

## **Volley and Bayonet Alternate Scales**

The intent of Volley and Bayonet is to allow players to fight complete historical battles on a single gaming table, and complete them in a single gaming session of reasonable duration. The scale adopted as the basic scale throughout the rules allows this for all but the very largest battles of the black powder era. (Leipzig, for example, will require several large tables, as would Solferino or Koeniggratz.)

However, there are a number of smaller battles which are of considerable interest and often historic significance but which are too small to address using the standard scale. In addition, some details of larger battles are of particular interest and players may naturally find themselves wanting to game out the French defense of Telnitz and Sokolnitz on the southern flank of Napoleon's line at Austerlitz, or the back-and-forth fighting for Ligny village, or for the Chateau at Hougomont two days later.

To do this a smaller scale is clearly needed. The basic mechanics of Volley and Bayonet will still serve to fight out these actions with only minor modifications to the rules. Note that all movement rates and the radius of command remain unchanged at all of the scales below.

Unit Commanders: Unit commanders are a new type of command stand introduced at the Battalion Scale and lower. Unit commanders are mounted directly on any one stand of their unit. They may not rally and have no command radius (other than for skirmishers - see below), but automatically put their own stand in command and any other stand of the unit which is touching it (or touching a stand which is in turn touching the command stand) during the command phase. If the stand containing the unit commander is destroyed, the commander is lost as well.

Unit commanders have the normal command radius of other command stands only when commanding skirmish stands of their own unit.

### **REGIMENT SCALE**

The basic, or "standard" scale of Volley and Bayonet is called the Regiment Scale. It is so called because an infantry stand usually represents a full-strength regiment of infantry. The smaller regiments of the Ancien Regime fit comfortably on a linear stand while the larger regiments of the Napoleonic and Modern eras fit on a massed base. Sometimes a massed base represents an entire brigade of infantry, but this is often because the unit in question has been reduced in strength by casualties or the national army represented used brigades to control battalions without intervening regiment commanders.

The statistics of the regimental scale are as follows:

Ground: 100 yards per inch  
Time: 1 hour per turn  
Manpower: 500 men per strength point  
Guns: 6 guns per strength point.

## **BATTALION SCALE**

The next lowest level of the game is the Battalion Scale, so called because an infantry stand usually represents a full-strength battalion of infantry. The statistics of the battalion scale are as follows:

Ground: 50 yards per inch  
Time: 30 minutes per turn  
Manpower: 200 men per strength point  
Guns: 4 guns per strength point.

There are few differences in the rules from the basic game.

Ranged Combat: Multiply all weapon ranges and visibility distances by 2.

Commanders: Brigade commanders are added to the game. Brigade commanders are treated and mounted as unit commanders. Only brigades which have three or more battalion stands receive a unit commander.

Other commanders continue to function in the same way as at the Regiment scale.

Mounting: Infantry and cavalry are mounted exactly as they would be at the regimental scale: linear infantry on linear bases and massed infantry on massed bases. Battalion guns are still considered to be integral to the infantry or cavalry stand.

Artillery: Two strength-point artillery stands are usually batteries but are treated as battalions under the standard rules. One strength point artillery stands are treated as batteries under the standard rules.

Buildings: Villages are now represented by a single town block. Actual village blocks represent a group of one or two isolated buildings. Towns are represented by two town blocks for each town block at the Regiment scale. Major roads through the town are shown as open road areas.

## **WING SCALE**

The next lowest level of the game is the Wing Scale, so called because an infantry stand usually represents a wing, or half of a battalion. In some cases weak battalions are represented by a single stand. The statistics of the wing scale are as follows:

Ground: 25 yards per inch  
Time: 15 minutes per turn  
Manpower: 80 men per strength point  
Guns: 2 guns per strength point.

Ranged Combat: Multiply all weapon ranges and visibility distances by 4.

Commanders: Regiment commanders are added to the game. Regiment commanders are treated and mounted as unit commanders. Only regiments which have three or more stands receive a unit commander. Ancien Regime infantry and all Napoleonic infantry normally mounted on linear bases do not receive regiment commanders.

Brigade commanders function as do division commanders in the standard rules. (They may command but not rally). Actual division commanders at this scale function as corps commanders under the rules. (They may command and rally.) Actual corps commanders and above function as army commanders under the rules. (They may command, rally, and attach themselves to a stand to provide a +1 morale bonus.)

