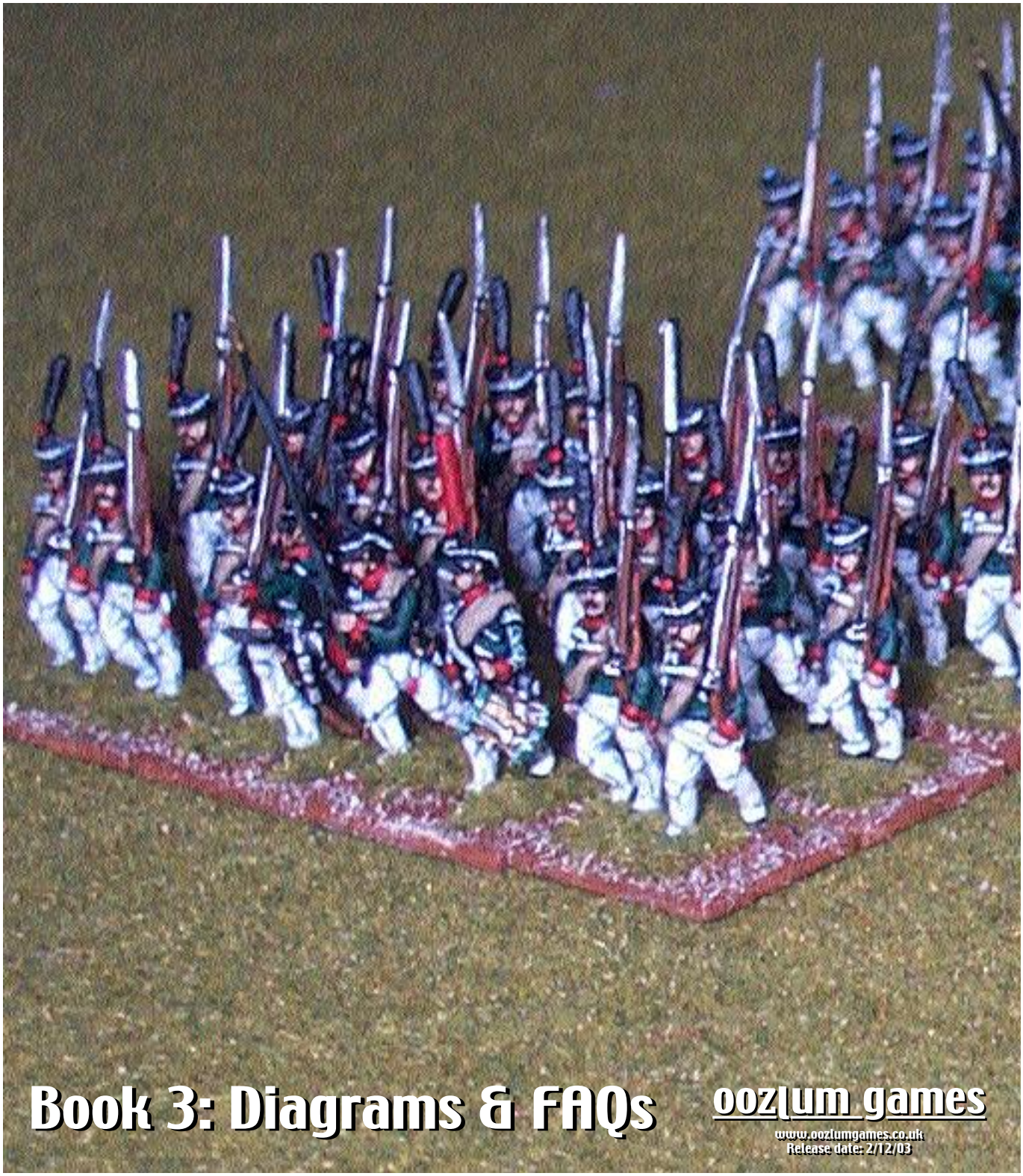
HUZZAH!

Rules for Napoleonic wargaming

First edition, version 1.1



Book 3: Diagrams & FAQs

oozlum games
www.oozlumgames.co.uk
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Diagrams and FAQs

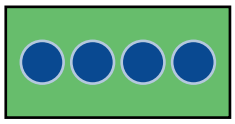
The diagrams and FAQs are intended to clarify and demonstrate the explanations in the main rules. Some go beyond this, illustrating good practice or offering advice. The diagrams have all been put into one separate book because the need to refer to them will diminish as Huzzah! becomes familiar. Positioned within the main rules, they would serve only to over-extend some sections, making the rules themselves harder to find.

The FAQs also serve as a shorthand form of my designer's notes. I have decided against writing a piece illustrating the philosophy of the rules because I hope that is abundantly clear. Nor do I intend to crow about any supposed superiorities of Huzzah! – it is merely my own set of rules, which I happen to prefer because they satisfy me in ways that commercial rules cannot. Huzzah! is available free on the internet for anyone to judge its suitability or otherwise for their own games.

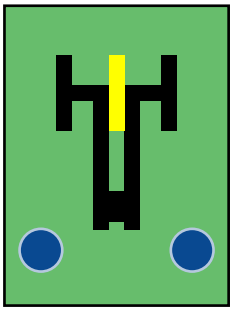
Ian Marsh
Freshwater, December 2003

Common elements

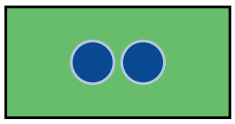
Note that in the diagrams, by default stands and units face the top of the page. Different orientations are usually clear from the positioning of threat zones, which always extend from the front of a unit, or by virtue of the fact that opposing units are assumed to face each other.



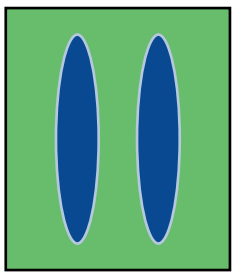
Infantry stand



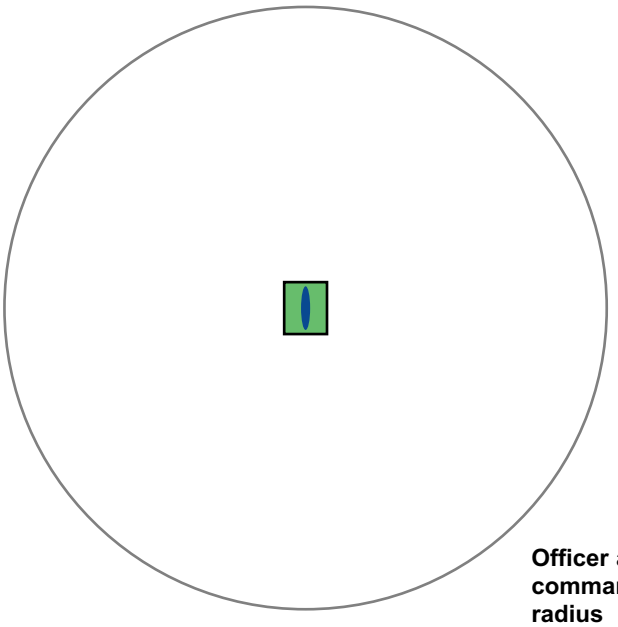
Artillery stand



Infantry stand in open order

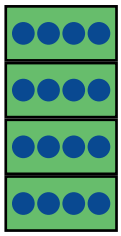


Cavalry stand

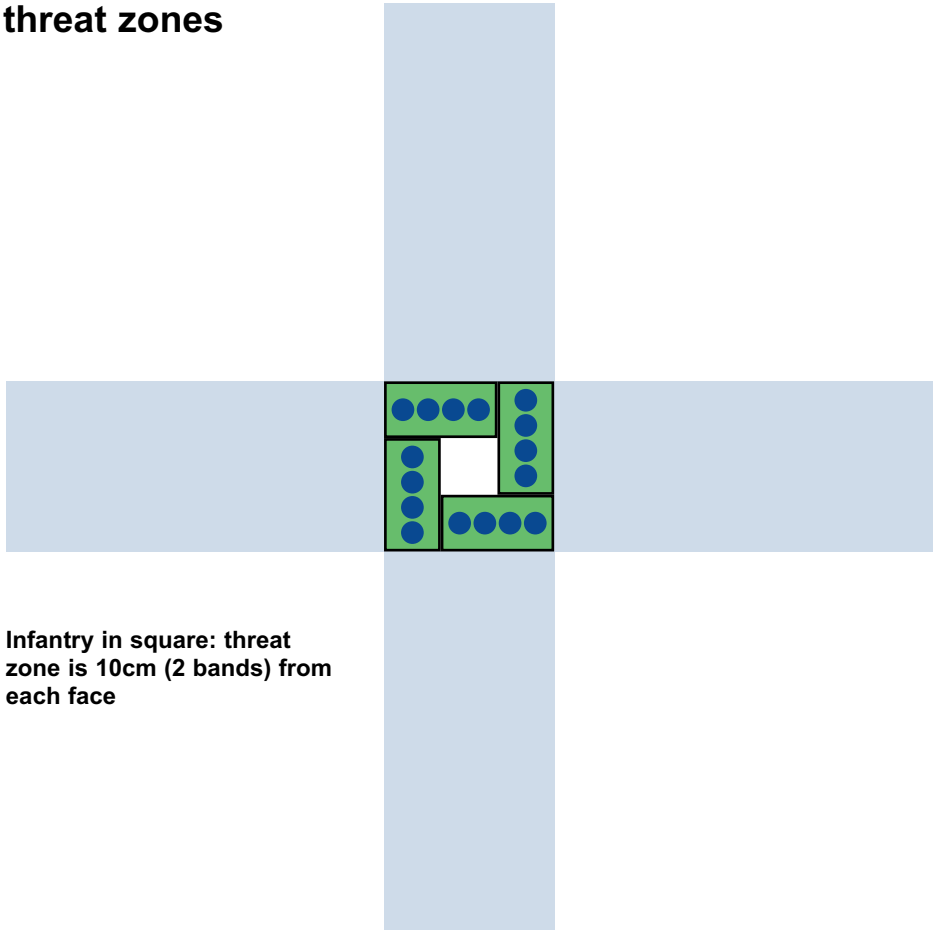


Officer and command radius

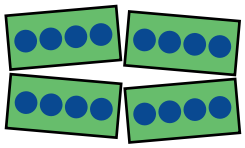
Infantry formations and threat zones



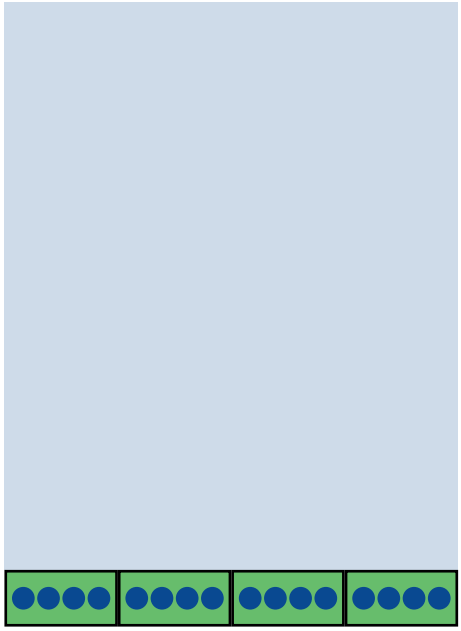
March column: no threat zone



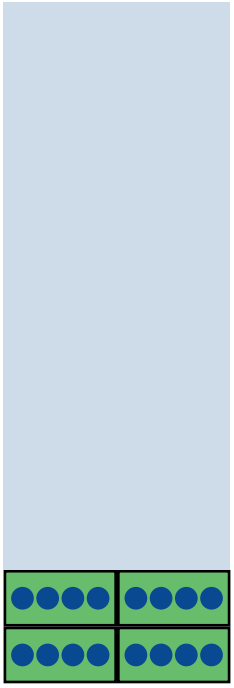
Infantry in square: threat zone is 10cm (2 bands) from each face



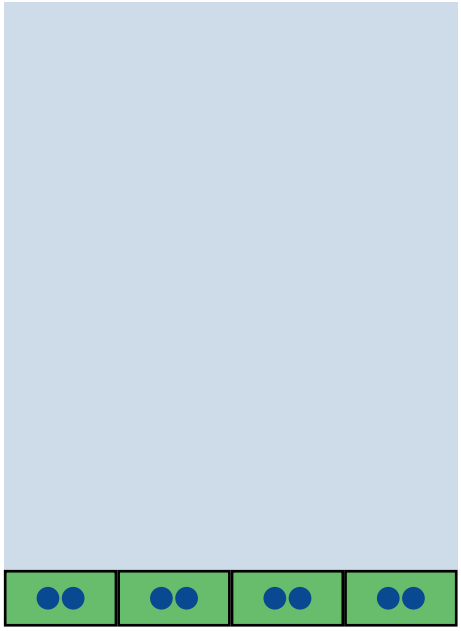
Mob: no threat zone



Line: threat zone is 15cm (3 bands)

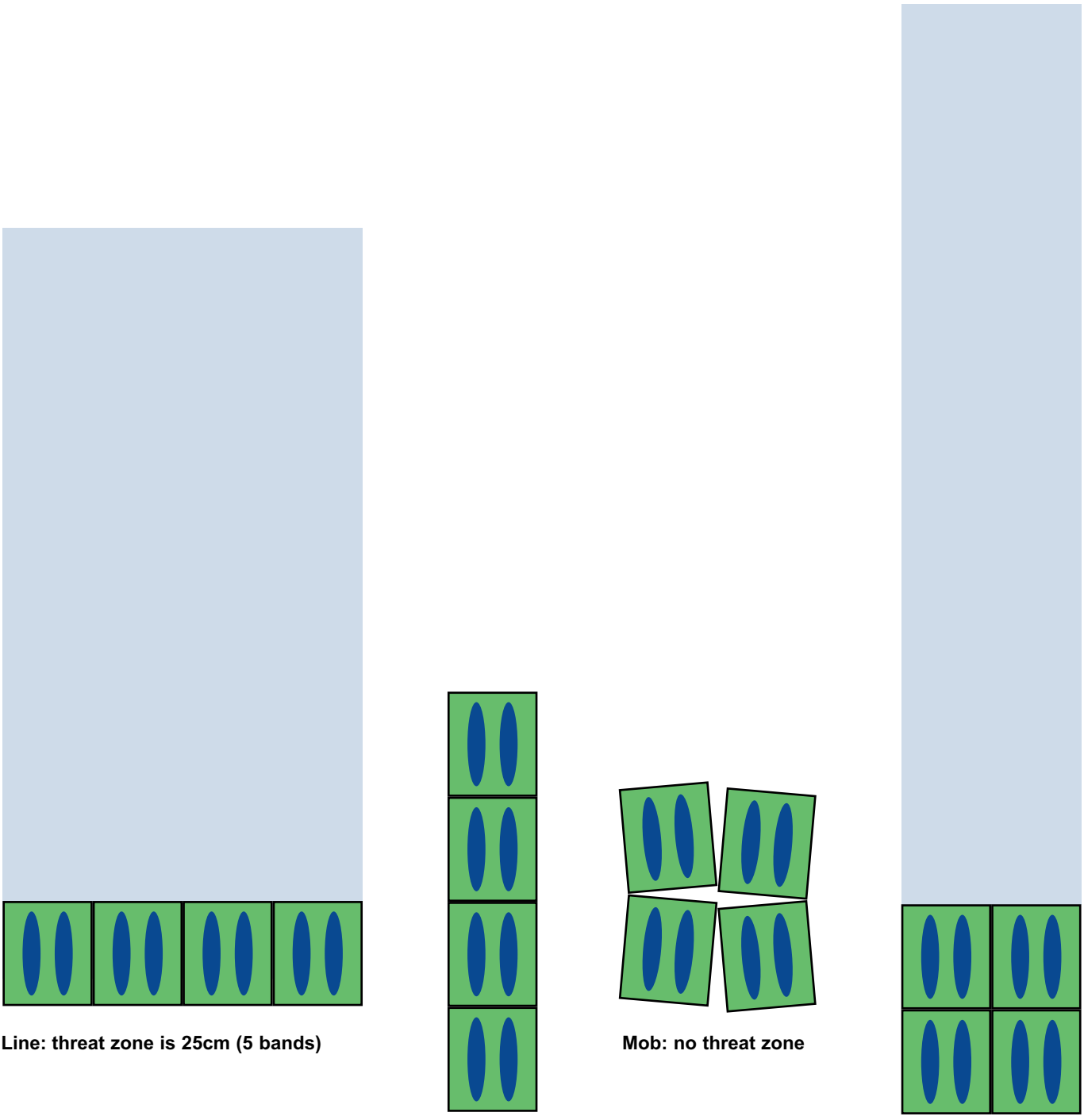


Column: threat zone is 15cm (3 bands)



