

VAE VICTIS RULES

La Grande Armee

(Napoleonic Wars)

Los Gringos

(Mexican-American War)

Rebel Yell

(American Civil War)

Kepis Rouge

(Franco-Prussian War)

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VAE VICTIS RULES

Introduction

The following is a compilation of rules that have appeared in the Wargames magazine Vae Victis as:-

La Grande Arme	-	Napoleonic wars
Los Gringos	-	American-Mexican war
Rebel Yell	-	American Civil war, and
Kepis Rouge	-	Franco-German war.

Game equipment

To play the game each player will need:-

- 1 die (1d6)
- 1 movement template divided into 100 paces up to 600.

Scale:

25mm =	50 paces = 2.5cm
15mm =	100 paces = 2.5cm

1 Unit Bases

All figures must be combined into elements of several figures permanently mounted on a rectangular base of card or similar material. Base size is not critical provided that all bases have the same frontage and both armies use the same conventions.

If figure scale is:	25mm.	15mm.	No. of 25mm or 15mm figures.
Frontage.	50mm.	40mm.	
Depth if:			
Infantry	25mm.	20mm.	4
Light infantry (Skirmishers)	25mm.	20mm.	2
Cavalry (Heavy and Light)	40mm.	30mm.	3
Irregular Cavalry	40mm.	30mm.	2
Artillery	40mm.	40mm.	1 plus crew
Generals see below			

The composition of the General's element with regard to figures is at the players discretion provided that the base sizes are not exceeded. They are:-

20mm x 40mm	for 25mm. and
1.5mm x 30mm	for 15mm.

The Quick Play Sheets detail the numbers of figures per base for the various elements.

2 Troops

An army consists of troop elements. These are organised into army corps and a general. An army may have up to four corps, each consisting of elements totalling up to 36 points. For the cost of individual units, see table, Generals are free. If an army consists of more than one corps then a Commander-in-Chief is also required.

A general is eliminated (killed or captured) if it is contiguous with an element that is destroyed by combat. In which case, for movement purposes the remaining units of the corps are considered to be outside of the command range (i.e. an extra pip is needed for each tactical move).

3 Terrain

The play area is 60cm x 60cm for a single corps game. Add 30cm for each additional corps up to a size of 120cm. At least one terrain feature (a wood, village, hill etc of at least 10cms x 10cms) must be located in three of its quarters.

Players set-up within 15cms of their own side (double all measurements for 25mm figures).

Both players roll a die and highest scorer is designated the first player.

Terrain Definitions

Rough

Hedges, walls, scrub, orchard, frozen water etc.

Difficult

Woods or forest, Steep hillsides and villages.

Additionally, for the purposes of fire and certain combat resolutions, some terrain is also classified by its cover.

Soft cover

Hedges, orchard, woods, palisade or wooden houses.

Hard cover

Walls, stone houses, redoubts, trenches or barricades.

4 Sequence of play

Players deploy their troops within 15cm of their table edge.

A game turn consists of two phases, that of the first player and that of the second player. The game phases are similar for both players. The player whose phase it is, is the active player and the player whose phase it is not is the passive player.

4.1 Game Phases

1 Movement: the active player rolls his activation die and moves his troops tactically or strategic march moves or enters any reinforcements.

2 Defensive fire: the passive player may fire at any enemy units that he is not in contact with.

3 Melee: all elements of the active player that are in contact with the enemy engage in melee in the order of the active players choice.

4 Demoralisation checks: the passive player checks to see if any of his corps have passed their demoralisation threshold.

The sequence is alternated each of the two players takes a turn at being the passive and active player

4.2 Types of General

At the beginning of each game roll a die (1d6) for the general(s) and the Commander-in-Chief, and note the results as per the following table:

1	-	Mediocre
2-5	-	Average
6	-	Good

The results have an effect on their allocation of Activation Points (PA) (see 5).

5 Movement

5.1 Activation points

At the beginning of his movement phase, the active player rolls a die (d6) for each of his generals in order to determine the number of activation points for each corps.

The number of activation points is modified as follows:

Mediocre general: **-1AP**

Good general: **+1AP**

The final score indicates the number of individual or groups of elements that may be moved (in other words, it costs one AP for each element or group moved). The minimum APs per General is 1.

Each general may only use his APs for those units under his command. APs may not be transferred to other corps, neither may a general take command of a corps other than his own.

If the score of the Commander-in-Chief is greater than that of a subordinate general he may take command of that corps. Provided that the troops are within 600 paces of the Commander-in-Chief.

