



ADDENDUM FOR BELLOLUDI

Distances

As you may notice, our ranges are quite large, intended for 28mm games on boardroom tables. Should you have smaller miniatures or smaller sized tables we recommend you use centimetres instead of inches for all ranges. Or you could half the distances in inches.

Light Troops

Light troops can also evade as a charge response. Nominate the place where you want them to go and roll the commander dice. On a roll of 0 or B, the unit does not move and receives the charge. On a roll of B, the unit is also disordered. A roll of 1, 2 or 3 will give you the distance that the unit is able to move. The charging unit will follow in the direction of the evaders, trying to catch them. Should the charging unit have more movement than the evading unit, and does not meet another unit in the charge as the evading unit moves through friendly forces, the unit is caught and routed. Should the charging unit encounter fresh enemy forces, a melee will be fought in the next hand-to-hand face. On page 11, the advantage/disadvantage box at the bottom of the page has, under Cavalry Line (disadvantage line) says: 'Kwetsbaar aan achterzijde' which should read: Vulnerable from behind.

Buildings

Buildings are a great way to hold your ground. It gives you an advantage when fighting (+2 on the result of hand-to-hand combat) and receiving fire as the enemy fires at -1. However, buildings can be damaged by canon fire. Each time a building is hit by a cannon, roll a dice for each hit. On the roll of a six, the building catches fire, inflicting an extra hit on the troops inside. The fire keeps burning until the end of the game, inflicting a hit on the occupying unit(s) in each shooting phase.

Light Infantry

Light infantry was a relative new idea in the 18th century. Working in open order, the troops moved faster and were less controlled than the line formations. They moved ahead of the army in order to disrupt the enemy.

UNIT	TYPE	ARMAMENT	HAND-TO HAND	SHOOTING	MORALE
95 th rifles	Light infantry elite 16"	Rifles 18"	6	3	4/7
54eme Legere	Light infantry	Rifles 18"	5	3	3/6

Cards

At the start every player or brigade gets a card. We recommend no more than six cards per side. The cards can be played at any moment in the game. At the end of one's own turn you can replenish your card(s) or swap them.

Last page QRS

+2 ipv + 1-3 occupying a building