

OTH 6mm Optional Brigade Movement Rules

OTH was designed to work in inches on a 6ft x 4ft table and it does this well.

When using miniatures smaller than 28mm and therefore making the change to cm, most of us will forget to change the table size to cm as well, preferring to play on our big boards rather than the slightly smaller 72x48cm!

This can lead to units facing a long slog across the table and there's no real prospect of redeploying brigades to where they are needed.

So what's a General to do?

I present here an optional Reserve Order for those who want to play OTH in cm on a 6ft x 4ft table.

Brigades that have been give a Reserve order are temporarily represented on the table with a unit card rather than miniatures. The unit card represents the general area of the Brigade rather than an exact position. When formed, Reserve Brigades have an increased level of movement but take time to deploy into fighting formation and can be vulnerable to enemy cavalry and artillery.

Hopefully the new Reserve order will speed up the first few turns of your games and allow a flexible (and surprise!) reserve with which to confuse your opponent.

Where these rules refer to issuing an order, just complete the action automatically if you are playing without orders

Forming Reserve Brigades

Reserve Brigades are formed in the following way:

- Deployed at the start of the game. Do not place any miniatures on the table. Instead place a unit card (measuring approximately 8 x 5cm) to represent the general position of the brigade.
- If using orders, change a brigade's order to "reserve" in the usual manner for issuing an order. A "reserve" order may only be issued if there are no enemy unit's within 30 of any unit in the brigade. Once the order has been successfully issued, place a unit card in contact with the brigade Commander and then remove all miniatures of that brigade from the table. Routing and out of command units may not be attached to the reserve brigade. The brigade cannot move in the turn it forms in reserve.

Reserve Brigade Movement

Slowest Unit Type in the Brigade	First Move Segment	Second Move Segment	Third Move Segment	Fourth Move Segment
Commanders	As fastest unit in the Brigade			
Infantry	12	12	12	12F
Cavalry	18	18	18	18F

Reserve Brigades move at the above speed, and cannot move faster than the slowest unit within that brigade. Where a reserve brigade uses it's 4th movement segment, mark the unit card with a fatigue hit.

The brigade's card should be used as the measuring point when checking if it is in command at the start of the turn. A reserve brigade that is out of command at the start of the turn follows the usual restrictions to movement as outlined on page 11 of the rulebook.

The Reserve Brigade is free to move as it sees fit on the table but cannot move through rough ground, woods or rivers unless there is a road or crossing point through/across that terrain.

Note that Reserve brigades may not move closer than 30 to the enemy where there is line of sight or 20 where there is no line of sight as this would force them to be revealed by the enemy.

Revealing Reserve Brigades

The reserve brigade is revealed and the unit card replaced with miniatures in the following circumstances:

- The owning player chooses to reveal the brigade by issuing an order other than "reserve"
- An enemy unit moves to within 30 *and has line of sight to the unit card* or moves to within 20 without line of sight
- The reserve brigade has been marked with 3 fatigue hits from any source

Placing units on the table

When the brigade is revealed by the owning player:

The brigade Commander is placed anywhere on the brigade's card and his units arranged so that they are within command distance of him and

- where the brigade moved in the previous turn, units must be placed in march column or limbered
- if the brigade was stationary in the previous turn the owning player may choose which formation the units are deployed in

Deployed units may be moved in the turn they are revealed.

When the brigade is revealed by the actions of enemy units or by suffering a third FH:

The brigade is deployed as above. The brigade is automatically issued a "Ready" order

- Brigades revealed by proximity to an enemy unit mark their unit card with 1FH

When revealed, each unit in the brigade suffers one fatigue hit per fatigue hit marked on the brigade card. These fatigue hits *do not* count towards the break point of the brigade unless those FH cause the destruction of a unit.

Shooting at Reserve Brigades

Artillery may fire at any Reserve Brigade they can see following the usual rules and modifiers for artillery fire. Reserve brigades count as in column formation. If hit, mark the brigade's unit card with the number of Fatigue Hits scored by the enemy.



Example Unit Cards

An example of some unit cards. These *should* measure 8 x 5.5cm when printed on A4 paper.
Use any size you'd like though.