5.2 Group elements

Elements consisting a group must each be touching another of its elements presenting a united front and facing in the same direction. Each must move parallel to, or follow the first of them that moves; and must move the same distance or wheel through the same angles its maximum speed being that of its slowest element.

An artillery element contiguous to another type of element may not be considered as part of a group. It would cost 2APs to move them as a group.

Units of different corps may not be formed into the same group.

The movement of an element or group of elements costs 2APs if it is out of command

5.6 Formation changes

Squares

Infantry in line may change to square formation and vice versa at the cost of **1AP**.

In order to indicate that a unit is in square a 40cm x 40cm for 15mm or 50cm x 50cm for 25mm marker is placed beneath the unit.

A square may not be outflanked for either fire or melee combat. A square cannot form part of a group. A square does project a zone of control on all of its faces.

Skirmishers (La Grande Armee)

Light infantry may change to skirmish formation and vice versa at the cost of **1AP**.

The light infantry element is replaced by two skirmisher elements. NB if one of the skirmisher elements is destroyed, then the other unit must remain in skirmish formation and may not reform during the game.

Dismounting/mounting cavalry (Rebell Yell)

Cavalry units may mount or dismount at the cost of **1AP**. The unit is replaced by an appropriate mounted or un-mounted element.

5.7 Movement of Generals

The first move by a general element is free. That is to say that it costs no APs for the generals first move. Any units or group of units attached to a general may also benefit from the generals' free move.

6 Zone of control

Each element projects a zone of control (ZoC) from its front face for a distance of 200 paces. If this zone cannot be crossed in one move then the enemy unit must stop at its limit.

A unit that finds itself in an enemy ZoC must align itself to face that unit and either move into contact or retreat out of its ZoC.

A unit in difficult terrain does not project a ZoC

N.B. a square projects a ZoC from all its faces.

7 Fire

In order to fire, neither the firing unit or the target may be in contact, even partially (outflanking for example) with opposing elements.

Each unit may only fire within its field of fire.

7.1 Field of fire (diagram 2)

The field of fire corresponds to zone three elements wide (12cm for 15mm and 15cm for 25mm) centred and orientated on the firing unit (see example 2). Cavalry units may not fire. The field of fire of an infantry unit in square formation corresponds to this same zone, but on all faces of the square.

7.2 Line of fire and line of sight

To be able to fire on an enemy unit, the player must be able to trace a line of sight (LoS) and a line of fire (LoF) free of obstacles between the firing unit and the target. All broken and difficult terrain and all units (or parts of units) friendly or enemy, block the line of sight and therefore the line of fire.

Exception:- skirmisher elements do not block the line of fire of enemy artillery firing at medium or long range (see 7.3).

- Neither friendly nor enemy elements block the line of sight for distances for command purposes.

Attention:- Artillery may not fire over an obstacle or a unit.

- If the element is within 50 paces of the edge of a terrain element that is closest to the enemy, the line of fire is not blocked.

Example:- *an element in a forest, cannot fire on an enemy unless it is within 50 paces or less of the edge of the forest. Equally it cannot be targeted if it is over 50 paces from the edge of the forest. The same for buildings.*

- The line of fire is also **50 paces** for opposing units in wood, orchard, forest or village.

7.3 Priority and limitations of fire

- Infantry and artillery units must fire on, as a priority, the target element that is immediately to its front.

- Infantry and artillery can fire across an element of skirmishers that is immediately to its front and facing in the same direction and touching base to base.

- In the case of an enemy element that is protected by a skirmisher element immediately to its front, only artillery firing at medium or long range (or over half range in the cases where range is not attenuated) may ignore the skirmishers and target the element placed behind it (see 7.2).

7.4 Supporting fire (diagram 3)

When more than one element selects the same target, the combat is resolved as a single combat with overlapping supports. To be able to be selected as a support, the element must be able to target the enemy unit itself that is to its front and within range.

7.5 Enfilading fire (example 4)

In order to apply the enfilade modifier, the firing element must be completely behind the front line of the target.

7.6 Fire combat resolution

Each player rolls a die (1d6) and adds to the score:-

- **The firer**, the fire factor for that unit and any tactical factors that may apply (see table).

- **The target**, the melee combat factor if the firer is out of range, or the unit does not have a fire factor (cavalry) or the fire factor if firer is within range and within the angle of fire (return fire or counter battery fire) plus all the tactical factors that may apply.

The player whose element was attacked immediately applies the results (as per the table).

Unlike melee, the attacking unit suffers no adverse results.

