PAPER
BAYONET

A easy printable wargame of command and conquest in the age of Napoleon

For players of all nations and peoples

PAPER BAYONET CORE RULES

CONTENTS

ACKNOWLEDGEMENTS

INTRODUCING PAPER BAYONET

Paper Bayonet is a epic scale wargame of paper soldiers and maps in the age of Napoleon. Its intended to be an affordable, approachable, and enjoyable way for people to get into Napoleonic's or wargaming in general without making a huge investment or losing focus from learning the rules, which are and will always **be FREE!**

Paper bayonet is made to be easy to acquire, which includes army sheets with all the units needed to print and expand your army. This approach makes it easy to introduce new players to the game, as you can provide them with all the necessary components.

GAME COMPONENTS

All game components, rules, maps and army sheets are available at **Paperbayonet-shop.fourthwall.com**

BATTLE MAPS

Battle maps in paper Bayonet are grid-based maps with a standard size of 18x28 inches, that the buyer will have to assemble via printing and adhering. See page 9 for details.

ARMY SHEETS

Army Sheets are standard 8.5x11 paper that make up a starter army with all unit types (some with different styles). All units are double-sided and will need to be assembled. See page 9 for details.

DICE

At least 4 dice will be needed in order to play Paper Bayonet.

GAME PREPARATION

On mutual agreement, in the following order, players pick a battle map, round limits, the number of points each player has to make their army and victory conditions.

BATTLE MAPS

To play a game of Paper Bayonet, Players must first pick a battle map, available on the Paper Bayonet web shop. These are grid-based sheets that, when printed and assembled makes a standard 18x24 battle to play on.

ROUND LIMITS

Before starting the game, the players must pick a round limit for the game. 6 is recommended for beginners, 8 for a standard game, and 10+ for long-length battles.

In Paper Bayonet, 1 round is made after all players take a turn.

Optionally, the game can proceed longer if at the end of the final round, a **die is rolled and lands on a 6**.

POINTS AND ARMY SET UP

All units in Paper Bayonet have a point value. With the agreed-upon point amount for each player, both will **spend their points on units to set up their army** off the board. **See page 9** for point values in the **unit table**.

100 points → small learning game

170 points → standard game

200+ points → large battles

BRIGADE SETUP

Players **organize all units into groups called brigades**. A brigade is made of 1 brigadier and any number and combination of units.

Brigade Compositions are available as templates on **page 9.** Optionally, players can place **colored tabs** on their units to indicate which brigade they belong to.

PICK ATTACKER AND DEFENDER

Each player rolls a dice. The player with the heist roll chooses if they deploy first and which direction on the board the players deploy.

DEPLOYING ARMIES

Players alternate setting up their brigades. Units can be deployed up to **3 sqrs from the board edge**.

VICTORY CONDITIONS

Paper bayonet has 2 victory conditions that players can pick from to determine the winner of the game.

OBJECTIVES

The player who **captures ¾ of the objectives** on the board by the end on the final round wins.

A player controls an objective if they have At least **one non-routed unit** touching the objective square, **and No enemy non-routed units touching that objective**

With 4 total objectives split between players, each will **take turns setting up objective markers** on the board (starting with the player who rolled the highest). Each objective must be set up **more than 3 sqrs from the edge** of the battlefield and any other objectives.

BRIGADE ATTRITION VICTORY (RECOMMENDED FOR BEGINNERS)

The player who **removes a certain number of the opponent's brigades** from the board by the end on the final round wins. 1/2 if the player has an even number of brigades, and 2/3 if there's an odd number of brigades.

A brigade is considered **removed** when all non-Brigadier units in that brigade are removed from play.

SEQUENCE OF PLAY

After deploying the armies, the sides alternate, taking turns. The side whose turn is taking place is referred to as the active side. Each turn is split into 5 phases carried out in the following order:

Activation → Artillery → Movement → fighting → Rally

ACTIVATION PHASE

In the activation phase, the active player needs to **activate for brigades to move, fight, and rally in that turn**.

Roll 1 dice for each brigade all at once. If the acting player has 2 brigades, they roll 2 dice, 3 if it's 3 brigades ect, ect. **on a 3+ that brigade is activated** for that turn.

ACTIVATED BRIGADES

Activated brigades are allowed to move, fight, and rally in that turn.

