

## Chapter 11



# Army Building

This chapter provides rules for players to create fictional armies for pick-up games against any opponent as explained in Chapter 8, or for use in the *Scharnhorst* mini-campaign, as explained in Chapter 12.

If you are interested only in creating historical scenarios, then you do not need this chapter.

### Basic Philosophy

#### Powers and Army Lists

This chapter offers armies for seven **powers**: the armies of major belligerents in the Napoleonic Wars. At the scale of *Blücher*, only seven nations could be considered powers: Austria, Britain, France, the Ottoman Empire, Prussia, Russia, and Spain. You will first select a power whose army you wish to play.

Each power has at least one **army list**. An army list provides information for the options and limitations of that army, such as the minimum or maximum number of various sorts of units it may have, any special rules that apply only to that army, and so on. An army list is a sort of menu of options and instructions for creating an army for that power.

In some cases, army structures or compositions were dramatically revised or changed due to events, resulting in more than one possible army for that power. Choosing an early-war Prussian army, for example, is different from choosing a late-war Prussian army. There is a total of nine army lists.

#### Points

Armies are created by spending points. Each player has a certain number of points with which to build his army by “purchasing” infantry and cavalry units, artillery batteries, and various other special rules or personalities.

After playing a few times, players should feel free to experiment with and adjust the total number of points to suit their tastes and available collections. As a general recommendation, one-vs-one games on a normal 6' X 4' (1.8m X 1.2m) table work well when armies are limited to **200** or **300** points.



#### Open Architecture

The system by which unit points are calculated may be found in Appendix B of this book. It is deliberately open-architecture, so that advanced players may change it if they wish.

## Points and Game Balance

The army lists express certain absolute limitations, such as “This army must have at least three corps, with at least four units in each corps.” Bear in mind that such rules become more difficult to apply as the total number of points changes. Therefore if you want to play with less than 200 or more than 300 points, you may need to make some adjustments in the form of house rules.

Another recommended adjustment is to use one MO die for each hundred points in an army. For example, if armies are based on 200 points, then each side should roll only 2 MO dice, rather than the normal three. *(And if you wished to play with 400 point armies, then use four MO dice).* If you adjust MO dice in this way then do not use the “Army Exhaustion” advanced rule from Chapter 10.

		MO dice
<b>200 Pts</b>	A small game (2-3 hours) with 12-16 units on each side.	
<b>300 Pts</b>	A large game (3-4 hours) with 20-24 units on each side.	

## Multi-Player Games

In a multi-player game each player on a side brings an “army” to the battle. The composition of each army is governed by this chapter. It is up to the players to decide whether they will limit the choices of each player in order to achieve some historically-plausible combination. *For example, will one player be designated as “the Guard” and the other players forbidden from choosing Guard units for their armies?*

It is a good idea to nominate one player from each side to agree upon a limited number of army points and a set of house rules, if such limitations are desired.

## It’s Up to You

It is tedious and probably futile to write comprehensive rules that would require absolute historical fidelity in a fictional army. These fictional armies are not an attempt at a snapshot of any historical battle or Order of Battle. Rather, they are plausible replicas: armies that *could* have fought historically.

This approach might bother people who prefer armies to be faithful replicas of historical forces at a particular battle. If that is the case, then you are of course free to use *Blücher* only for historical battles. Chapter 13 provides guidelines and examples for doing so.

These army lists are intended to allow maximum flexibility to create an historically plausible fictional army. Maximum and minimum numbers of units reflect the likelihood of those units appearing in an army the size of a player’s force in the game. Units of the Napoleonic Wars tended to reach the battlefield in a condition rather different from their theoretical or paper establishments. Elements had been detached along the route of march, others were strung out or delayed and did not reach the field, and army commanders often formed ad-hoc commands as the need arose, drawing units from different parent organizations as they arrived. Your role as CinC is therefore: *the highest-ranking commander on the scene, at the moment that these units are available to fight.*





## Customizing the Army Lists

The first time you play, you should treat the army lists as Holy Scripture and adhere faithfully to their limitations.

After some experience, however, you may decide that you want to alter the limitations expressed by these army lists. For example, if you are a great fan of the Polish troops and want to represent an entire Polish army corps in your French army, then you need only persuade your opponent to allow you to exceed the maxima for Polish units. As long as both players agree, it is “legal.” Or, for example, if you and your friends agree, you could add Russian or Prussian allied units to your late-war Austrian army, and so on. Once you understand the game, feel free to make adjustments to suit your preferences or historical sensibilities.