8 Melee

A melee takes place when two elements are in frontal combat. Melee is obligatory between units in contact. An element contacted in flank or rear, immediately pivots to face its attacker, unless it is already engaged frontally with another enemy element.

8.1 Infantry versus cavalry

Infantry cannot voluntarily melee attack cavalry in easy or clear terrain. They can nevertheless continue a combat engagement initiated by cavalry. They can however engage them in broken or difficult terrain.

8.2 Infantry and cavalry supporting artillery

To support an artillery element, an element of infantry or cavalry must be placed immediately behind and touching and also be facing in the same direction.

8.3 Rear support

Rear support is limited to infantry excepting skirmishers. The supporting element must be of the same type and must be placed immediately behind and touching and also be facing in the same direction.

8.4 Melee resolution

The procedure is exactly the same as that for fire combat.

Each player rolls a die (1d6) and adds to the score the melee factor for that unit and any tactical factors that may apply (see table). The player with the lower score immediately applies the results.

When more than one element attacks the same enemy element the combat is resolved as a single combat with overlap supports (the combat factors of the units are not totalled together). An element that is attacked on more than one front is destroyed if it loses a frontal melee. If it wins, then all its opponents must retreat.

Clarification:- an artillery element may not voluntarily engage in melee with an enemy element.

Rear Support:- a supporting element is not destroyed if the leading element is eliminated.

Pursuit:- Pursuit is obligatory for an element of heavy cavalry engaged in melee. That is to say it must immediately occupy the place vacated by the retreating element (it does not pursue any further). Pursuit is optional for other troops. Artillery may never pursue. American Dragoons also automatically pursue (Los Gringos)

Results of fire and melee combat

After modifying the die roll the results of the two players are compared (see combat results table) and the results applied immediately.

- In melee roll again in the case of equal scores

Recoil

An element remains facing its adversary but is moved back a base width. If an element cannot recoil it is destroyed. An element cannot recoil if it has an enemy element frontally contacted on its flank or rear, or it touches an obstacle that it cannot pass through or it has a friendly element to its rear facing in a different direction.

An element that suffers a recoil that has behind it other friendly elements that are also facing in the same direction, forces the column back the depth of its base. If the last element cannot recoil then the unit suffering the recoil result is destroyed.

Fleeing

A fleeing element recoils the distance of its base width and then about turns and flees its full movement distance + **100 paces** away from any enemy units. The movement

must be towards the rear, to its own base line. A fleeing element need not move in a straight line, but may veer to avoid any impassable obstacles.

An element only flees for one turn.

