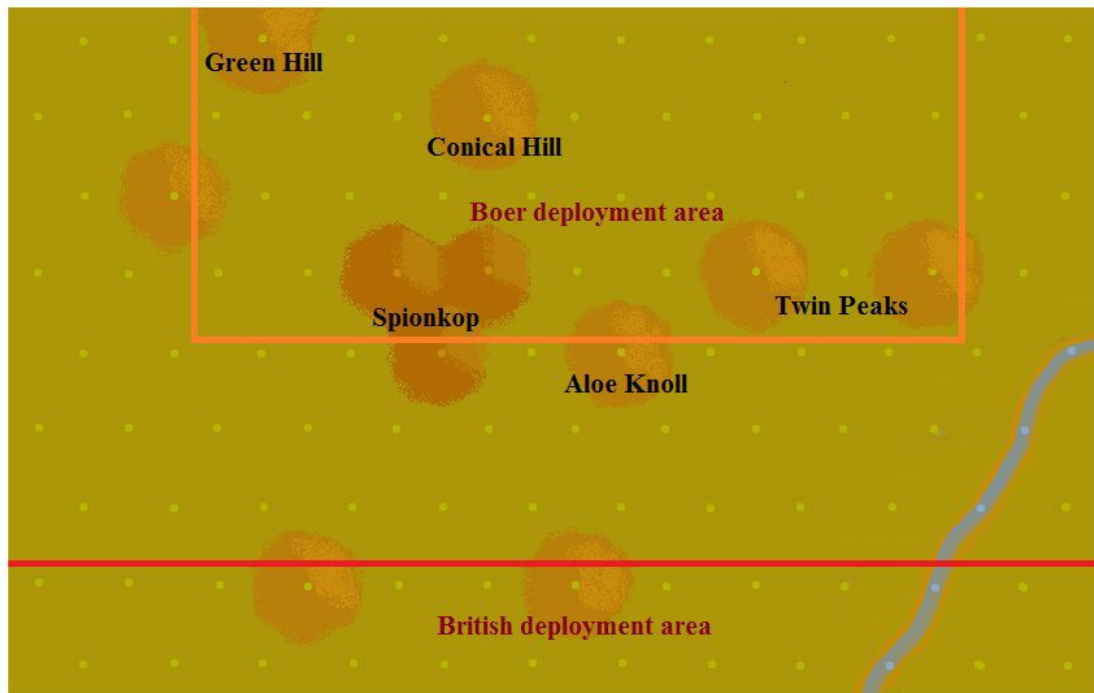
### “Spionkop, 1900”

#### British force:

- 28 infantry stands (7 units)
- 3 mounted infantry stands (1 unit)
- 3 cavalry stands (1 unit)
- 6 QF Guns stands (2 *Grande Batterie* units)

#### Boer force:

- 15 mounted infantry stands (5 units)
- 1 BLR Guns stand (1 *Grande Batterie* unit)
- 1 “able” Great Leader (Botha, + 1)



Boer player deploys first.

The game lasts till total exhaustion of one side or the other; the winner is the player who manages to keep control of most part of Spionkop (at least two of the three sectors).

### “Yalu River, 1904” (solo game)

#### Japanese force:

- 16 Guard infantry stands (4 units)
- 24 infantry stands (6 to 8 units)
- 2 BLR Guns stands (1 or 2 Grande Batterie units)

#### Russian Force:

- 6 Siberian Cossacks stands (2 units)
- 16 Siberian Rifle infantry stands (4 units)
- 2 QF Guns stands (1 Grande batterie unit)

Russo-Japanese war unit’s characteristics summary chart:

	<b>Doctrine</b>	<b>BS</b>	<b>TM</b>	<b>Firing</b>	<b>Assault</b>	<b>Special</b>
Jap. Guard Infantry	Close	4	2 UD	“B”	4 (Choc)	Bold/Dashing
Jap. Line Infantry	Close	3	2 UD	“B”	3 (Regulars)	Bold/Dashing
Jap. Cavalry	Close	2	3 UD	“F”	3 (Regulars)	Conspicuous
Jap. Grande Batterie	Loose	3	1 UD	BLR	1	-
Rus. Siberian Rifle.	Close	2	2 UD	“A”	2 (Militia)	Stubborn
Rus. West. Infantry	Close	3	2 UD	“A”	3 (Regulars)	Stubborn
Rus. Grande Batterie	Loose	3	3 UD	QF	1	-
Rus. Dragoons	Close	3	3 UD	“F”	3 (Regulars)	Dash./Conspicuous
Eastern Cossacks	Loose	1	4 UD	“F”	2 (Militia)	Dashing

