

A Gentleman's Game



By Rhys Little

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About the Author



Rhys Little started war gaming at the age of 14, when he was introduced to Games Workshop's series of games.

He had his first rules published in 'White Dwarf' magazine (number 229) at the age of 15.

While studying at The University of Hull, where he graduated as Bachelor of Science in Economics (in 2005), he started writing his first war game from the ground up.

Rhys has spent most of his working life in various training roles around the UK, from the financial services sector to the IT world.

He has also served in the Territorial Army for the last ten years, and has deployed to Afghanistan as an infantry platoon commander.

He now instructs potential officers in military planning and orders.

About the author's books

Rhys says: *“‘A Gentleman's Game’ and ‘‘Contact Front!’’ are games that can be played on many ‘levels’. Those who enjoy making military models and then pitting them in combat against other military models – in the traditional war gaming way – should find the rules of these games helpful.*

The games – especially “Contact Front!” - can also be played by those who're studying military strategy and tactics on a more ‘professional’ level. Here, the war gaming element of dice rolling adds a touch of ‘reality randomness’ which plays a part in any military enterprise.

“Those who want to play war games involving armies from any time in recorded history until around the early nineteenth century may find ‘A Gentleman's Game’ particularly suitable to their needs.”

What the reviewers said

"This game recreates warfare from a more civilised time, a time when an officer was judged not only on the outcome of the battle but also on the manner in which an engagement was fought. A Gentleman's Game allows you to take control of musket and cannon; wheel and march your army to the most advantageous position and then hope they hold long enough to 'give fire'.

It's a game of tactical thinking, precise manoeuvre and, when all that fails, a lot of luck."

Tom Wright, War Games Retailer

"This is an exciting game of musket lines and cavalry charges.

In this game, the officers are not just in charge. A good officer can swing the battle in your favour, just as a poor officer can cause all sorts of issues on the field of battle. Your men may be expendable but your officers carry their skills and experiences with them from one battle to another - gaining skills and earning scars along the way."

James Newman, table-top war gamer and re-enactor

"To the novice, A Gentleman's Game may – at first glance - appear complex. Yet it's merely complex in order to account for the many variants that can occur in battle and the even greater variations in human character.

This game should appeal to anyone who wants to gauge the value of personality on the events of history and, indeed, who wants to experiment with the effects of different personalities and leadership qualities in conflict situations. In this context, A Gentleman's Game provides an almost infinite variety of scenarios to explore – and from which to learn.

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“As such, on one level, this is a valuable strategy game which should benefit would-be military leaders. On another level, it provides the framework for some rip-roaring, really ‘involving’ and engaging war gaming sessions.”

Christopher Reading, war-gamer and amateur military historian

INTRODUCTION

A Gentleman's Game is a game designed to depict warfare covering the period 1740 to 1840 (or so), although it can be modified to represent other time periods.

It was designed to be played with 6mm scale miniatures, principally because of the space constraints of the modern house or flat. However, players might prefer to use 15mm or 28mm figures, especially if they want to focus on the fortunes of particular commanders and units. If you decide to use larger sized models, you will need to 'scale up' the distances mentioned in these rules. Thus, for 15mm figures, the sizes should be scaled by 2.5; for 28mm figures the sizes should be scaled by 5.

The number of miniatures you use is entirely up to you – depending on how large a space you have for the game and how long you have to play.

You're probably keen to get started – in which case, go to page 7 straight away. However, it's important to set out some things about this e-book.

For one thing, this isn't a 'coffee table' book. It doesn't discuss, in academic terms, the theory or practice of fighting (actual) wars; nor does it explore the theory and practice of wargaming. Rulebooks for wargaming can be published as glossy hardback coffee-table type books with high production values, by established wargames publishers and established authors. This e-book is definitely *not* in this category.

Rather, it's a value-for-money, 'get you going' set of rules for wargames, especially as they relate to the kind of warfare waged some 250 to 300 or so years ago. It's designed to be a handy, ready reference – available via your e-book reader of choice – as you play your wargames.

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In particular, *A Gentleman's Game* focuses on the influence of the officer class on this style of warfare – enabling players to study the development of particular officers over time and see the effects that this can have on the troops they command.

On a personal note, I hope you enjoy exploring the highways and byways of *A Gentleman's Game*. Developing and playing this wargame kept Rhys – and his brother – quiet for many hours. It still keeps them, and their friends, if not 'quiet' then at least focused and engaged (and, these days, not in my house).

I'm sure that some of the game's lessons stood Rhys in good stead as he went through his army officer training – and put that training into practice, leading men in action in Afghanistan and, subsequently, in other places.

Happy wargaming!

Bob Little

(Rhys Little's Dad)

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It can be played with 6mm scale miniatures – although players might prefer to use 15mm or 28mm figures, especially if they want to focus on the fortunes of particular commanders and units.

The number of miniatures you use is entirely up to you – depending on how large a space you have for the game and how long you have to play.

You will also need a small amount of gaming terrain: walls, houses, trees, roads and/or hills.

In addition, you'll also need a large amount of D6 (6 sided dice) and at least one tape measure, marked in centimetres (cm). There are no templates needed at any point.

Paper and Pencils

You may need to record details of casualties and damage to combatants, so it's useful to have some paper and a writing implement handy.