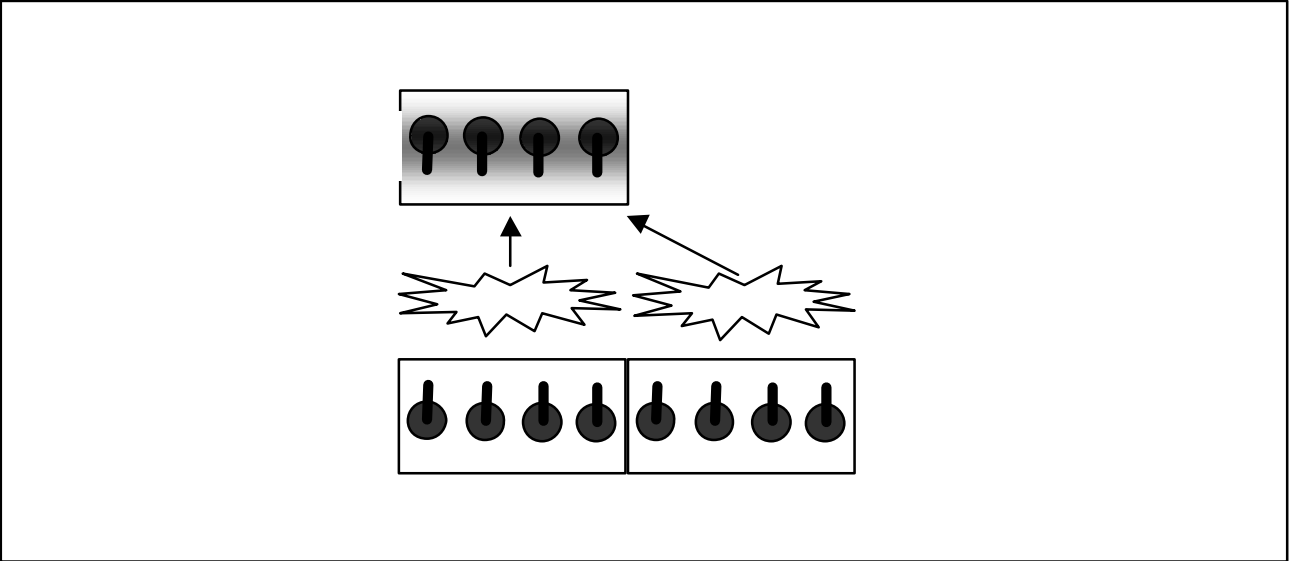
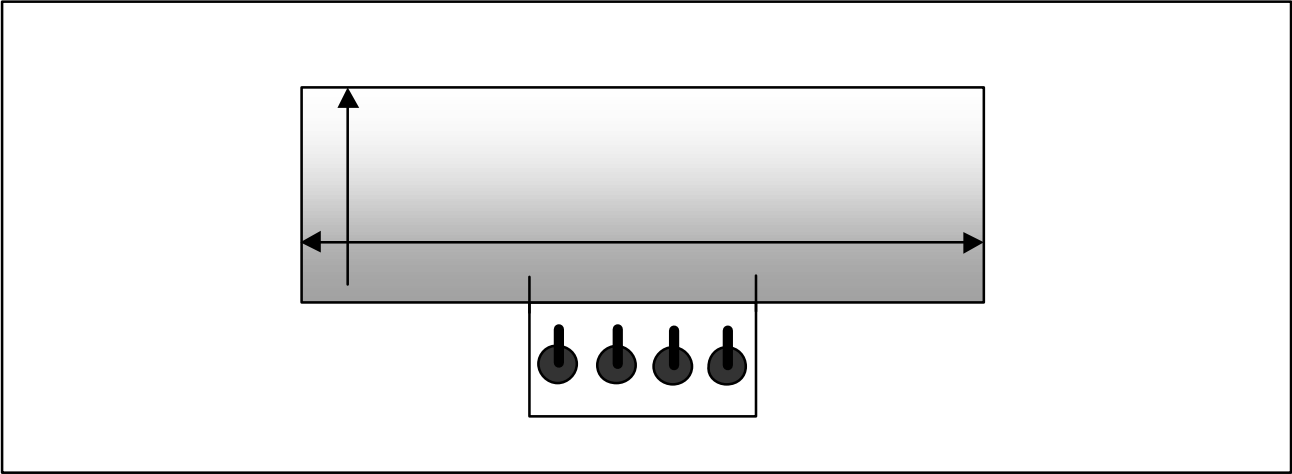
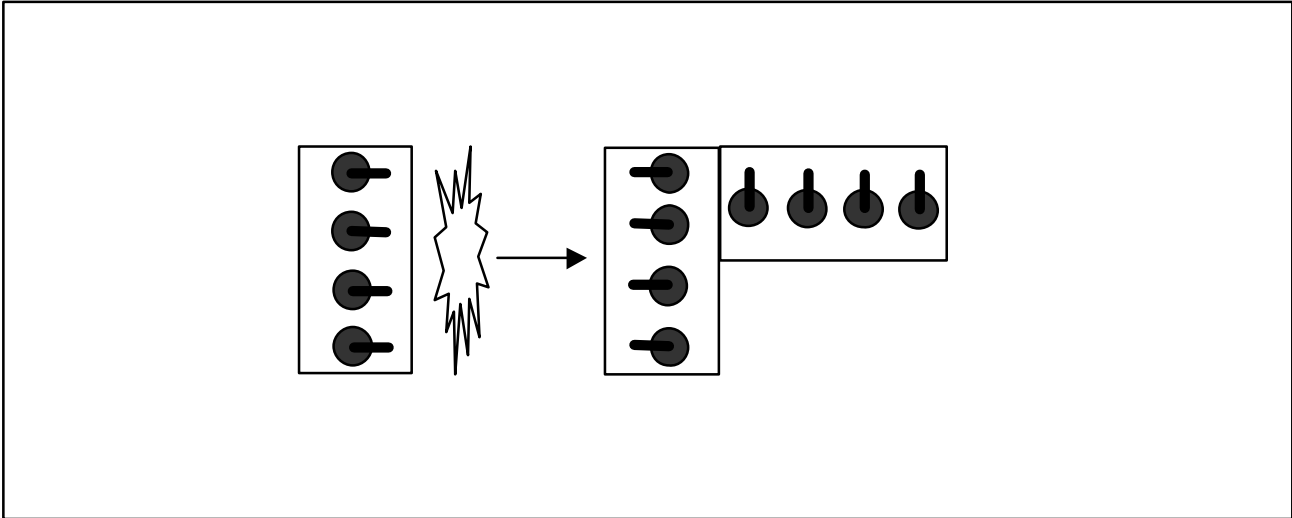
9 Demoralisation