The same is true with subcommanders. Each army list has a few subcommanders, each of whom serves as an archetype for a certain kind of personality or talent. If you don't see your favorite Napoleonic officer among the choices, then feel free to substitute one of the existing ones with your favorite, as long the points cost and effect remain the same.

The subcommanders are available without much attempt to restrict them to historical combinations. For example, Robert Craufurd and the Duke of Brunswick never served together in the British army because the latter wasn't in Spain, and the former died there. If it offends your historical sensibilities to have Black Bob fighting alongside the Black Duke, *then simply don't do it*. But of course it *could* have happened, so you are free to try it out.

If we can't play make-believe with a game, then when can we?

### What is an “Accurate” Fictional Army?

*One of the amusing quirks of historical wargaming is the great emphasis placed on getting fictional historical armies “right.” You are forbidden from including Bavarians in your French Peninsular army, for example (since no Bavarians were sent to the Peninsula). You can't have an aggressive Austrian general because the Austrian generals were notoriously cautious. You must choose between a Peninsular British army and a Hundred Days British army, as their structures and allied contingents were so different. And don't even think about having more than two cuirassier brigades for your 1813 Prussians, since they only fielded four regiments.*

*Then, after the game has devoted dozens of pages of rules to strait-jacketing you into choosing only those options that are historically defensible ... you are free at last to take your 1813 Prussian army down to the club and fight against your friend's Ottomans on a battlefield that looks suspiciously like Portugal.*

*It is one of the many strange but lovable examples of cognitive dissonance in historical wargaming. We all agree that you should not have more of Unit X than actually existed historically, yet you are free to fight against Opponent Y, in a match-up that could never have happened.*

### But, But, But ...

*If you are looking for limitations based on specific campaigns, then I'm sure that every army list is “wrong” in some way. For example, should Saxon troops be allowed in a French army in 1806, when they were in fact allied with the Prussians in (most of) that year? Shouldn't there be a different French army list for the Peninsular, than for the Danube campaign of 1809? And so on, and on, and on. In response to questions like this, I offer one very simple rule:*

*If you think that mixing certain kinds of units in an army is “wrong” for historical reasons, **Then Simply Don't Do It**. I, however, can't possibly predict all the ways in which people will use their armies, nor which opponents they will fight, and I have no desire to enter that minefield.*

## Reading the Army Lists

Each army list is divided into several sections. Although no two army lists are the same, they all follow the same format.

### Army Stats

At the top of each list is a set of at least three rows of information that looks like this:

This army must comprise at least three corps. Each corps must have at least four units.

This army may purchase up to two subcommanders.

<b>Minimum # of Corps</b>	<b>3</b>
<b>Minimum Corps Size</b>	<b>4</b>
<b>Max. Subcommanders</b>	<b>2</b>



### Minimum # of Corps / Minimum Corps Size

The army must comprise a minimum number of corps, each of which must have at least a certain number of units. Unless specifically forbidden otherwise, a player may create more corps, or corps with more units in them, than these minima.

### Max. Subcommanders

The maximum number of subcommanders this army may purchase is shown here.

### Outstanding CinC

Your army's CinC is a competent but nondescript man in middle age who looks rather surprisingly like you. Most army lists, however, allow you to purchase an outstanding CinC who benefits the army in some way. Not all armies allow you to purchase an outstanding CinC.

If playing a large multi-player game with several armies on each side, only the player who is chosen to be the CinC for a side may purchase an outstanding CinC.



**Charles**

**Mobile**



If you purchase the Archduke Charles as your CinC, you gain the advantage of his personality. In this case: *mobile*.

The cost in points, to purchase Charles as your CinC.





## Subcommanders

### Subcommanders

Each army list allows you to purchase at least one subcommander, and all armies have at least three from which to choose. Each subcommander is depicted with his personality trait(s) and cost in points.

If your army has corps, then a subcommander must be assigned to command a corps in your army, and no more than one subcommander may be assigned to each corps. Each subcommander is a unique individual and you may not have more than one of each. *(Although I debated creating two of General Vandamme, just to test Napoleon's statement that he would order one of them to kill the other).*

You may not have more subcommanders than corps in your army.



**Louis Ferdinand**

**Cavalry, Inspiring**



Prince Louis Ferdinand is a Prussian subcommander. He is a *cavalry officer*, and has the *inspiring* personality trait.

The cost in points, to purchase Louis Ferdinand for your army.



Using miniatures opens a huge range of scale possibilities, as shown by these two British infantry units. On the left, two bases in 10mm. On the right, four bases in 28mm.



## Unit Display

All of the infantry and cavalry unit types available to this army are displayed on a table called the unit display. For the sake of clarity, infantry and cavalry units are separated using different background colors.

