

Maida 1806 (Strategemata)
Designed by Adam Niechwiej
Matthew Kirschenbaum's House Rules
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These house rules make things work in ways that feel subjectively "better" or "more realistic" to me, or in a couple of cases add a little more color and detail to the system.

8.0 Skirmish Order

- Skirmishers fire once (and once only) during their commander's activation, and they may also fire in Reaction (13.1) as per case B. They do not take fire markers, and no modifiers based on the number of previous fires ever apply.
- Skirmishers can fire in any direction (contra 14.2), regardless of facing (in essence, they have no facing).
- Any unit adjacent to an enemy Skirmisher (except another Skirmisher) suffers a -1 modifier to any Morale check undertaken for any reason other than that Skirmisher's Fire.
- Skirmishers may only be targeted by Artillery fire at 1 or 2 hex range (where the gun may be assumed to be firing canister). Otherwise enemy Skirmishers do not block Artillery LOS nor may they be targeted by Artillery. (But you still may not shoot through friendly Skirmishers at any range!)

Discussion: I found rolling up to four Fires for each Skirmisher unit on the board tedious, and it also perhaps made these units too powerful. I've tried to give them a little more tactical differentiation from regular infantry while preserving their overall impact. The Morale modifier represents the discomfiture caused by their constant peppering. Skirmishers also lose the ability to mask regular formations from roundshot artillery fire.

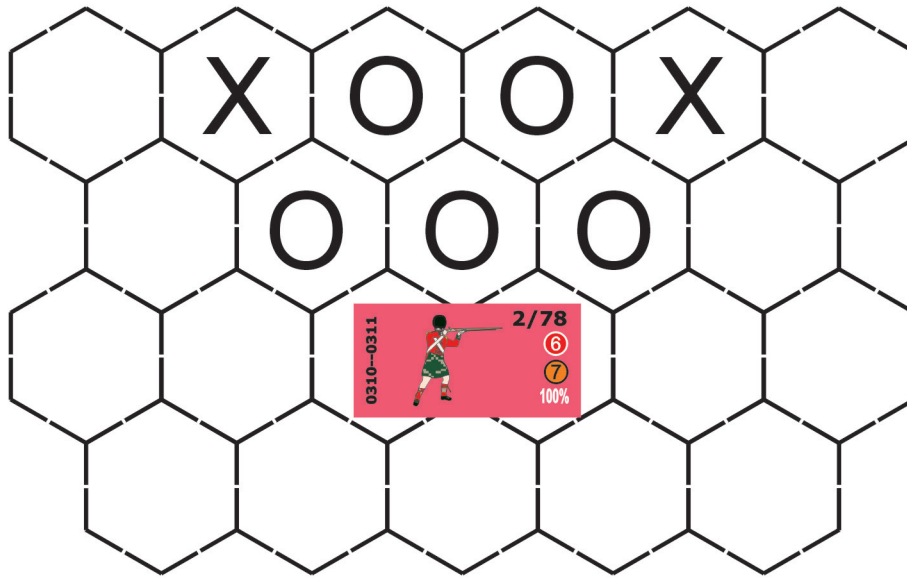
10.0 Artillery

- Artillery must first roll a number equal to or greater than the gun's printed caliber for each attempt to fire during an enemy Movement subphase. There is no penalty for missing the roll (even on a 0) other than the inability to fire that subphase (i.e. activation). For multiple batteries (10.8), there is a -1 modifier per star. (The net effect here is that smaller guns will fire more often.)
- Rifle fire against a lone Artillery unit: ignore any mention of the Artillery unit being "captured." If the Rifle fire is effective as per 14.10.4 then the gun crews are assumed to have been suffered casualties and been driven off to such an extent that the gun cannot fire for as long as the enemy unit that made the shot remains within Rifle range and LOS.
- Artillery fire against a lone Artillery unit (10.9): conduct procedure as written, but ignore any mention of guns being "captured." If the gun fails its second roll it is permanently removed from play and the opposing player nets 1 VP, +1 additional VP for every star.
- Artillery can only ever be captured as the result of a Clash (see 10.10, 10.11).

Discussion: The check-to-fire roll adds a little wristage but introduces variability in rate of fire. Bringing a big battery to bear on a target took time and coordination. Artillery defense is no longer a sure thing. As for the whole "capture" business, perhaps that's a term that got lost in translation, but it just seemed bizarre to me to visualize. Instead I try to account for casualties among the guns crews as well as damage to the guns and caissons.

14.0 Fire Combat

- 14.10.6. The column shift does not apply if the target is 2 hexes away and occupies a hex aligned with only a single hex of the line unit. In this example, the x's on the far left and right represent two hexes where the shift does not apply. The o's represent five hexes where it does.



Discussion: Seems logical.

New Rules

• **10.61 Roundshot Ricochet.** When the original target is 3 or more hexes away, every additional infantry or cavalry unit behind the target in any hex in the direct path of the original LOS out to the gun's maximum range must roll an M Morale check, +1 per star for multiple batteries. Each successive unit to roll this check benefits from a (cumulative) -1 modifier. Skirmishers, Leaders, and Guns are immune to ricochet.

Discussion: Ricochet! Because what's not to like?

• **11.91 Dense Stacking.** 10 or more strength points in a single hex suffers a +1 modifier to any Morale check as a result of Fire combat.

Discussion: I guess there's a sense in which dense stacking might help morale—the crush pushing troops forward despite casualties—but clearly raw density would also up the body count; I've opted to model that, albeit with a light touch and in a way which also introduces a little extra tactical nuance into the system.

Questions or comments? mkirschenbaum@gmail.com