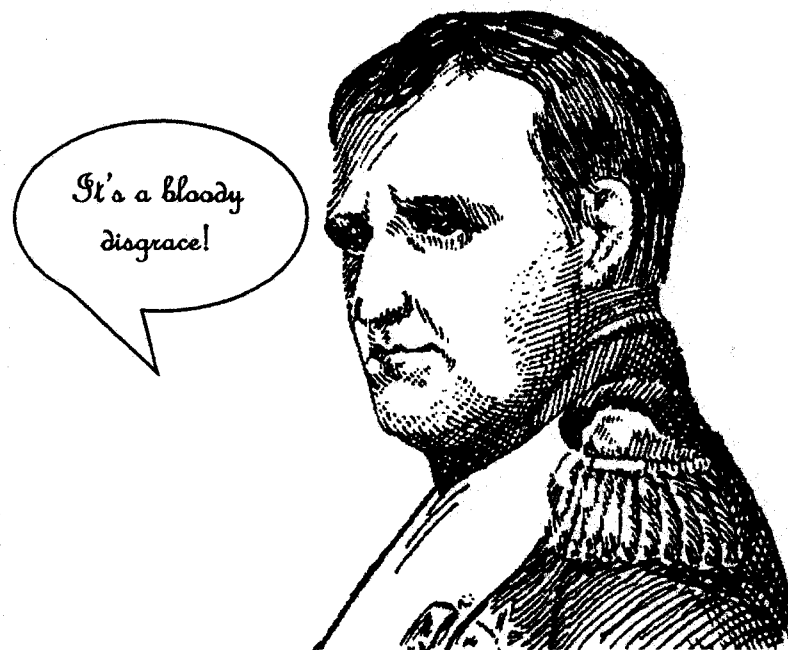


TIM GOW

A Wee **DRAM** *of Napoleon*

by Tim Gow

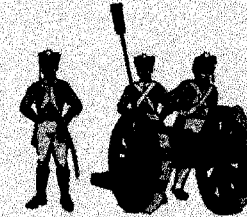


A Wee DRAM of Napoleon, Mk4

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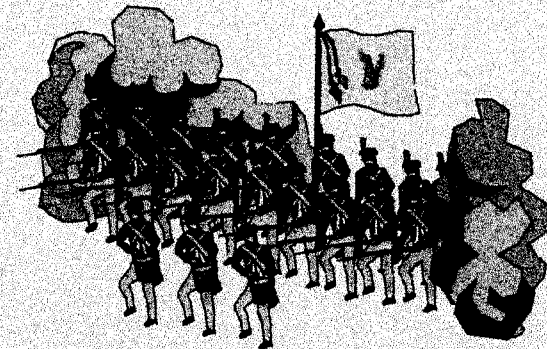
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A Wee DRAM of Napoleon – Mk IV



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1. Scales

1 turn = 1 hour, 6 inches = 1 mile

1 base = a brigade, 1 stand = a division, 1 gun = 2-4 batteries

2. Sequence of Play

1	Reveal Order Changes
2	Exhaustion Tests & Compulsory Order Changes
3	Initiative
4	Movement
5	Combat
6	Re-organisation
7	Issue New Orders

3. Exhaustion

When a stand's SP rating first falls to 50% or less of its starting value, and on any subsequent turn on which it takes losses, it must take an Exhaustion Test. Roll a dice and read off the result from the following table:

Dice < current SP	No effect, carry on as normal
Dice = current SP	No advance towards enemy this turn
Dice > current SP	Immediately adopt 'D' orders and fall back one full move per turn until order changed by a general

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4. Initiative

Roll 1D6 for every corps and place the dice on the stand of the commanding general (may be higher-level general if attached). Movement is then carried out sequentially, corps which rolled a '1' going first, followed by '2s' and so on.

5. Orders

Generals (usually corps commanders) may issue order chits to subordinate divisions (and corps) according to their ability point (AP) rating. It costs 1AP to issue an order to a stand within 2 miles.

If not in direct line of sight + 1AP

If between 2 and 4 miles distant + 1AP

Orders which may be issued are as follows:

Order	Use	May Change to:
D eploy	Changing between other orders	Any
R eserve	Resting, not possible within 1 mile of enemy	D,R,M
A ttack	Engaging enemy	D,A
M anoeuvre	March Column	D,R,M

Higher level generals may also issue written orders to subordinates up to AP miles away.

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6. Generals

Commanders (leading corps or larger formations) are rated for charisma (CR) and ability (AP). CR may be used to assist subordinate units in reorganising and combat. Generals participating in combat do so at some degree of personal risk. Roll two dice for each general participating in combat.

2	Roll 1D6: if \leq CR, no effect, if $>$ CR then flee in terror (leave the field) physically intact but with honour in shreds.
3-5	Carry on
6-8	Near miss. Have an aide retrieve your bullet-holed hat and carry on.
9-10	Light wound, roll 1D6: 1,2 -1 CR; 3-6 -1 AP
11	Serious wound; carried from field. "By god sir, I've lost my leg!"
12	Roll 1D6: 1-3 Mortally wounded, utter brave last words! 4-6 Die a hero, sword in hand!

If a corps general leaves the field (or this life), his staff and subordinates take over: CR 0, AP 1.

If a higher general departs, he may be replaced by a subordinate general, whose AP now becomes the higher of his own, or that of his late predecessor minus one.

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7. Movement

Movement rates in miles are as follows. 'M' rates x1.5 on good roads. Difficult terrain will halve movement.