ARTILLERY PHASE

Artillery (cannons and Howitzers) can **either fire in the Artillery phase or move in the movement phase** (if their brigade is activated)

FIRING ARTILLERY

Artillery, activated or unactivated, can choose to fire at an enemy unit that is in range, vertically, horizontally, or diagonally. **Cannons have a range of 6 sqrs, Howitzers have a range of 4.**

They cannot shoot at units that are fighting, nor shoot if artillery is located in a building sqr.

Using a D6 roll to hit a target at 6 sqrs a 6 would be needed; a target at 5 sqrs can be hit on a 5 or 6 etc, etc.
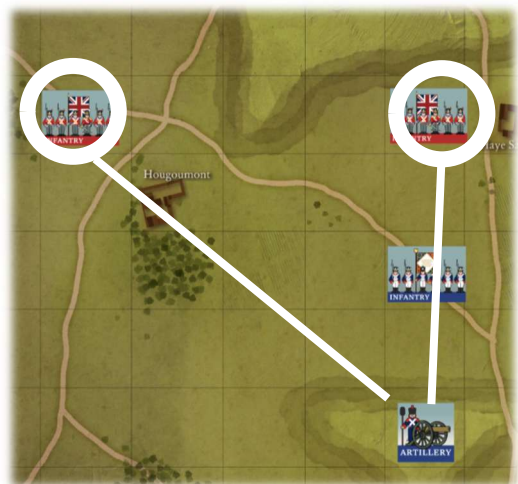
LINE OF SIGHT RULE

Unless placed on a hill, Cannons cannot shoot over other units, nor through multiple woods or building squares, which can limit their range.

Howitzers are not affected by the line-of-sight rule.

In this example, the cannon cannot shoot over friendly units, past buildings, woods, and hills.

In this example, the cannon can shoot over friendly units, past buildings, and woods, because its on high elevation.

EFFECT OF ARTILLERY.

If the hit is successful Roll a D6 for its effect, -1 if the target is in a wood sqr, and -2 in a building sq.

If the result is **1, 2, or 3** unit carries on regardless.

4, the unit is disrupted. It cannot move next turn, turn the unit around. **5 or 6** unit is routed, moves back to the board edge.

Artillery can only remove a unit on a 6 if the target is already Disrupted or routed.

MOVEMENT PHASE

The Player's activated Brigades can choose to move any number of their units in **all directions diagonally as well as forwards, backwards, sideways, or a combination** if allowed to move more than 1 sqr.

Infantry and artillery units can move 1 sqr. Brigadiers, cavalry, and skirmishers can move 2 sqrs.

Units **cannot move over each other**, except for brigadiers and skirmishers.

BRIGADE COHERENCE.

All units in an activated Brigade have to be touching the brigadier either directly or through the rest of the brigade, even by a corner of a sq, to be able to move except Brigadiers. Coherence is checked at the start of the Movement Phase.

Those not touching the Brigadier at the start through the line of units can not move, although they can fight if attacked, and artillery can fire.
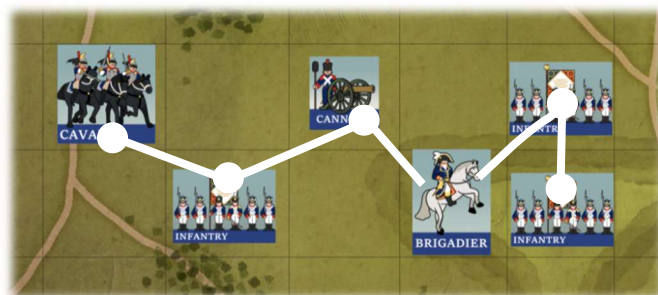
TERRAIN MOVEMENT EFFECTS

Some terrain features can affect the movement of units. **See page 10 for movement details.**

FIGHTING PHASE

Fighting happens when a player's unit/units are touching an enemy player's unit/units in any direction, even if its corner to corner.
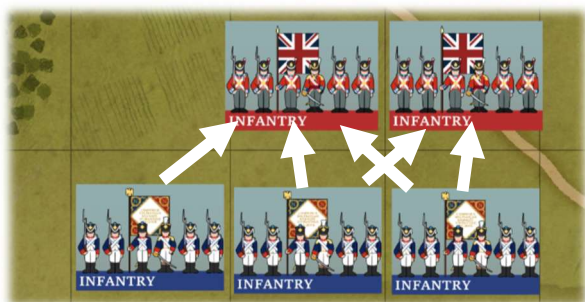
The Active side chooses what unit/units attack which enemy unit/units they are touching, if there is more than one choice.

