

# Black Powder: Order of March

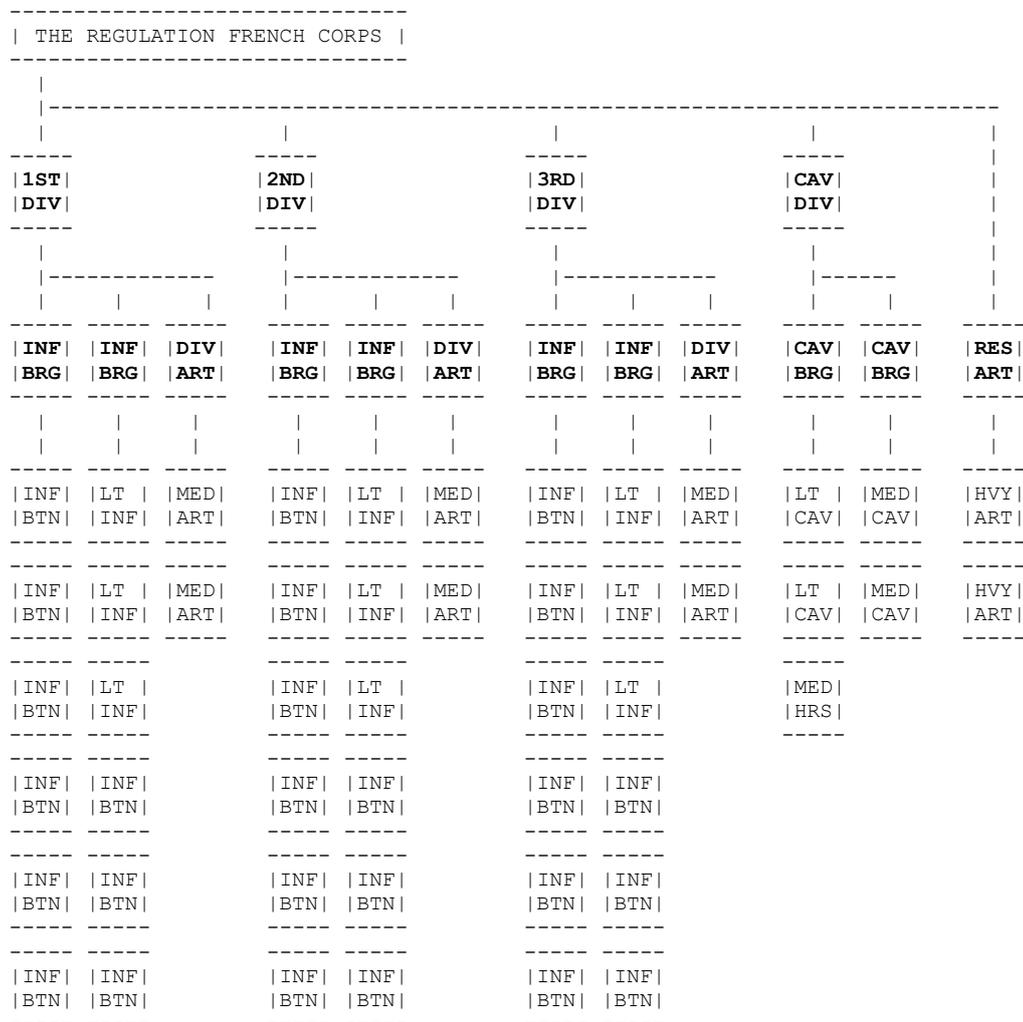
Trevor Raymond. Version 2 February, 2013  
(Exodus 20:15 - "Thou shall not steal".)

The *Black Powder* wargame rules can be used to fight Napoleonic battles of upto a corps in size using the 25mm scale. Obviously, to try and fit an entire corps onto the average table in the 25mm scale all at once does present some problems. Thus, the following *Order of March* rules were developed by the club (The Novocastrian Battlegamers) so that players can *potentially* deploy upto a corps whilst not having the need for an entire 25mm corps to be on the table at the same time.

Under the *Order of March* concept, as the game proceeds units enter the table, engage, suffer loses and are lost, whilst other units enter via the Order of March system. (Thus, players may not actually need to have a full corps. Units lost earlier on can be recycled back in later on).

The best way to understand Order of March is by way of an extended example.