Open order: threat zone is 15cm (3 bands)

Cavalry formations and threat zones



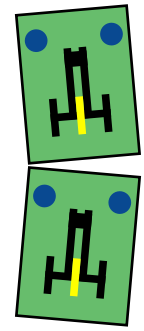
Line: threat zone is 25cm (5 bands)

March column: no threat zone

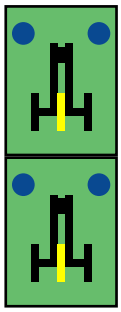
Mob: no threat zone

Column: threat zone is 30cm (6 bands)

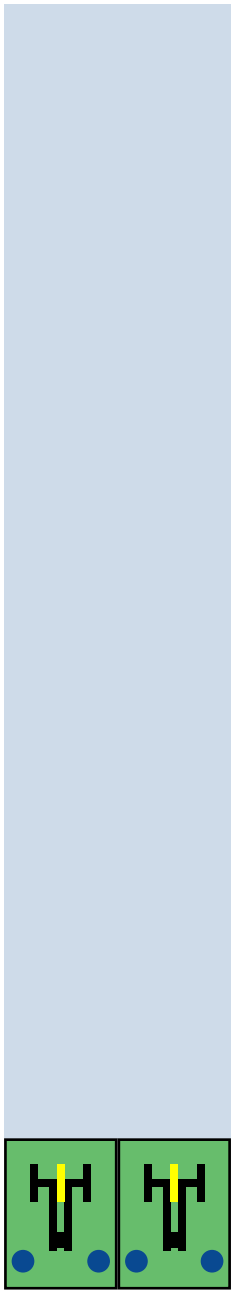
Artillery formations and threat zones



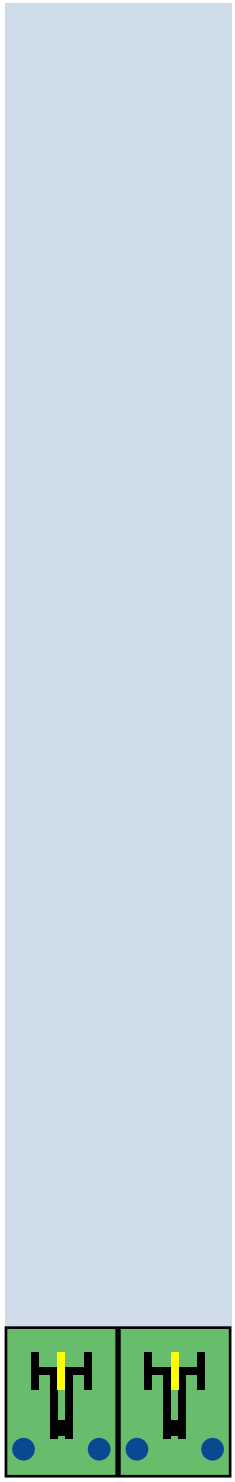
Mob: no threat zone



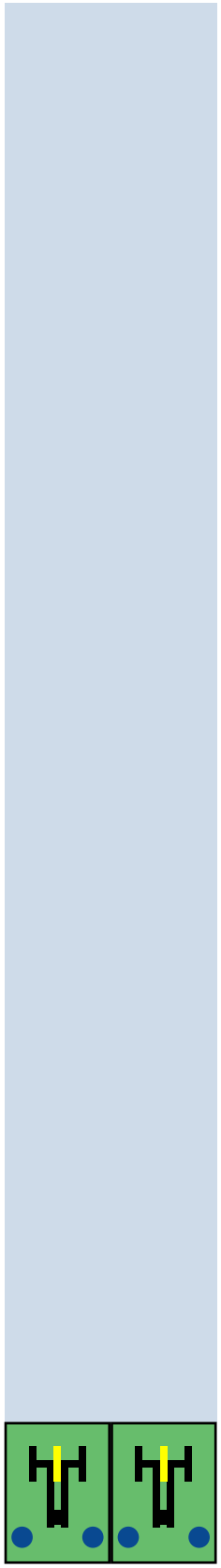
March column (limbered): no threat zone



Light artillery in line (unlimbered): threat zone is 30cm (6 bands)

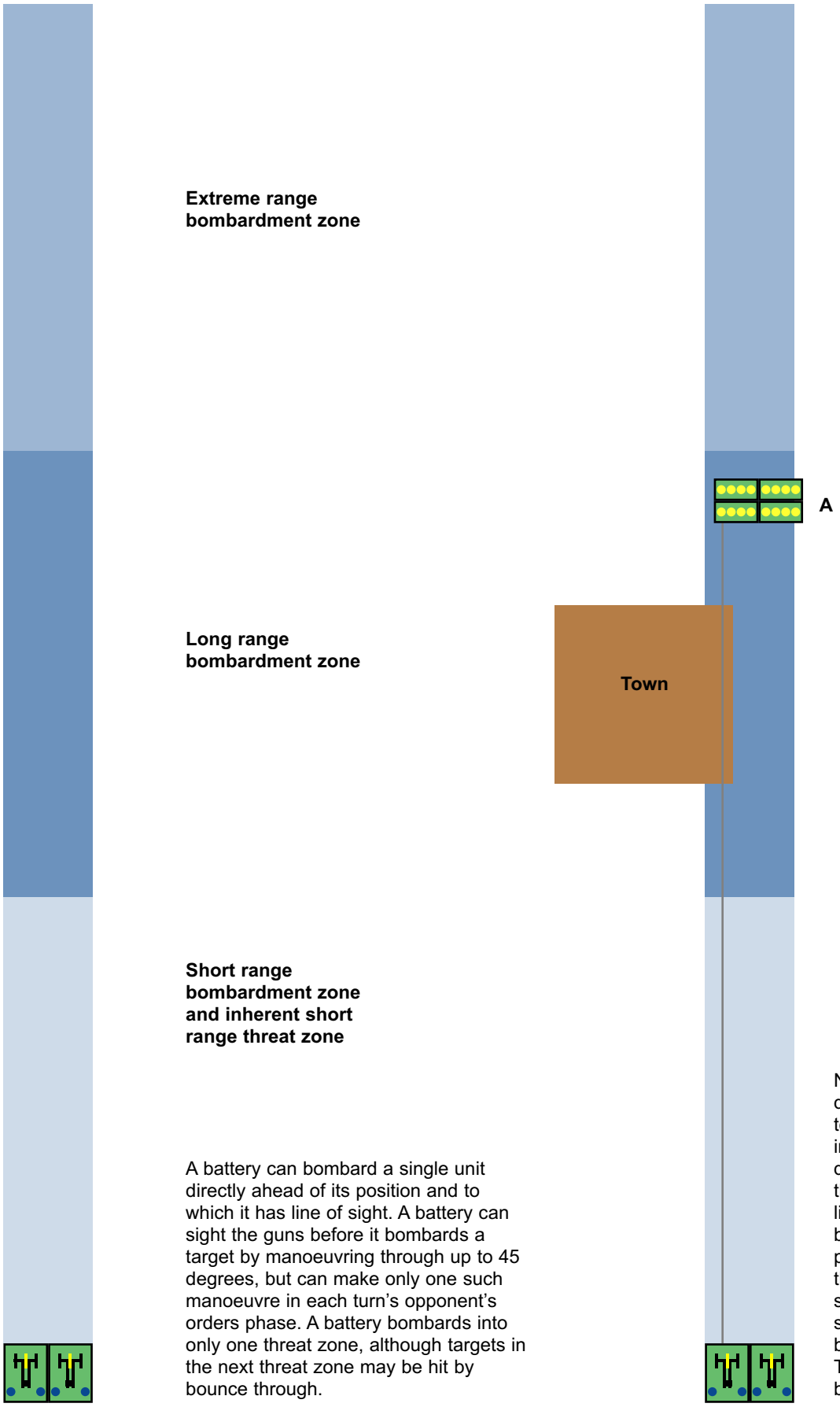


Medium artillery in line (unlimbered): threat zone is 35cm (7 bands)



Heavy artillery in line (unlimbered): threat zone is 40cm (8 bands)

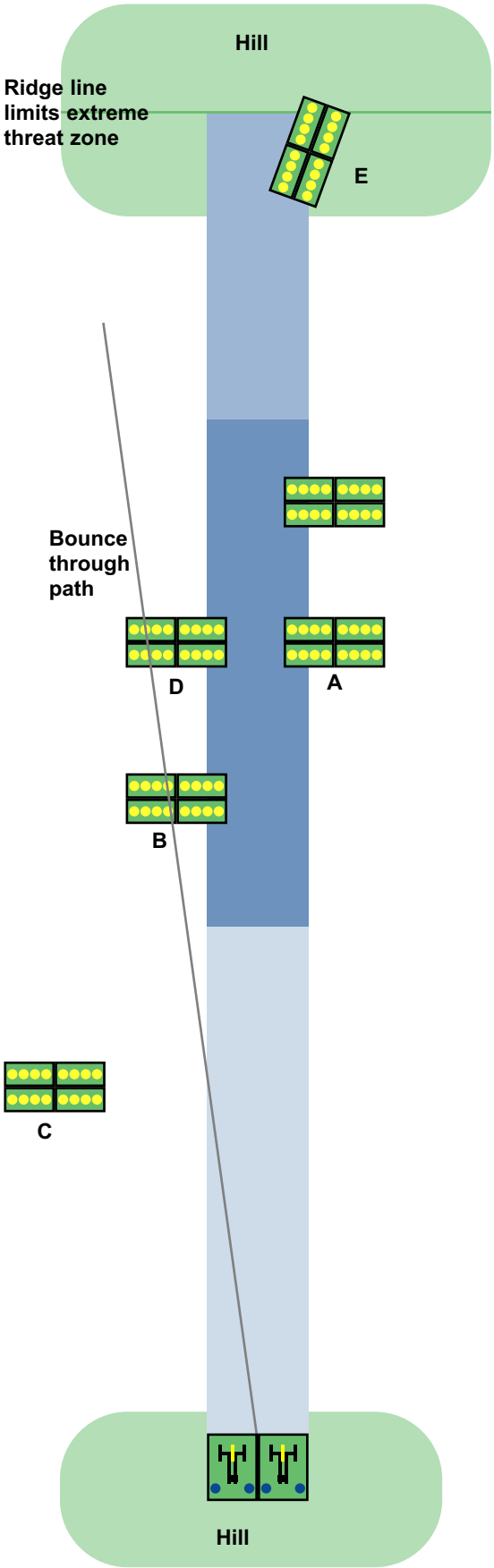
Artillery bombardment



A battery can bombard a single unit directly ahead of its position and to which it has line of sight. A battery can sight the guns before it bombards a target by manoeuvring through up to 45 degrees, but can make only one such manoeuvre in each turn's opponent's orders phase. A battery bombards into only one threat zone, although targets in the next threat zone may be hit by bounce through.

No line of sight: The battery does not have line of sight to Unit A because the town intercepts a straight line drawn from the battery to the unit. Although a straight line can be drawn from the battery to the unit without passing through the town, this is irrelevant. Line of sight is blocked if *any* straight line is intercepted by terrain or another unit. Therefore the battery cannot bombard Unit A.

Artillery bombardment



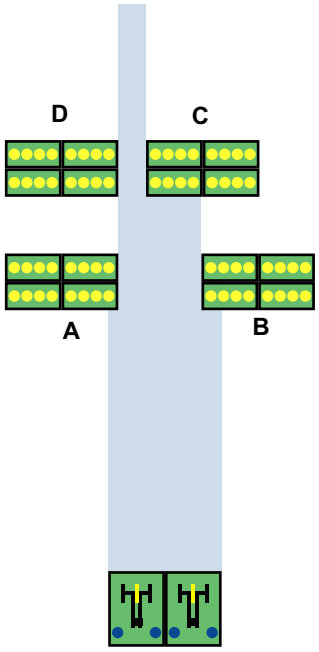
First target: Artillery batteries that chose to bombard must bombard the first unit in their threat zones. Note that this is not necessarily the same as the closest unit to the battery. Here Unit C is physically the closest to the battery, but it is not in the battery's threat zones and the battery does not have to bombard it. The battery can bombard Unit C, however, if the controlling player decides to sight the guns, manoeuvring the battery to face this target. A battery can sight the guns only if it also bombards.

Units A, B and E are in the threat zones of the battery, but Unit B is the first such unit and therefore if the battery bombards (it is not compelled to bombard), it must bombard Unit B. It cannot choose to bombard Unit A unless it sights the guns and manoeuvres to exclude Unit B from its threat zones. The battery cannot bombard disadvantaged Unit E.

Bombardment at any range is made against only a single unit (a battery's inherent threat zone can affect multiple units in the threat phase). If the battery bombards Unit B, however, it affects Unit D on bounce through because a line drawn from the centre of the battery through the centre of the side of Unit B that faces the battery passes though Unit D. Unit D, however, must be within the bounce through distance of the guns, measured from the centre of the front of Unit B, to be affected. Even though the battery affects both Units B and D, it receives only one smoke marker for making a single bombardment.

Once the battery has bombarded Unit B, it cannot bombard that unit again in the same turn until it acts on an order (i.e. it advances, retires, deploys or manoeuvres). If Unit B does not act on an order, even though other units in its command act on an order, it cannot be bombarded again until the next turn. If the battery has bombardment remaining, it can sight the guns to bombard another target, such as Unit A or Unit C. If it sights the guns, it cannot do so again until the next turn.

Inherent artillery threat

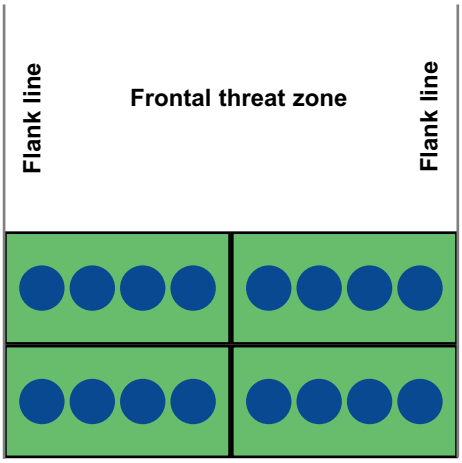


The inherent threat zone of artillery affects all enemy units. Units A, B and C are all threatened by the battery and must take threat tests, and the battery receives only one smoke marker for threatening all of them. There is no bounce through, however, so Unit D is shielded by Unit A, which it is directly behind.

Threat zones extend beyond but not through enemy units, and affect all units that are not shielded by the presence of friendly units.

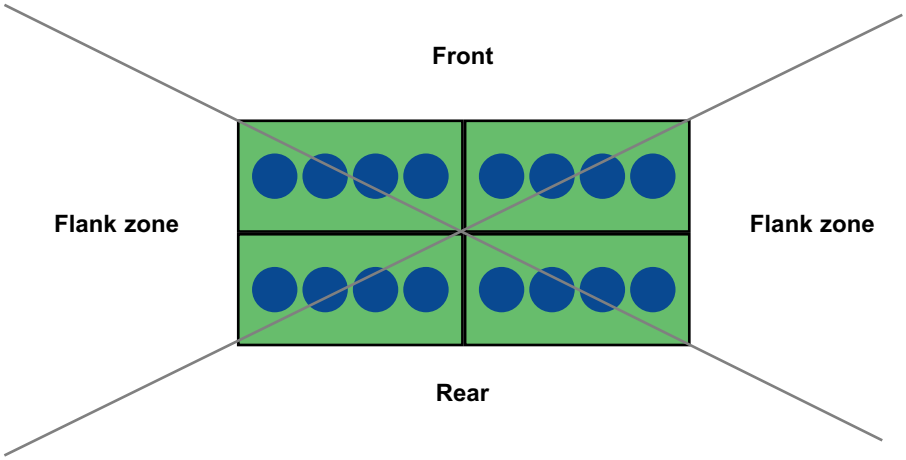
In effect, the inherent threat zone of a battery is pure canister fire; bombardment, however, also takes into account the effect of roundshot and double-shotting.

Flank lines and flank zones



Flank lines are the lines drawn through the two corners of a unit on the same flank. They are used to define the frontal threat zone of a unit.

The frontal threat zone is the area to the front of the unit between its flank lines. The depth of the threat zone depends on the formation of the unit and to which arm it belongs.

