

👑 This Very Ground 🌿 ©

Cavalry, Cannon, and Boats

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🔑 *Wherein is described rules for using Cavalry, Artillery, and boats.*

Cavalry

Cavalry: As important to 18th century warfare as cavalry were, the use of large cavalry formations and mass cavalry battles and skirmishes was extremely rare or nonexistent in the North American theatre. The terrain of North America made using cavalry extremely difficult and limited the use of horse-mounted troops. The French and Indian War was a foot soldiers war. The men walked, or took boats, or might have ridden in wagons. Only officers would spend much time in the saddle, or civilians serving in some capacity using horses as transportation. Men trained to fight as cavalry, did so as Dragoons, using their horses as transport but fighting as infantry.

In *This Very Ground*, there are two types of Cavalry, Trained and Untrained.

Trained: These units are those men who have had extensive training or experience as mounted soldiers. These units may perform as traditional cavalry, but may also fight as dismounted infantry as well. In the French and Indian War, these units are extremely rare in the North American theatre. It is advised that these trained units be used in conflicts such as the American War of Independence, the Seven Years War (Europe) or other such conflicts.

Untrained: These units are men who use horses as transportation only. The men may be trained fighters or soldiers, but they do not fight from horseback or have experience as cavalry. These men ride their horses to and around the battlefield, but will not fight well from horseback.

Movement: In the Movement Phase a player can opt to move any or all of the models in his cavalry unit that are capable of doing so. There are three steps of Movement that a cavalry unit is capable of. The Movement step used dictates the distance a unit can move in inches. A cavalry unit's movement is *not* modified by terrain types that impede movement with the following exceptions: Cavalry units may still receive movement bonuses from certain terrain features (such as roads), and Cavalry units may not Gallop in areas defined as thick forest. Players must determine before a game begins, which forested areas will impede cavalry movement. Cavalry units may not enter buildings while mounted (obviously) with perhaps the exception of forts large enough to accommodate them.

Hold: A cavalry unit that does not move, is considered to be holding its ground. The unit does not move, but the player may feel free to adjust the position of a few of the models in the unit as long as the adjustments do not move any one model further than 2" from their previous location.

Trot: Cavalry units that are Trotting are moving at a medium pace. Cavalry units Trotting may move *up to 10"*.

Gallop: Cavalry units that are Galloping are moving as fast as their mount may take them. Cavalry units Galloping move *up to 20"*.

Firing While Mounted: Cavalry have their ability to fire while mounted modified according to the type of cavalry.

Trained: Cannot fire at all if the unit Galloped. Cannot Fire! Or Volley if the unit moved at all. May Fire at Will if the unit Trotted, but at a -1 to Marksmanship (cumulative with other modifiers). May Fire! or Fire at Will if the unit Holds.

Untrained: Cannot fire if the unit moved at all. May Fire! or Fire at Will if the unit Holds, but at a –1 to Marksmanship (cumulative with other modifiers).

Formations: Cavalry units always ride and fight mounted in Loose or Skirmish Formations and all rules that apply to Loose and Skirmish formations apply to all mounted Cavalry as well. Cavalry units in thick woods must use Skirmish formation.

Cavalry Units: Players may decide which and what types of units have horses available.

Reloading While Mounted: Cavalry units may only reload if they Hold.

Dismounted Units: function exactly the same as other infantry units and follow all of the rules as normal.

Dismounting: Takes a unit's full Activation, the unit may do nothing else. One model for every 3-6 models in the unit becomes a handler (though you may choose more models), while the rest of the models function as standard infantry while dismounted. You must have at least one handler for the unit to retain their horses. If there are no handlers due to casualties or a player chooses not to use a handler, the horses are lost for the remainder of the battle, and the cavalry may not remount. Handlers may not be targeted separately from their unit, but must stay within 6".

Mount up!: Mounting Up! takes a full Activation, the unit may do nothing else. Any horses that lost their rider are removed from the game (if appropriate models are being used).

Cover for Mounted Units: Being mounted offers some protection, but makes a unit easier to see and target.

Open, Incidental, or Light Cover: -1 to Marksmanship.

Medium or Heavy Cover (including behind a Hedge or Wall): -2 to Marksmanship.