Ten markers are distributed face down on the tabletop as shown on the map, three of which are decoys; the seven others are numbered 4/4/4/4/3/3/1, each representing a Russian unit and its corresponding number of stands (the counter numbered “1” represents the *Grande Batterie* unit, and those numbered “3” represent Cossacks units).

Every time a Japanese unit is moved, markers within 4 UD are revealed and possibly replaced with Russian units, in which case the corresponding tokens are added in the bowl.

When a Russian token is picked up from the bowl, the activated corresponding unit is chosen randomly; then roll 1d6; that unit is successfully activated if 4 - is rolled, or 3 - if the Russian force sustained 8 losses or more, or 2/1 if Russians suffered 16 losses or more.

When “triggered” (i.e. successfully activated), a Russian unit may perform one action, according to the priority order below:

- 1) “Take cover”: move toward a nearby sector providing better tactical benefit than that currently occupied (this action possibly being combined with combat, see below),
- 2) “Counter-attack”: assault any understrength foe within reach (if however that movement is not hampered because of terrain or other units),
- 3) Open fire on nearest foe in sight and within range.

If several targets are eligible, the selected one is chosen randomly.

- Siberian units are rated “stubborn”; thus they don’t recoil in case of “even” losses but loose one stand instead.
- Cossacks units must perform an “evade” move if assaulted under disadvantageous circumstances, and if conditions allow it. If performing the evade move leaves no other option than leaving the table top, then that unit is eliminated.

### “Morning mist” and ‘Chunchu” special rules

During the first game turn, Line of Sight is reduced to 1 UD. However, the player may reveal 1d3 Russian markers, in order to simulate the recce role played by Japanese spies.