First, a **Corps** is made up of a number of **Divisions** and a Division is made up of a number of **Brigades** (For further details on the makeup of armies see our club *Black Powder* Army Lists). For example, the regulation French Corps organisation was this:



**Summary:**

- The Corps has four Divisions – three Infantry Divisions and one Cavalry Division
- There are 36 Infantry Battalions in 6 Infantry Brigades
- There are 4 Cavalry Regiments in 2 Cavalry Brigades

There is artillery attached to each Infantry Division. This artillery can be deployed within the Brigades of that Division before the game or can operate independently as a type of artillery “brigade” as per the club’s Army Lists guidelines. The French player in this case opts to deploy the division artillery directly within the brigades. The corps reserve artillery must be deployed throughout the Brigades of the Corps as per the club’s Army Lists guidelines.

**Step 1: Order of March**

Your Corps must be given an *Order of March*. This is the order in which the brigades of the corps are moving into the area where the battle will take place. Players must write down their Order of March before the game begins. For example, the French player decides upon and writes down the following *Division Order of March*. The order of arrival of each division will be:

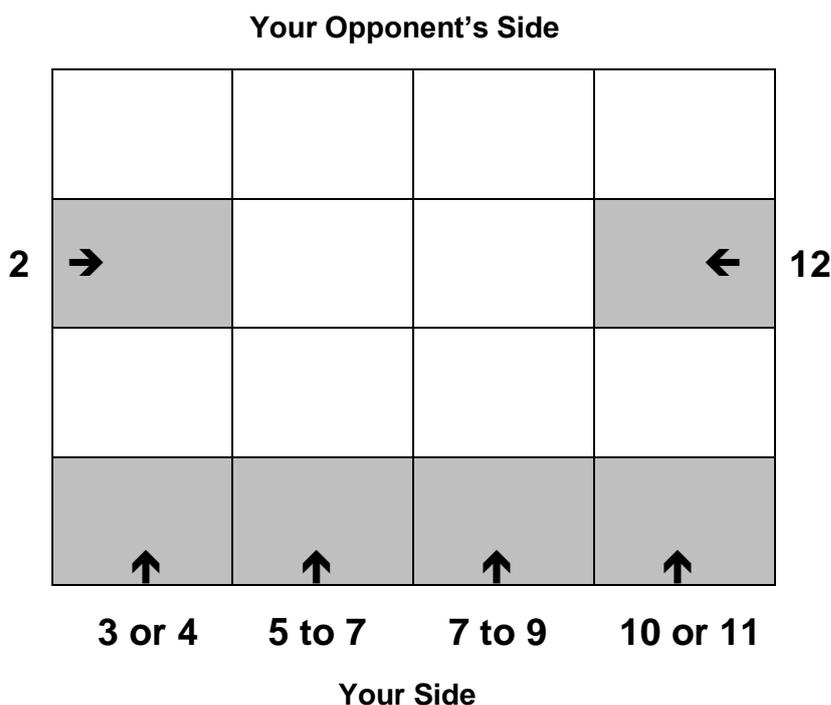
- The Cavalry Division will be first
- The 1<sup>st</sup> Infantry Division next
- The 2<sup>nd</sup> Infantry Division next
- The 3<sup>rd</sup> Infantry Division last

The player then expands this Division Order of March into the final *Brigade Order of March* for each division. The final Brigade Order of March decided upon by the player is:

- Cavalry Division      Light Cavalry Brigade with its horse artillery first  
Medium Cavalry Brigade next
- 1<sup>st</sup> Infantry Division    1<sup>st</sup> Infantry Brigade with its artillery next  
2<sup>nd</sup> Infantry Brigade with its artillery next
- 2<sup>nd</sup> Infantry Division    3<sup>rd</sup> Infantry Brigade with its artillery next  
4<sup>th</sup> Infantry Brigade with its artillery next
- 3<sup>rd</sup> Infantry Division    5<sup>th</sup> Infantry Brigade with its artillery next  
6<sup>th</sup> Infantry Brigade with its artillery next

**Step 2: Zone of Entry**

The players divide the table into sixteen even zones as shown in the diagram below.



When the French player's first movement phase comes up, the French player **throws 2D6** and refers to the diagram above to determine where that player's first division's **Zone of Entry** will be (in this example, the Cavalry Division's Zone of Entry).