Linear Obstacle: -1 to marksmanship.

Melee: Mounted units may engage in Melee, but must abide by the following rules.

Trained Cavalry Mounted Melee: These units receive the following bonuses to their Charge test (Note: these + modifiers will not take a unit's Courage score higher than their natural score.)

+2 Courage (cumulative with other modifiers).

+2 Courage when Charging infantry in Skirmish or Loose formations, or any unit (including Formed) that has suffered 50% casualties or more, or any unit that is currently Disrupted.

Mounted Trained cavalry may not Charge an enemy unit in Buildings or forts.

Bonus to Valor and Wounds: Trained Cavalry units that initiate melee (by Charging) gain +1 to their Valor and +1 to the Wound value of all their weapons for their first round of attacks in melee.

Counter Charge: If a Trained Cavalry unit, while mounted, is charged from the front 180° by any other Cavalry unit, Trained or Untrained, it may Counter Charge. The Counter Charge takes the place of the Standing Your Ground Courage check, and is at a +2 to Courage. If successful, both units will strike simultaneously in melee. If unsuccessful, the unit receiving the charge will not Fall Back, but will instead receive the charge and the units will fight in their normal Initiative order with the charging unit receiving a +2 to Melee Initiative. A unit may only Counter Charge if it is unactivated and undisrupted.

“Elite” Trained Cavalry Mounted Melee: You may include Elite Trained Cavalry in your games, though these would not be present in North America during either the French and Indian War or the American War of Independence. Elite Trained Cavalry enjoy all of the benefits listed above, but also have a +1 to Charge or Counter Charge other Cavalry.

Untrained Cavalry Mounted Melee: These units receive the following bonuses to their Charge test (Note: these + modifiers will not take a unit’s Courage score higher than their natural score.)

+1 Courage (cumulative with other modifiers) *only* when Charging infantry in Skirmish or Loose formations, or any unit (including Formed) that has suffered 50% casualties or more, or any unit that is currently Disrupted. Mounted Untrained cavalry may not Charge an enemy unit in Buildings or forts, do not gain any bonuses to melee, and *cannot* Counter Charge.

Morale and Leader Casualties: Cavalry units follow the rules for Morale and Leader Casualties as normal, except for Counter Charges.

Artillery

Artillery: In the French and Indian War, artillery was used primarily against fortifications. In the terrain of North America, large batteries of artillery were little or no use against infantry in woods and other cover, while also requiring a huge effort in labor when moving the heavy pieces and equipment across long distances on poor trails and roads. However, despite the trouble, artillery *was* dragged around North America and it was used in many of the engagements.

Weight: For game purposes, the weight of the artillery determines its effectiveness. There were several methods of calculating the weight of guns, but for consistency in the rules, we classify guns as 2pdr, 3pdr, and so on. An exception will be the very small guns sometimes mounted on blockhouses or ships, which are known as Swivel Guns.

Firing: The Marksmanship of Gun Crews will be used for their personal weapons only (if any), *not* for Firing Artillery. When Artillery is Fired, rather than rolling to hit as normal, the artillery piece fires by rolling a number of D10s equal to a specified number of Hits, trying to score Wounds. The Wound value will be adjusted by the formation and Cover being used by the target unit. Do not count Linear Obstacles.

Weight: The size of the gun.

Crew: The number of models in the crew.

Hits: The number of D10s you must roll.

Wound: The number you must roll equal to or under to score casualties against infantry or cavalry. This number is modified by the cover of the target. The Wound number is always a minimum of 1.

Range: How far the artillery may Fire.

Morale: The modifier to a target’s Courage when taking a test. Remember all other rules still apply, so Formed Regulars only test when 50% strength or less.

Building: The number needed or below to attempt to score damage against a structure like a house or fort. If the Building score is 0, the artillery is incapable of damaging structures.

Reloads: How many extra smoke counters you must place when the artillery is fired. This will cause extra turns spent reloading.