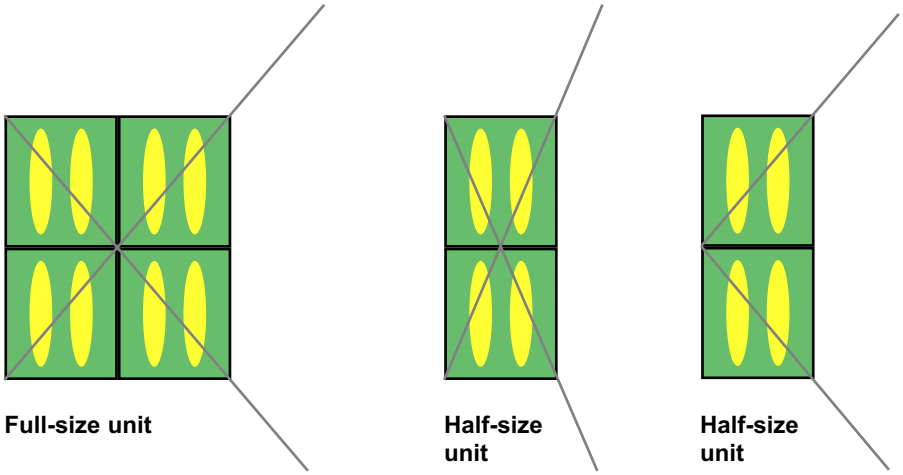


Flank zones are the areas between the lines drawn through the opposite corners of a unit on the opposing flanks.

Flank zones therefore get broader with the depth of a formation. An infantry line presents a narrow flank zone, an infantry column presents a wide flank zone, and a cavalry column presents the broadest flank zone.

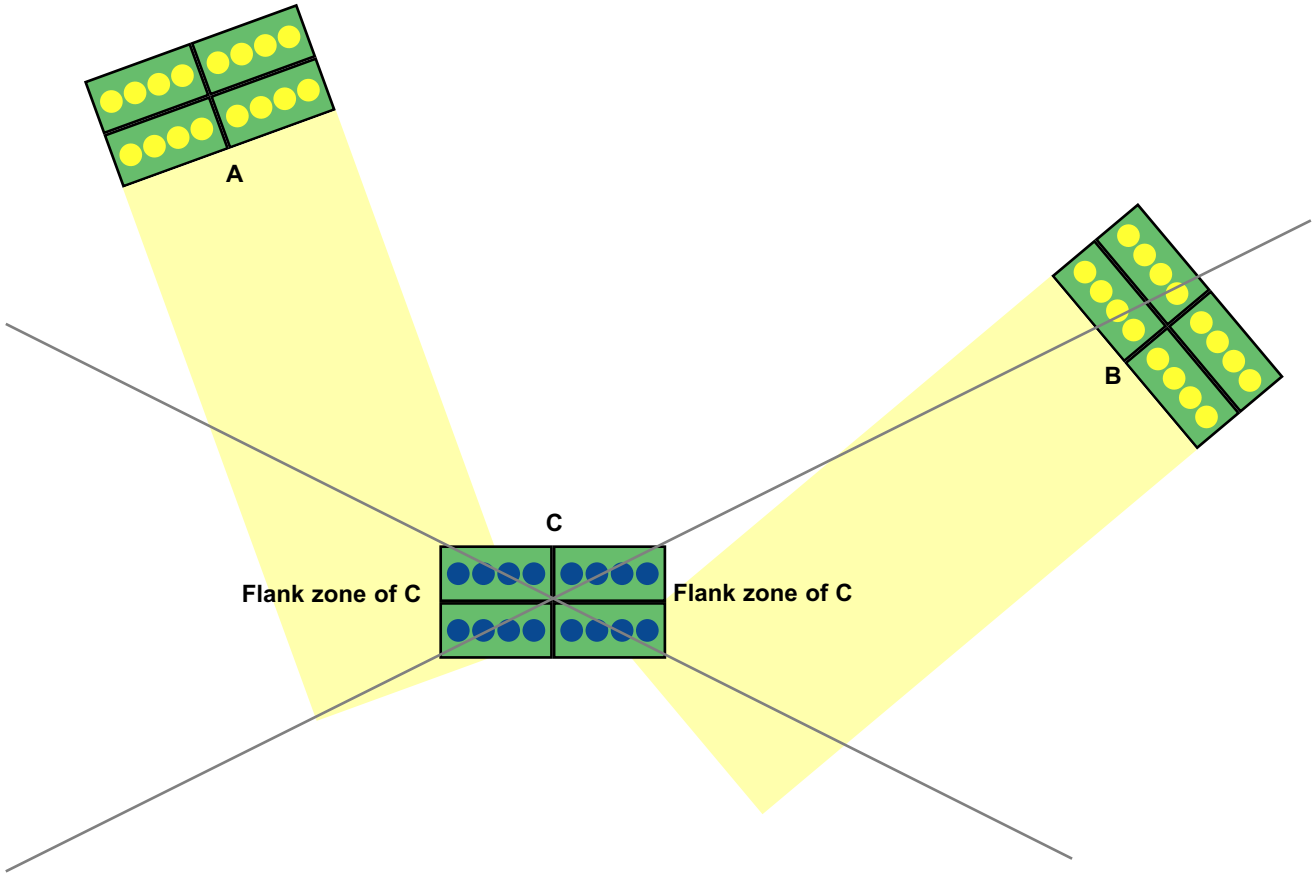
Flanks zones are not relevant to mobs or march columns because these units are always disadvantaged in a threat test or an engagement.

Flank zones of deep units in scaled games



Reduced unit sizes can affect the flank zones of deep units in a scaled game, making them unreasonably vulnerable to flank threats (centre) compared with a standard unit (left). Instead of measuring flank zones using lines drawn through opposing corners, therefore, in scaled games where such an effect is noticeable, flank zones of deep units can be measured using lines drawn from the centre of one flank through the opposing corners of the other (right).These alternative flank zones may also be suitable when using cavalry units based for Napoleon's Battles.

Flank threats



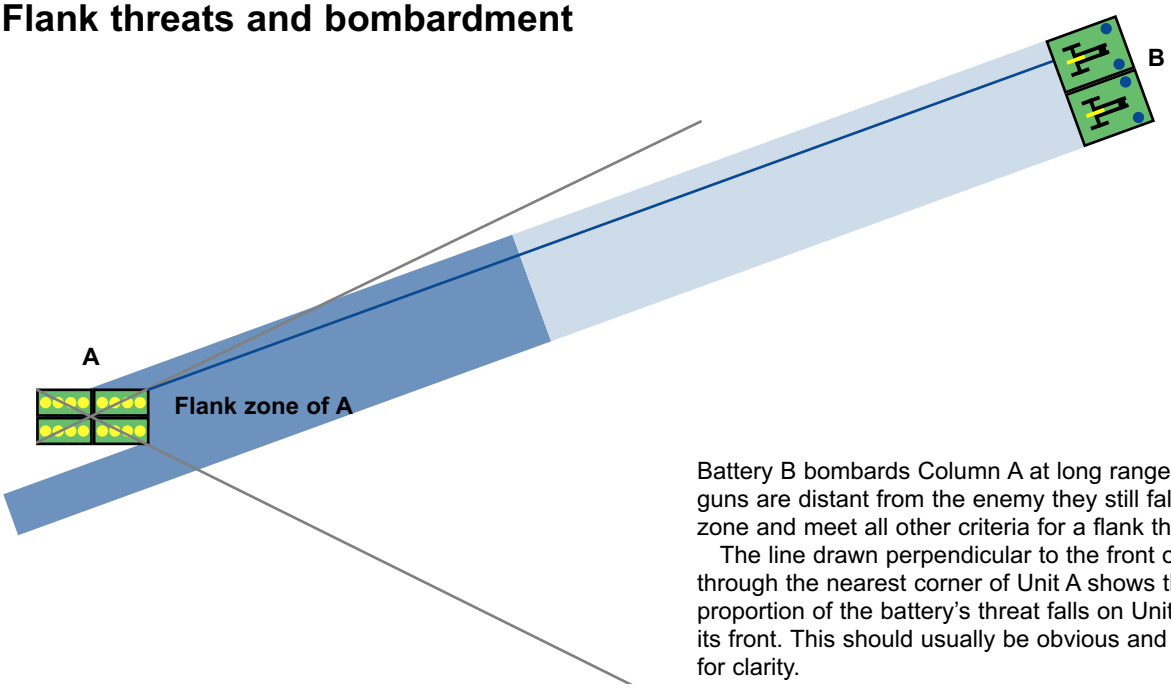
Column C is threatened by Units A and B, also in column. Unit A presents a frontal threat; Unit B presents a flank threat.

Unit A can see all of the flank of Unit C, is facing its flank and has more of its threat zone on the flank of its target or beyond. It is outside the column's flank zone, however, and therefore does not threaten it from the flank. Even if Unit A's threat zone were to fall only on the flank of Unit C, the threat is still frontal because Unit A is outside the flank zone.

Unit B fulfils all four criteria for a flank threat: in addition to the criteria satisfied by Unit A it is also within Unit C's flank zone.

Requiring a threatening unit to be in a flank zone to cause a flank threat ensures the unit sufficiently enfilades the target and therefore disadvantages it.

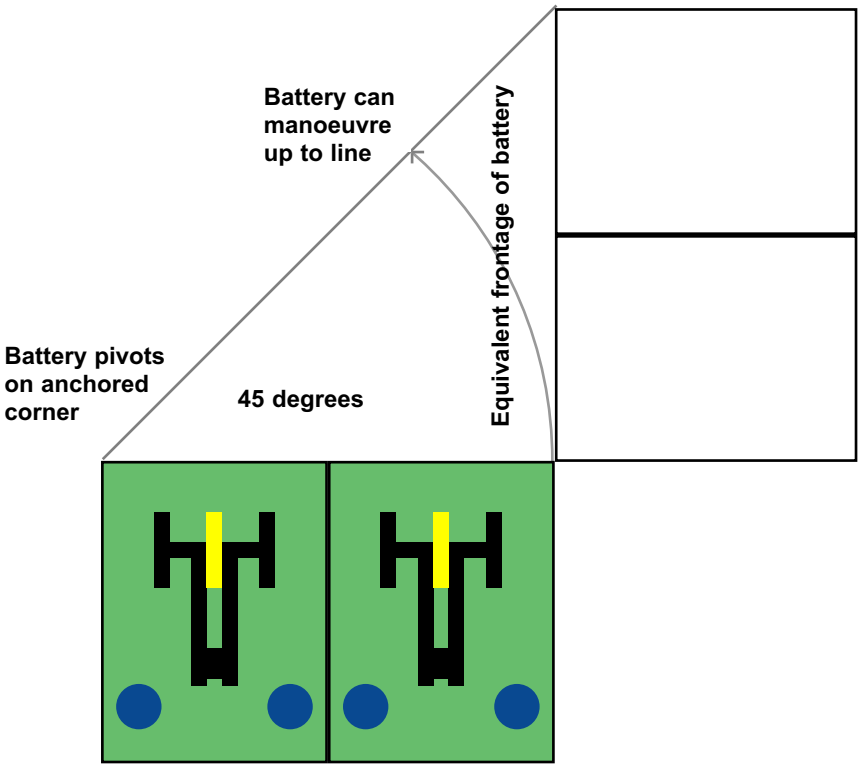
Flank threats and bombardment



Battery B bombards Column A at long range. Even though the guns are distant from the enemy they still fall within its flank zone and meet all other criteria for a flank threat.

The line drawn perpendicular to the front of the battery and through the nearest corner of Unit A shows that a greater proportion of the battery's threat falls on Unit A's flank than on its front. This should usually be obvious and is illustrated here for clarity.

Manoeuvring

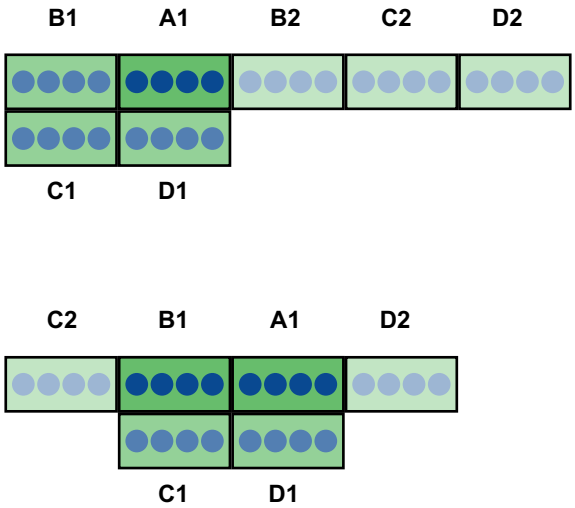


Units in line can manoeuvre through up to 45 degrees on one anchored corner.

It's easy to measure a 45 degree angle without using any special devices. Measure a distance equal to the frontage of the unit from the unanchored flank of the unit and place a straight edge, such as a ruler, from the anchored flank to this measured point. The unit can manoeuvre up to this straight edge, which is at 45 degrees to its original facing.

The paler stands shown here are just to indicate the equivalent frontage and therefore the point to which to measure. They do not represent where the stands end up after manoeuvring!

Deployment



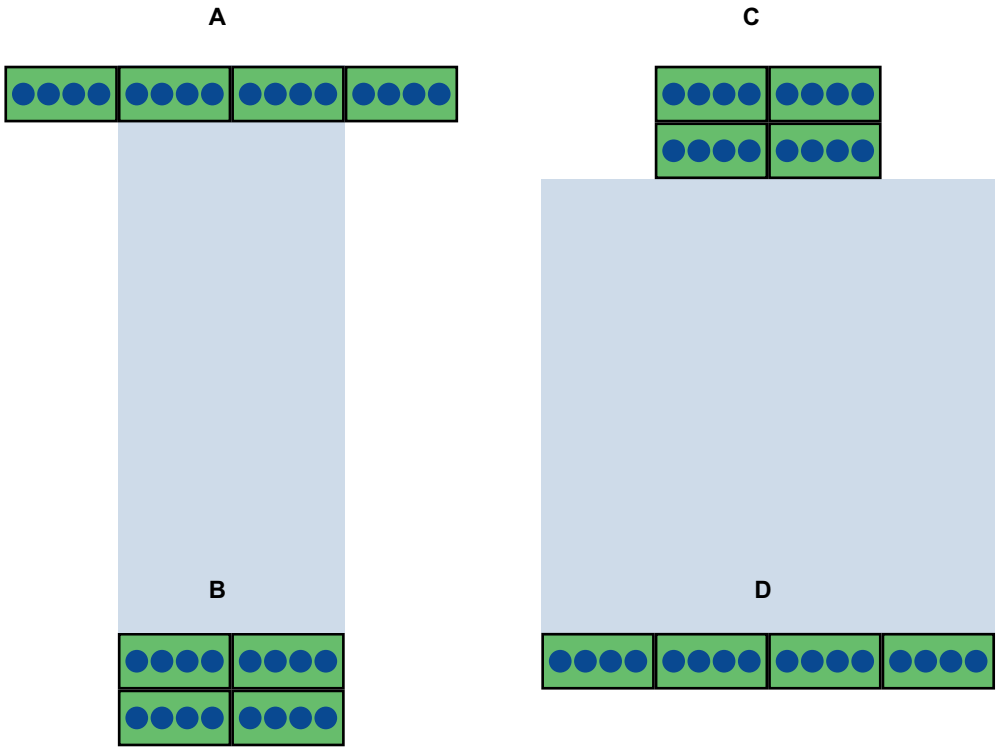
At least one stand must remain stationary while deploying to anchor the position of the new formation.

Here the column comprising stands A1, B1, C1 and D1 (top) changes formation to form a line anchored on A1, with the other stands moving to positions B2, C2 and D2. In reverse, the line A1, B2, C2 and D2 can condense to form column on the stationary stand A1.

The column A1, B1, C1 and D1 (bottom) could also form line keeping both stands A1 and B1 stationary, with one stand moving to each flank to form the line C2, B1, A1 and D2. Again, the reverse movement to change formation from line to column applies.

Both variations are permissible, as is forming line from the same column by throwing two stands out to one flank of the stationary stands A1 and B1.