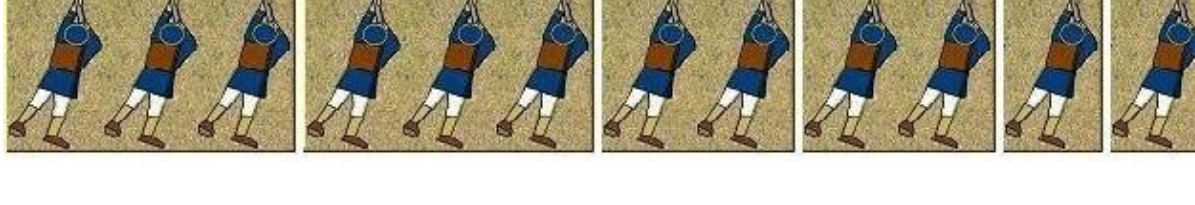
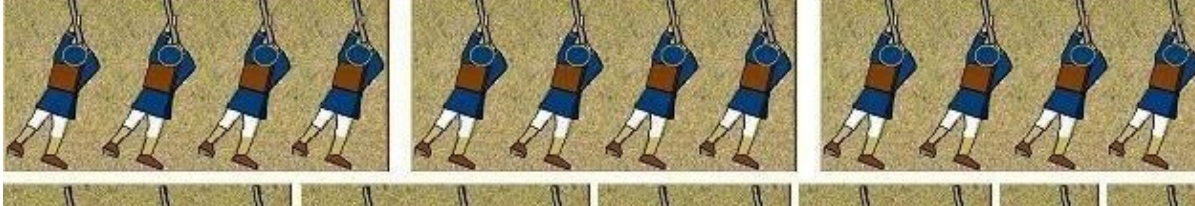
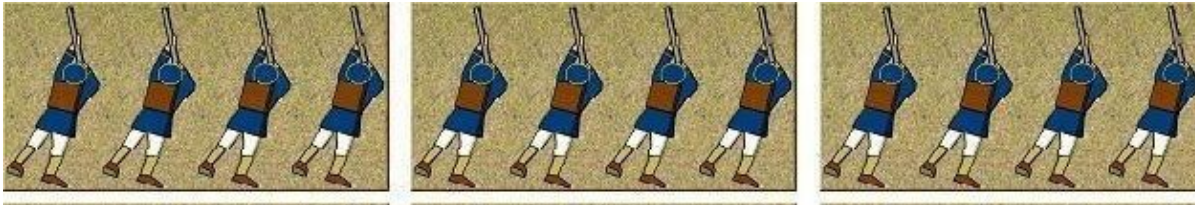
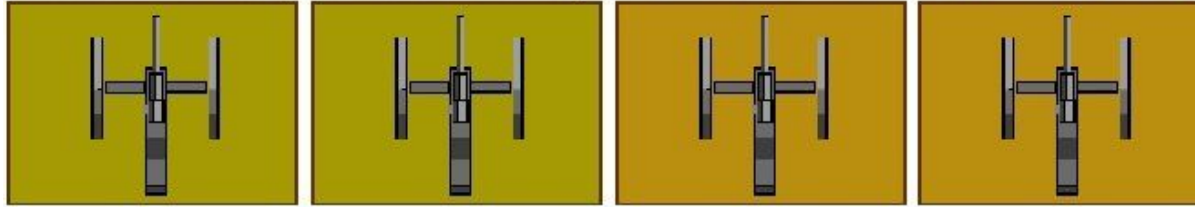
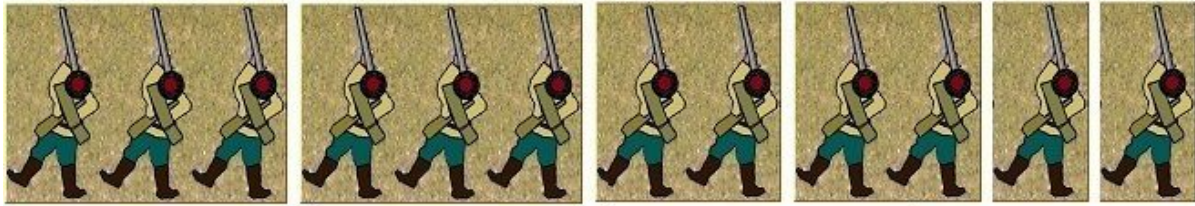
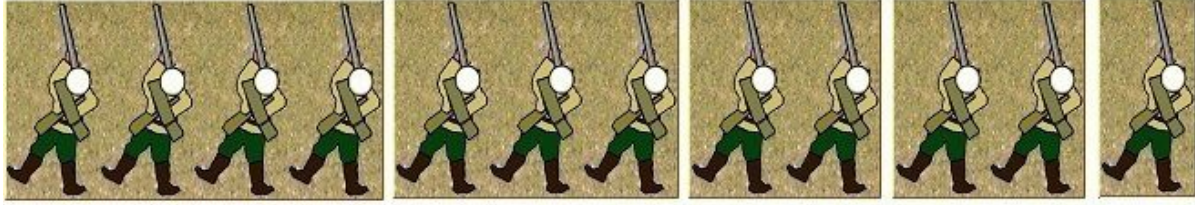
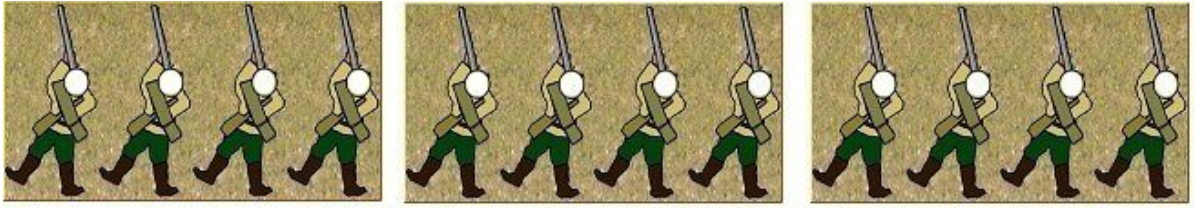


In light green: Japanese deployment area.