Artillery Chart							
Artillery Weight	Crew	Hits	Wound	Range	Morale	Building	Reloads
Swivel Gun	1-2	3	2	12"	+0	0	+0
1-3lbr	3	4	3	36"	+0	1	+0
4lbr	3	4	4	48"	-1	1	+0
6lbr	4	6	4	48"	-1	1	+0
8-9lbr	4	8	4	48"	-1	2	+0
12lbr	6	10	4	60"	-2	2	+1
Over 12lbr	8	10	4	60"	-2	3	+2

Formations and Artillery: The formation units use will make a unit easier or harder to hit and wound.

Formed: +1 hit if fired at from the front. +3 hits when fired at from the flank.

Loose: No modifier to hits if fired at from the front. +1 hit when fired at from the flank.

Skirmish: -2 hits.

A roll of 1 during a to hit roll for artillery will still inflict a *single* hit on a unit (regardless of how many actual 1's are rolled), even if formation and cover modifiers would normally take hits below 0.

Incidental cover: -1 to wound score (roll of 1 always wounds).

Light cover: -2 to wound score (roll of 1 always wounds).

Medium: -3 to wound score (roll of 1 always wounds)

Heavy cover: -4 to wound score (roll of 1 always wounds, max. 2 wounds inflicted).

Fortifications: -5 to wound score (roll of 1 always wounds, max. 1 wound inflicted).

Example: A 6lbr gun is used against a formed enemy unit. The unit is 30" away, so is within the 6lbr's 48" range. The firer rolls 7 D10 (+1 hit for being fired at from the front). The Wound score is 4, but the target is in Light cover, which has a modifier of -2. The firer needs to roll 2 or less (Wound 4-2=Wound 2). The player rolls 10, 9, 7, 5, 5, 2, and 1. Two of the target models are eliminated and the unit must take a Courage check at -1 for the Morale modifier, -2 for the casualties, and +2 for the Light cover.

Smoke Counters and Reloading: If the gun retains at least half of its crew or more (round up for odd number crew), then every time the gun Fires, mark it with a single smoke (adding additional smoke counters, if any, according to the reloads entry on the gun chart). The gun cannot be fired again until it is reloaded. To reload, the gun and crew must not move, fire any weapons, or be disrupted. A reload removes a single smoke counter per Activation. If the gun crew is down to 2 models, then place 2 smoke counters every time it fires (plus reloads). If the gun crew is down to a single model, place 3 smokes every time it fires (plus reloads). No artillery may ever be fired while it still has smoke counters, though the crew may be able to fire their personal weapons (if they have any). Regardless of the number of crew, a Swivel gun only gets one smoke counter every time it fires.

Misfire: Any time an artillery piece fires, if it rolls 4 or more natural "10s", a misfire has occurred. The gun and crew are removed from play.

Moving Artillery: When moving artillery pieces, neither the gun nor the personal weapons of the crew may be fired. Artillery may be moved by hand up to 6". Artillery may be moved by a horse or horse team up to 18". Guns heavier than 6lb must be moved by a team of more than one horse. It takes a full activation to limber or unlimber an artillery piece. Artillery cannot be moved across linear

obstacles, into buildings unless otherwise specified, or across bodies of water unless otherwise specified.

Artillery Fall Back!, And Routing: Any time an artillery crew is forced to Fall Back! Or Rout, they abandon their artillery piece. Abandoned artillery may be spiked by an enemy unit that spends a full Activation in base-to-base contact with an abandoned artillery piece that is not defended by a friendly unit within 3" (including the crew) of the artillery piece.

Firing at Artillery Crew: Units firing at artillery crew do so at a -1 to Marksmanship, regardless of cover.

Howitzers and Indirect Fire: Howitzers are guns specially designed to fire rounds at high trajectory over intervening terrain (particularly fortress walls). These guns will only damage a unit if they first roll a successful to hit roll on 1D10. If the target unit is out of LOS to the firing gun, the to hit roll is a 1. If the unit is within LOS, the to hit roll is 1-2. If the target unit is a building structure or section, the to hit roll is a 5 or less. Units within a fortress or enclosed structure without a roof may be targeted, but will only be hit on a roll of 1.