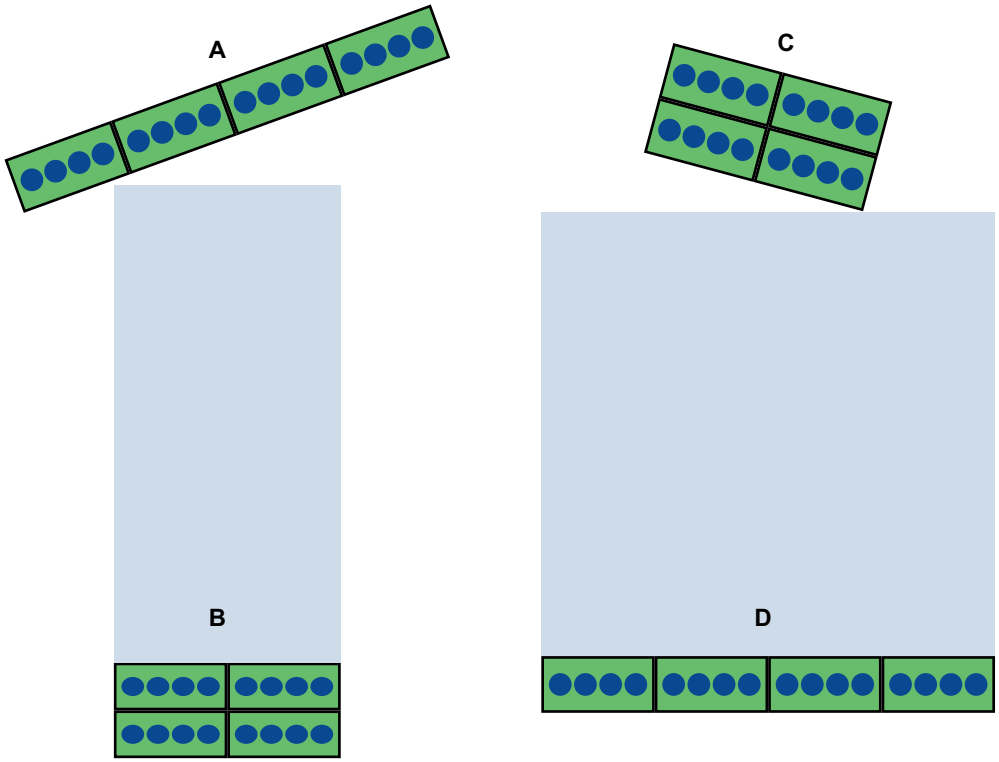
Support



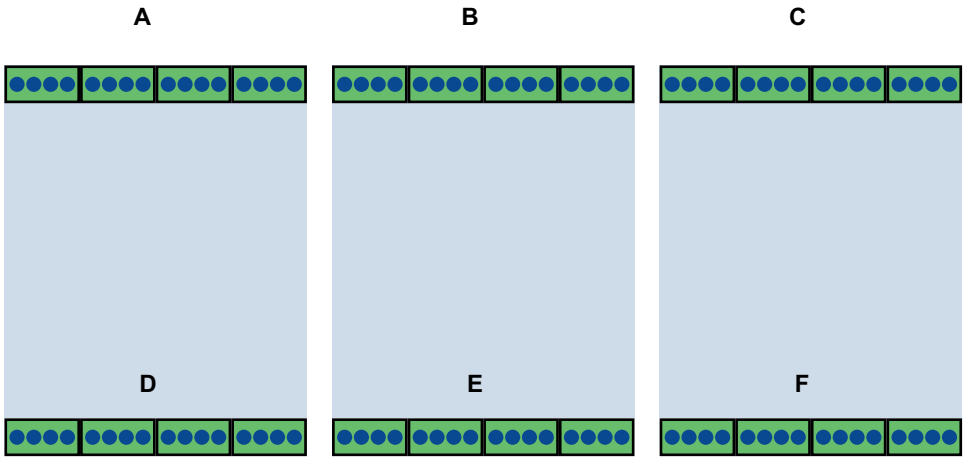
Column B supports Line A because the threat zone of Column B is entirely covered by A.

Column C is supported by Line D because the rear of C is entirely covered by the threat zone of D.

The threat zones of B and D stop where they contact the rear of A and C respectively.



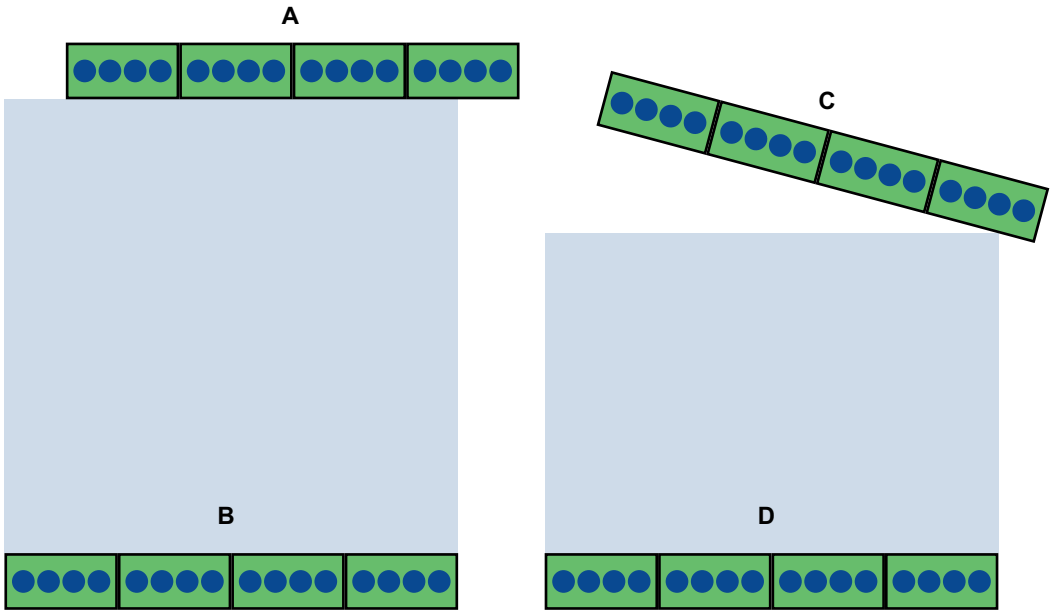
Units A and C are at an angle to B and D respectively. Both units are still supported, even though the threat zones of friendly units B and D stop along the whole front where they contact A and C: the threat zone of B is still in effect entirely covered by A and the rear of C is still in effect covered by the threat zone of D.



Lines A, B and C are supported respectively by lines D, E and F, because the threat zones of D, E and F respectively cover the rears of A, B and C.

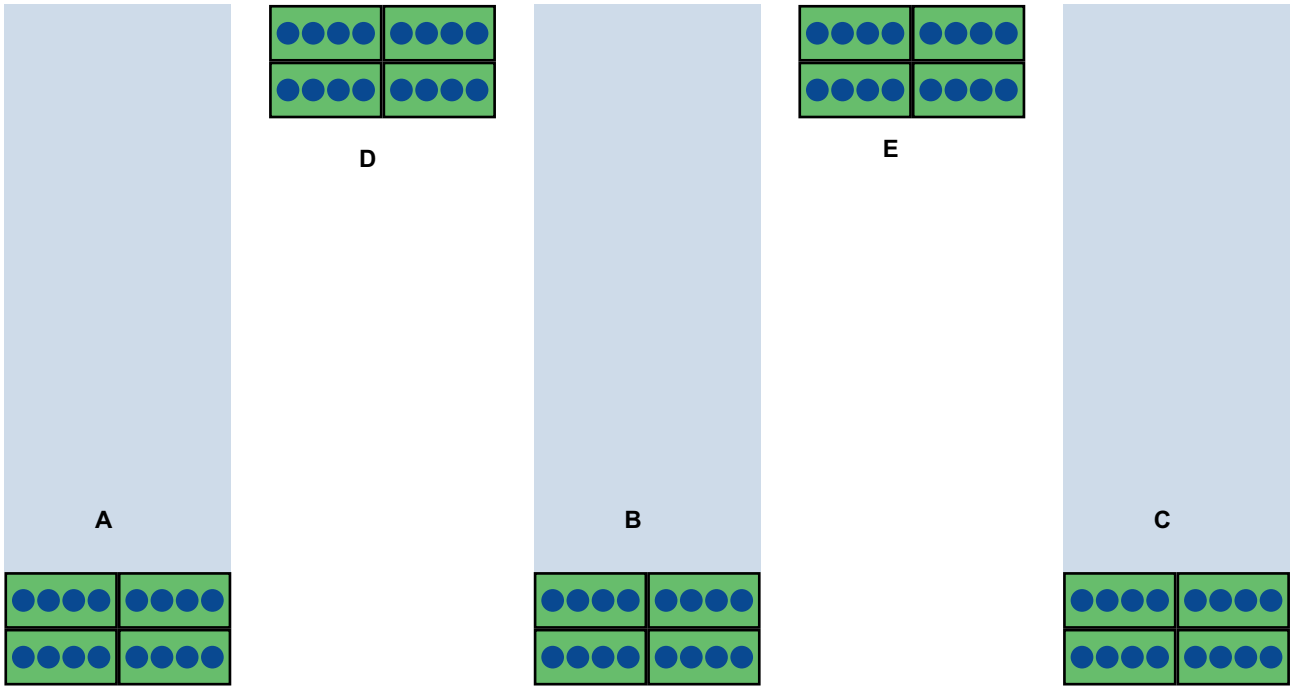
In addition, B and E have secure flanks, provided by the physical presence of units to their left and right.

Both secure flanks and support provide the favourable position modifier. However, regardless of how many criteria are satisfied, only a single Up 1 results from being in a favourable position.



Neither A nor C are supported. The threat zone of B does not cover the rear of A, nor does the threat zone of D cover the rear of C.

Secure flanks

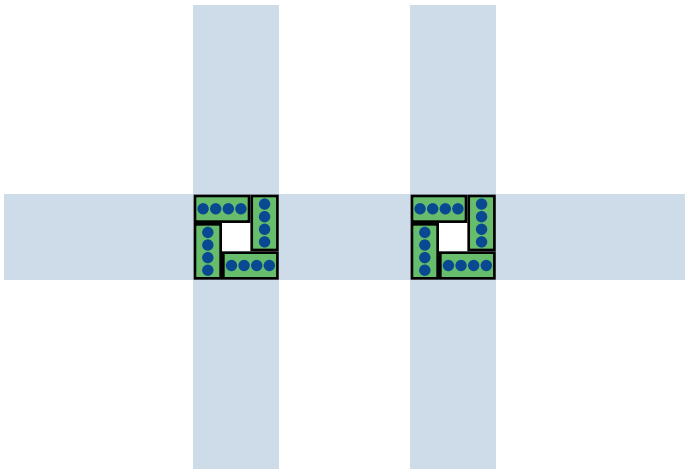


Columns D and E have secure flanks because of the presence of friendly threat zones from A, B and C. An enemy unit approaching the flanks of Units D and E would have to stop at the threat zones of A and C in particular before trying to advance on D or E on a subsequent order.

Unit B has secure flanks because of the physical presence of A and C; it would take unusual circumstances for an enemy unit to approach the flanks of B.

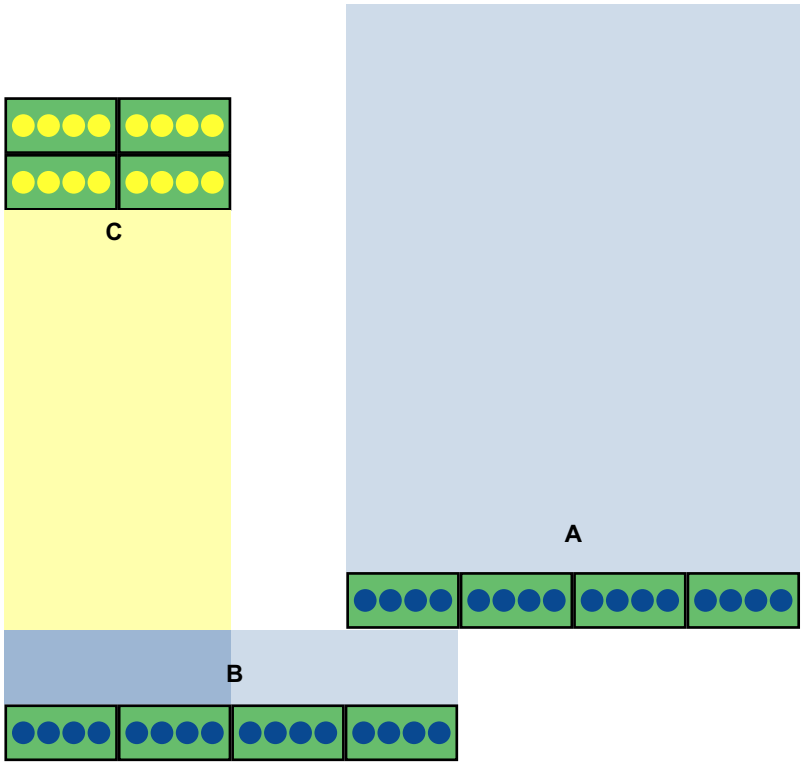
Three units in this group are therefore in a favourable position.

Supported squares

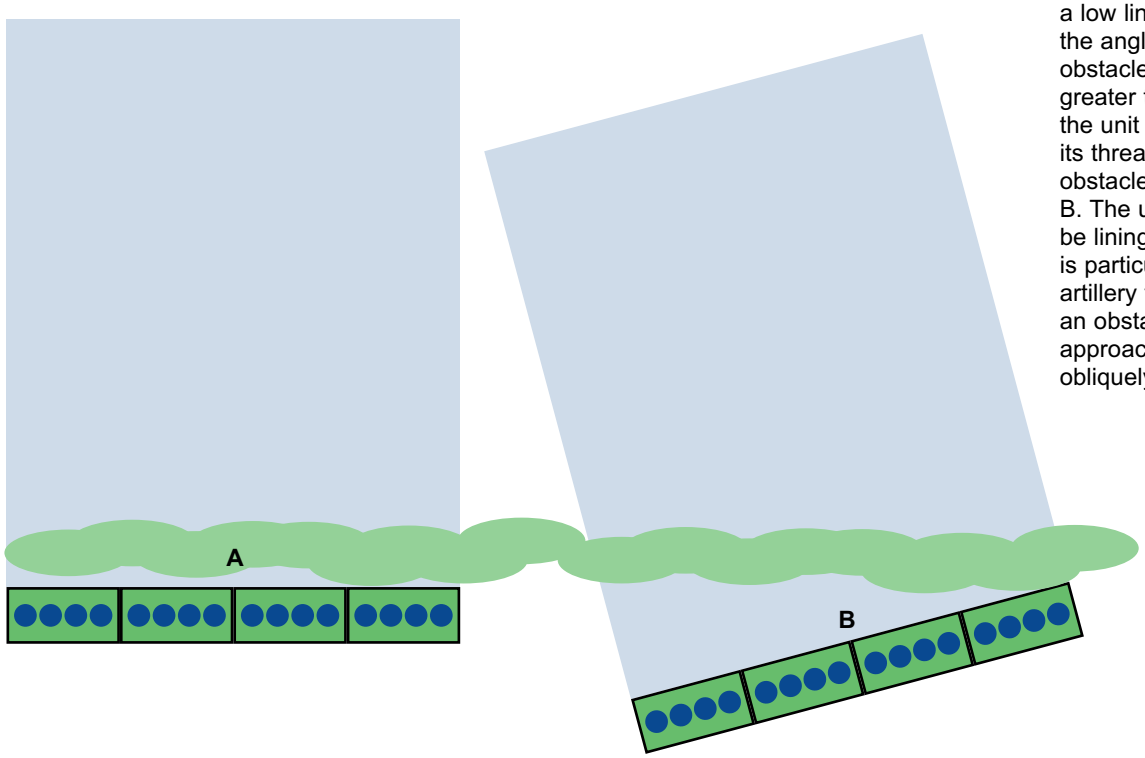


If one face of a square is entirely covered by the threat zone of a friendly unit it counts as “rear support”. Squares can give each other mutual support in this way.