Only 1 unit can fight an enemy unit/unit each turn.

By default, all units roll 1 die in combat.

Cavalry fighting infantry not in a square formation rolls 2 dice.


Both sides roll dice and compare them with the following results:

Tie: fighting continues next turn

Difference of 1: Disrupted, Moves the unit back one unit 1sq, turning around the unit. This also pushes any unit directly behind away from the enemy (but not turn around). The next turn, the unit

can only turn around, but not move/fire. If it cannot move, such as reaching a river without a bridge or the board edge removed instead.

Difference of 2: Routed, Moves the fighting unit back to the board edge, turning around the unit. And there gets to roll a Rally dice on the Rally Phase to save them (see ...); if not, they are removed. **Difference of 3+:** Unit is removed from the game
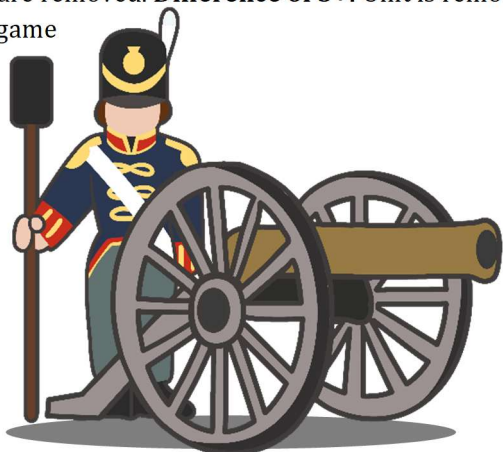
FIGHTING HEAVY UNITS

You can **re-roll a dice** (keeping the second result) when fighting with heavy Infantry or Heavy Cavalry. If both players can re-roll, the defender chooses if to re-roll first.

FIGHTING BRIGADIERS

Brigadiers cannot fight. Brigadiers are **removed only when all units in there brigade are gone**.

If an enemy unit attempts to move into a sq with a Brigadier, the Brigadier cannot fight and is moved out of the way 2 sqs.

FIGHTING ARTILLERY

When touching a sq with an enemy unit in it, Artillery counts as Fighting/close range firing and rolls one die like Infantry in combat.

Artillery loses **-2 on their rolls when fighting**.

FIGHTING SKIRMISHERS

Skirmishers **lose -2 on their rolls fighting in open ground** sqrs. If an enemy cavalry unit attempts to move into a sq with a skirmisher unit, the skirmisher is removed from the game.

TERRAIN EFFECTS

Woods give +1 to units fighting in a wood sqr.

Buildings give +2 to units fighting in a building square.

Units on a Hill Win on a tie against units moving uphill.

RALLY PHASE

If units are routed to the board edge due to the Effects of Artillery or as a result of Fighting there is one chance to stop them from being removed from the game. **Roll one D6. A 4,5 or 6 will stop them at the board edge (a 3,4,5, or 6 for heavy Infantry or a 5 or 6 for Artillery)**. They can only turn around in the player's next turn and wait until their Brigadier can reach them and bring them forward again.

UNIT FORMATIONS

In the active player's moment phase, they can perform formations to help them succeed.

CAVALRY CHARGE

Cavalry units can do a charge by moving through **2 consecutive Open Ground** squares in a straight direction to touch an opponent.

The player must verbally say there commanding a charge. Cavalry cannot charge uphill.

Win ties while fighting. No charge through terrain or against a square formation.

ATTACK COLLUM

2 Infantry of the same type can take up one square to make an attack column.

Attack columns. **Gain +1 die when fighting and win ties**.

Artillery, however, gains +1 to hit attack columns.

All units In a attack column suffer results together against artillery and against units in fighting.

It takes one movement phase to take infantry units out of an attack column.

SQUARE FORMATION

The Square was a formation by Infantry to best defend themselves from Cavalry.

Infantry units can do this if they don't move, apart from turning the unit diagonally across the sq it's in. It takes one turn to reform the unit out of Square.

The Square cannot be performed in a wood or building sq or with another Infantry unit in the same sq.

Infantry in Square formation Negates Cavalry charge bonuses. **Rolls 2 dice when fighting Cavalry**

Cavalry fights with 1 dice against infantry in a square formation.

Infantry in Square formation **loses its extra die when attacked by Infantry**. **Infantry Gains +1 die when attacking Infantry in Square. Artillery gains +1 to hit** against Infantry in Square formation.

