

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.

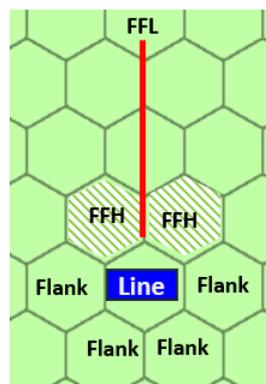
Generally within 1BW means something adjacent to your hex. 2BW means one full hex between you and the object. The red Grenadiers are 2 hexes away from the Blue Line Infantry. This being the same as 2BW in the rules.



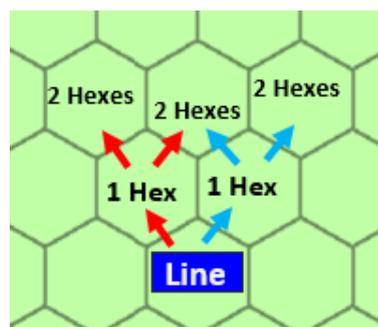
The 1BW engagement zone which extends into the two hexes in front of the unit. Enemy units in the red striped hexes would be considered to be engaged with the Blue Line Infantry.



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. In general when a unit attacks it fights against the units in its FFH.

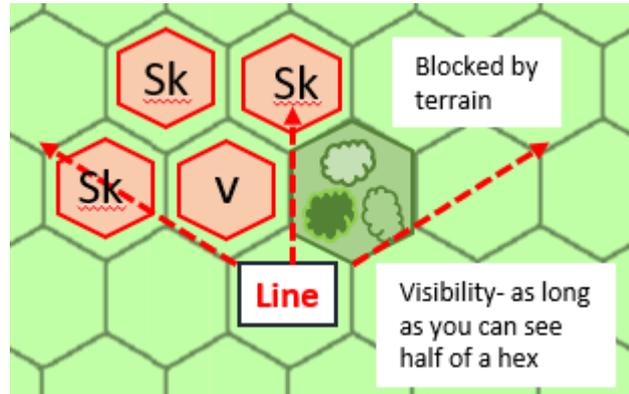


Moving 2BW is moving 2 hexes etc. Movement can be into either of the two hexes that constitute the unit's frontage.



Firing Arc diagram and Visibility.

The 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 infantry.



Infantry Firing.

Volley fire range is at targets within 1 hexes [adjacent to the firer – marked V]

Skirmish fire range is 2 hexes [marked Sk]

Artillery Firing

Artillery fires on the same arc as infantry but can fire eight hexes.

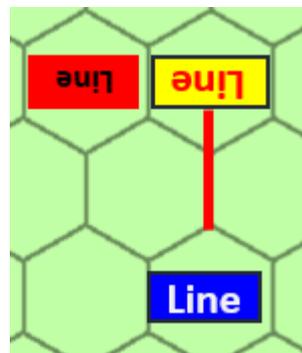
Short Range is at targets within 2 hexes, the same as Infantry skirmish range.

Long range is up to 8 hexes away.

Artillery must shoot at any enemy unit within 2 hexes using the infantry target priority method. Beyond 2 hexes it can choose its targets.

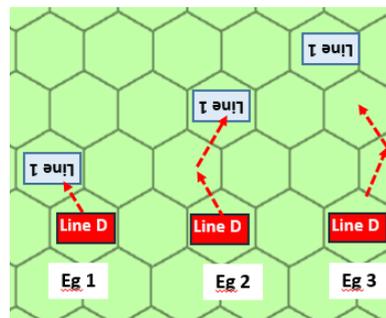
Firing Target Priority – nearest in hexes. If several targets are at the same range then the unit closest to the front hex faces, along the front face line.

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 and combat

Given the capacity to move fairly widely when moving forward from hex to hex there is no pre-charge pivot. Contact is an attempt to **move into** the hex occupied by an enemy Unit and you must have movement capacity to actually enter this hex. A legal charge for a unit is one where you could move sufficiently far so as to attempt to enter the hex of an enemy unit. Red Line Infantry D can reach Grey Line Infantry 1 in Eg 1 and Eg 2, but not Eg 3.

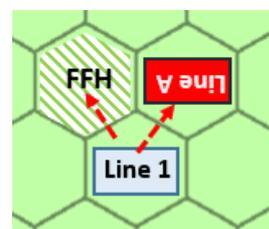


Unlike with firing, all units that are an equal distance in hexes away from your front are considered to be an equal threat for charging purposes, no priority is given to a unit closest to your centre line. However, at an equal distance a unit facing you is considered to be a greater threat than one that is flank on as per the rules.