Grapeshot: This represents a cannons ability to fire clusters of small rounds or improvised materials (nails, rocks, etc.) at enemy units that come too close. More sophisticated types of shot were developed in later wars, but cannon of this period were still able to use an improvised type of grapeshot. Grapeshot can be fired at an enemy unit within 6". The grapeshot inflicts 10 hits on the enemy unit, and will wound as per the gun being used +1. Swivel Guns and 1-3lbrs will only inflict 5 hits when using grapeshot.

Artillery and Structures: When attempting to shell and damage structures, players must establish a set threshold of damage a structure can take before destroying a building or section of a larger structure. These damage points are removed at a rate of 1 damage point per successful building "wound" according to the artillery chart. When the structures damage threshold reaches 0, the structure will either collapse, or if a wall section of a fort, will be breached with a hole equal to 1/2 the size of the wall section (example: 6" wall section, 3" breach). Players may feel free to use their own damage thresholds for their games, or use the chart below as a guide. **Example:** a player is using his artillery to blast a blockhouse with a 8lb gun. The Blockhouse has a damage threshold of 10 points. The player rolls to hit the blockhouse with his 8lb gun. The 8lbr rolls a total of 8 hits against the blockhouse when it fires. According to the chart, any of these rolls that is a 2 or below will damage the blockhouse by 1 per roll of 2 or less. When the blockhouse takes enough damage to take it below 0, the structure collapses.

Breaching Doors and Roofs: The damage threshold of a structures doors and roofs are equal to 1/2 the normal threshold. In the case of fortifications with doors or roofs specifically designed to be difficult to breach, the door and roof threshold is equal to 3/4. To fire at a door, the artillery piece must have direct line of sight to the door.

Structure and Section Collapse: When a structure or structure section collapses, any unit(s) within is killed and removed from the game.

Critical Hits: Once a structure or section of a structure is down to its critical range (Critical on the chart), a critical hit is possible. Once at the critical range, a roll of 10 on the building roll may be a critical hit. Reroll a critical hit. Any successful roll of 10 or more causes an immediate collapse or breach and damages adjacent sections of a larger structure by 5 for each section touching the collapse or breach.

Fire (optional): Hits from artillery may cause fires. A single hit per firing may be rerolled. A roll of 10 indicates a fire has started and will spread. The fire damages the affected structure or structure section by 2 damage points as well as 1 point per turn thereafter. Place 2 cotton balls or suitable counters on the structures affected to indicate the fire damage per turn (referred to as “fire points”) and remember to record this damage every turn.

Units in the structure may attempt to fight the fire. A unit that fights a fire may do nothing else during their Activation. They successfully put out a single fire point (cotton ball) if they roll a 8 or more on 1D10 per cotton ball. Units larger than 10 models add a bonus firefighting of +2 to their roll. A fire point will grow into an additional fire point if not put out. Roll for each fire point at the beginning of the turn before Initiative is rolled. Every fire point createa a single extra fire point on a roll of 10 on a 1D10 roll each turn in that structure or section. You may decide that fire points spread more easily by lowering this score, or in wet conditions, not use this rule at all. A fire will spread to adjacent structures or sections once the number of fire points of a structure or section reaches 5 (this happens immediately). The spreading fire will then cause two fire points on any adjacent building or section. **Note:** Players may decide that fires may not spread, or decide that only fires set by units with torches will spread, or even that artillery cannot cause fires at all.

Powder Store Hits (optional): Players may wish to use a special rule for powder stores. You may wish to secretly record the location of a powder store within a building with more than 1 structure or section. If a structure or structure section is collapsed or breached, or suffers a critical hit that contains a powder store, it will explode in a massive fireball. This causes the immediate destruction of any unit(s) within that structure or section.

Damage Threshold Chart: Suggested Damage Threshold numbers for your games.

Structure Type: The type of structure and an example.

Threshold: The damage a structure can take before collapsing or being breached.

Door/Roof: The Damage Threshold of a door or roof.

Critical: The point in the damage threshold when critical hits are possible.

