

OPERATIONAL OBJECTIVE ZONES

The nature of combat on the Operational level varied between Open field battles and those fought over built-up and fortified areas. The cohesion of both the defender and attacker were shattered as the ebb and flow among the buildings and entrenchments resulted in isolated units.

Assigned objectives for units were often specific points such as a church, factory or bridge. Operational objectives were given in directives such as take the village, farm complex, redoubt or a bridge. As a result an Objective Zone is created for game purposes. .

Zone Display.

A large city (B-C-D)or large fortifications (F) will consist of several adjacent Objective Zones

A. Each Objective zone will have a box or sheet to display its status. Each display will consist of an In-Transit sector and a Garrison sector which is further divided and Labeled (1-4) into a number of sectors equal to the Troop capacity. For example the common Town (C) display will consist of an In-tansit box and THREE garrison sectors labeled (1,2,3).

B. The dimensions of the zone on the board are flexible. Players can adjust their boundaries to suit the terrain. The shape can be square, round, rectangular or irregular. Below are suggested maximum diameters: Class A and B = 150-250 yds; Class C = 200-400 yds; Class D or E = 250-500 yards. Class F is 250-400 yds wide by 150-200 yds deep.

Classifications

A : An open objective with no defensive works, such as a bridge, ford or road junction For ease of play the garrison unit at such a location can be treated as an infantry unit with no Flanks for Melee and Morale resolution. As an Artillery target and for musketry it is treated as being in skirmish order. They can also be passed through by friendly troops as if unformed.

B: A relative open location with defensive works or a feature as listed in "A" but located in the woods, rough terrain, with nearby buildings/ hasty works, OR a Farm Complex..

C: A village of scattered buildings.

D: A town with a moderate number of buildings.

E: A Reinforced Objective Zone is a village or town which has been heavily fortified with barricades and other field works. Its Trafficability is THREE but its Troop Capacity is the same.

F: A Fortification area represents a linear feature such as a fort's side, redoubt or major entrenchments. It can consist of several connecting zones.

Zone Class.....	A.....	B.....	C.....	D.....	E.....	F
Trafficability.....	1.....	1.....	2.....	2.....	3.....	3
Troop Capacity.....	1.....	2.....	2.....	3.....	2/3.....	4

Troop Capacity is the term for garrisoning the zone. A zone can house/protect the number of battalions equal to its capacity. Any troops in excess of this number are

considered to be on the road and void of cover. Once a unit enters the zone it is removed from the board and placed either in the Garrison sector or in the In-Transit sector. They are not removed from Zone "A".

Trafficability is the number of turns it requires to traverse a zone is its Trafficability. This applies to non-combat movement and melee completion reorganization. Non-combat example: A unit enters a village (2 rating) on turn two and can exit the zone on turn four or later. A Melee completion example: Several units capture a zone (rating of THREE) on turn six and the enemy will not counterattack. The victorious units can exit the zone in a non-combat manner or as part of a charge on turn Nine. Cavalry and artillery units must exit the zone via a road if present.

Morale in Objective Zones.

Units in a zone will check Morale if due to a melee result or they receive a casualty due to Artillery fire. Units will not check morale if other units in or outside the zone fails morale.

Basic Rules for Objective Zones

A. Musketry cannot be fired effectively at units in a zone (other than Class A) nor can units in a zone fire out effectively. Musketry (other than Class A) is not allowed at or from units in a zone.

B. Zones which are the target of a charge or where two sides control sectors are CONTESTED.

C. Zone sector Transfers. Each zone except Class F are considered to be pie-shaped, so units can move freely between them. Troops in sector 1 can move/ attack either sector 2 or 3.

Class F zones are linear so units can only enter adjacent sectors. In a contested Class F zone, the restrictions are: Units cannot transfer through enemy controlled or engaged sectors. Units can transfer freely between controlled adjacent sectors.

If uncontested units can move freely between any sectors. Units cannot transfer to sectors of a adjacent zones without first becoming In-Transit.

D. Artillery deployment/ "garrison" is allowed above the Troop capacity stated above. Class F zones are allowed four firing sections. All other zones can contain a maximum of two firing stands per zone. Excess batteries are considered to be limbered and in the In-Transit sector.

E. Garrison support batteries fire as separate, not combined sections. They can fire ONLY in the Initial Fire Phase. Not in the Secondary Fire Phase nor Both. Though they cannot shoot in the Secondary Phase, their presence/firing is considered as a modifier in Melee resolutions. They can fire the normal measured kill zone width from any point of the zone's border. If possible part of the kill zone must include part of a road exit is present reflecting historical practice.