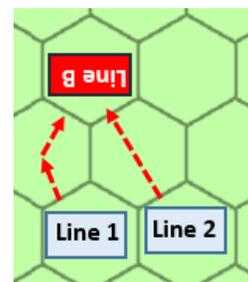
Determining who combats who

Although you must determine which specific hex/unit you are attacking when you charge you are considered to have entered the front of the hexes and contacted any unit in your two front face hexes. Only the FFH of the attacker is taken into account in determining combats. This leads to a larger number of split combats than is usual in the normal non-hex version of the rules, but also adds some interesting tactical considerations.

Grey Line Unit 1 is attacking Red Line Unit A. If there were a Red Unit in the other FFH then the Grey Unit would be in combat with both of them and would have to split its attack.



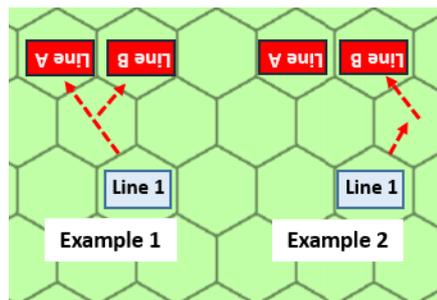
More than one unit can attack a single unit as per the rules. Line Units 1 and 2 are both attacking Line Unit B.



Split Combats

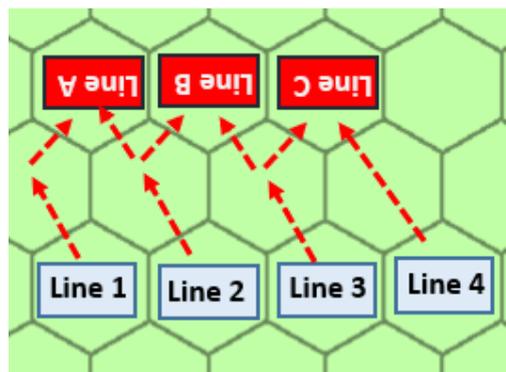
In Example 1 Grey Line Unit 1 attacks Red Line Unit A. Line Unit B will also be in the front face hex of Unit 1 as it enters the hex of Unit A. Line Unit 1 will have to split the combat between both Red Units.

In Example 2 the attacking Unit is charging Unit B only.

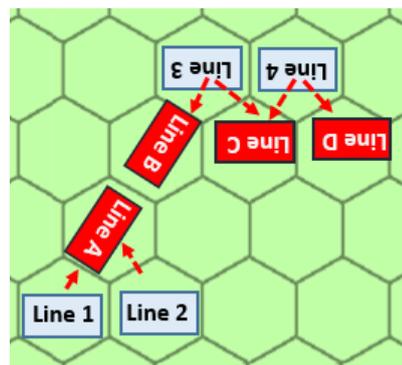


Multi Unit Combats

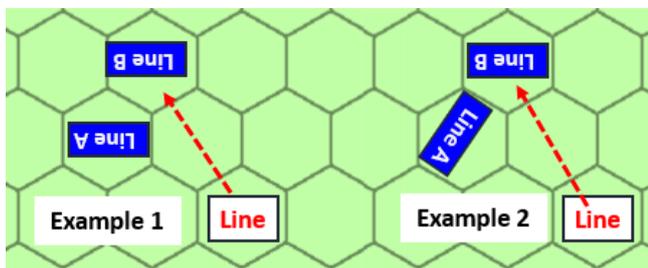
Line Unit 1 is attacking Line A only. Line Unit 2 will have to split its attack between A and B, Line Unit 3 will split between B and C. Line Unit 4 is attacking C only. If all of these units has an elan strength of 6 the attack would look like this; Defender A-6, B-6, C-6. Attacker 9 [6+3] vs A, 6 [3+3] vs B, 9 [3+6] vs C.



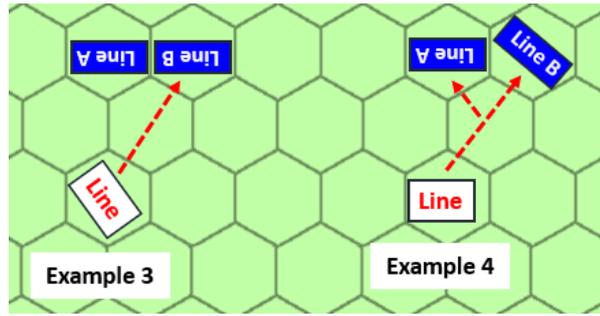
Grey Line units 1 and 2 must attack Red A as the priority target. Line Units 3 and 4 will split their attacks between B, C and D.



