

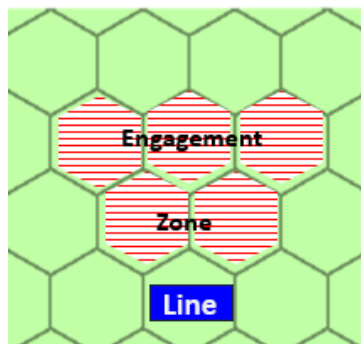
BLUCHER CONVERTED FOR USE WITH HEXES

These scenarios are designed to be played with a hex version of the Blucher rules. You will need to purchase a copy of the rules to use this conversion. For purposes of translation 1 base width [the standard measure in Blucher] becomes 1 hex. However, to make the rules work certain changes have had to be made to movement and measuring. This conversion sheet covers these. Overall the rules convert very easily to a hex board. Base widths become hexes. There are some exceptions to how this is applied in practice so read the following carefully. Units must always face one of the hex points in the hex as seen in the examples below. A pivot always takes place within the units hex so no overlap is possible with other units. All pivots must end facing a clearly defined point in the hex.

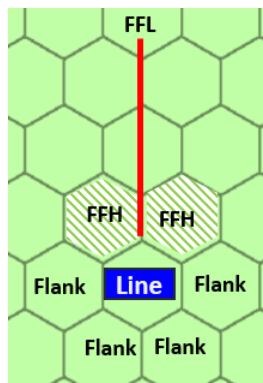
Generally within 1BW means something adjacent to your hex. 2BW means one full hex between you and the object. The red Line are 2 hexes away from the Blue Line Infantry. This being the same as 2BW in the rules.



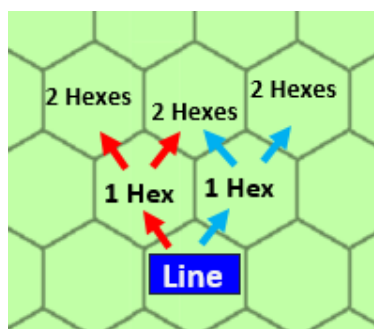
An exception to this is the 1BW engagement zone which extends two hexes out from the front of the unit. Enemy units in the red striped hexes would be considered to be engaged with the Blue Line Infantry. This rule is changed because with hexes anyone entering an adjacent hex to the front of an enemy unit is in combat with them.



Rear, flank and front in a hex. A unit always faces towards one of the six points of the hex. I refer to the 2 hex faces that the units front is facing as the Front Face Hexes [FFH]. A line straight out from between these hexes is the Front Face Line. All other hexes around a unit are flanks.

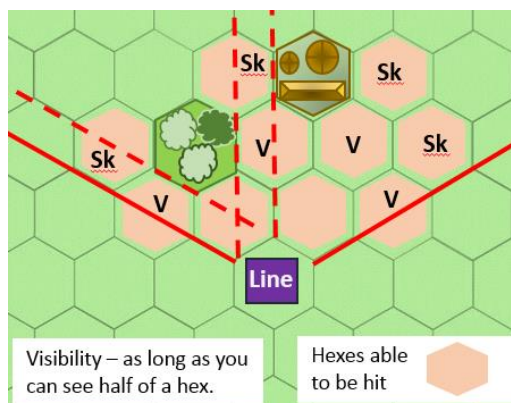


Moving 2BW is moving 2 hexes etc. Movement can be into either of the two hexes that constitute the unit's frontage.



Firing Arc diagram and Visibility.

The Purple Line Infantry can fire as indicated. Visibility is generally reasonably easily determined with hexes as shown in the diagram where all of the pink hexes are visible and able to be fired into by the blue infantry.