F. In-Transit batteries in an assault target zone must flee the zone limbered or if within capacity limits be assigned to garrison (unlimbered) status. Batteries cannot enter a contested zone.

G. Outside artillery targeting a zone. Empty zones being targeted are not affected by hits since one building may be damaged but most of the others are unaffected. If the zone is

occupied, then the owner must state, prior to firing, which units are in the In-transit sector and which ones are in garrison. Units in the In-transit sector are crowded on the roads, so do not receive zone protection and are regarded as a Mass Target. Casualty hits must be applied to units in the In-Transit zone first. If no units are in the In-Transit sector, then losses are removed from garrison units. The owner selects which units were the most exposed and designates as hit.

Outside Artillery fire is resolved normally but the following modifications are considered.

Target is in the In-Transit zone ...The To Hit Number is 0 and 1

Target is in a Class A zone resolve fires as a normal field barrage.

Target is in a Class B, C or D zone... The To Hit number is only "0" and -1 die rolled.

Target is in a Class E or F zone... The To Hit number is only "0" and ½ the number of dice rolled

Assaults on Objectives

A. During the Charge Declaration Phase, the attacker will designate which units are attacking the zone. The defender can move units into or out of the zone as part of normal movement. They cannot counter-charge the attackers.

B. During the Objective Combat Reolution Phase, the following guidelines are used:

1. Troop Allocation Segment. These are conducted in secret on a sheet of paper or hidden display box due to a lack of specific tactical data "fog of battle". The zone is divided into a number of COMBAT sectors (and labeled) equal its Troop Capacity. The In-Transit sector is ignored. For example a Class D zone will have three combat sectors.
2. If the defender lacks enough garrison units to cover each sector, then units from the In-Transit sector can be used in combat sectors or it will be undefended.
3. The defender will assign one garrison battalion and any supporting gun sections per sector. Any In-Transit or outside reinforcements will be allocated to undefended sectors , then defended sectors. These non-garrison units do not get any Intrinsic modifiers for being in a zone.
4. The Attacker will allocate at least one infantry assaulting unit per combat sector.
5. Attacker's batteries are assigned to support a specific sector. Different batteries can aid with different sectors. They cannot fire at other targets during Secondary Fire Phase. They cannot count as the sole attacker for that sector. They will count as a modifier in Melee.

C. Combat Value Determination.

The number of Melee dice to be rolled by each side is determined by the unit's Melee grade just as it is in Open Field combat. Each Unit rolls only once regardless of how many units are committed by each side. If artillery is firing in support of the assault on that sector, add two dice per firing section in support. Defensive Artillery affects are accounted in the normal Fire Phase.

The To- Hit Number is based on the number of men in a unit and objective's defensive modifier. Units in Objective A and In-Transit zones are not modified. Units in garrison in

Objective B, C or D have their ability raised ONE Level. Units in Objective E or F have their ability raised TWO levels. ALL Engaged units receive Defensive modifiers.

Assault Intensity	Castings Committed	To-Hit Number
Level ONE	0-10	0
Level TWO	11-20	0-1
Level THREE	20+	0-1-2
Level FOUR	20+men w/ Def Modifier	0-1-2-3

D. POST MELEE ACTIONS.

1. If the total number of casualties inflicted by the attacker is triple (3 x) those inflicted by the defender, then the defender is shattered. They are removed from play .
2. If the total number of casualties inflicted by the attacker is more than but not triple (3 x) those inflicted by the defender, then the defender is engaged in melee with those attackers .
3. If the total number of casualties inflicted by the attacker is greater those inflicted by the defender, then all units are Engaged.
4. Units are Engaged until one side is destroyed or retreats. A player may voluntarily withdraw Engaged units out of the Zone at the cost of one attrition casting.

TERRAIN DEFINITIONS

A.1 Basic Geography for campaigns and board layouts

A.11 Rolling Hills is the most common type of battlefield terrain. It includes between 1-8 one hills with gentle slopes. A primary road with several board exits OR a primary road with several branching secondary roads must be used. Optional features include a stream, light wood (orchards), and plowed fields. Fences and/or stone walls can also be used.

A.12 Rough Terrain contains several features which will hinder movement. There needs to be about 50% open areas. Terrain can include light woods, heavy woods, streams, marsh/swamp, several hills (including multi-level hills) with both gentle and steep slopes. A road which traverses an open area will be present. The road can have sunken sections.

A.13 Wooded Terrain includes numerous patches of heavy and/ or light woods. A least 70% of the board should be open. Optional features include streams, roads with exits, and rough patches.

A.14 River valleys will contain a river. A road will cross the river at a stone bridge. Woods and rough patches can also be present. One to four hills are recommended.

