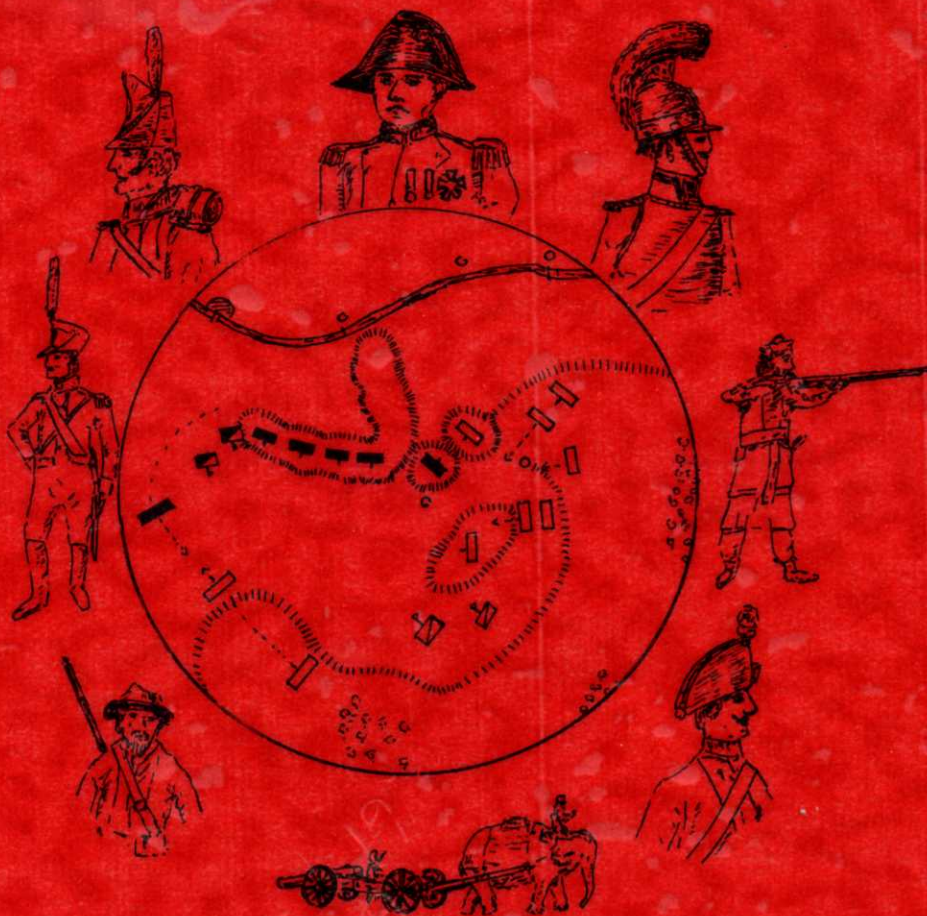


WAR GAMES RULES



1750

1850

JANUARY 1971

WAR GAMES
RESEARCH GROUP

WARGAMES RULES

1750 TO 1850

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WARGAMES RULES FOR 1750–1850

INTRODUCTION

These rules form one of a number of sets covering various periods based on the same mechanism as the very successful Ancient set produced by the Research Group, and used in three successive national conventions.

Our dates are set to include the first systematic use of light infantry and mobile artillery, and to exclude the expanding-bullet rifle. Where possible we have used sources from near the end of our period as these provide informed comment as well as facts.

The sources to which we have given most weight are:

Captain L. Nolan – *Cavalry: Its History and Tactics*. 1854

Baron de Jomini – *Summary of the Art of War*. 1836 (trans. 1879)

Colonel von Ehwald – *A Treatise Upon the Duties of Light Troops*. (trans. 1803).

J.H. Payne – *Manuscript Artillery Notes*. 1835 (Birmingham Reference Library).

We have tried to minimise complication, for example by including only essential differences between types of troops. You will notice, for instance, that we do not distinguish between cuirassiers and other heavy cavalry. The explanation can be found in Nolan.

The reaction tests that form an essential part of our other rules have less application in this more disciplined period and hence appear in a much modified form. The popular quick reference sheets of our other rules have been retained.

We expect that these rules will be mainly used with Napoleonic Troops, and hope that we will now see the last of French Infantry attacking in line, instead of in columns covered by skirmishers and accompanied by horse artillery! Try it, it works!

We can also thoroughly recommend the American Revolution, the French Revolutionary Wars, and the South American Wars of Independence as alternative excuses for battle, while throughout the whole period there is ample scope in the wars on the Indian sub-continent for those so inclined.

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