Troop type	D	R	A	M
Infantry	1	0	½	2
Heavy Cavalry	2	0	1	2½
Light Cavalry	2	0	1½	3
Artillery	1	0	0	1½
Generals	2	2	2	3
Wagons	1	1		1½



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8. Combat

Only stands in contact and artillery with 'A' orders in range (half a mile) may engage in combat. Place a strip of cotton wool 'smoke' between engaged stands, and a puff in front of active artillery.

Count own SPs involved and apply modifiers:

- + CR (Charisma Rating) of friendly general in contact
- +1 Infantry with 'A' orders defending difficult terrain contacted this turn
- +1 Cavalry which moved to contact this turn
- +1 Artillery
- 1 Cavalry moving to contact in difficult terrain such as BUA or woods
- 1 Attacking across a bridge or ford

Count out the relevant number of dice and pass to the enemy player, then roll on the following table to see what casualties he has inflicted on you. The scores shown are those required to suffer a casualty (1 SP).

Enemy Order

		D	R	A	M
Own	D	-	-	5,6	-
	R	-	-	5,6	-
Order	A	6	-	5,6	-
	M	-	-	4,5,6	-

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If a general is personally participating in combat, place his stand behind the engaged units and his figure on one of his subordinate divisions' stands.

Troops in prepared defences (normally permanent fortifications) ignore the first loss per stand.

Stands which started the turn with zero SPs are removed if contacted by enemy in 'D' or 'A' Stands which are forced by combat results into negative strengths are also removed.

Bases from removed stands straggle back through friendly lines, thus adding to the look of the thing and getting in the way.

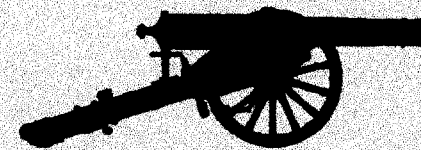
9. Reorganisation

Infantry and cavalry stands with 'R' orders which are not engaged in combat may attempt to reorganise.

Roll 1D6 per stand

- + CR of own corps' general (not in combat) if within 1 mile
- +1 if higher level friendly general within 1 mile
- 1 if enemy advancing or in contact within 2 miles
- 2 if stand is cavalry

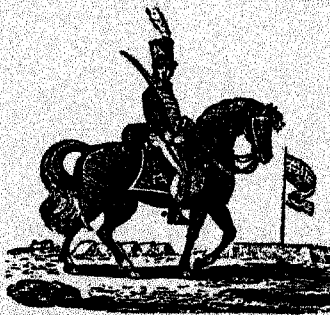
If the net result is a 3+, add 1SP to the stand. The resulting SP must not, of course be higher than the stands original SP rating.



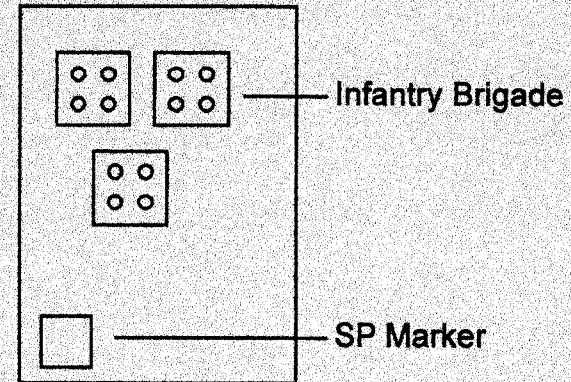
10. Sorting out the Toys

Basing details are as follows:

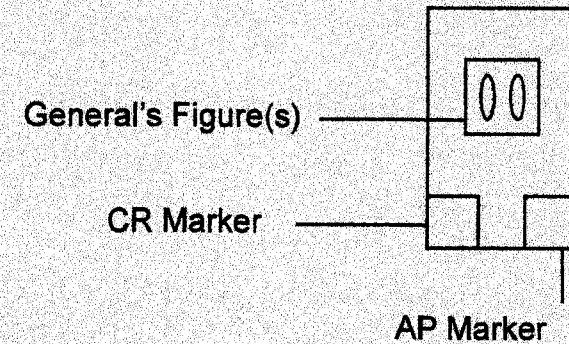
Type	Width (inches)	Depth (inches)	Figures (15mm scale)
Infantry Brigade	1	1	4
Cavalry Brigade	1	1	2
Artillery	1½	3	1 gun
Division	3	5	1-6 brigades
Corps HQ	1½	3	1-2
Army or Wing HQ	2	4	2-4
Supply Column	1½	4	1 wagon



A Divisional Stand



A Corps HQ Stand



10. Calculating Strength Points (SPs)

SPs are calculated as follows:

1 SP per 2000 infantry
 or 1000 light cavalry
 or 750 heavy cavalry
 or 12 guns

- +3 if excellent troops eg Old Guard
- +2 if good guards eg. Young Guard
- +1 if good line eg. most British
- +0 if average line eg. later French
- 1 if poor line eg. Landwehr
- 2 if awful eg Spanish
- +1 if good officer corps eg French, British
- 1 if poor officer corps eg Spanish, Austrian
- +1 if mostly 12pdr guns or heavier
- 1 if mostly 6 pdr guns or lighter

11. Credits and Design Notes

DRAM was originally conceived as a means of enabling small numbers of players (say 2-8) to fight, to a conclusion in an evening, any of the significant continental battles of the Napoleonic period (Austerlitz, Jena, Eylau etc) with the very largest engagements (Leipzig or the battles of June 1815) being feasible within a day of gaming.

Players represent generals commanding corps or larger formations, and the smallest unit of manoeuvre is the division, which produces the useful side-effect of requiring relatively few toy soldiers compared to a 'conventional' game (as one might reasonably expect from a game designed, in Yorkshire by a Scotsman!).

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 Steve Briddon
 Tim Cockitt
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Additional play-testing: Members of Wargame
 Developments and
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 Society