A.2 Additional Guidelines

A.21 Rough patches can be either rocky irregular ground or swampy marsh areas. If the area is close to water, then it should be but is not required to be marsh.

A.22 Streams are considered to be fordable unless otherwise stated. Streams with steep banks can only be crossed at fords or bridges. Stream markers cannot be more than 40 yards wide.

A.23 Rivers can be used on the board or as a boardedge. It must have fords and/or bridges.

A.24 Fords cannot be located within 50 yards of a bridge. It is considered to be 30 yards wide but a stand width is a better size. Units crossing fords have their movement halved. A unit stopped in a ford cannot fire weapons and other units cannot pass through it.

A.3 Major Terrain Definitions

A.31 Farms consist of houses, barns, and plowed fields. Unless the house was of brick or stone construction, it was often used as only a reference point on the battlefield. Their fences and low stone walls provided more of a temporary delay than a serious obstacle.

A.32 Stockades and small forts provided a base of supply and operations. Due to the limitations placed on campaigns by weather and short supplies, any delay, even in days, caused by having to siege them was actually considered a good strategic move. Our rules deal with the early or late stages of the siege when assaults were likely to occur. These features on a board will certainly be the focal point of any scenario. Such features will have a limited capacity. They should be combined with other features, such as farms, roads and water features. Specific rules on small forts are listed in section A.36 of the rules. Stockades and small forts have a garrison capacity of only 1-5 stands.

A.33 Hilltops dominated the surrounding countryside. They would contain heavy woods, light woods and rough areas. Two road exits, one per side, represent trails or other accesses. No water is required but can be used. These locations are better suited to 1 to 1 scale skirmish rules.

A.34 Towns were rarely the site of pitched battles. Most of the fighting would occur outside of the town. Situations in which street fighting happened are better suited to skirmish rules.

A.35 Roads were located at every battle due to their importance as transportation lines for armies. Roads must exit off two board edges and cross the board's mid-line. A bridge will be located where a road crosses a river. A bridge or ford is present where a road crosses a stream.

A.36 Large forts can be placed entirely on the board or a section of its wall can jut onto the board. If the entire fort is used, then it will be given a troop capacity of 6-12 stands. The fort will be divided a number of sectors equally to its capacity, not garrison. A stand will be assigned to each sector and its assignment can be changed between turns as long as it is not locked in an engaged situation. The defender may have to leave a sector undefended if it lacks enough garrison stands. No more than two enemy units can be assigned to attack a single sector. Once the attackers have gained control of a sector, the defenders lose any modifiers for being in a fort. If only sections of the fort's wall are used, then they are treated as prepared earthworks.

A.4 Tactical Terrain Definitions

A.41 Earthworks and fortifications include trenches, redoubts, barricades and other prepared defensive positions. Forts are covered in section A.36. Earthworks are classified as either prepared or hasty. Hasty works are rated as protective positions. Prepared positions are rated as earthworks and provide considerable advantages to the defender.

A.42 Bushes includes high grass and harvest ready fields. They will only block line of sight.

A.43 A Building will represent a complex of 1-3 structures. It may be a farm or mill and their outbuildings. Troops assigned to buildings are actually deployed in and around the structures. Cavalry must be dismounted to be assigned to them. They are treated as if in a protective position. Adding hasty works will improve visual aspects but not the protective values.

A.44 Heavy Woods contain numerous trees with heavy undergrowth. It stops visibility, LOS, and artillery kill zones. Wagons, limbers, formed Cavalry and formed infantry cannot enter them. Skirmish troops have their movement and charge rates reduced to 60 yards maximum

A.45 Light Woods contain few trees and little undergrowth. Orchards are rated as light woods. It stops visibility, LOS, and artillery kill zones. Formed troops can enter but have a maximum movement rate of 40 yards and cannot charge. Skirmish troops can enter and operate normally. Wagons and limbers cannot enter. Unlimbered guns can be prolonged into woods at a rate of 20 yards per turn. Units located in woods have actions modified according to the charts.

A.46 Rough patches can be either rocky irregular ground or swampy marsh areas. Wagons, guns and limbers can enter but have a 10% (A 0 result on a d10 roll) of breaking a wheel which will destroy the equipment. Formed cavalry cannot enter. Formed infantry can enter but have their maximum movement and charge rate reduced to 60 yards. Skirmish units can operate normally in these areas. Beach sand is considered to be rough.

A.47 Protective cover will range from hasty works to walls and sunken roads. Other examples include a group of buildings, dry creekbeds and wagon barricades. The charts list the modifiers for being in protective cover. During a melee the defender must be Holding in order to get the benefit. During an engaged melee, the defender no longer gets the protective cover modifier.