

The Column, Line, and Square

BATTLE MANUAL

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First Author's Preface

The idea for this Battle Manual was conceived in May 1970 very shortly after I first played the game with the New England Wargamers Association. I had become completely hooked on Column Line and Square but felt that my learning of the game was hampered by the way the rules were written. In fact the 2d edition of CLS was written by different people writing separate parts and different portions were written at different times during the evolution of the game. The result is difficult to use as a textbook and almost impossible to use as a quick table top reference. So it became my goal to present CLS in a way that is easier to learn and easy to check rules during play.

I began writing the Battle Manual in the summer of 1971. Immediately after a first draft of a few chapters was complete I contacted the games most knowledgeable authority, Fred Vietmeyer. Then there began a long extensive correspondence between Fred and myself with Fred tirelessly correcting my errors. The Battle Manual is the result of almost two years of such effort.

Thanks are due first to my co-author Fred Vietmeyer who not only corrected the work but made many constructive criticisms and suggestions and without whom the Battle Manual would be inaccurate and not authoritative. Secondly I am indebted to the members of the Led Cuirassier particularly Steve and Russ Markman, Ed Reichlein, Randy Linke, Steve Payne, John Collins, and Bill Bartlett who all read and used drafts and made valuable suggestions. Of course I owe many thanks to my wife Claudia and our kids who tolerated many hours of daddy's self imposed isolation. Also deserving of mention are some of my fellow B-52 crew members who with good humor let me take over the desk in our cramped crew quarters during two long overseas tours. My Air Force roommates at various times included Capt. Bob Priest, Lt. Dave Chicci, Capt. Allan Sabanosh, Lt. Don Burns, Lt. Sheldon Mayer, Lt. Larry Grannis, and Airman Jack Sabins.

Finally to all CLS players here's my wish: May you have many hours of enjoyable wargaming and may you always roll 6's for small arms and 1's for C.E.

Judson T. Bauman
June 73
Yuba City, Calif.

Second Author's Preface

The concept of "Column Line and Square" has been crystallizing for over a decade now with tens of thousands of model soldiers used in hundreds of table top games in cities all over the U.S.A. and now even in Europe.

The game was put together using the engineering method I learned at Purdue, i.e., taking isolated blocks of research information and game theory and developing them into a pattern which is functional.

This "Battle Manual" is the latest of a series of rules write ups, the latest previous was the 2d Edition of "Column, Line and Square". Previously the rules were written in a legalistic style of the "warp" pattern (actually a textile term).

Imagine that the actual game proper is a square patch of red that exists in my mind only, and is as traditionally now played on the table top - and that white arrows are crossing this patch in horizontal parallel lines similar to a solvent extraction process in chemical engineering. This is the original "warp" pattern which was written by me in the First Edition, outlining the game by describing the major categories such as terrain, melee, and morale and listing the standard pattern for the normal situations. Then exceptions were noted.

The Second Edition continued this process as the game gathered more adherents; again each historical building block was checked and balanced (unbalanced equality) so that it continued the thread in a coherent strain to the original theme of creating a miniature Napoleonic world - like entering a time machine.

This pattern is fine for the Table Top General who is looking at the game set-up from a hill top and wants to see generalized patterns of movement, fire, etc. and takes note of the exceptions inherent in each game's separate game conditions. However for the novice player who marches onto the table top world of "Column, Line and Square", wide eyed with the dread of lurking dangers, it might be simpler at least initially to get the Napoleonic private's view of what he can or cannot do with his own little unit, without worrying about what other units can or cannot do, that he is not involved with. "Battle Manual" is written with this in mind. It is the "woof" approach, taking that same square patch of red but putting vertical yellow parallel arrows through it. The area covered is the same and nothing is advertently left out.

Rather than use a legalistic game rules approach, "Battle Manual" is written as a "military field manual" which again I am acquainted with due to my World War II and subsequent experience in the infantry and military government in Europe and which, of course, suited my then novice co-author better.

With the "Warp and Woof" concept in mind, I wish to thank the contributors to "Column Line and Square" upon which "Battle Manual" is based, among which are: Bruce "Duke" Seifried; the late Robert P. Cory, Ph.D; Lt. Col. Louis L. Bloom, U.S.M.C.R.; Theodore J. Haskell; Lt. Col. Hugh E. Reynolds, Jr., U.S. Army Reserve; and David P. Mort.

Concerning the "Organization of Forces" section, my special thanks to Ted Haskell for his contribution of the soldier sketches, Ed Strauss and Dave Mort for their contribution of drafting skills on the diagrams and to Jack Scruby in whose Magazine "Table Top Talk" I had previously shown some of the information.

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INTRODUCTION

Chapter 1. Overall Description of the Game

Column, Line and Square (CLS) is a table top wargame played with military miniatures of 30, 25, or 20 mm scale. It simulates land warfare of the Napoleonic era from 1808 to 1815. Simultaneous movement is achieved by prewritten orders or map marking. Table top movement is executed by direct measurement with tape or ruler rather than by counting off on a hexagonal or square grid.