Blocked threat zones

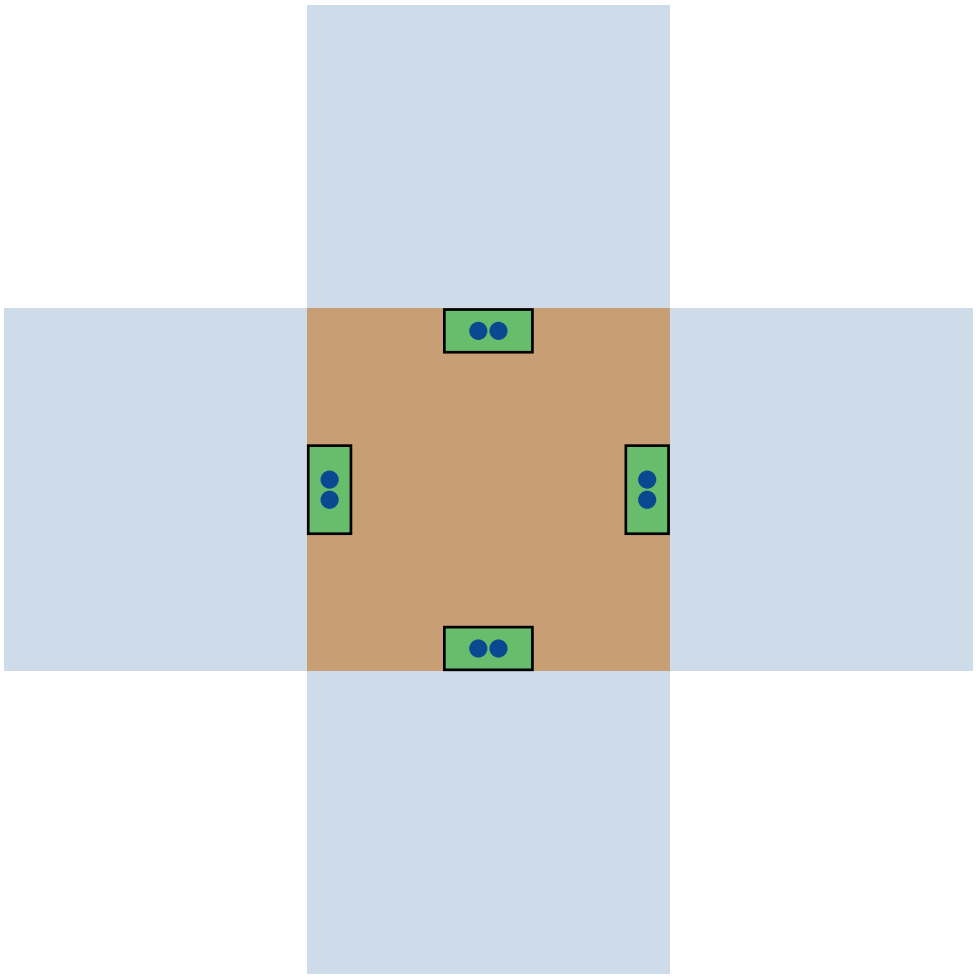


Line A stops the threat zone of friendly Line B, allowing Column C to threaten B with impunity.



An infantry or artillery unit adjacent to a low linear obstacle, such as a hedge, projects its threat zone over that obstacle, as Unit A does here. Provided that a unit remains in contact with a low linear obstacle and the angle between the obstacle and the unit is no greater than 45 degrees, the unit continues to project its threat zone over the obstacle, as shown by Unit B. The unit is assumed to be lining the obstacle. This is particularly relevant to artillery that bombards over an obstacle and to units that approach a linear obstacle obliquely.

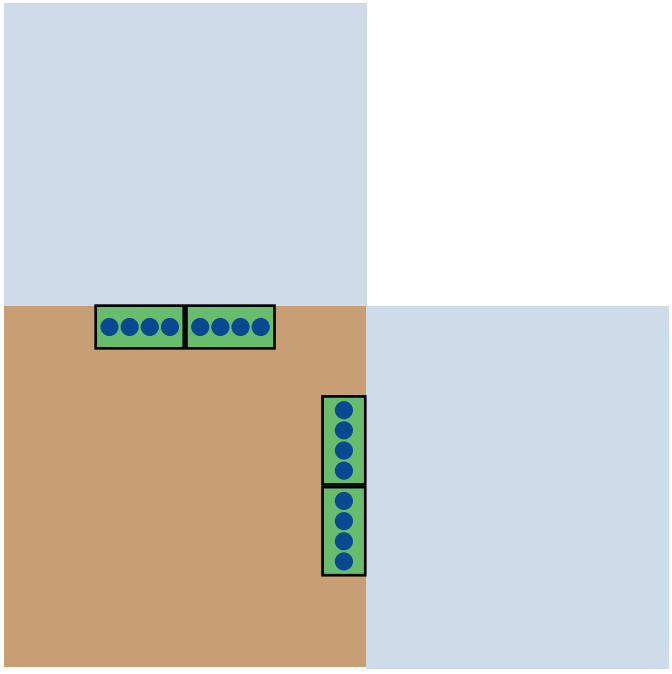
Buildings and threat zones



An infantry unit with the Open Order ability can deploy into a buildings sector on a Deploy order: its stands are positioned around the perimeter of the sector. Such a unit presents four individual threat zones, each extending 10cm (2 bands) from the faces of the sector.

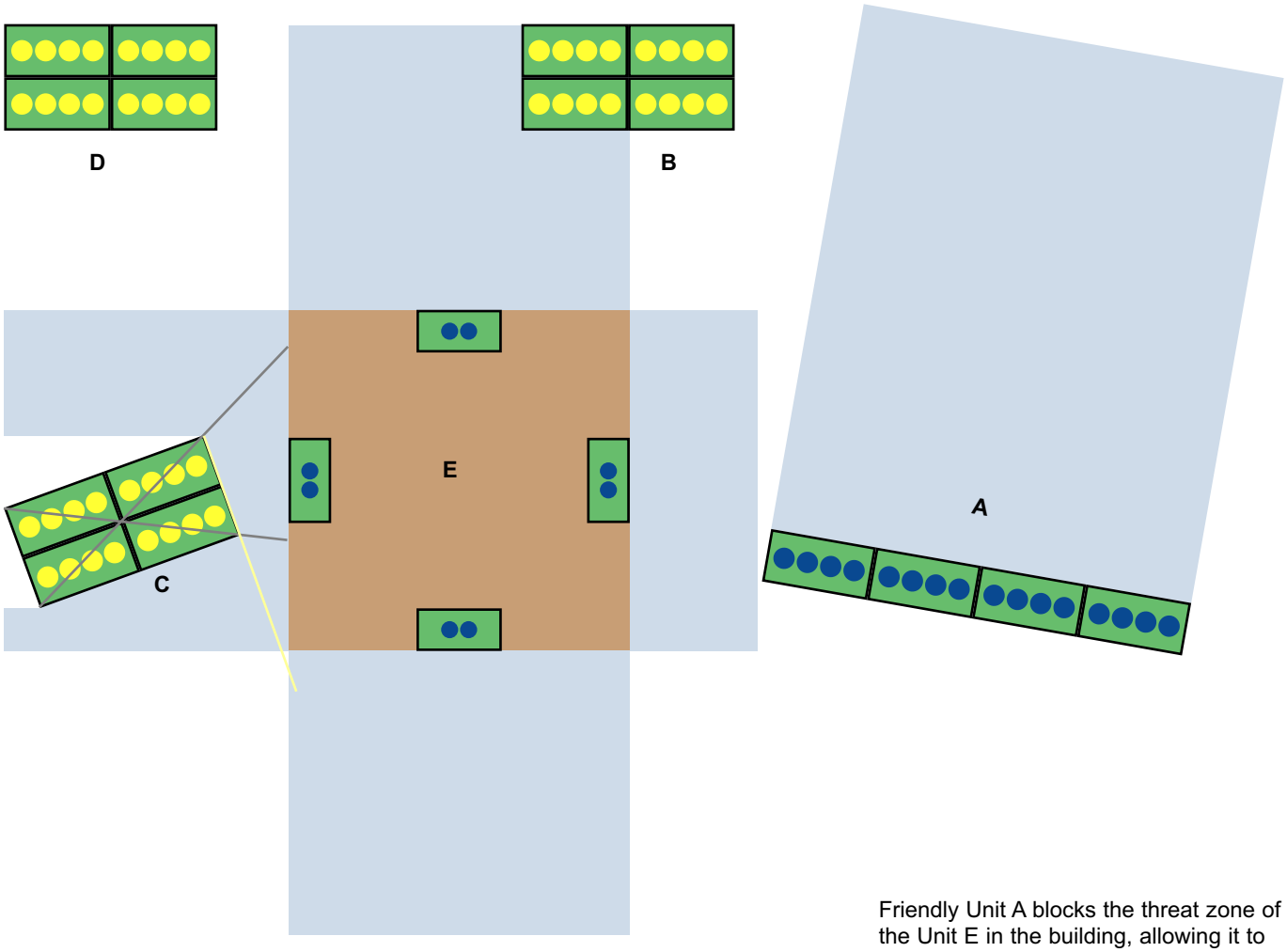
A unit with the Open Order ability so deployed is in a favourable position and also gains the modifier for operating in open order in dense terrain: it will therefore be Up 2 in threat tests and engagements.

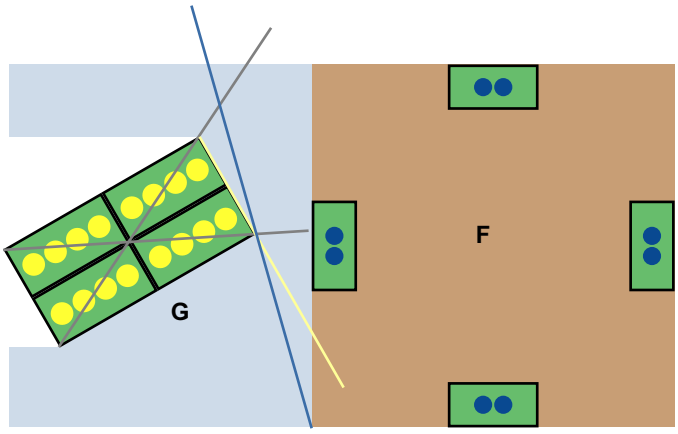
Infantry with the Open Order ability therefore is hard to evict from terrain that suits its specialised training.



Close order infantry can deploy into a buildings sector on a Deploy order: its stands are positioned along two adjacent sides of the sector. Such a unit presents two individual threat zones, each extending 10cm (2 bands) from the two faces of the sector along which it is deployed.

Such a unit is in a favourable position and therefore is Up 1 in threat tests. In engagements, however, it is in a non-doctrinal deployment, the penalty for which cancels the favourable position modifier. Enemy units can also engage the undefended sides of the sector, disadvantaging the defender. Close-order infantry is therefore a second-best option to defend buildings.





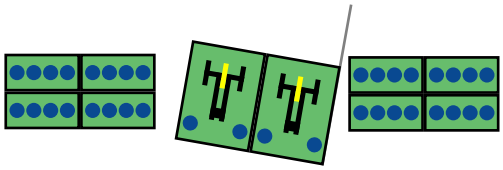
Friendly Unit A blocks the threat zone of the Unit E in the building, allowing it to extend only up to the point where it contacts Unit A.

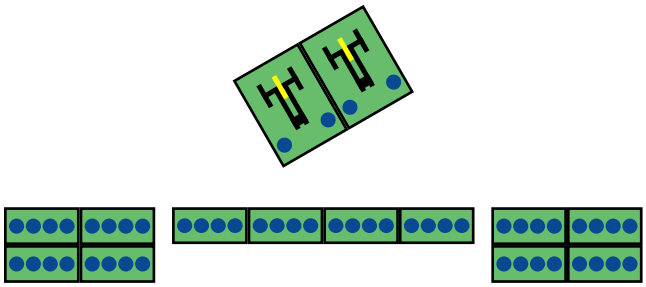
Unit B is threatened frontally by E; Unit D is outside all threat zones and not threatened.

Unit C is threatened in the flank by E and is disadvantaged. Unit E faces Unit C, it has sight to Unit C all along the one face of the sector, more of its threat zone projects on the flank of Unit C than on the front, and the town is also within the flank zone of Unit C.

The pale blue flank line of Unit C extends past the building. This shows that all of E on the side of the building sector facing C can see the flank of C.

The counter example is shown by units F and G. Here, the flank of column G cannot be seen along all the face of the building occupied by F, as shown by the red sighting line from the building and by the pale blue flank line from the column. In practice, if the flank line of a unit intercepts a building sector, then line of sight to the flank is blocked along the whole of the sector's face. This is easier to measure than to debate the effect of different sighting lines from the town!

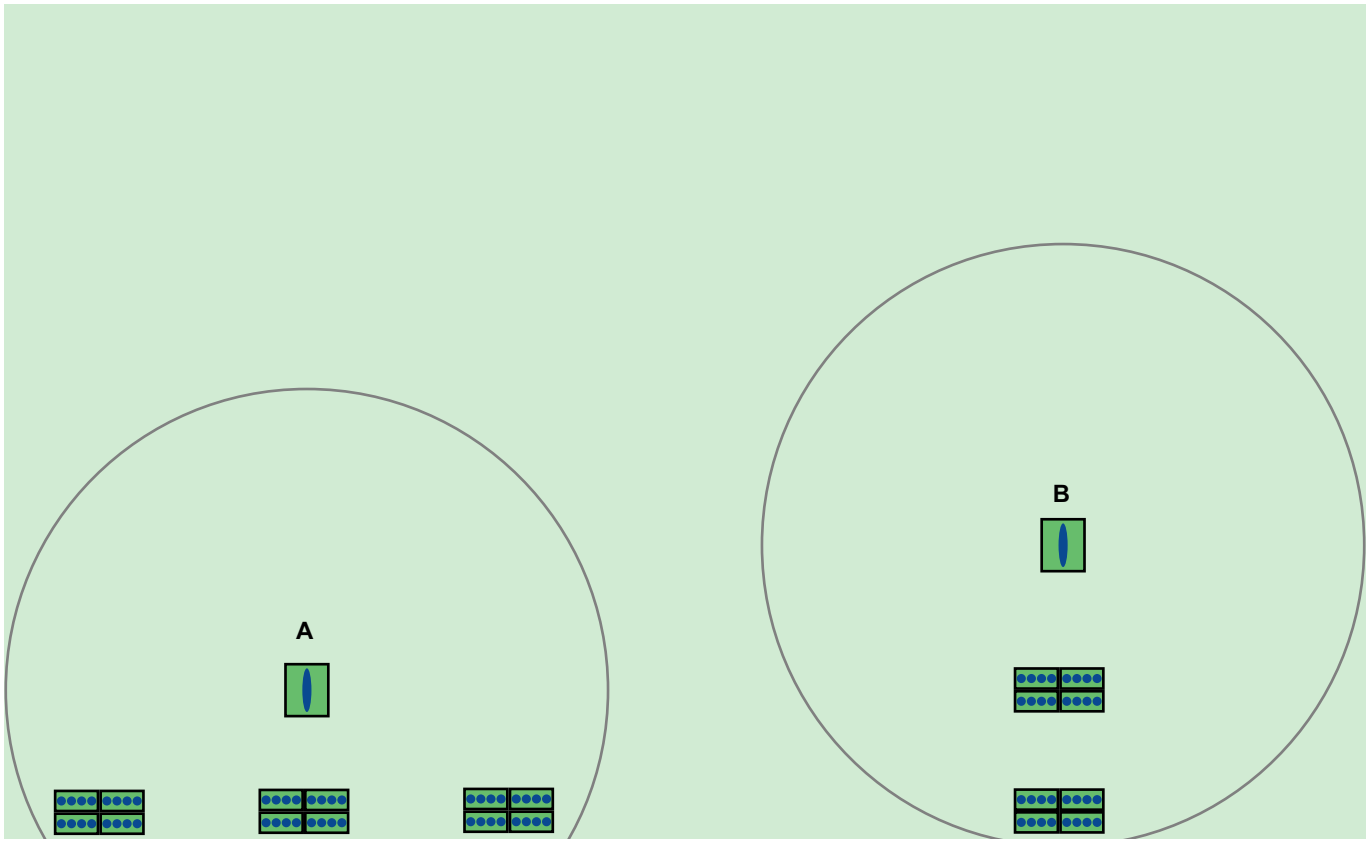




Field of fire

Left: Artillery batteries positioned between units have secure flanks but are less able to manoeuvre as they risk brushing against friendly units. If the battery manoeuvres to face more to the right either the friendly unit on its right flank will limit its threat zone and block line of sight, or the battery will make contact and both units will take a stagger.

Right: Artillery batteries positioned ahead of their supports can manoeuvre freely to bombard an approaching enemy. Here the line behind the battery gives support as the battery manoeuvres to left or right. The columns (they could equally be lines) on either flank can advance if necessary to provide physical assistance if the enemy gets too close.