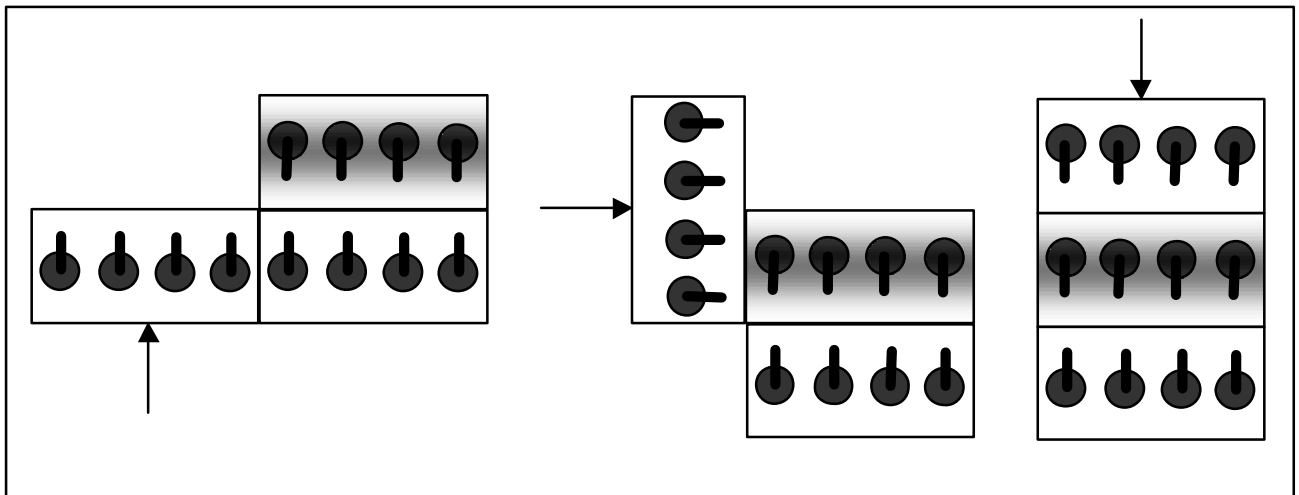
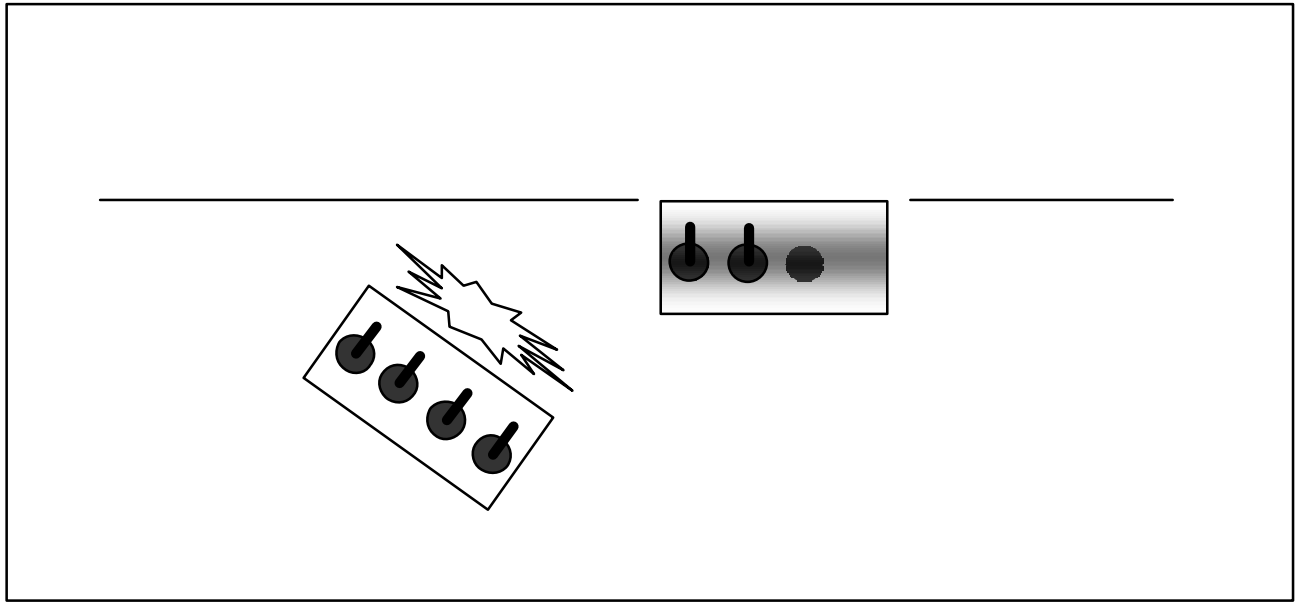
If an army corps loses a third of its points (i.e. 12 points), it is demoralised. The player rolls a die (1d6) and the result is the number of units that rally under orders of the general commanding that corps (and within his command radius). All other elements flee towards their own base line. All elements that leave the table are considered destroyed. The flee move is executed during the players movement phase. The elements only flee for one turn. The next turn they are again available to the player. The units of a demoralised corps have a deduction of **-1** in attack, (but not in defence). Guard units do not suffer a deduction.