WINNING THE GAME

A game of **Paper Bayonet** ends when the **round limit** is reached or when a player concedes. The winner is determined by the **Victory Condition** selected before the game.

Players must choose **one** of the following before starting the game:

1. Objective Victory (Competitive / Standard)

A player **wins** if, at the end of the final round, they control **¾ of the objectives** on the battlefield.

A player controls an objective by having **at least one non-routed unit touching the objective** with **no enemy units present**.

2. Brigade Attrition Victory (Beginner / Narrative)

A player **wins** if, at the end of the final round, they have removed:

½ of the enemy brigades if the opponent has an even number, or **⅔ of the enemy brigades** if the opponent has an odd number.

A brigade is considered removed when **all non-Brigadier units are eliminated**

BATTLE MAP TERRAIN FEATURES

Rivers: Artillery may not cross without a bridge. Other units must **roll 4+ to cross** or remain in place. Rivers can be impassable if labeled.

Woods: Cavalry moves 1 square; only 1 unit per square; gain +1 on dice fighting.

Buildings: Only **1 unit** per square; Gains **+2** when fighting. Artillery suffers -2 on their effect roll

Hills: Units defending a Hill **win fighting on a tie** against units moving uphill. **Cannons may fire** over woods, buildings, hills, and units below.

Bridges: Only 1 unit at a time can cross; allow all units unrestricted river crossing.

Roads: +1 movement if starting and ending movement on a road. Each unit rolls once per Movement Phase when attempting to cross.

Wetlands: Cavalry moves **1 square**; Artillery may not enter.

Lakes and Ponds: Impassable squares that no unit can move through.

Open Ground: No restrictions, cavalry may charge.