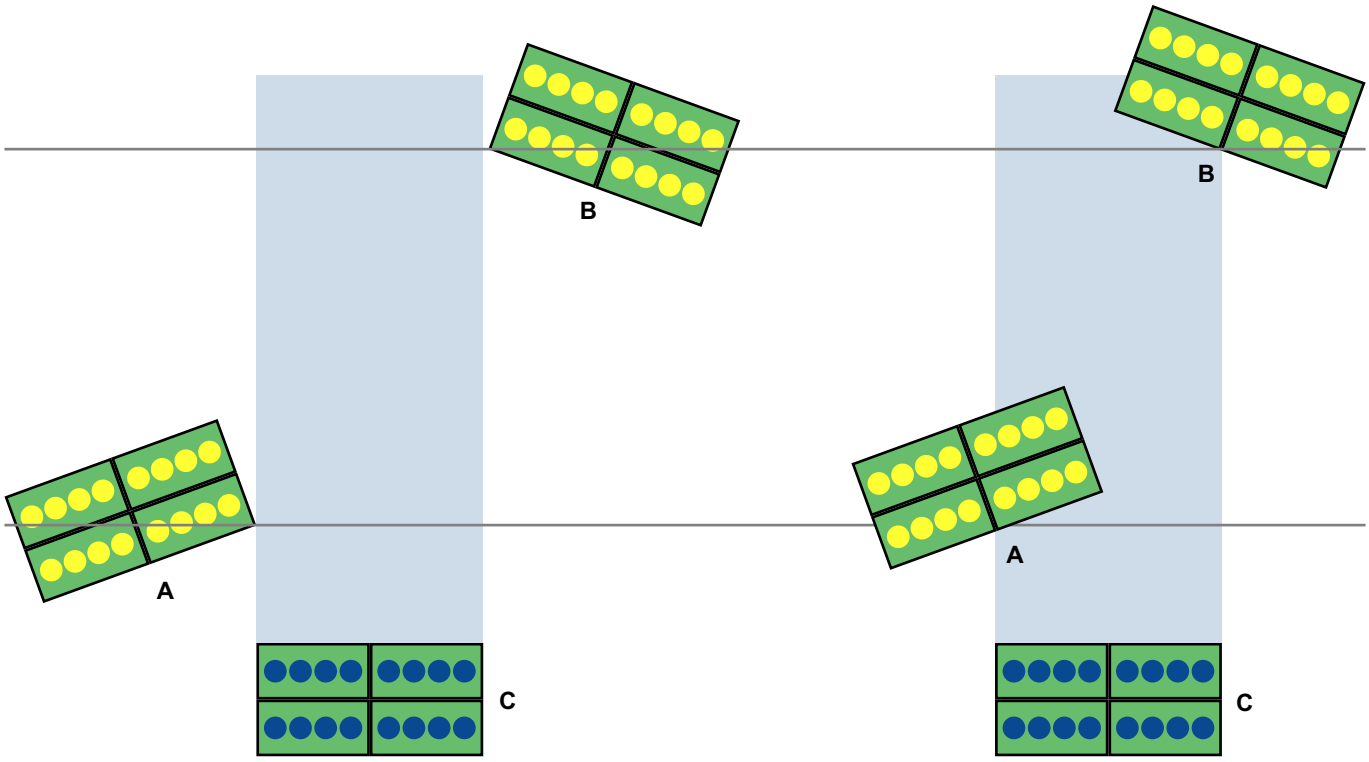


Reinforcements and leaders

Left: Officer A is positioned less than his command radius from the edge of the table. When his units arrive, they enter the battlefield between the two points where the officer's command radius intersects the edge of the table. They advance on a broad front.

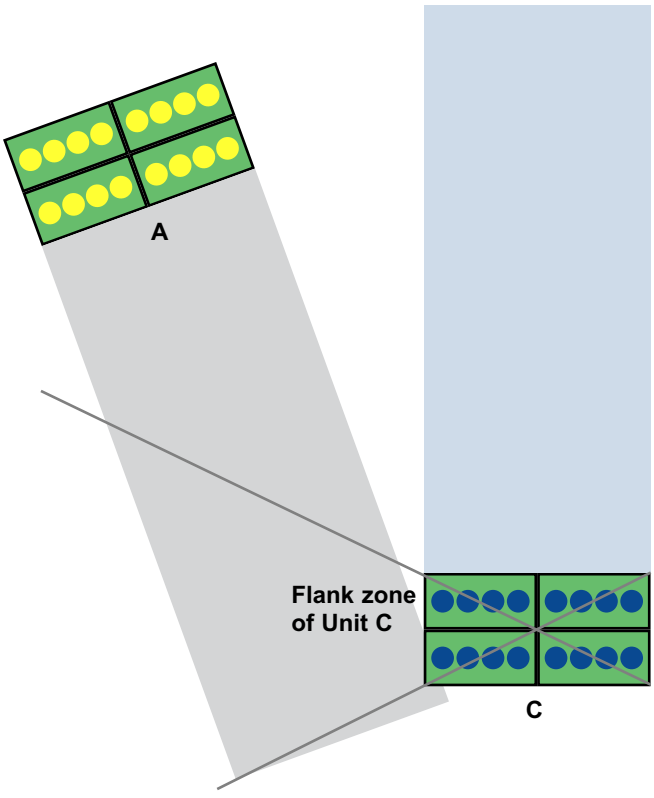
Right: Officer B is positioned almost to the limit of his command radius from the edge of the table. As with Officer A, his units enter the battlefield between the two points where his command radius intersects the edge of the table. They advance on a narrow front.

Oblique entry into threat zones



Above left and right: Two columns, A and B, advance obliquely into the threat zone of Unit C. Both stop on contact with the threat zone (left) and are positioned so that the front edge of the first stand to enter the threat zone of Unit C is fully within that zone (right).

Any future advance by Unit A will therefore result only in a frontal engagement. If it advances into contact from this position, even though some of Unit A will overlap the flank of Unit C, more than half of Unit A will not be in the flank zone of C and therefore it is a frontal engagement.



Right: In this instance, Unit A approaches Unit C obliquely, but as can be seen by the projection of Unit A's threat zone, Unit A will not enter Unit C's threat zone when it moves. The potential exists, therefore for Unit A to engage the flank of Unit C.

Unit A does not currently disadvantage Unit C. It will do so only when it moves into the flank zone of Unit C, defined by the two lines passing through the opposite corners of Unit C's formation.

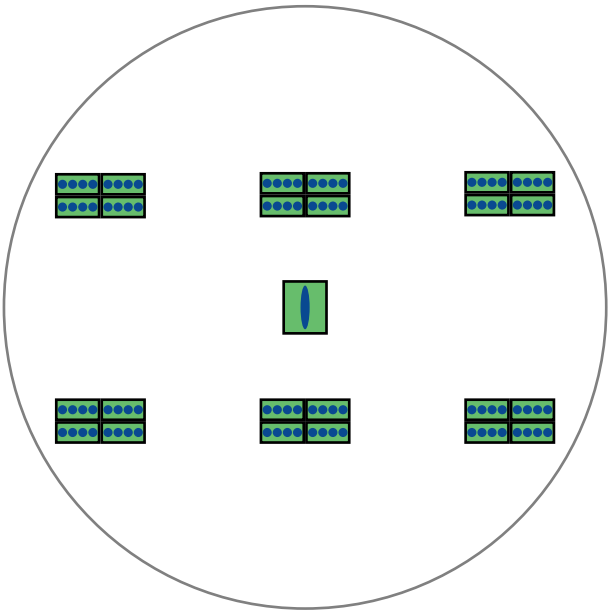
Leading from the centre

An Average brigade officer positioned in the centre of six battalions in column can easily keep them in command when arranged in a deep formation.

Even on its own, this formation is robust because four units are in a favourable position – all the front units are supported by the rear units and both centre units have secure flanks. The rear units are positioned to avoid bounce through from light and medium guns, yet still offer support because their threat zones cover the rear of the friendly unit in front.

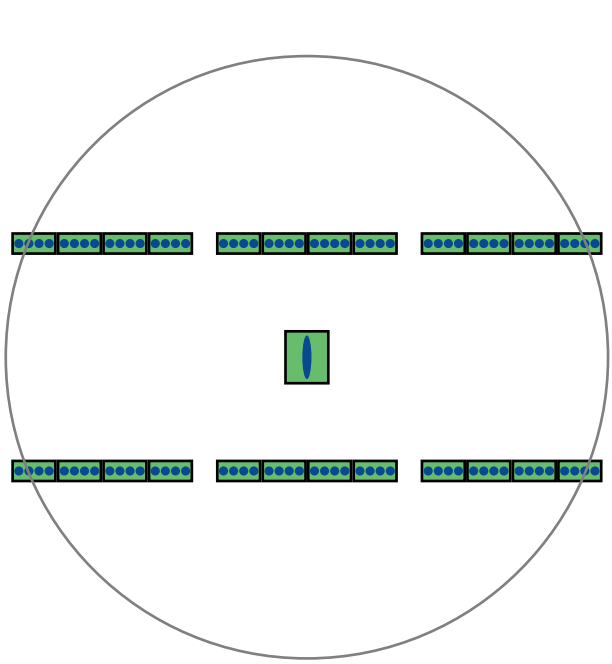
The columns are also positioned so that if they form line, they can do so by positioning each one of the rearmost stands to either side of the front two stands without running into an adjacent column.

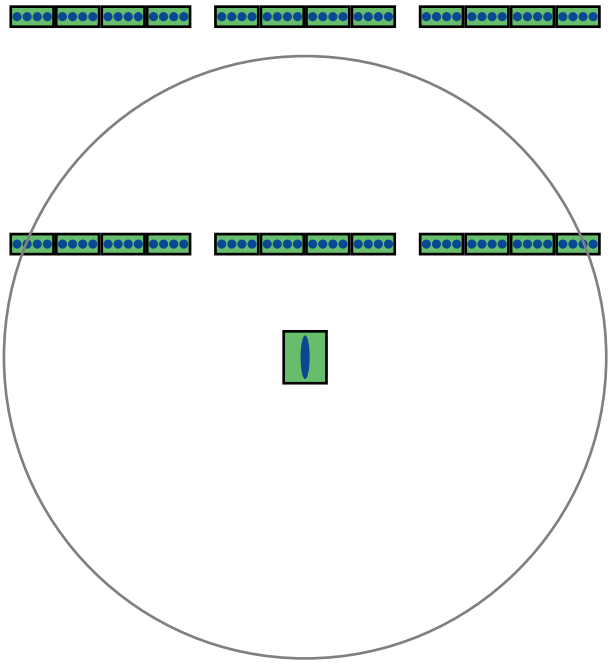
After obeying one advance order, however, the brigade will be out of command as the lead units will be out of the command radius of their officer.



Left: A central position in a deep formation of units in line keeps an Average officer in command of these six units – ideal for a defensive stance.

Right: After one advance move, the leading lines move out of the officer's command radius. Subsequent orders will not have the modifier for being in command.

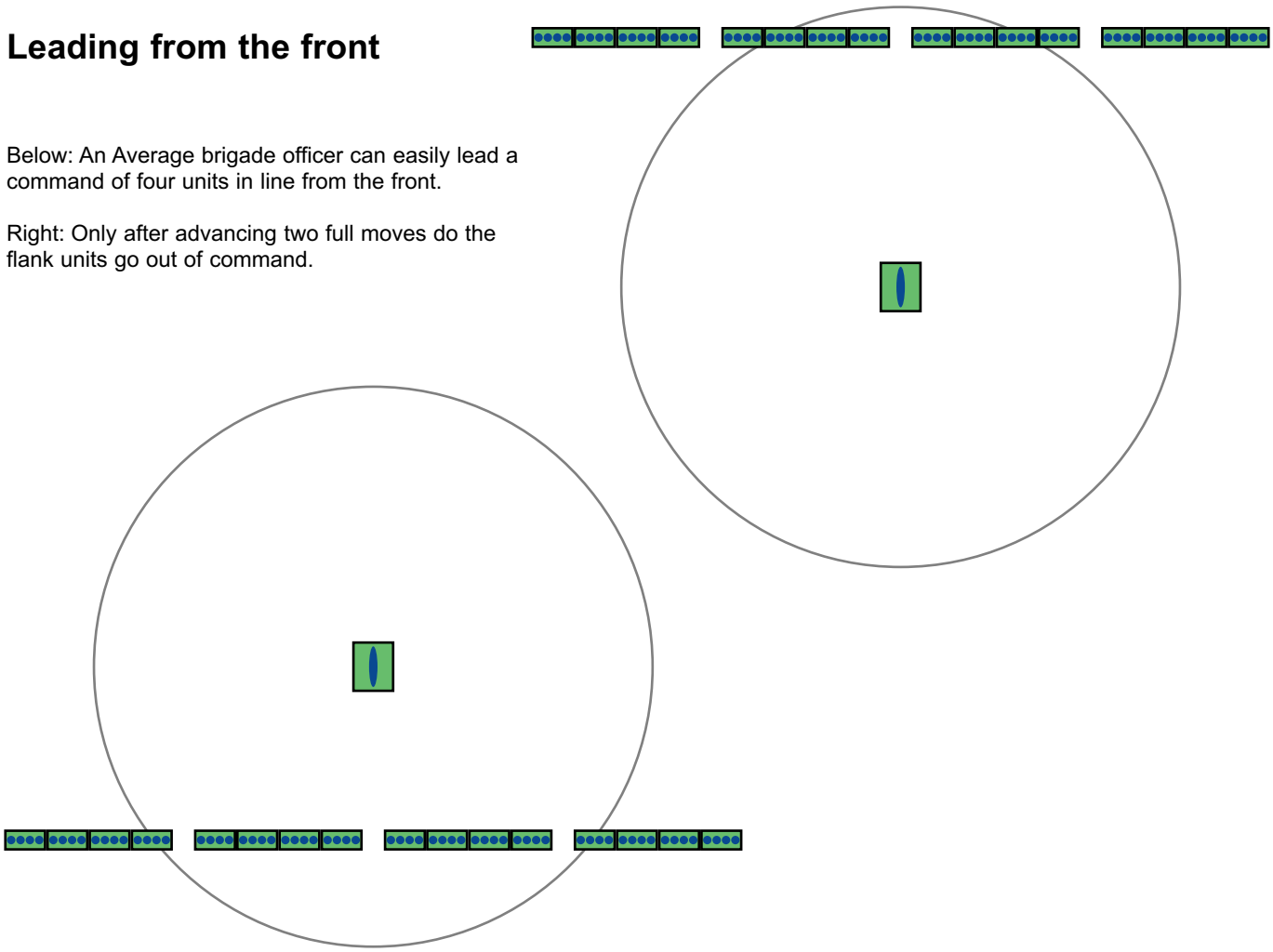




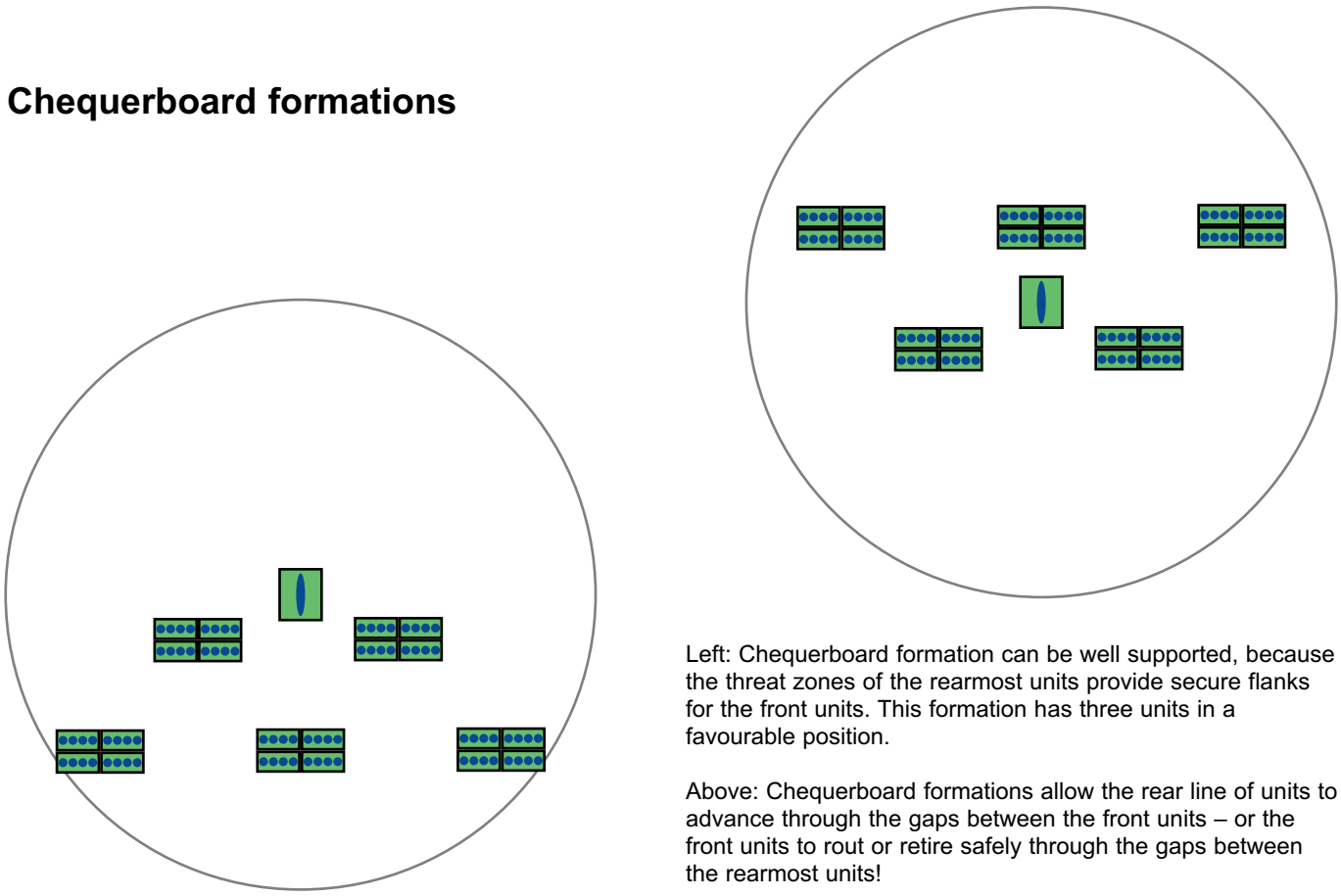
Leading from the front

Below: An Average brigade officer can easily lead a command of four units in line from the front.