If the corps general has already been destroyed, before the calculation for rout, then all of the elements for that corps flee, only the commander in chief may rally them (and only those within command radius) (see 5.1).

10 Victory conditions

An army loses when it has more than half of its corps are demoralised. In the case of a battle between two corps, the winner is the side that destroys a third of the enemies points.





Sequence of Play

First Player's Phases

- 1 Movement:** the active player rolls his activation die and moves his troops tactically or strategic march moves or enters any reinforcements.
- 2 Defensive fire:** the passive player may fire at any enemy units that he is not in contact with.
- 3 Melee:** all elements of the active player that are in contact with the enemy engage in melee in the order of the active players choice.
- 4 Demoralisation checks:** the passive player checks to see if any of his corps have passed their demoralisation threshold.

Second Player's Phases

- 1 Movement:** the active player rolls his activation die and moves his troops tactically or strategic march moves or enters any reinforcements.
- 2 Defensive fire:** the passive player may fire at any enemy units that he is not in contact with.
- 3 Melee:** all elements of the active player that are in contact with the enemy engage in melee in the order of the active players choice.
- 4 Demoralisation checks:** the passive player checks to see if any of his corps have passed their demoralisation threshold.

The sequence is alternated each of the two players takes a turn at being the passive and active player

LA GRANDE ARMEE Quick Reference Sheet

Movement Table				
	Road	Clear	Rough	Difficult
General	500	500	500	500
Infantry				
Infantry in square	100	100	100	-
Light Infantry skirmishers	400	300	300	200
Infantry (other)	300	300	200	100
Cavalry				
Light	500	500	400	300
Irregular	600	500	400	300
Heavy	400	400	300	200
Artillery				
Horse	350	300	200	-
Foot	250	200	100	-
Heavy	250	150	50	-

Fire Ranges			
Element type	Short	Medium	Long
Infantry	-	100	200
Infantry (rifled carbine)	-	100	200
Horse artillery	300	500	900
Field artillery	400	600	1000
Heavy artillery	400	700	1200

Fire & Melee Factors				
Units	Fire	Melee	Charge Bonus	Unit Cost
Infantry				
Militia, Conscripts, Landwehr	2	2	-	2
Line	3	3	-	3
Light	3	3	-	4
Light Skirmishers	1	1	-	2
Elites	4	4	-	4
Guard	4	4	1	5
Cavalry				
Cossacks, Landwehr	-	2	-	2
Lancers	-	2	1	3
Light	-	2	2	4
Dragoons, Carabiniers without cuirass	-	3	1	4
Cuirassiers, Chevaliers, Carabiniers	-	4	2	5
Guard Heavy	-	4	2	5
Guard Light	-	3	1	4
Artillery				
Light (3 – 4 lb)	3	4	-	2
Field (6 – 9 lb)	3	4	-	3
Heavy (12 lb)	3	4	-	4

LA GRANDE ARMEE Quick Reference Sheet

Tactical Factors - Fire	
British infantry firing	+1
Firer in square	-1
For each enemy overlap	-1
Enfilading fire	+2
Target is cavalry	+1
Target in light cover	-1
Target is skirmishers	-1
Target is in hard cover	-2
Artillery firing case shot (short range)	+1
Target at long range	-1
Target in square	+1
Russian artillery / French Old Guard	+1