QUICK REFERENCE SHEETS
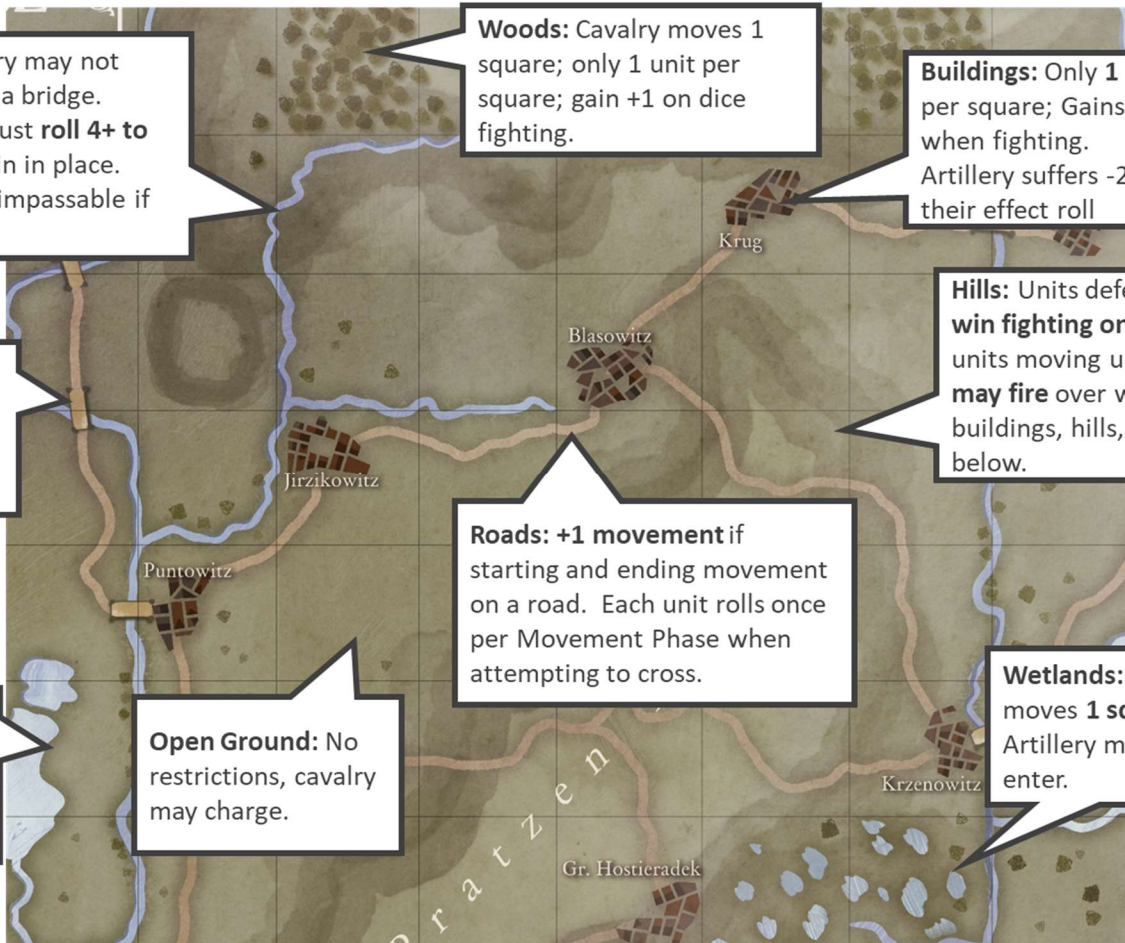
UNIT TABLE

Unit Type	Move	Combat Dice	Artillery Phase	Special Rules	Points
Line Infantry	1	1	—	Can form Attack Column or Square	6
Heavy Infantry	1	1 (re-roll)	—	Re-roll 1 combat die, Can form Attack Column or Square	8
Skirmishers	2	1	—	Move through friendly units; removed if Cavalry moves into there square, -2 fighting in open ground	4
Cavalry	2	1	—	(+1 dice fighting infantry not in square formation) Charge; win ties when charging	10
Heavy Cavalry	2	1 (re-roll)	—	Re-roll 1 combat die; (+1 dice fighting infantry not in square formation). Charge; win ties when charging	12
Brigadier	2	—	—	Command unit; cannot fight	14
Cannon	1	1 (–2 in combat)	Yes	Range 6; Line of Sight required	16
Howitzer	1	1 (–2 in combat)	Yes	Range 4; ignores Line of Sight	18

TURN PHASES

Phase	Description	Key Actions / Notes
1. Activation Phase	Determine which brigades can act this turn	Roll 1 die per brigade; 3+ = activated. Only activated brigades may move, fight, or rally.
2. Artillery Phase	Fire artillery before movement	Activated artillery may fire at targets in range; cannons require LOS, howitzers ignore LOS. Artillery may move instead in the Movement Phase.
3. Movement Phase	Move activated units	Infantry/Artillery = 1 sq; Brigadiers/Cavalry/Skirmishers = 2 sq. Maintain brigade coherence; special movements allowed (Charge, Columns, Square). Terrain modifiers apply.
4. Fighting Phase	Resolve all combat	Only 1 unit per enemy unit per turn. Apply Fighting Result Table, terrain, and formation modifiers.
5. Rally Phase	Attempt to recover routed units	Roll D6: 4+ to rally (3+ for Heavy Infantry, 5+ for Artillery). Routed units may turn around but cannot move until brigade reaches them.

BRIGADE COMPOSITIONS (OPTIONAL)

Brigade Type	Units	Points
Line	1 Brigadier, 4 Infantry	30
Guard	1 Brigadier, 4 Heavy Infantry	46
Mixed Light	1 Brigadier, 3 Infantry, 2 Skirmishers	40
Cavalry	1 Brigadier, 3 Cavalry	44
Guard Cavalry	1 Brigadier, 2 Heavy Cavalry, 2 Cavalry	58
Artillery Support	1 Brigadier, 2 Infantry, 2 Cannons	58
Combined Arms	1 Brigadier, 2 Infantry, 1 Cavalry, 1 Howitzer	54
Heavy Artillery	1 Brigadier, 2 Cannons, 1 Howitzer, 1 Infantry	70
Fast Cavalry & Skirmishers	1 Brigadier, 2 Cavalry, 2 Skirmishers	42

BATTLEMAP TERRAIN FEATURES

Terrain	Movement Effect	Fighting Effect / Modifiers	Notes
Open Ground	No restriction	**Skirmishers** get -2 on rolls	**Cavalry** may charge
Road	+1 move if start and end on the road	None	Speeds movement along the road squares. **Skirmishers** don't get move bonus
Wetlands	**Cavalry** moves 1 sq; **Artillery** may not enter	None	Infantry moves normally
Woods	**Cavalry** moves 1 sq; max 1 unit per sq	+1 to defender	**Artillery** suffers -1 on the effect roll
Buildings	Only 1 unit per sq	+2 to defender	**Artillery** suffers –2 on effect roll
Rivers	Must roll 4+ to cross, else remain	None	Impassable if labeled; **Artillery** units cannot cross
Bridges	1 unit at a time; otherwise, unrestricted	None	Allows all units to cross rivers
Hills	No movement penalty	Units defending hill **win ties** vs uphill attackers	**Cannons** may fire over lower terrain and units; woods/buildings on lower ground do not block LOS
Lakes / Ponds	Impassable	N/A	No unit can move through