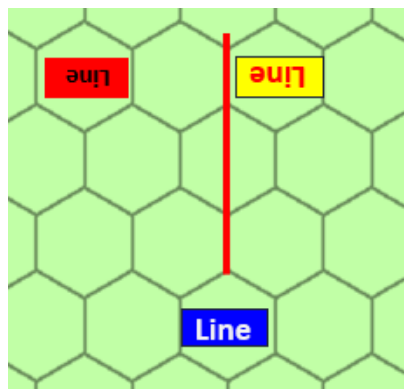
Infantry Firing.

Volley fire is at targets within 2 hexes [one hex clear of firer – marked V]
 Skirmish fire is 3 hexes [2 hexes clear of firer – Marked Sk]

Artillery Firing

Artillery fires on the same arc as infantry but can fire eight hexes.
 Short Range is at targets within 3 hexes, the same as Infantry skirmish range.
 Long range is up to 8 hexes away.
 Artillery must shoot at any enemy unit within 3 hexes using the infantry target priority method.
 Beyond 3 hexes it can choose its targets.

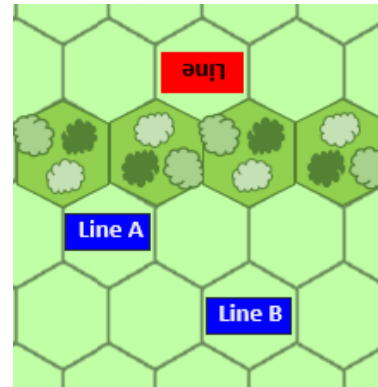
Target Priority – nearest in hexes. If several targets are at the same range then the unit closest to the front hex faces, along the front face line. In this example the Red and Yellow Line Units are equidistant from the Blue line infantry, and both are facing it. As the Yellow unit is closest to the front face line [shown in red] it is the priority target for the Blue unit.



Charging

Given the capacity to move fairly widely when moving forward from hex to hex there is no pre-charge pivot. Contact is being in an adjacent hex to an enemy unit with your front face facing the enemy unit. So in effect a legal charge for a unit is one where you can bring one or both of the front face hexes into contact with enemy units. Hexes create a situation where charging units are frequently in contact with 2 stands. This plays well with the Blucher combat rules

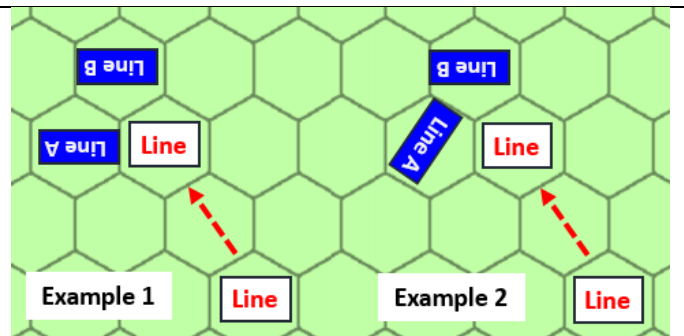
Visibility and charging. If an enemy unit is only one hex away from your units front you can charge it even if the hex between the two units has terrain in it that blocks visibility. You can still not charge if the terrain makes it an illegal charge [eg through impenetrable terrain, or cavalry charging through urban or woods hexes]. Without this change in the charging rules it is possible for a unit to sit on the far side of woods and urban hexes and block any enemy from advancing into them producing a very unrealistic outcome.



In this example Line A could charge the Red Line Unit as it is only 1 hex away through terrain that blocks visibility. Line B, even though it can move 2 hexes through difficult terrain when charging, could not charge.

Due to the nature of hexes it will frequently be impossible to charge an enemy unit without bringing your flank into a hex adjacent to an enemy occupied hex. However, using 4" hexes with 3" stands automatically gives realistic spacing between units. And if there is a clear hex between stands it is clear that there is room to move into it without overlap or touching. The charge move rule [pg 41] is consequently varied. You cannot charge [or move normally] adjacent to an enemy unit's hex if your flank or rear would be in one of the enemy unit's two front face hexes.