Damage Threshold			
Structure Type	Threshold	Door/Roof	Critical
Very Light (Outhouse)	2	1	1
Light (Cabin)	5	3	1
Medium (tavern, large cabin)	10	5	2
Heavy (Blockhouse)	20	10	5
Very Heavy (Small fort)	30	15	10
Reinforced (Large Fort)	50	25	15
Light Wall/Section	10	5	2
Medium Wall/Section	15	10	2
Heavy/Section	25	20	5
Very Heavy Wall/Section	35	30	5
Reinforced Wall/Section	60	55	10
Super Heavy Wall/Section	100	90	10
Vauban*	500-1,000	500	-

*Not recommended

Stone structures: May be of any size as listed above, but add +50% damage threshold. Cannon lighter than 4lb cannot damage stone structures, except doors and roofs.

Units fight from structures as per the normal rules. Use the Fortifications cover modifier.

Boats

Boats: The principle means of transport besides horses during the French and Indian War was water borne transportation. In fact, much of the fighting was an effort to control the principal waterways of the region. Water transport was an effective means of patrolling, supplying, and maintaining a military presence in North America. Boats of all shapes and sizes were used. From one-man canoes to huge flatboats and whaleboats for moving men and cannon, boats are an important part of the French and Indian War.

Movement: Boats allow units to move on water. There are a variety of ways a boat can move, from manpower (rowing), to sail, to simply floating on a current. In the case of a lake, or other large body of water, there is no current to move boats along (unless players choose to establish one) and all movement speeds are dictated by manpower or sail.

Floating: A boat that floats on a current will move according to the strength of a current. A boat may control the direction of its movement as long as it does not turn more than 180° against the current. A boat on a current will automatically move the current speed during their Activation unless the boat has some way of slowing or holding its position (by rowing or sail). See the relevant current speed for movement distances. Unless otherwise noted, all boats have a means to stop moving.

Sailing: Sailing allows a boat to move against a current, or to move on water with no current. Since this is not a sailing or naval game, we do not include *complicated* rules for wind direction, tack, or any other special rules for realistic sailing conditions and techniques.

Rowing: Rowing allows a boat to move against a current, or to move on water with no current.

Currents: A flowing current will move a floating boat (that is, not attempting to move on its own) according to the speed of the current during that boat's Activation. The current is set by the players prior to the game. Players may also wish to make variable currents in a river or stream to reflect turns, bends, and changes in water flow.

No current: Boats on a body of water with no current will not move without rowing or sailing.

Slow moving currents: Moves a floating boat 1-3".

Medium moving current: Moves a floating boat 4-6".

Fast moving current: Moves a floating boat 7-10".

Rapids or extreme current: Moves a boat 12" or more, but may damage or sink a boat. During a boat's Activation that takes place on water during these conditions, roll 1D10 after the boat moves during its Activation. On a roll of 1, the boat will crash. A boat that crashes will remove any unit on board from play. Alternatively, you may choose to roll a wound roll at a wound value of 8 for each model in a crashed boat.

Rowing: Adds +3" per turn when going with a current. You may also use rowing to slow or halt your movement on a current by subtracting up to 8" from a current. A current that moves a boat faster than this 8" will cause the boat to still travel forward with the current the remainder of 8" subtracted (example: 10" current-8" slowing movement=2" of forward movement). Rowing also allows you to move against a current. Rowing against a slow current allows a boat to move up to 3". Rowing a boat against a Medium current allows a boat to move 2". Rowing against a fast current allows a boat to move 1". You may only row against a fast current if you have more than 3 models in a boat to row.

Sailing: Same as rowing for going against a current only as long as the current is against the wind within 180°. Players may allow for variable wind direction and intensity.

Establish wind direction by either choosing a table edge, or use a compass or some other form of keeping track of the direction during the game. A boat must be facing away from the wind to gain a wind bonus. On a body of water with no current, boats may only move when facing within the 180° away from the wind, the bonus movement listed below then becomes their only movement rate

Wind will give a bonus to movement according to intensity

No wind: No wind at all.

Light wind: Moves a boat +1-3”.

Medium Wind: Moves a boat +4-6”.

Strong wind: Moves a boat +7-10”.

Gale force or storm wind (optional): Moves a boat 12” or more, but may damage or sink a boat. During a boat’s Activation that takes place on water during these conditions, roll 1D10 before the boat moves during its Activation. On a roll of 1, a boat will start to sink or capsize. The boat then has that Activation and the next to move to land to avoid sinking or it will go down. A boat that sinks will remove any unit on board from play. Boats without sail are not affected by wind at all.