Mounting: All infantry and cavalry are mounted on linear stands. Infantry which would have been on massed stands at a higher level moves at the faster 16-inch rate. Battalion guns are now shown as separate artillery units.

Artillery: All artillery stands begin each scenario with only one strength point and are treated as batteries. This means that unlimbered artillery stands always fire one die in combat. If the firing artillery is not stationary, the target receives a saving throw on hits; if it is stationary, the target does not receive the saving throw.

Stands in close range of artillery at the wing scale are only required to test morale if they are on or within three inches of a line drawn directly down the axis of fire of the artillery stand.

Each stand of light or very light artillery may be assigned to an infantry stand at the beginning of the scenario, if desired. For the rest of the scenario, the artillery stand moves with its assigned infantry stand at the same speed as the infantry, the guns being manhandled by men detached from the infantry stand. The artillery stand must have the same facing as the infantry stand. If the infantry stand enters any terrain impassable to artillery, the artillery stand is left behind and may not move or fire for the balance of the scenario. (It is effectively lost for purposes of the scenario, but is recovered for purposes of a campaign game.)

Buildings: Farmsteads with outbuildings are represented by a single town block. Actual village blocks represent a single isolated building or a cluster of smaller outbuildings.

Towns and villages are represented by two or more town blocks, each representing a block or half-block of the town. Roads and streets through the town should be represented as open areas three inches wide, which allows stands of cavalry and artillery to deploy in and fight inside the town (but not in the town blocks). Other open areas, such as town squares and courtyards, should also be shown as areas three inches across or larger. Infantry may not move directly from one town block to an adjacent connected one; they must move into the street (and suffer disorder) and then move by street to a place adjacent to the other town block and then enter.

Drill: There are two aspects of formation movement which are handled differently at the wing and lower scales.

Interpenetration: The gaps between units (and the time to open and close ranks to allow passage of a friendly force) are no longer assumed to allow easy passage of lines. If a friendly formed stand interpenetrates another friendly formed stand, both stands are disordered. Interpenetration consists of any part of the moving stand passing through two opposite sides of the interpenetrated stand. For the purposes of this rule limbered artillery counts as a formed unit. Unlimbered artillery and all skirmishers do not count as formed units.

Facing Changes: At the higher scales, a facing change is always done on the center of the stand. This is because each stand represents a number of separately maneuvering elements which rearrange themselves within the general area occupied by the unit stand. At the lower levels, however, a stand represents a single element which maneuvers on its own and as a whole. The main effect of this is that the pivot point of the stand for purposes of facing changes is one of the forward two corners (whichever the owning player desires) instead of the center.

The one exception to this is that a stand may turn 180 degrees around in place and is not required to pivot on a corner. <SHOW EXAMPLES OF FACING CHANGES>

Battalion Return Fire: If one stand of a battalion is fired at, all stands of the battalion which are touching the target stand, or are linked to the target stand by other touching stands of the battalion, may return fire.

## **DIVISION SCALE**

The lowest level of the game is the Division Scale. Each infantry stand represents a quarter of a battalion (one or two companies, depending on the nationality). In the Ancien Regime and for most of the Napoleonic Wars such a unit was called a division (not to be confused with the larger formations consisting of several regiments and usually commanded by a lieutenant general). The statistics of the division scale are as follows:

Ground: 12.5 yards per inch  
Time: 10 minutes per turn  
Manpower: 40 men per strength point  
Guns: 1 gun per strength point.

Ranged Combat: Multiply all weapon ranges and visibility distances by 8.

Commanders: Battalion commanders are added to the game. Battalion commanders are treated and mounted as unit commanders. Only battalions which have three or more stands receive a unit commander.

Regiment and brigade commanders (mounted as separate command stands) function as do division commanders in the standard rules. (They may command but not rally). Ancien Regime infantry and all Napoleonic infantry normally mounted on linear bases do not receive regiment commanders.

Division commanders at this scale function as corps commanders under the rules. (They may command and rally.)

Actual corps commanders and above function as army commanders under the rules. (They may command, rally, and attach themselves to a stand to provide a +1 morale bonus.)

Mounting: The same rules for mounting are used as at the wing scale.

Artillery: The same rules for artillery are used as at the wing scale.

