

# Into the Breach! Skirmish Warfare in the Tricorne Period

**Unlimber:** When two artillerists have performed an unlimber action, then the piece is unlimbered, and is separated by up to 2" from the limber. (Limbers may always move as limbered artillery as separate actions.) The unlimbered gun may face in any direction.

## Morale Checks

When a unit has lost 25% of its figures, then it must make a morale check at the end of the turn. Roll 2 dice: the modified score must be 6+, or the unit has failed morale. The unit must check morale again when it has lost 50%, but must roll 8 or greater on 2 dice. Each turn thereafter (assuming the unit rallies) the unit must check if it suffers any casualties - it must roll a 10 or better on 2 dice. Modifiers: Officer(s) with unit: +1; Standard-bearer with unit: +1; Unit is grenadiers: + 1; Unit is defending breastworks: +1.

If a unit fails morale, all non-Command figures must "retire" by moving away from all threats, heading off the nearest friendly board edge. They will continue to make this movement, and none other, until rallied. Once rallied, they perform normally.

## Mortars

Mortar bombs are like grenades, affecting any figures within 2" of the point of impact. To fire, indicate desired point of impact, and roll 2 dice – 1 for long/short and 1 for left/right. Long/short: 1 = short, 6 = long, 2-5 on target. Left/right: 1 = left, 6 = right, 2-5 on target. Roll a die to see how far in inches the bomb is off-target for each axis.

## Mines and Siege Ladders

It is suggested that players may secretly indicate some areas to be mined, which may be triggered as an action at any point. Effects are like having a grenade explode for each figure over the mine. Figures may also carry siege ladders, which allows them only to move until they reach a wall, when the ladder is immediately considered placed. Movement up ladders requires a full turn, and may not include a charge move.



## Introduction

*Into the Breach!* is a simple set of miniature wargames rules designed to be used with 25mm and larger figures. The 18<sup>th</sup> Century was replete with sieges, and in many cases this involved the storming of breaches, or other close-quarter actions. Such actions provide excellent material for convention and club play – the intended use for these rules.

## Scales, Units, and Basing

All figures represent individual soldiers, and are based individually. A distinction is made between foot, artilleryists, and horse, and artillery pieces are separate from crew. Time and ground scales are subordinate to the “feel” of play. All measurements are in inches and all dice are ordinary six-sided dice.

Figures should be organized into units of two or more figures: 24-30 is normal for foot, and 12-18 for cavalry, 6-8 plus a gun for artillery. These represent either gun crews, squadrons, or companies, and may include officers and other command figures. Command figures include standard bearers, musicians, and officers.

## Turn Sequence and Actions

Each figure is allowed to make one action during a turn. Each side rolls for first move, with high roll going first. Ties are re-rolled. After the first move in the turn, sides alternate selecting any figure yet to move in the turn, and making an action with it. When all figures have moved, morale is checked. If neither side has won, play another turn.

Figures may make any of the following actions:

**Move:** Foot and artilleryists roll 1 die + 3 for base move in inches, go half speed in rough. Horse roll 2 dice + 6, and artillery 2 dice when limbered. Horse and artillery go quarter speed in rough. Changes in facing and direction are freely allowed.

**Fire:** Pistols/carbines fire 6”, muskets fire 12”, artillery fires 36” (mortars 24”). Each range is divided into three equal segments (short, medium, and long). To hit rolls are: short 4-6, medium 5/6, long 6. Any target hit is killed. Soft cover provides a -1 to fire dice, and hard cover a -2. Artillery roll on every figure touched by the entire 36” flight of the ball, as for each range bracket – guns may adjust facing up to 30 degrees to fire. If within 6” (grape), roll on every figure within a 30-degree arc centered on the guns facing.

Unloaded guns may not fire; only one artilleryist is required to fire an artillery piece. All fire except for mortars must be made on figures within a clear line of sight. Mark fired figures until loaded.

**Load:** This action reloads a pistol/carbine or a musket. An artillery piece is considered reloaded when two artilleryists have performed a load action on it.

**Throw Grenade:** A grenadier figure may choose to throw a grenade up to 6” – this may include going over walls or other obstructions. The grenade creates a 1” blast, but will not explode on a 1 in 6. Roll again for each figure: 1-2 figure OK, otherwise killed. No cover modifiers are allowed, but blast does not go through hard walls.

**Melee:** This represents taking a swing at an opposing figure which is in contact with the acting figure. Each figure rolls one die, and the low scoring figure is killed. Horse in the open get a +2, artilleryists a -1, and grenadiers a +1. Breastworks convey a +1 to the die. Ties indicate a continuing combat. Both figures are considered to have used their action.

**Charge:** This is a melee action which involves a move into contact.

**Rally:** Performed only by Command Figures when their unit has failed morale, it involves making a morale check, which may rally the broken unit. All figures must be within 24” of the acting figure, or will continue to retire. Generals may rally any unit on their side.

**Pick Up Standard:** When a standard-bearer is killed, the standard should be placed on the table. This action allows another figure of their unit to pick it up, transforming them into a standard-bearer.

**Spike Gun:** This allows a figure to render an artillery piece inoperable for the remainder of play.

**Limber:** When two artilleryists have performed a limber maneuver, then an artillery piece may be limbered if its limber is within 2”. The limber is moved into contact with the gun.