Right: Only after advancing two full moves do the flank units go out of command.



Chequerboard formations



Left: Chequerboard formation can be well supported, because the threat zones of the rearmost units provide secure flanks for the front units. This formation has three units in a favourable position.

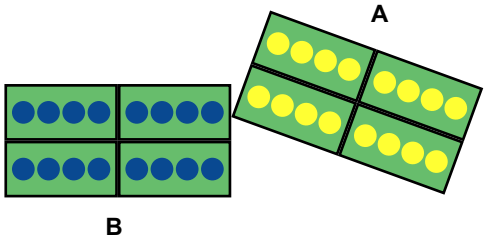
Above: Chequerboard formations allow the rear line of units to advance through the gaps between the front units – or the front units to rout or retire safely through the gaps between the rearmost units!

Eight degrees of engagement

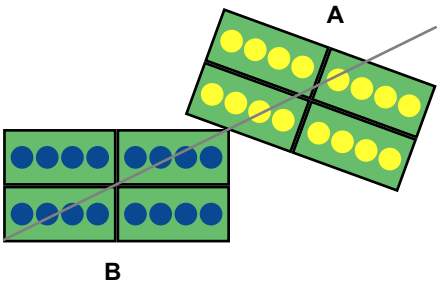
When units meet square on, there is no doubt about whether an attack is frontal or flank. It is always a frontal engagement where two opposing units contact along all or part of their fronts; it is always a flank engagement if a unit is contacted along all or part of its flank by the front of another unit.

Units can also make contact at oblique angles as well as square on. They are not squared up for the engagement, but are left at the relative angles of contact. Oblique angles of contact may result in flank engagements; an attacker that is not careful can even end up disadvantaging itself by inadvertently exposing its flank (see example 7) if it tries to contact too little of an enemy.

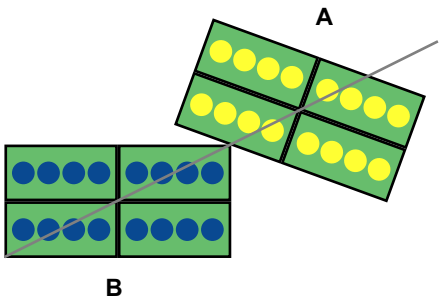
Unit A is the attacker in examples 1 to 7; example 8 is the reverse of example 1 and only B can be the attacker.



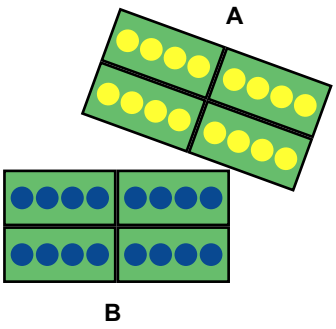
1. Unit A is engaged frontally; Unit B is engaged to its flank and is disadvantaged. This situation can be achieved only if A advances on B.



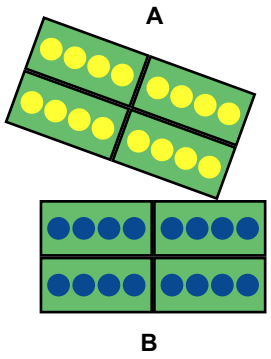
2. Unit A is engaged frontally; Unit B is engaged to its flank and is disadvantaged. More of Unit A is in B's flank zone than in its frontal zone, and A is also in contact with the front/flank corner of B.



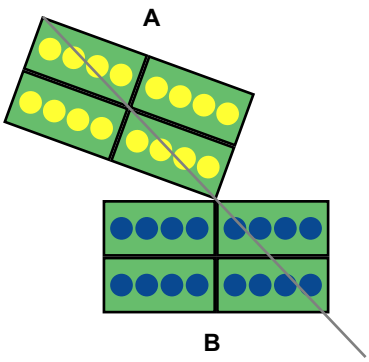
3. Unit A is engaged frontally; Unit B is also engaged to its front. Neither unit is disadvantaged. Half of A is in the frontal zone of B, half is in the flank zone (B's flank zone line passes through the centre of A, therefore bisecting the unit). The criterion for flank attacks is that *more* of a unit must be in the flank zone than in the front zone.



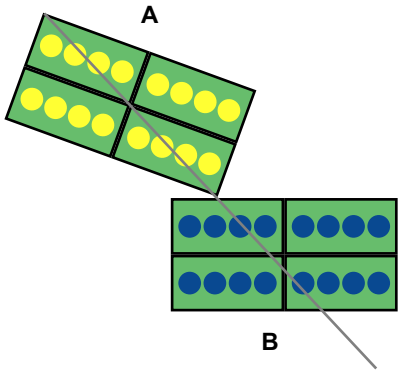
4. Unit A is engaged frontally; Unit B is also engaged to its front. Neither unit is disadvantaged. More of A is clearly in the frontal zone of B than in B's flank zone, so the engagement is frontal.



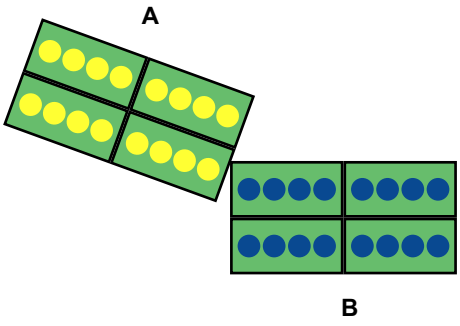
5. Unit A is engaged frontally; Unit B is also engaged to its front.



6. Unit A is engaged frontally; Unit B is also engaged to its front. Unit A begins to risk being disadvantaged by engaging only a small part of B. Note that although B is engaged at its mid-point on its front face, most of B is in fact in the frontal zone of A.

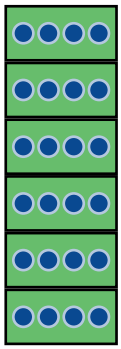


7. Unit A is engaged to its flank and is disadvantaged; Unit B is engaged to its front and is not disadvantaged. In effect, A exposes its flank to most of B when it attacks. Unit A should instead manoeuvre to face B as its first order, and then advance on a second order!

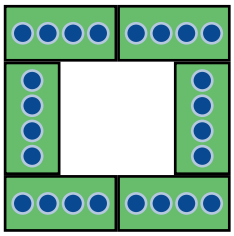


8. The reverse of example 1. Unit A is engaged to its flank and is disadvantaged; Unit B is engaged frontally. The situation can arise only if B advances on A.

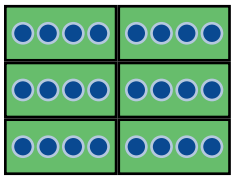
Alternative basing arrangements: 1mm equals 1 pace



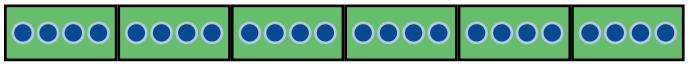
Infantry march column



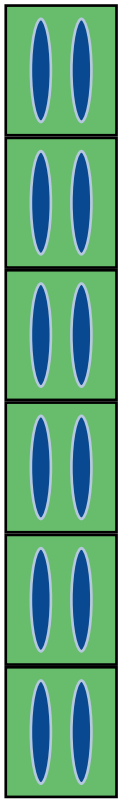
Square



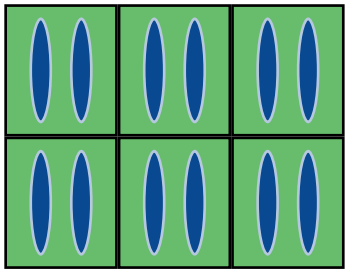
Infantry column



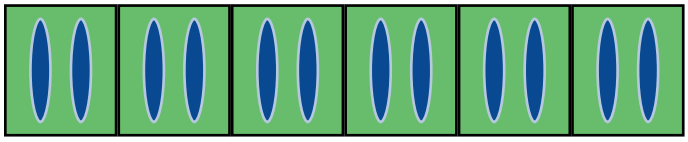
Infantry line



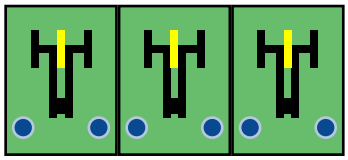
Cavalry march column



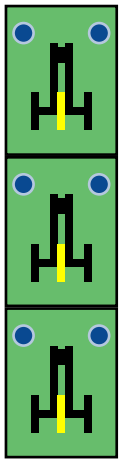
Cavalry column



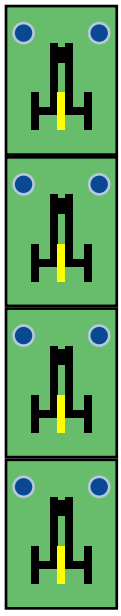
Cavalry line



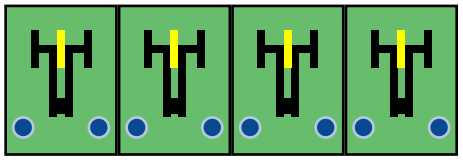
Artillery, six-gun battery in line (unlimbered)



Artillery, six-gun battery in march column (limbered)

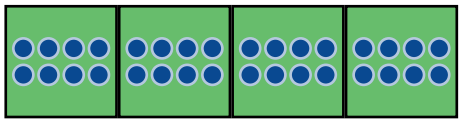


Artillery, eight-gun battery in march column (limbered)

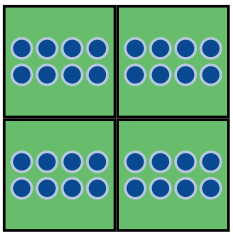


Artillery, eight-gun battery in line (unlimbered)

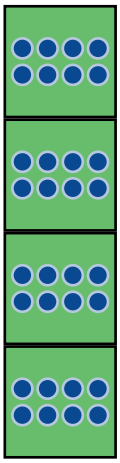
Alternative basing arrangements: Huzzah! universal basing



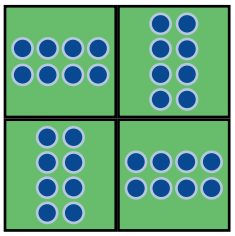
Infantry in line



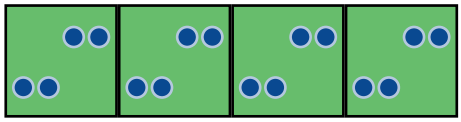
Infantry in column



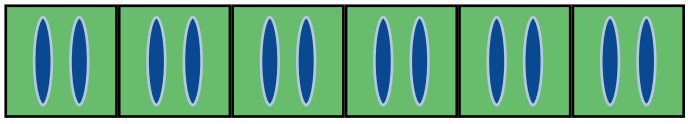
Infantry in march column



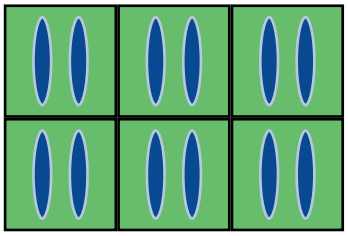
Infantry in square



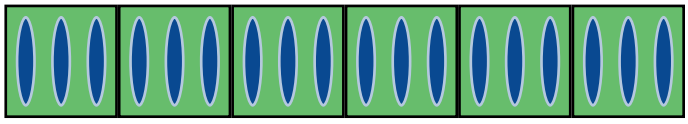
Infantry in open order



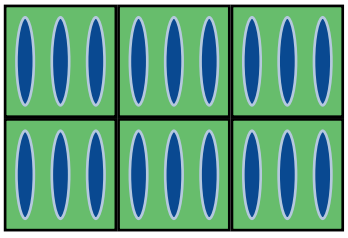
Cavalry in line



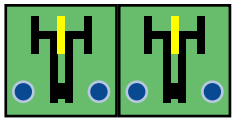
Cavalry in column



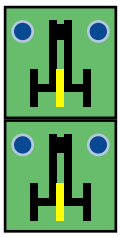
Battle cavalry in line



Battle cavalry in column



Artillery in line (unlimbered)



Artillery in march column (limbered)

Frequently asked questions

What is Huzzah!?
Huzzah! is always a result of double one (snake eyes) on the dice. It represents quirks of the battlefield and the ability of officers and men to perform feats of heroism against great odds. In threat tests, it puts the boot on the other foot; in orders, it inspires men onwards; in conflict, it limits losses and can even allow the loser to sting the victor; in morale, it allows demoralised men to recover themselves. Anyone who knows they always roll ones and despairs of their luck will appreciate how it works.

What games have inspired Huzzah!?
The influences of Piquet, Shako and Warmaster can all be clearly found in Huzzah! That doesn't mean the system has been entirely cribbed from these games, or that it resembles them in any way: it is just that many of their concepts and approaches are echoed in Huzzah! If you play Huzzah! you will find how unlike any of these games it really is: Piquet without the cards, the polyhedral dice and the sometimes disastrous face-to-face game, Shako with a variable length bound, and Warmaster minus all the dice and a system out of the Ark. Unlike any of them, Huzzah! encourages bold use of leaders.

A host of wargaming experiences has also shaped Huzzah! It would also be unfair not to mention the works of Donald Featherstone, Charles Grant, Bruce Quarrie and GW Jeffrey in shaping Huzzah!, because their rules were where I started. Bob Jones', Jim Getz' and Arty Conliffe's games have shaped how I think now. Games such as Squad Leader provided the incentive to use a morale-based set of rules, and a host of procedure-based and head-counting games led to the decision not to use any of their concepts. So Huzzah! does not use fractions, it does not count heads or, memorably in my history, one-thirty-thirds of a figure, it does not use random tables for officer casualties and so on. It abstracts them.

How long is a turn?
Huzzah! is a game of discontinuous time: turns merely mark periods during which notable events take place, rather than being periods of fixed duration. What is important is when one event happens relative to another: who reaches an objective first, whether units change into appropriate formations in time, whether a hole that opens up in the front line is plugged in time and so on. A turn therefore is simply a period in which both players try to influence the outcome of a battle.

How do modifiers work?
Modifiers are expressed in terms of shifts in a unit's quality rating, not just a simple plus or minus to the dice. Because the system uses two six-sided dice (2D6), a simple change of +1 or -1 to the dice can make a huge difference: using morale ratings that are capped by quality ratings avoids the different effects of die modifiers on mid-range and extreme results. Regardless of negative modifiers, therefore, troops can have a quality of no less than unreliable; regardless of positive modifiers, troops can have a quality of no more than veteran. Unreliable troops are already as low as they can go; veterans can feel no more confident. The effect of this capping is most noticeable when troops are disadvantaged. On the playsheet and throughout the rules, shifts in quality are expressed as Up 1, Up 2, Down 1, Down 2 and so on. Hence trained troops go Up 1 to experienced, Up 2 or more to veteran, or Down 1 to green, Down 2 to raw and Down 3 or more to unreliable before reading off the corresponding numeric value for morale or disadvantaged morale.