Tactical Factors - Melee	
General attached to unit	+1
Rear support (see 8.3)	+1
For each enemy overlap on flank or rear	-1
Higher than adversary	+1
Defending in soft cover	+1
Defending in hard cover	+2
In difficult terrain (except skirmishers)	-2
Charging cavalry or infantry in first round of melee	See Fire & Melee table
Cavalry versus square	-2
Artillery supporting an attack	+1

Combat Results Table (Fire & Melee)		
Element type	If its total is less than that of the enemy but more than half:	If its total is half or less than half that of the enemy:
Infantry	Recoil	Destroyed
Skirmishers	Recoil	Flee. Destroyed by cavalry or skirmishers in clear terrain
Cavalry Light / Lancers	Recoil. Flee from cavalry. Destroyed in rough or difficult terrain.	Flee. Destroyed by cavalry or if in rough or difficult terrain.
Irregular Cavalry	Flee. Destroyed in difficult terrain.	Flee. Destroyed by light cavalry or if in difficult terrain.
Heavy Cavalry	Recoil. Flee from Heavy cavalry. Destroyed by artillery in contact or if in rough or difficult terrain.	Destroyed.
Artillery	Destroyed on contact otherwise recoil.	Destroyed.

LOS GRINGOS Quick Reference Sheet

Movement Table			
	Road	Clear	Rough
General	500	500	400
Infantry			
Infantry	300	200	100
Light Infantry	300	300	200
Infantry in square	100	100	-
Cavalry			
Cuirassiers & Dragoons	500	400	300
Light & Irregular Cavalry	500	500	400
Artillery			
Light 4 – 6lb	400	300	200
Medium 8 – 12lb	300	200	100
Heavy 18 – 24lb	200	100	-

Tactical Factors – Fire	
Enfilading fire	+2
American Regulars Firing	+1
Target is in square	+1

LOS GRINGOS Quick Reference Sheet

Unit Factors			
Units	Combat	Unit Cost	Figures per Element
Mexican Infantry			
Elite	4	4	4
Regulars	3	3	4
Militia	2	2	4
Light Infantry	2	3	2
Mexican Cavalry			
Cuirassiers	4	4	3
Line	3	3	3
Guard Hussars (light cavalry)	3	3	2 #
Other Light cavalry	2	3	2
Irregular cavalry	1	2	2
Mexican Artillery			
Artillery	2	2	*

1 element maximum

* 1 artillery piece plus crew

Special Rules

Light & Irregular Cavalry are treated the same for combat.

A village is considered rough going for cavalry.

Only Regular American Infantry may form square and move in the same turn.

It costs 2AP for Militia to form square from line (and vice versa)

Fire Ranges	
Element type	Range
Light artillery	1200
Medium artillery	1400
Heavy artillery	1600
Rifled muskets	400
Smooth bore muskets	200

Combat Results Table (Fire & Melee)		
Element type	If its total is less than that of the enemy but more than half:	If its total is half or less than half that of the enemy:
Infantry	Destroyed by Cuirassiers in broken terrain, otherwise recoil.	Destroyed.
Light Infantry	Destroyed by Cuirassiers in broken terrain, otherwise recoil.	Destroyed by Cavalry in broken terrain or Light Infantry, otherwise flee.
Cuirassiers	Destroyed by Light cavalry, by Artillery in contact, otherwise recoil.	Destroyed.
Dragoons	Destroyed by Artillery in contact, or in broken terrain, otherwise recoil.	Destroyed.
Light Cavalry or Lancers	Destroyed in broken terrain, otherwise recoil.	Destroyed by Cavalry or if in broken terrain, otherwise flee.
Artillery	Destroyed on contact, otherwise recoil.	Destroyed.

In melee roll again in the case of equal scores

REBEL YELL Quick Reference Sheet

Movement Table				
	Road	Clear	Rough	Forest
General	500	500	400	300
Infantry				
Infantry	300	200	100	100
Sharpshooters & Dismounted Cavalry	300	300	200	200
Cavalry				
Cavalry	500	400	300	200
Artillery				
Light 6lb	400	300	200	-
Field 10/12lb or 3"	300	200	100	-

Tactical Factors - Fire	
Enfilading fire	+2
Firing breech loading weapons	+1
Firing smooth bore muskets	+1
Target is mounted cavalry	+1
Target less than 300 (artillery)	+1
Target more than 200 (rifled muskets and carbines)	-1
Target in light cover	-1
Target is in hard cover	-2
Target over half range (smoothbore artillery)	-2
Target over half range (rifled artillery)	-1
For each supporting enemy overlap (max 2)	-1