In examples 1, 2 and 3 the Red Line Unit is only attacking Line Unit B as Line Unit A is not in its Front Face Hex when it attempts to enter the hex of Line B..



In example 4 the Red Line Unit would have to fight both Blue Units as a split combat.

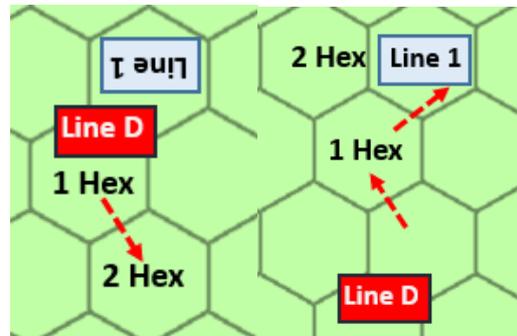


Retreating and advancing

A unit can retreat if there is a path open to it that does not involve going through an enemy unit or impassable terrain.

As the attacker is taken to be partly in the defenders hex when the combat takes place retreating 2 hexes is the reverse of attacking [example 1].

If the defender is forced to retreat it falls back 2 hexes as shown, and Line D occupies the vacated square.



Example 1

Example 2

A victorious attacker can choose to move into the vacated hex or stay in the hex they entered the combat from. An impetuous attacker has no option but to enter the vacated hex. Where there are multiple attackers only one can occupy a defenders vacated hex, the others occupy the last hex they occupied before the attack.

Retiring

Retiring units must start 3 hexes away from any visible enemy [out of skirmish fire range] 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 3 hexes to an enemy unit [staying outside of skirmish fire range]. In the diagram at right the Blue Line Unit is 3 hexes from the Yellow unit so is still in reserve status. It could move no closer.



In General

Only one unit per hex is permitted. A unit that is attacking is still considered to occupy the hex it is attacking from, consequently another unit cannot enter the hex in anticipation of the combat result. For rallying there must be 2 hexes between the rallying unit and any enemy.

Terrain modifiers

Urban areas, woods etc are clearly defined complete hexes, a stand is either in a hex containing that terrain or not. Consequently cavalry can never charge units in woods as this would involve charging through woods to contact them. Infantry units in woods or urban hexes can never fire, or be fired on by infantry, as they are always *completely* in the hex of that terrain.

Artillery can never fire through urban or woods as obstructing terrain as they are always one hex/1 BW deep. Units in those hexes are always clearly in cover when fired on by artillery.

An attacking unit suffers the terrain effects of the hex it is attacking out of and of the hex it is attacking, whilst a defender is only affected by the terrain of the hex it occupies..

In general when attacking a unit in difficult terrain the attacker and defender both suffer the -1 difficult terrain penalty as they are both taken to be occupying that terrain. 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.

Attacking a stand in wooded hexes incurs a -1 difficult terrain penalty for both attacker and defender.

Attacking an unprepared stand in an urban area incurs a -1 difficult terrain penalty for both attacker and defender.

For combat between cavalry and attacking infantry [pg.60] the infantry avoid a re-roll of successes if the infantry initiated the combat and the cavalry is in a woods or urban hex.

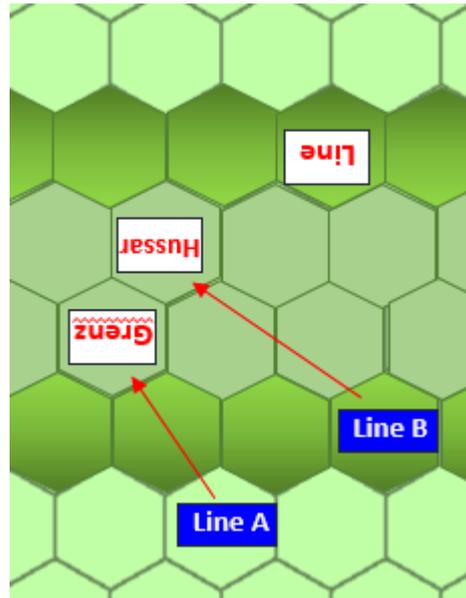
Terrain in individual scenarios will specify any variations on this.

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 if it has the skirmish trait. Line A could not see the Hussar unit. The Grenz would have the hill crest benefit if Line A was 1 hex closer and firing a volley.

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 see the Hussars but not the enemy Line unit.



Scenarios

Each scenario has a hex based map with the starting positions of the units marked on it, sometimes colour coded by Corps organisational structure. 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.