Buildings: Farmsteads or groups of outbuildings are represented by a single town block. Each actual village block represents a single isolated building.

Towns and villages are represented by two or more town blocks, each representing a block or half-block of the town. Roads and streets through the town should be represented as open areas three inches wide, which allows stands of cavalry and artillery to deploy in and fight inside the town (but not in the town blocks). Other open areas, such as town squares and courtyards, should also be shown as areas three inches across or larger. Infantry may not move directly from one town block to an adjacent connected one; they must move into the street (and suffer disorder) and then move to a place adjacent to the other town block and then enter.

Enclosures (such as churchyards or the courtyards of manor houses) are represented by walled enclosures with the walls counting as works (or hasty works if the walls are in poor repair or insubstantial). Park areas in towns may be represented by stretches of open woods.

Drill The same rules for drill are used as at the wing scale.

Battalion Return Fire The same rule for battalion return fire is used as at the wing scale.

## **CHOOSING THE RIGHT SCALE**

How do you decide which scale is best? In many cases this is simply a matter of taste. If you feel like playing out a low-level tactical game then use the division or wing scale. The question becomes more difficult when you want to refight a historic battle.

The rules are intended to let you refight a real battle, and so the place to start is the real battlefield. Find a map and just take a look at it. Measure the size of the battlefield and see how big a table you will need. The following chart shows the actual “footprint” of a 6-foot by 9-foot gaming table at the four scales. This size is used because it usually breaks in convenient increments of miles and so makes estimating table size fairly easy. If your table is somewhat smaller (say 5-foot by 8-foot) adjust the “footprint” accordingly.

Scale	Table
Regiment	4 miles x 6 miles
Battalion	2 miles x 3 miles
Wing	1 mile x 1.5 miles

Division	0.5 miles x 0.75 miles
----------	------------------------

Once you look at the comparative battlefield sizes the different scales give you, the answer will usually be obvious.

## SCALE UNITS

Once you have an ideal scale, you will need to reduce the historic units to game units. Assuming you have an order of battle to work from it is a simple (if sometimes tedious) job to convert the various manpower strengths and gun counts to scale units. Along the way, however, you will have to make some decisions.

What are the minimum and maximum strength points that you can put on a single stand? Skirmishers and linear cavalry are easy: one strength point each. Artillery is also fairly easy: three strength points maximum, but more commonly two.

Infantry and massed cavalry are a little more complicated.

Linear Infantry: At the regiment scale the maximum number of men per linear infantry stand is governed by “The Rule of Ranks”. This is so because 500 men (one strength point) are the most that it was possible to pack into a 300-yard frontage (one base). As a result, a linear base, which represents a unit formed up in a single line, can have as many strength points as the standard depth of the infantry line. An army which formed up in four ranks could pack 2,000 men (or 4 strength points) into a 300-yard front, while an army deployed in 3 ranks could only pack in 1,500 men (3 strength points).

At the lower scales, however, this relationship changes. This is so because the number of men per strength point declines more quickly than does the ground scale. (This is necessary due to the effects of casualties over time. If men declined at the same rate then either the combat system would have to become less bloody or the time interval would have to increase, requiring a change in movement rates.)

We’ve saved you the trouble of calculating this, however. The following table shows the minimum and maximum number of men in a linear infantry stand based on number of ranks at each scale

Scale	2 ranks	3 ranks	4 ranks	5 ranks	6 ranks
Regiment	2/2	2/3	2/4	2/5	2/6
Battalion	2/3	2/4	2/5	2/6	3/7
Wing/Division	2/3	2/5	2/6	3/8	3/9

Massed Infantry: At the regiment and battalion scale the minimum number of men per massed infantry stand is 3 and the maximum number is 7. Massed infantry stands are not used below battalion level.

Massed Cavalry: The minimum number of strength points for a massed cavalry stand is 2 and the maximum number is 3 at both regiment and battalion scale. Massed stands are not used below the battalion scale.

Where to Break Stands: Whether a mass of men equaling 6 or 7 strength points should be represented by one massed stand or two smaller ones is the referee's decision, but two general rules should serve as guides. First, units which fought together should, if possible, be represented by a single stand. Second, the poorer the troop quality the larger the average manpower strength of the stand, all other things being equal. The army lists will provide some guidance using historical formations.