Sailing into a current: When a boat attempts to sail into a current, the wind intensity it is using must be greater than the speed of the current *and* be facing in a direction that would allow it to move against the current in the first place. Subtract the current speed from the wind intensity, and if the result is at least 1” or more, move the boat this many inches against the current. If the result is 0”, the boat may only stay still, or may choose to let the current take the boat with it according to the current distance. A boat may always choose to use its sail (or take down its sail) to stay still no matter the current speed or wind intensity (unless players decide to use extreme conditions as in a storm or gale).

Loading and Unloading: Both loading and unloading a boat takes a unit’s full Activation. The unit may do nothing else during loading or unloading. Only one unit may load or unload a boat at a time.

Firing at and from Boats: A unit may only ever Fire at Will from a boat. This firing is done at a –3 to Marksmanship (cumulative with other modifiers). Reloading is as normal. Boats provide, at best, a –1 cover for units on board. Player may wish to add a further cover bonus for special types of boats. A unit that takes fire while on a boat will not Fall Back! Or Rout off the boat, but will still be disrupted as normal. Infantry fire at boats as normal. The target must be a unit on the boat, and all hits (except those against canoes) are applied to the target unit. A boat that loses all those on board from fire will drift in the direction of the wind or with the current, or both. A drifting boat that comes into contact with land will stop.

Boats: There are a variety of boats. Outlined below is a general chart to allow players to use boats in their games. Feel free to also design your own boats. Swivel guns may only be placed on Whaleboats or larger. Some boats will have both rows and sails, while all boats have at least rows (or some other way to move or steer).

Cargo: A boat may carry cargo. Players may decide what and how much a boat may carry, but for large cargo items, only boats of whaleboat or larger may carry large cargoes such as cannons and supplies. A boat may carry one cargo per unit space, but the boat must be crewed by at least one unit. **Example:** a boat that allows up to 3 units may use up two of those spaces for cargo (ie. 2 cannons). Cargo must be loaded by a unit in contact with the boat. It takes a unit their full Activation to load a single cargo, and the unit may do nothing else.

Boat Chart: Suggested Boat size and capacity.

Boat Type: The type of boat and a general size reference.

Max. # of passengers: The max number of passengers a boat may carry.

Max. # of units: The max number of units or cargo loads a boat may carry.

Durability: The damage a boat can take before it is sunk by artillery (functions exactly like artillery firing at buildings). Small arms cannot sink a boat (except canoes). Once the durability of a boat reaches 0, the boat will sink and all units and cargo on board will be lost.

Boats			
Boat Type	Max. # of passengers	Max. # of Units	Durability
Canoe	5	1	1/5*
Large trade canoe	8	1-2	2/10*
Small flatboat	8	1-2	1 (-1 to hit)
Large flatboat	15	1-3	3 (-1 to hit)
Small whaleboat	10	1-2	3
Medium whaleboat	15	1-4	5
Large whaleboat	20	1-4	5
Large boat	30	1-6	10

*Hits from small arms. Will damage a boat's durability by one per hit on a 1D10 roll of 5 or more. The firing unit may decide to apply successful hits from firing to the crew *or* the boat.

Whaleboat is only a description for several designs and types of boats; they may use both rows and/or sail. Canoes can only use rows. Flatboats can use rows (ie. Poles) or sails, but can only move against the current at 1".

Notes: We hope you enjoy these extra rules for *This Very Ground*. We have released these rules due to popular demand, and we hope you try them in your games. We also encourage you to modify them to suit your needs. Most of this information is a guide for how to use these items in your games, and as such will not cover every conceivable circumstance. Still, there is enough information here to cover most cases. As always, it is your game table, and you do not need permission from us to try different things or to change these numbers or rules.

If you have any questions, or would like to share your experience with these rules, feel free to email us directly, or to post on our Yahoo group (the preferred of the two, as it gives everyone in the group a chance to discuss the rules).

I enjoyed writing these special rules, and found myself having to refrain from adding more and more layers of detail. For example, this is merely a starting point for full scale sieges! I could have kept going, but it would have quickly left the scope of the original game in the dust!

Happy Gaming!