The Yalu river is “rough” terrain, but the Japanese troops benefit from 9 pontoon bridges which are treated as “open” terrain in game terms.

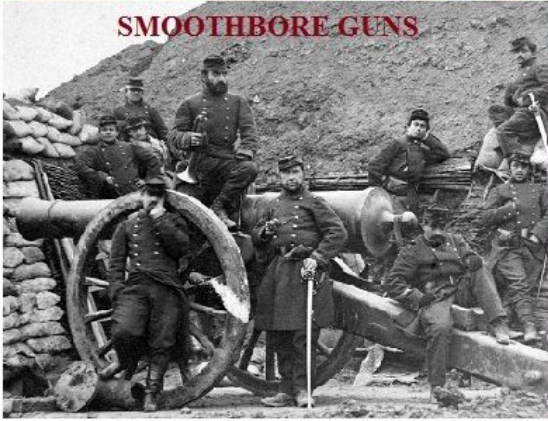
All the Russian units are entrenched.

Japanese player wins if he manages to take Makau, regardless of losses!



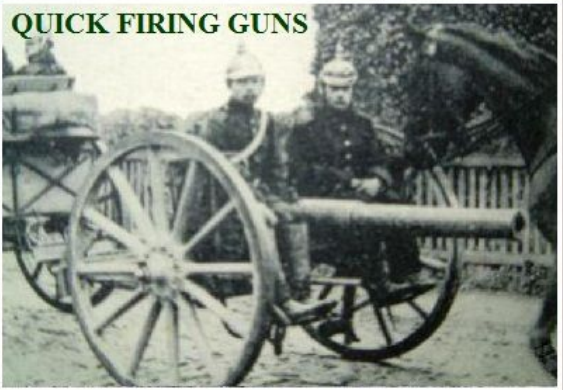
“Grande Batterie” unit’s quick reference cards:

**SMOOTHBORE GUNS**



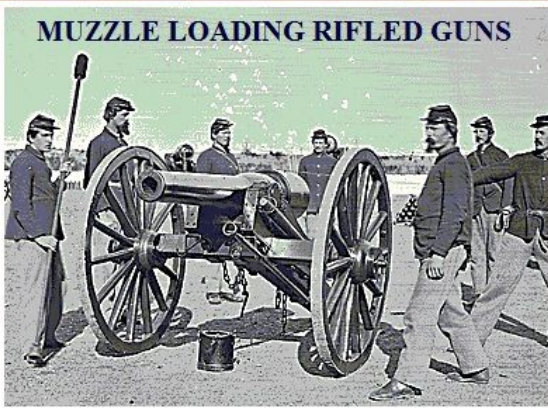
**Doctrine:** Loose Order  
**Reactivity Level:** BS 3  
**Travel March:** 1 UD (2 if horse drawn)  
**Firing:** "SB" Class Unit  
**To Hit Number:**  
\*5 (close range, 1 UD)  
\*3 (medium range, 2 UD)  
\*2 (long range, 3 UD)  
**Assault Score:** 1

**QUICK FIRING GUNS**



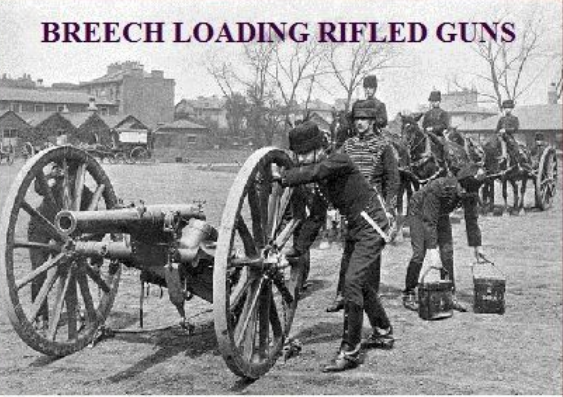
**Doctrine:** Loose Order  
**Reactivity Level:** BS 3  
**Travel March:** 1 UD (3 if horse drawn)  
**Firing:** "QF" Class Unit  
**To Hit Number:**  
\*4 (close range, 1 UD)  
\*4 (medium range, 2 UD)  
\*4 (long range, 3 UD)  
\*3 (extreme range, 4 UD)  
**Assault Score:** 1