### Step 3: Brigade Entry

All of the individual Brigades of a Division must enter the table at any position along the table edge (or edges) within that particular Zone of Entry thus:

- **One brigade** can enter each Game Turn in the order of the Brigade Order of March for that particular division **regardless of size**, or,
- **Two or more brigades from the same division** can enter each Game Turn in the order of the Brigade Order of March for that particular division providing that **no more than** a total of **eight units** enter per Game Turn (including artillery units but excluding commanders)

Continuing the example: During Turn 1 and Turn 2, both of the French cavalry division's brigades enter the table. When the third Game Turn arrives, the French player throws **2D6 again** at the start of his third movement phase and again refers to the diagram above to determine where the 1<sup>st</sup> Infantry Division's **Zone of Entry** will be. This process is simply continued until all brigades have entered the game.

Thus, in this example the French player would take eight full Game Turns to completely enter and subsequently deploy his corps. (Note: It is quite possible that the game could be over before this happens.) So, in summary, the French player's brigades would enter thus:

- Turn 1 The player throws 2D6 to determine the Zone of Entry for the Cavalry Division  
The Light Cavalry Brigade enters with its horse artillery
- Turn 2 The Medium Cavalry Brigade enters
- Turn 3 The player throws 2D6 to determine the Zone of Entry for the 1<sup>st</sup> Infantry Division  
The 1<sup>st</sup> Infantry Brigade enters with its artillery
- Turn 4 The 2<sup>nd</sup> Infantry Brigade enters with its artillery
- Turn 5 The player throws 2D6 to determine the Zone of Entry for the 2<sup>nd</sup> Infantry Division  
The 3<sup>rd</sup> Infantry Brigade enters with its artillery
- Turn 6 The 4<sup>th</sup> Infantry Brigade enters with its artillery
- Turn 7 The player throws 2D6 to determine the Zone of Entry for the 3<sup>rd</sup> Infantry Division  
The 5<sup>th</sup> Infantry Brigade enters with its artillery
- Turn 8 The 6<sup>th</sup> Infantry Brigade enters with its artillery

All units must enter the game in either a **march column** formation **or** in an **attack column** formation. Artillery units must enter the game limbered up. Brigade commanders must enter with their brigade. Division commanders can enter at any time with a brigade from their division. The corps commander can enter at any time with any brigade.

### How do multiple brigades enter on the same Game Turn?

As noted above, multiple brigades *from the same division* can enter the game on the same Game Turn providing that the maximum number of units the player brings on is limited to eight units.

To enter multiple brigades and still keep to the eight unit limit, a player can opt to leave some individual units behind and not bring them on when a brigade's turn of arrival arrives. The brigade enters as normal but those individual unit (or units) left behind are simply not put on the table. Any such individual units left behind play no further part in the game (it is assumed that they have been posted to a garrison somewhere or are defending a position elsewhere).

For example, suppose a player's order of march has an infantry brigade to enter next consisting of five battalions and a battery, six units in total. The player opts to bring on the next infantry brigade of that division as well consisting of three battalions and a battery, four units in total. However, this totals ten units and thus exceeds the eight unit maximum per Game Turn for multiple brigade entry. The player opts to drop off two infantry battalions from the first brigade and so brings that infantry brigade on with only three battalions and a battery and the other infantry brigade with its three battalions and a battery, thus eight units in total. Those units left behind play no further part in the game.

For example, in the standard French Corps above, the Cavalry Division only has five units – four cavalry regiments and one horse artillery battery – five units in total. Thus, the player could bring the whole Cavalry Division on in the one move if that player desired to do so.

### **Attempting to Enter in another Zone of Entry**

It may be that a player is not happy with the determined Zone of Entry for some reason. If so, then the player can opt to **re-throw** the dice in an attempt to change that brigade's Zone of Entry.

To attempt to enter in another Zone of Entry the player simply re-throws the **2D6**. The brigade **must enter** the table in the re-thrown Zone of Entry even if it is the same zone of entry.

However, **if the player re-throws and the throw is a 2, 3, 11 or 12**, then that brigade commander has misunderstood his orders, took a wrong turn and has managed to get **lost**.

A brigade that is *lost* remains off the table and doesn't enter the game until that player's next Game Turn. To enter the game on the next Game Turn, the brigade uses the rules in this section to enter the game. Thus, though not likely, it is possible that the brigade could remain lost for several Game Turns.

For example, suppose a player throws for an infantry brigade's entry and the Zone of Entry is Zone 3 or 4. However, Zone 3 or 4 is very congested by other units. Thus, because of this congestion, the player opts to try and bring the brigade on in another zone. The player re-throws and the throw is a 6. The infantry brigade enters in Zone 5 to 7. However, if the player had thrown a 2, 3, 11 or 12 for the infantry brigade then that infantry brigade is lost and does not enter the game this Game Turn but is delayed and attempts to enter the game next Game Turn.