To the left of the unit's name is a number. If the number is white with a dark outline, it is a **maximum** number. That means that the army may not purchase more than that number of this unit. If the number is black with a white outline, it signifies the **minimum** number of that unit type that must be purchased. When a minimum number appears there is no maximum number for that kind of unit.

Each unit's cost in **points** is shown against a coin background.

Each unit's **elan** is a dark number over a white flag. (For example, a unit with an elan of six would have six elan boxes, marked: 6-5-4-3-2-1).

Finally, each unit's traits, if it has any, are displayed to the right.

### Basic Army Limitations

All armies must obey the following simple limitations:

- An army must have at least one cavalry unit.
- An army may not have more cavalry units than infantry units.

	Maximum Number	Unit Type	Points Cost	Elan	Traits
Infantry	2	Foot Guards	20	7	Shield, Pistol
	1	Light Infantry	21	7	Pistol, Wheel
	1	Elite Infantry	19	7	Pistol, Shield
	4	Foot Regiments, KGL	15	6	Pistol, Shield
Cavalry	2	Guard Horse, Hvy. Dragoons	14	7	Sword, Chevrons
	2	Light Cavalry	10	6	Sword, Chevrons

This army may purchase no more than two of these units.

### Minimum Number

This army must purchase at least four of these units. There is no upward limit.





## Artillery

### Artillery Batteries

In addition to purchasing infantry and cavalry units, the player may also purchase a certain number of artillery **batteries**. As explained in Chapter 10, each battery represents an historical unit, usually of 6-8 guns.

Each battery costs two points (if a foot battery), or three points (if a heavy or horse battery).

There is usually no limit to the number of batteries that an army may purchase. Each battery, however, must either be attached to an infantry unit (thus conferring the *attached artillery* trait on it), or massed with other batteries to create artillery units.

### Artillery Units

Each army list uses the **artillery units** display to show the maximum number of artillery units that may be created.

### Artillery Ammo

The artillery ammo display on each army list shows the ammo numbers that an artillery unit in this army has. In some armies, different types of artillery units have different ammo numbers.

### Purchasing Artillery Batteries



### Artillery Units



This army may have no more than 4 foot, 3 horse, and 2 heavy artillery units.

### Artillery Ammo



If you mass artillery batteries to create artillery units in this army, these are the ammo numbers that those units will have.

### The Cost of Artillery

Notice that a player never buys an artillery unit. Rather, he buys **batteries**, which he can then disperse among his infantry or mass as units as he prefers.

Some armies place regulations on how many batteries may be purchased and/or attached. All armies, however, place regulations on how many artillery **units** may be created.

You can see, therefore, that the attached artillery trait effectively "costs" 2 extra points for each infantry unit, because you paid that much for a battery of foot artillery.

It would make no sense to pay 3 points for a heavy artillery battery if you're going to attach it. The only reason to buy the more expensive heavy and horse batteries, is if you intend to create artillery units. (A unit of horse artillery, therefore, effectively costs 9 points since it is composed of three horse batteries, costing three points each).

## Allies

Many army lists include allied units. These can represent the forces of smaller states that typically contributed contingents to this power. For example, a French army has allied units from Bavaria, Saxony, Italy, and several other places. In some cases, the allied units represent a contingent sent from a major power, such as a Russian corps in a Prussian army.

Allied units, if chosen, are an integral part of your army. They are “your” units, just as much as any others. Unless your army’s rules specify otherwise, you may mix them freely in corps with other units in your army.

In some cases, subcommanders are available to command certain allied units. If so, their names are displayed in a **blue background**, and an explanation of their role and limitations is given in your army’s special rules.

You may purchase artillery batteries for allied nationalities, but they behave exactly as “your” artillery and may be mixed freely within your army. *For example, a Westphalian artillery battery costs the same as a French battery, may be attached to a French infantry brigade, or massed with Italian and Polish artillery to create a “French” artillery unit, and so on. They are all effectively “French.”*

Unless your army’s rules specify otherwise, you may not create any allied artillery units. *For example, a late-war Prussian army could not create Russian artillery units, although it could purchase Prussian artillery batteries to attach to its Russian allied infantry units.*

### Allies and Army Special Rules

Allied units are part of your army, just as much your own units. They do not “bring” any special rules from their own nationality, unless your own army’s rules specify otherwise. *(For example, Spanish allied units in the British army may not be entrenched for an extra 1 point each. That is a rule for the Spanish army, not for this handful of Spanish units that have been placed under British command. That means that Spanish infantry in a British army has a different cost in points than in a Spanish army).*



Phil Karecki's Polish infantry in 28mm