**MUZZLE LOADING RIFLED GUNS**



**Doctrine:** Loose Order  
**Reactivity Level:** BS 3  
**Travel March:** 1 UD (3 if horse drawn)  
**Firing:** "MLR" Class Unit  
**To Hit Number:**  
\* 4 (close range, 1 UD)  
\* 3 (medium range, 2 UD)  
\* 2 (long range, 3 UD)  
\* 1 (extreme range, 4 UD)  
**Assault Score:** 1

**BREECH LOADING RIFLED GUNS**



**Doctrine:** Loose Order  
**Reactivity Level:** BS 3  
**Travel March:** 1 UD (3 if horse drawn)  
**Firing:** "BLR" Class Unit  
**To Hit Number:**  
\*4 (close range, 1 UD)  
\*3 (medium range, 2 UD)  
\*3 (long range, 3 UD)  
\*2 (extreme range, 4 UD)  
**Assault Score:** 1

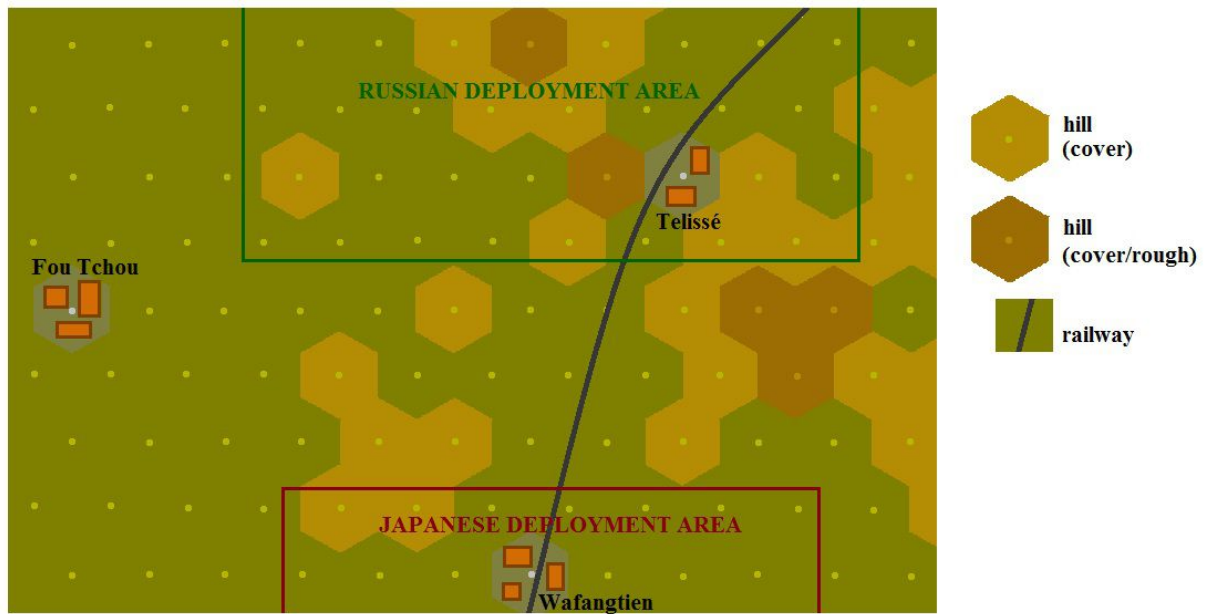
## “Télissé, 1904”

### Japanese force:

- 24 infantry stands (6 units)
- 3 cavalry stands (1 unit)
- 2 BLR Guns stands (1 or 2 Grande Batterie units)

### Russian Force:

- 6 Cossacks stands (2 units)
- 16 Siberian Rifle infantry stands (4 units)
- 2 QF Guns stands (1 or 2 Grande batterie unit)



Japanese player wins if he takes both Fou Tchou and Télissé; Russian player wins if he takes both Fou Tchou and Wafangtien. Otherwise it is a draw.

