

# TOWN AND VILLAGE ASSAULTS v1.2

## Defender's Strength Boxes.

Count all of the engaged front rank battalions' strength boxes -  
Plus half of **all** other battalions' strength boxes in the town that are not engaged in a front rank elsewhere.

### Modifiers.

+1 for each "Crack" or "Elite" Battalion or Deployed Battery engaged in the front rank  
-1 for each battalion in front rank battalion that is disordered or shaken.

## Attacker's Strength Boxes

Count all of the strength boxes for the attackers front rank -  
plus half of strength boxes of the battalions in 2<sup>nd</sup> rank.

### Modifiers.

-1 for each battalion in front rank disordered or shaken  
+1 for each "Crack" or "Elite" battalion engaged in the front rank.  
+1 for each Grenadier battalion engaged in the front rank.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30+
2	20	18	18	16	16	14	14	12	12	10	10	10	10	10	10
4	22	20	18	18	16	16	14	14	12	12	10	10	10	10	10
6	24	22	20	18	18	16	16	14	14	12	12	10	10	10	10
8	26	24	22	20	18	18	16	16	14	14	12	12	10	10	10
10	28	26	24	22	20	18	18	16	16	14	14	12	12	10	10
12	30	28	26	24	22	20	18	18	16	16	14	14	12	12	10
14	32	30	28	26	24	22	20	18	18	16	16	14	14	12	12
16	35	32	30	28	26	24	22	20	18	18	16	16	14	14	12
18	40	35	32	30	28	26	24	22	20	18	18	16	16	14	14
20	45	40	35	32	30	28	26	24	22	20	18	18	16	16	14
22	50	45	40	35	32	30	28	26	24	22	20	18	18	16	16
24	55	50	45	40	35	32	30	28	26	24	22	20	18	18	16
26	60	55	50	45	40	35	32	30	28	26	24	22	20	18	18
28	65	60	55	50	45	40	35	32	30	28	26	24	22	20	18
30	70	65	60	55	50	45	40	35	32	30	28	26	24	22	20
32	70	70	65	60	55	50	45	40	35	32	30	28	26	24	22
34	75	70	70	65	60	55	50	45	40	35	32	30	28	26	24
36	75	75	70	70	65	60	55	50	45	40	35	32	30	28	26
38	80	75	75	70	70	65	60	55	50	45	40	35	32	30	28
40	80	80	75	75	70	70	65	60	55	50	45	40	35	32	30
42	80	80	80	75	75	70	70	65	60	55	50	45	40	35	32
44	85	80	80	80	75	75	70	70	65	60	55	50	45	40	35
46	85	85	80	80	80	75	75	70	70	65	60	55	50	45	40
48	85	85	85	80	80	80	75	75	70	70	65	60	55	50	45
50+	90	85	85	85	80	80	80	75	75	70	70	65	60	55	50

## Procedure - Attacking a Defended Side of the Town.

- During the **Close Range Combat Phase** the attacker moves up all battalions that will conduct the assault. They are moved up to the edge of the town or barricades if fortified. The 2<sup>nd</sup> line, to add weight to the assault, must be immediately behind the first line (within 1/2").
- The attacker counts up all the strength boxes for the assault's front line, and half of those in the 2<sup>nd</sup> line (subsequent lines do not add weight. Deduct 1 for each battalion in the front line that is disordered or shaken. Add one for each crack/elite battalion AND +1 for each Grenadier battalion engaged in the front rank..
- Do the same for the defender - but count up all strength boxes of the front line facing the attack, and half of **All** battalions in the town **that are not being counted as a front rank elsewhere**. Deduct 1 for each battalion fighting in the front rank that is either disordered or shaken and +1 for each crack/elite engaged.
- The attacker cross-references the numbers on the chart - that is the percentage that must be equal or less on percentile dice to succeed in the attack.
  - The Attack Succeeds (die roll is equal or lower):** The attacker takes a disorder result for every battalion in the front line (cumulative with any existing disorder or shaken). The defender takes a kill and a disorder for every battalion in its front line. The attacker and defender may replace units in the front line that are destroyed, with rear units - this is a free exchange done without cost or penalty in the movement phase of the next turn.
  - The Attack Falters (die roll is higher but not double):** The attacker takes a kill and a disorder for every unit in the front rank. The defender takes a disorder for every unit in the front rank. The attacker is locked in combat with the attacker. Front lines may still be exchanged next movement phase.
  - The Attack is Repulsed (die roll is double or greater):** The attacker takes a kill and a disorder for all battalions in the front line, and a disorder for all battalions in the second line. The entire attack is forced back three inches from the town. The defender takes no penalty.

## Taking the Town.

The attacker must get two "Attack Succeeds" results without an "Attack Repulsed" in between. The attacker may suffer as many "Attack Falters" results as it can bear, so long as it is not repulsed before getting a second success. To show that an attack has a success, it is placed either on top of the barricades or just into the edge of the town.

On getting a second success, the defenders in the town are all pushed out - in the same number of lines as they occupied in the town, and all receive a disorder result.

**FRONT LINE BATTALIONS MAY NOT RALLY - THEY MUST BE EXCHANGED BY REAR UNITS. 2<sup>nd</sup> AND SUBSEQUENT LINES MAY RALLY IN THE RALLY PHASE. PASSAGE OF LINES MAY BE CONDUCTED FREELY IN THE MOVEMENT PHASE.**

For towns or portions of a towns perimeter without prepared defenses - the attacker may count all strength boxes for the 1<sup>st</sup> AND 2<sup>nd</sup> rank of battalions that are in contact with unfortified sections of the town.