What do staggers represent?
Staggers represent temporary lapses in order. They are cumulative. In engagements, the side with most staggers is at a disadvantage. Staggers are removed by successfully reforming or rallying. Units with staggers remaining after attempting to rally or reform receive one kill, which represents casualties and the effects of cowardice (the drift to the rear) in reducing the manpower of a unit. The staggers remain, and unless removed in a subsequent rally phase will continue to result in kills.

What do kills represent?
Kills represent a permanent loss of cohesion, morale and manpower. Like staggers they are cumulative. In combat, the side with most kills is at a disadvantage. Kills cannot be removed from a unit.

Why does Huzzah! use counters to record status?
Huzzah! records staggers, kills and so on with counters for good reason – it avoids writing, which is an important factor if physical abilities are a limit to recording information, or if religious observations prevent such activities on certain days of the week (which affects at least one of the playtesters). Counters also make a unit's status clearly visible, and provide a particularly obvious record for command checks and for showing staggers ready for the rally, reform and rout phase. By all means use rosters to record unit status if that's what you prefer. Status markers can be more than just tiddlywinks by mounting suitably coloured micro-dice (red for kills, yellow for staggers) on bases with casualty figures, using the number on the face of the die to indicate the number of kills and staggers. Or simply leave an appropriately coloured die by a unit and don't absent-mindedly pick it up and use it for the game!

Is Napoleon's Battles' basing suitable for Huzzah!?
The difficulty with Napoleon's Battles is that it uses a different scale of organisation. While infantry and artillery units fit well enough using six stands for an infantry battalion and two stands for an artillery battery, cavalry units (brigades in

Napoleon's Battles) are out of scale because their depth means that even a line is short and squat. The easiest solution is to use treat such deep "lines" purely as columns and to not use line formation for cavalry in Huzzah!, with four stands in Napoleon's Battles' basing being sufficient for a regiment of cavalry. The deep units may also benefit from the alternative definition of flank zones outlined in Scaling the Game (see Main Rules).

Napoleon's Battles has an option to base cavalry using two half-depth stands. This option causes far fewer difficulties.

Is Shako's basing suitable for Huzzah!?
Yes. Double-sized Shako units, comprising six infantry stands, four cavalry stands or two artillery stands will work even better.

Can I use individually based figures?
Yes. Simply group individuals as notional "stands". Movement trays or magnetic bases may ease the handling of units comprising individually mounted figures.

Why is there no breakthrough move for cavalry?
The simple reason is that games with a breakthrough move can result in cavalry being used like tanks. In Huzzah!, cavalry that recovers from being blown remains a potent force that is able to move again in a player's orders phase. Cavalry that fails to recover from being blown and that fails to obey a forced recall order loses control, launching itself at the enemy before anyone has restored order. Losing control is bad: it's when exhausted cavalry decides to keep on going.

Poor quality cavalry is most likely to fail to rally and therefore receive a forced recall order, but good officers can hold them back. Good quality cavalry may not receive forced recall orders often, but led by abysmal officers it is likely to lose its head.

Cavalry is kept usable in Huzzah! by rallying it, restoring order and ordering advances as appropriate. The multiple moves and the uncertainty of orders succeeding will create gaps for cavalry to exploit. There is therefore no breakthrough move.

Why is there no initiative charge?
An initiative charge, in which troops that are sufficiently close to an enemy can automatically charge it, would defeat the principle of Huzzah!, which is about the difficulty of getting men to close with an enemy. Huzzah! is intended to create stand-offs, in which infantry face each other in firefights or cavalry square off waiting for the right moment.

Extended firefights are rare in many wargames. It's usually not long before the French advance to use the bayonet, or the British give a resounding cheer after a single volley and advance to finish off their shaken opponents. It will happen in Huzzah! too – but only if you successfully issue an order to advance. Otherwise the troops settle down for what is in effect a long firefight for infantry. French columns traded heavy fire with British and Spanish lines at Albuera; Prussian infantry engaged in a pointless two-hour musketry duel with French light infantry at Jena.

Failing an order to advance in such circumstances means simply that an extended firefight is in progress; for cavalry, it represents an extensive period of standing off from an opponent until one side's nerve breaks. A successful advance order, no matter how long it is in coming, means that one side finally acted to break the deadlock. The rules are intended to encourage players to attach and risk officers to get individual units to advance.

What do threat zones represent?
Threat zones represent a unit's area of influence, whether through firepower or its ability to close quickly with the enemy.

Why do units have threat zones only directly in front of them?
Although wargames typically give units a broad field of fire, the reality is different. Batteries and infantry do not fire at targets 45 degrees to one side; the only way of doing so without causing injury to friends is to wheel to face the target. Any other action would lead to casualties from friendly fire, especially with artillery batteries firing canister. Hence threat zones are dead ahead, and it's up to players to combine units' threat zones to cover an enemy's approach and to wheel when possible to present the maximum threat.

Also, there is very little difference between a threat zone that extends only straight ahead but affects a unit if only part of it is within the threat zone, and threat zones at an angle that require a certain amount of a unit to be within that zone for a unit to be threatened. Except, that is, the straight-ahead zones are easier to work out.

Artillery has some flexibility in that the bombardment rules allow it to wheel once in the opponent's turn. The effect is more subtle than giving artillery an automatic ability to fire at targets up to 45 degrees each side because it creates a blind side for the battery. It also encourages batteries to be positioned ahead of the front line, where they were often placed historically.

What do failed orders represent?
Failure simply represents the fact that the commands didn't always receive their orders, the fact that their officers, whether because of incompetence, petty rivalry or the need to appraise the situation, failed to act promptly on the receipt of orders, that unexpected difficulties caused by terrain or events prevented troops from obeying the order, or even that the troops refused to obey the order. The orders system makes it possible for large sections of an army to advance as a whole, but equally failed command rolls mean it is also possible for commands to sit doing nothing. History throws up some quite staggering examples of generals and commands that for their own reasons did nothing, or which halted in mid attack. A game should therefore sometimes take control of the armies out of players' hands, which is what the potential for total failure represents. Of course, control freaks won't like Huzzah! for exactly this reason.

Why do my awful Austrians keep beating the French?
One of the aims of Huzzah! is to make the lesser nations of the Napoleonic Wars playable. Rather than rigidly fixing the ability of every unit and officer, the Army Lists merely weight the odds towards creating units and officers that are typical of an army. Hence, green troops are rare in an 1805-06 French army, but are more common in an 1805 Austrian army or an 1806 Prussian army. But that does not mean these Austrian or Prussian armies won't have plenty of experienced infantry if the players controlling them roll 10 or higher every time the quality of a unit is determined. Compare that with the French army of the time, which requires only an 8 or higher. The same principle works for leaders: the odds say that most

Austrian and Prussian leaders in 1805-06 will be poor to average, and most French leaders will be average to skilful.

On occasions, the lesser nations were well led and scored victories over the French. In 1807, for instance, the Prussian general L'Estocq evaded Ney's corps and arrived at Eylau in time to counterattack and repulse Davout, saving the Russian army in the process. These were Prussians trained the same way as their comrades who in 1806 suffered two crushing defeats. Huzzah! aims to make such moments of glory possible, while at the same time weighting factors so that in general armies will behave as their historical counterparts.

The barometer of unit quality across the period is the French infantryman, and it is for him that most ratings exist. Other troops in the French and other armies are rated relative to him, and therefore their ratings may not change as noticeably. In the later years of the wars, it is not so much that Coalition infantry gets better, more that the French infantryman gets worse to reflect a lack of experience.

Why don't infantry threat zones disadvantage squares?
Huzzah!'s take on combined arms action against squares is that cavalry and artillery is the ideal combination to break squares. Squares were often used to advance into action, and the density of troops along any face certainly means there is no shortage of manpower to fight attacking infantry. Regarded as hollow columns, there is no reason to disadvantage them against infantry, though they suffer the non-doctrinal penalty against infantry. Infantry and cavalry together, however, at least presents more than one threat zone against a square. The very idea of trying to get infantry and cavalry to combine in an attack against a square with comparatively reduced frontages is also hard to realise. Support cavalry attacks against squares with horse artillery at the very least to make squares uncomfortable.

Why does the non-phasing player roll the dice in threat tests?
When first written, Huzzah! made the phasing player roll the dice. Some players missed having a firing phase, and letting them roll the dice as non-phasing player in a threat test helped compensate. It really doesn't matter who rolls the dice in a threat test provided that players agree to abide by the result. Anyone who would rather have the phasing player roll the dice is welcome to make this change.

Why are infantry columns short and squat?
Thin, narrow infantry columns are a symptom of basing systems that forget that figure depth is out of proportion with the scale chosen for frontage. A battalion in column of divisions, for example, would have a frontage of perhaps 66 men and a depth of 9 men. In column of companies, the frontage is 33 men and the depth 18 men. As closed columns, the only practical option in the presence of the enemy, both formations are short, squat rectangles. Whether a column in Huzzah! represents a column of divisions or a column of companies is irrelevant: either formation must be at full intervals to deploy into line and therefore requires the same freedom to deploy on the tabletop.

What's the advantage of British line over French column?
In terms of firepower, none. What worked for the British didn't work for the continental enemies of France, some of whose three-deep battalions could certainly bring more muskets to bear on a column than a two-deep British line. Neither is the supposed ability to fire four or five rounds a minute of any consequence if the defender fires one volley, cheers and then charges. As a small, professional army, however, the British were largely well trained and received musket practice, factors that are reflected in Huzzah! by their higher quality ratings. The result is that, placed in a favourable position, a British line will typically defeat a French column – but the outcome is not guaranteed.

What is the difference between Skirmish and Open Order troops?
Confusion inevitably arises because troops with either ability can be in open order formation. The difference is intended to reflect the fact that the light infantry of some nations was trained to defend dense terrain, such as woods and buildings, but not to operate in open order in open ground as a skirmish line. Such infantry has the Open Order ability. Conversely, other nations' infantry was thrown forward as skirmishers but was not trained to contest dense terrain. Such infantry can be used to reinforce an army's skirmish line and therefore has the Skirmish ability. Most light infantry can do both tasks and therefore has both the Open Order and the Skirmish abilities: it is able to fight equally well in open order in dense terrain and in open ground.

As skirmishing is abstracted in the Skirmisher Superiority phase, there is no need to form skirmish lines on the tabletop. Players may want to screen the advance of troops from artillery, however, for which a thicker skirmishing line is required. This is represented by deploying infantry that has the Skirmish ability in open order with the aim of blocking line of sight.

Why don't Russian jagers have the Skirmish ability?
The Russians have an inherent Skirmish ability as an army; the jagers' lack of a Skirmish ability merely means that the Russians have no means of reinforcing the skirmish line. I don't have it in for the Russians! I just don't believe their jager regiments were particularly effective as light infantry in the open.

What are the advantages of heavy artillery?
One issue with artillery is that a 4 pound ball is no less capable of killing a man than a 12 pound one, or of driving through and incapacitating a file of three. Heavier guns, however, have a longer range and greater accuracy at long range, and this is where their advantage is reflected in Huzzah! Close up, the greater rate of fire of light guns compensates for the greater power of the heavy ones and the differences evaporate.

Why does Russian artillery get such a raw deal?
Russian artillery historically was not particularly effective, in spite of its great numbers. The large batteries were also awkward to move on the battlefield, and slowed the advance of the infantry. Huzzah! therefore gives the batteries a wide threat zone, by using more stands to represent them, but gives them no greater bombardment ability to reflect their ineffectiveness. In addition, the high proportion of licorne guns allows Russian batteries to function as howitzer batteries (see Army Lists), giving them an advantage in certain tactical situations.

How are battalion guns modelled?
In general, infantry units that have battalion guns have been

given a quality rating one grade higher than I was otherwise inclined to give them. Battalion guns are the wrong scale for Huzzah! and more suited to a game such as Chef de Bataillon where small numbers of artillery pieces make a difference. In this regard, Huzzah! abstracts battalion guns in the same way that it abstracts skirmishers. Anyone inclined to represent them should add an artillery stand to a battalion to extend its frontage, but give the battalion gun no bombardment and no ability to extend the depth of the threat zone of the infantry.

What's the point of smoke?
Smoke markers don't just represent the physical presence of clouds of gunsmoke, but also the fact that guns overheated if used intensively and that crews get tired. Smoke is just a convenient way of representing fatigue. A battery that fires several times in a turn will be unable to remove all its smoke markers unless it limbers, largely with the aim of moving so that another, fresh battery can replace it in the firing line. In large games it is therefore worth having a reserve of artillery.

Why does artillery cost so many points?
It was common practice to keep artillery batteries in reserve, which is reflected in Huzzah! in the rearm order. Rearming is as much bringing forward more ammunition as it is committing reserve guns. Given a choice, however, wargamers will field every available artillery piece in the front line rather than keep any as reserves. The high cost of batteries in effect buys reserve artillery power that is not represented on the table, but by the ability to rearm those pieces that are represented on the table. Expect to buy slightly fewer guns than appear in real orders of battle. The high cost of artillery in the points system is a balancing factor.

Why is a brigade of veterans as vulnerable as one of unreliable troops to command checks?
Command checks are a test of confidence in a command's officers. They represent how effective the officers are in controlling their commands. Unit quality comes into play in rallying. So although a poor officer may not inspire a command to hold its ground, veteran units will shake off reverses and still be fit to face the enemy.

The ratings in the Army Lists don't seem right. Can I change them?
The ratings are not wrong in the eyes of the designer! All ratings are simply the values that designers choose to drive games the way they want and to create the right balance or imbalance in forces. As they stand, the ratings provide a common frame of reference with any other player. Change the ratings if you wish – but do so with the agreement and knowledge of your opponents. Remember that the ratings do not buy actual ability, only potential: they are a way of expressing that so many line troops will be conscripts, so many trained and so many experienced but without using percentages.

Why aren't the Army Lists complete? You haven't included…
The Army Lists simply list the main participants and most of the troops they employed. There are omissions. Nations that took little part in the wars, or whose troops mainly guarded lines of communication or had reserve duties, are not included. Enough comparative information is available in the lists, however, should a player wish to build a Danish army, for example. Troops that didn't see action and ceremonial units are also largely excluded. Inevitably, a player who researches, knows and understands their own army will have a greater grasp of its troops and its performance than a designer.

Why do my commands fall to pieces?
Huzzah! leaves many decisions entirely in the hands of the players. No one has to deploy historically, no one has to advance units keeping relative position, and no one has to maintain the correct intervals. But formations will behave better given the correct amount of room and by making units mutually supporting. By ensuring the flanks of each command are secure, that it has support from the rear, and that its own units both support each other and secure their flanks, the consequences of command checks are minimised and a command will usually weather the loss of one or two units and carry on fighting. A brigade whose units face every which way will not.

Charge a weak light cavalry brigade at the enemy and it will most likely lose a unit, the brigade will fail a command check and eventually leave the battle. Divisions will then suffer. Why? Because their cavalry support has gone, their flanks and rear are laid open and their position is vulnerable to a swift outflanking manoeuvre and therefore untenable.

Depending on the command structure you choose, you may inadvertently create a brittle army. An army led by a CinC with four brigades as sub-commands is brittle: if one brigade breaks, the others all fall victim to the army command check. If the same army is controlled by a CinC and two divisional officers, each controlling two brigades, the loss of one brigade will affect only one division – only half the army – and that division has to break before the army itself takes a command check.

If the CinC is in effect the divisional commander, does he take command checks at that level?
The CinC is always the CinC. Regardless of the size of his army and whether he is in effect a division, corps or army leader, he is treated as the CinC for command checks. Hence the CinC is always three levels distant from a brigade officer if he takes a command check for that officer, even if the army is only a division strong and there is no actual corps or division officer between the CinC and the brigade officer. As the CinC is typically rated two higher than his rolled ability, there is in effect a Down 1 from his actual ability to take command checks for other officers.

Note that a CinC who supersedes a junior officer and takes a command check at that level suffers no penalties for the difference in command level. He is regarded as being there in person, rather than acting through intermediaries, such as officers on his staff.

Can officers other than the CinC supersede an officer?
No. Only the CinC can supersede an officer. In large games this forces the player controlling the CinC to decide where this powerful officer is needed most.

Why are there no designer's notes?
I have several times sat down to write them. Each time, I have looked at the FAQs, the diagrams and my introduction to the game and thought that they captured the essence of and the thinking behind Huzzah!, and therefore explained many of the processes. I therefore feel that a section on designer's notes is unnecessary.