CLS gives a comprehensive coverage of the myriad possible tactical details of the Napoleonic period. The rules provide for weather conditions, effect of numerous terrain features, battlefield obstacles, varied tactical doctrine, organization, and unit size according to nationality.

The game is intended to be played with painted figures reflecting the colorful uniforms worn in Napoleonic times. Most players prefer historically accurate painted units but CLS can be played with cardboard counters, unpainted plastic figures, or other improvisations. The figures are fastened onto stands (movement trays) for play.

CLS is very flexible in the number of players which can play. At one extreme a pair of aficionados can fight out a brigade size affair on a kitchen table. Just as easily as far as the rules are concerned, fifteen or twenty players can face each other along a 7 X 24-foot table and battle out a simulated Waterloo to find out if they could have changed the course of history. Some buffs even play CLS solo. However the typical game is probably one played on a 5 X 9-foot ping-pong size table with two to four players on a side.

Another merit of CLS is that in spite of considerable complexity the greenest novice may participate right from the start. In fact in the authors' view that is the best and most enjoyable way to learn CLS; play under supervision, read this manual, and play again, alternating until you can handle the mechanics by yourself. See Chapter 32 for a more detailed discussion of how to learn CLS.

How to use this Manual

Two Categories of Questions. The Column, Line and Square Battle Manual is intended primarily as an immediate table top reference for the player. Its organization is designed as a quick finder system. The overwhelming majority of questions which arise during play can be divided into two categories:

(1) procedures of play, such as how to measure small arms fire, or, (2) unit capabilities, "Do Hussars fire small arms?" for example.

Unit Capabilities Questions. If a question arises such as "How many operations can French Chasseurs a Cheval perform?" The player merely notes that Chasseurs a Cheval are Light Horse and goes to Chapter 20. In it he checks Movement and Operations on page 20-1. There he finds "A maximum of two operations per turn are permitted in massed formation." This example represents the unit capability approach; one works from unit to circumstance to rule.

Procedures Questions. The alternative type question centers about a procedure. Suppose after deciding the defending player must make the pre-melee morale check he wonders what defending units must check morale. He looks in Chapter 10, Melee Procedures and finds on page 10-1 "Pre-Melee Morale Check." In the third paragraph he finds...The defending player must check the morale of each unit which has a part of a stand within 6 inches of the melee contact point. In this type question he works from procedure to circumstance to rule.

Moderate familiarity with the manual will allow for very rapid rules finding and a great reduction of verbal battles to the advantage of the wargamer.

The Manual as a Textbook. The second function of the Battle Manual is to act as a home study text. Earlier versions of CIS rules were written down as they were decided upon. It was a good form to trace the evolution of CIS but a terribly frustrating form to anyone wanting a quick authoritative answer or anyone trying to brush up on "What Hussars can do" or "How to conduct a melee." A great deal of attention has been given to insuring adequate explanatory detail for the games' students.

Chapter 2. Background

CIS has evolved over a long period from about 1958 to this writing in 1972. It began with independent players each experimenting with his own rules. But Fred Vietmeyer's dream of a Napoleonic miniatures warfare world drew together these players and sparked what eventually became the Midwestern Napoleonic Wargamers Confederation. It was the leadership of Fred Vietmeyer and his associates that produced Column, Line and Square. At least within the United States it is probably the most widely and extensively played Napoleonic miniatures game. Currently Vietmeyer corresponds with about 100 persons of which many individuals represent entire clubs. Groups are spread from California to Massachusetts. Thus every rule has been widely and thoroughly tested, which is another of the game's special merits.

Technically the basis for simulating organization and firepower is one figure casting per 20 actual historical men and 1 cannon casting for 8 actual guns (approximately a battery).

The unit sizes are based on tables of organization as modified by typical field strengths emphasizing the start of the campaigns when units were newly recruited. Careful attention has been given to what the basic units of different nations were trained to do in combat. This variance in tactical doctrine gives Napoleonic warfare its special flavor. The organization of all Napoleonic era armies changed significantly one or more times during the 20 year period (1796 to 1815 inclusive). CIS best reflects the period of 1808 through 1813 when tactical doctrine was most divergent, but is reasonably accurate up through 1815. As a tactical simulation it is sufficiently accurate to cover Napoleon's entire career as a commander from 1796 onward. However the battalion level organization of the major European powers including the French underwent radical changes before 1808 and therefore CIS does not reflect the organization of the earlier times.

The CIS distance simulation is based on one inch of table top equalling ten yards of actual terrain. However this is modified by a concept of collapsing time and distance to accommodate longer range weapons and behind the lines movement. On the other hand melee procedure stretches out the time scale so what actually occurred in a few seconds to thousands of soldiers is simulated by one player in several minutes.

In practice there is no particular relation between the turn and a precise period of time. The game is "balanced", that is the relationships among fire, movement and other unit capabilities seem to work out about right. Tactical blunders seem to