FORMATIONS

Type	Requirements	Effect	Notes	Defects / Limitations
Attack Column	**2 Infantry** of the same type share 1 square	**+1 die** when fighting, win ties;	Takes 1 movement phase to form or exit	Artillery +1 to hit; all units suffer results together
Square Formation	**Infantry only**; must be on **Open Ground**; no woods/buildings in square	Vs Cavalry: Infantry **rolls 2 dice**; Cavalry rolls 1 die. Negates Cavalry charge bonuses	Takes 1 turn to exit.	Cannot form in Woods or Buildings; units must stay stationary to maintain Square. Infantry attacking Infantry in square formation gains +1 die; Artillery +1 to hit;
Cavalry Charge	**Cavalry** must move **2 consecutive Open Ground squares in a straight line** to touch the enemy	**Win ties** in combat vs the target unit	Only one charge per unit per turn	Cannot charge through terrain nor uphill; cannot charge units in Square; only works on open ground

FIGHTING RESULT

| Difference	Result	Effect
Tie	Combat continues	Both units remain; fight resolves next turn
1	**Disrupted**	Moves the unit back one unit 1sq, turning around the unit. This also pushes any unit directly behind away from the enemy (but not turn around). The next turn, the unit can only turn around, but not move/fire. If it cannot move, such as reaching a river without a bridge, or the board edge is removed instead.
2	**Routed**	Moves the unit back to the board edge, turning around the unit. And there gets to roll a Rally dice on the Rally Phase to save them (see …); if not, they are removed.
3+	**Destroyed**	Unit is removed from the game

ASEMBALING UNITS

Paper Bayonet is to be played with printable units and maps that are affordable and easy to assemble.

Materials needed are printed unit sheets (on standard A4 letter paper or cardstock 160-200 gsm). Scissors or a hobby knife, glue or double-sided tape, and a ruler (for clean folds).

Print unit sheets. For best results, print in color on thicker paper so units stand firmly. Cut along the section edges of each strip and fold lengthwise. Use a ruler edge for crisp, even folds. The sections labled "glue" is where you adhere adhesive to the unit.

The result will be a triangular prism shape with a front and back view.

Optionally apply the unit onto a thicker base like cardboard, matboard ect.
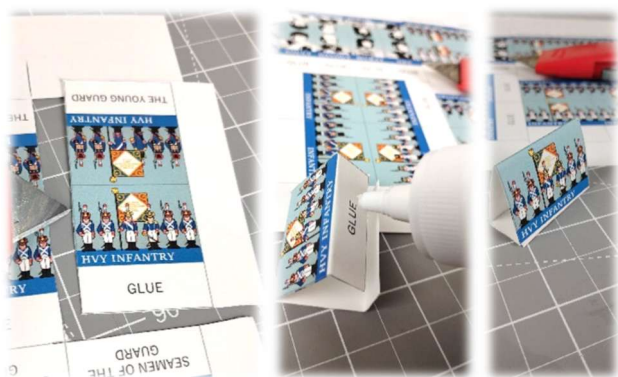
ASSEMBLING BATTLE MAPS

Paper Bayonet maps are designed to be printable at home or at a local shop.

Your battle map PDF will list its intended dimensions (e.g., 18×24 inches).

You can print any size at home using tiled printing (e.g, assembling an 18x24 map from 6 sections.

Your Paper Bayonet purchase of battle maps will come with both a full-scale map and a tiled version.

You can print it on cardstock to improve its durability.

When printing your battle maps, tile-trim each section and align them in the right places before adhering them onto a surface foam board, poster board, or a cardboard sheet.

Game Summary

Paper Bayonet is an easy-to-play wargame that uses printable units and a board, making it accessible to set up huge battles all in a 5-page rule book.

The game is played on a grid-based board, where players command and engage in historic or ahistoric battles of the Napoleonic Wars (1805-1815). It is recommended to have 3 to 6 dice available to play a game of Paper Bayonet. The goal of this project is to provide both men and women with an approachable, affordable, and enjoyable way to learn more about this significant era in history.