Tactical Factors - Melee	
General attached to unit	+1
Rear support (see 8.3)	+1
Defending a crest line or river	+1
Higher than adversary	+1
Defending a fortified position	+2
Shotguns/pistols (mainly Confederate cavalry)	+1
Flank or rear attack	-2
In rough terrain	-2
For each supporting enemy overlap (max 2)	-1

Unit Factors			
Units	Combat	Unit Cost	Figures per Element
Infantry			
Inexperienced	2	2	5
Experienced	3	3	4
Veteran	4	4	3
Sharpshooters	2	3	2
Cavalry			
Cavalry	2	3	3
Artillery			
Light smooth bore	2	3	*
Field rifled	2	3	*
Field smooth bore			

REBEL YELL Quick Reference Sheet

Fire Ranges	
Element type	Range
Light smooth bore	1200
Field smooth bore	1400
Field rifled	1600
Sharpshooters	500
Rifled muskets	400
Carbines	300
Smooth bore muskets	200
Shotguns & pistols	100
<i>All ranges reduced by 200 in forest</i>	

Combat Results Table (Fire & Melee)		
Element type	If its total is less than that of the enemy but more than half:	If its total is half or less than half that of the enemy:
Infantry	Recoil.	Destroyed.
Dismounted Cavalry	Recoil.	Destroyed.
Sharpshooters	Recoil.	Destroyed on contact, otherwise flee.
Cavalry mounted	Destroyed on contact, otherwise recoil.	Destroyed.
Artillery	Destroyed on contact, otherwise recoil.	Destroyed.

In melee roll again in the case of equal scores

KEPIS ROUGE Quick Reference Sheet

Combat Results Table			
Movement Table			
	Road	Clear	Rough
General	500	500	500
Infantry			
Line Infantry	300	200	100
Light infantry Chasseurs or Jagers	300	300	200
Cavalry			
Light & Lancers	500	500	400
Dragoons	500	400	300
Cuirassiers	500	300	200
Artillery			
Cannon & Mitrailleuse	300	200	100

Tactical Factors - Fire	
Enfilading fire	+2
Target is cavalry	+1
Target in cover	-1
For each enemy overlap	-1
Target is over 700 paces for French artillery	-1
Target is over 800 paces for German artillery	-1

Tactical Factors - Melee	
General attached to unit	+1
Rear support (see 8.3)	+1
For each enemy overlap on flank or rear	-1
Higher than adversary	+1
Defending in cover or a river bank	+1
Guard Cavalry	+1
Unit in rough terrain (except Light infantry, Zouaves or Turcos).	-2
Charging cavalry or infantry in first round of melee - See Fire & Melee table	

Fire & Melee Factors				
Units	Combat	Charge Bonus	Unit Cost	Notes
Infantry				
Guard	4		4	
Line	3		3	
Prussian	3	+1	3	4 maximum
Turcos	3	+1	4	
Zouaves	3	+1	4	
Chasseurs a Pied or Jagers	2		3	
Guard Mobiles or Landwehrs	2		2	
Cavalry				
Cuirassiers	4	+1	4	*
Dragoons	3	+1	3	*
Lancers	2	+2	3	*
Light cavalry	2	+1	2	*
* Add 1 point to unit cost for Guard Cavalry				
Artillery				
French	3		3	2 maximum
German	5		5	2 maximum
Mitrailleuse	4		4	1 maximum

(Maximums refer to numbers of elements per army).

KEPIS ROUGE Quick Reference Sheet

Fire Ranges	
Element type	Range
French Infantry	600
German Infantry	400
French artillery	1400
German artillery	1600
Mitrailleuse	500

Combat Results Table (Fire & Melee)		
Element type	If its total is less than that of the enemy but more than half:	If its total is half or less than half that of the enemy:
Infantry	Destroyed by Cuirassiers in rough terrain. Otherwise recoil.	Destroyed
Light Infantry	Destroyed by Cuirassiers in rough terrain. Otherwise recoil.	Destroyed by cavalry or if in rough or difficult terrain, or by light infantry. Otherwise flee.
Light Cavalry / Lancers	Destroyed in rough or difficult terrain. otherwise recoil.	Destroyed by cavalry or if in rough or difficult terrain. Otherwise flee.
Dragoons	Destroyed by artillery in contact or if in rough terrain. Otherwise recoil.	Destroyed
Cuirassiers	Destroyed by light cavalry, artillery in contact or if in rough terrain. Otherwise recoil.	Destroyed
Artillery & Mitrailleuse	Destroyed on contact otherwise recoil.	Destroyed

In melee roll again in the case of equal scores