The charge in Example 1 is legal because the Red Line Infantry only enters a hex with an enemy unit flank to its side.
 Example 2 is illegal because this would put the flank of the Red Line Infantry into the front face hex of Blue Line Unit A.



Retreating. Unless attacked from the front and back sides of the hex a unit can retreat if there is a path open to it that does not involve going through an enemy unit or impassable terrain.

Retiring units must start 3 hexes away from any visible enemy and cannot move adjacent to any face of an enemy stand whilst retiring.

Activation

By Corps. For activation purposes units are within 1BW if adjacent to other units in the corps. CinC. Cannot be placed adjacent to an enemy unit. Stands within 2 hexes of the CinC can be activated

Reserve moves usually cannot come closer than 4 hexes [that is 3 clear hexes] from an enemy unit. In the diagram at right the Blue Line Unit is 4 hexes from the Yellow unit so is still in reserve status.



In General

Stacking is not permitted

For rallying there must be 2 hexes between the rallying unit and any enemy.

Because of the overlapping nature of hexes many battles will involve multiple attackers. This becomes an interesting and important factor in how you plan your attacks.

Terrain modifiers

Urban areas, woods etc are clearly defined complete hexes, a stand is either in a hex containing that terrain or not.

Attacking a stand in wooded hexes incurs a -1 difficult terrain penalty for both attacker and defender even if the attacker is in a clear terrain hex.

Attacking an unprepared stand in an urban area incurs a -1 difficult terrain penalty for both attacker and defender even if the attacker is in a clear terrain hex .

In general when attacking a unit in difficult terrain the attacker and defender both suffer the -1 difficult terrain penalty. When a unit in difficult terrain attacks a unit in the open only the attacking unit suffers the penalty. eg Infantry units attacking out of urban or wooded hexes suffer a -1 difficult terrain penalty but not the defender if the defender is in a clear hex.

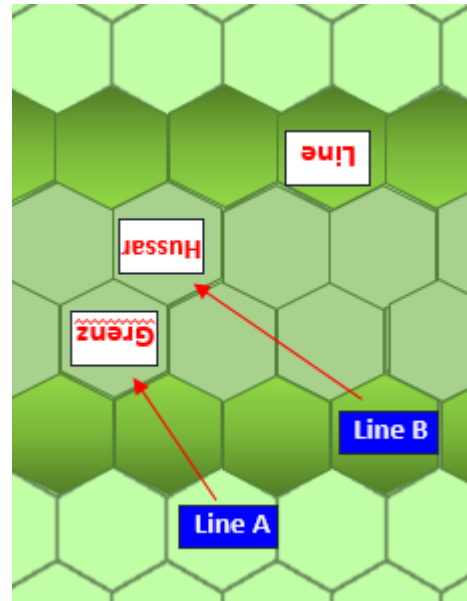
The Terrain sections of individual scenarios will specify any variations on this.

Kallistra Terrain hills and hill rules

The scenario maps use Kallistra Hex Terrain. The lighter hexes represent the flat, the darker green the hill slopes leading up to the plateau/hilltop hexes.

Visibility from the flat onto hill tops is only 1 hex. So Blue Line Unit A can see and fire on the Grenz Unit. As Unit A is on the flat and the Grenz just over the hill top edge the Grenz is considered to have a hill crest benefit [Line A is penalised when firing]. Line A could not see the Hussar unit.

Blue Line Unit B is on the hill slope and can see across the hill top but cannot see units on the slope on the far side. Consequently Unit B could fire on the Hussars but not the enemy Line unit. There is no hillcrest penalty when firing across a hill top from a hill slope.

Scenarios

Each scenario has a hex based map with the starting positions of the units marked on it, colour coded by Corps organisational structure. The organisational charts with the scenarios do not include army rosters. The beauty of using hexes is that all information pertaining to a stand can be included in the hex with it. In the case of elan loss I place small numbered tokens in the hex with the unit to show its losses. Rosters are included for artillery fire as this is not a straight linear reduction unlike elan.