

The Silver Bayonet – [Wigan Tabletop Games House Rules.](#)

Written by Craig Grady 2022.

The below house rules aim to add to the Silver Bayonet rulebook, modifying some rules for balance or adding more character and variation to the game. Also added into these rules are Support Units allowing players with Napoleonic collections to use more of their miniatures, but in a limited fashion, this is after all a skirmish game, and we are not aiming for big battles. Combined these are rules that our club has introduced, hopefully in a fair manner to increase our, and your, enjoyment of the game.

Range Weapons Damage

Ranged weapons do half damage when shooting beyond 12" (rounding up). The only exception to this is a Critical Hit whereby the full damage is applied including the additional 2 points of damage for the Critical Hit.

Line of Sight and Cover

Individual Officer and Soldier miniatures do not block line of sight.

Support units or Mounted Miniatures do block line of sight.

Line of Sight may be drawn across 3 intervening pieces of cover, excluding cover an attacker is using themselves, each giving an additional -1 to the attackers to hit roll when shooting, max -3. Models are not considered to be in line of sight beyond 3 intervening pieces of cover.

If a model is in elevated terrain such as a hill or building the model may see over one additional piece of intervening terrain for each 3" that they are elevated by, equally elevated models may be seen over one additional piece of intervening terrain. Shooting from and against models in elevated positions does not incur any penalties for to the hit roll shooting over intervening terrain as described above.

Unexpected Events

Events will be triggered by Initiative Rolls of 16 or greater and use the standard Unexpected Events table found on page 55 of the main rulebook.

Unexpected Encounters

Encounters will now be triggered on an initiative roll of 9 or less and use the expanded monster table below. This will increase the frequency at which Monster will be encountered and the variation of Monster type. Killing an encountered Monster will also give that players unit equal to the XP value of the monster slain.

UNEXPECTED ENCOUNTERS TABLE (Initiative Roll < 9)										
3D10	Character	Speed	Melee	Accuracy	Defence	Courage	Health	XP	Attributes	Equipment
3	Demon	6	+3	+0	14	+10	18	3	Allergy - Blessed/Salt, Dmg Red (5), Demonic Fire, Flying, Soul Shear, Strong, Weakened by Faith	
4	Troll	5	+3	+1	13	+3	20	2	Allergy - Fire, Dmg Red (4), Large, Rock Hurler, Very Strong	Hand Weapon
5	Black Dog	8	+3	+0	13	+6	18	2	Allergy - Enchanted/Blessed, Chilling Touch, Ethereal, Indefatigable, Indestructible, Soul Shear	
6	Possessed	6	+2	+0	12	+3	14	2	Allergy - Blessed, Dmg Red (2), Demonic Fire, Strong, Weakened by Faith	Heavy Weapon
7	Great Ape	6	+2	+0	12	+2	12	2	Allergy - Fire, Dmg Red (4), Strong, Expert Climber	
8	Bear	7	+2	+0	12	+2	14	2	Large, Very Strong, Dmg Red (2)	
9	Giant Spider	6	+2	+0	12	+0	10	1	Nimble, Expert Climber, Master of Cover, Chilling Touch	
10	Boar	7	+1	+0	12	+0	8	1	Nimble	
11	Giant Rats	8	+1	+0	12	+0	10	1	Allergy - Fire, Dmg Red (2), Nimble, Master of Cover	
12	Goblin	6	+0	+0	15	+5	8	1	Allergy - Cold Iron, Dmg Red (4), Hypnotic, Inimical to Tech, Master of Cover, Nimble, Weakened by Faith	Hand Weapon
13	Ghoul	6	+1	+0	13	+4	12	1	Strong	Hand Weapon
14	Vampire Bat	6	+0	+0	14	+1	6	1	Flying	
15	Revenant	4	+1	+0	12	+5	10	1	Indefatigable, Dmg Red (4) v Shooting only	
16	Bandit	6	+0	+0	12	+0	10	1		Musket, Cartridge Box
17	Cultist	6	+0	+0	13	+4	10	1	Indefatigable	Hand Weapon
18	Skeleton	5	+0	+0	12	+4	10	1	Allergy - Enchanted/Blessed, Dmg Red (2)	Hand Weapon
19	Hobgoblin	6	+2	+0	14	+5	14	1	Indefatigable, Dmg Red (1), Strong	Heavy Weapon
20	Dark Wolf	8	+1	+0	12	+0	8	1		
21	Living Scarecrow	5	+1	+0	13	+0	10	1	Allergy - Fire, Dmg Red (8)	Hand Weapon
22	Changeling	6	+2	+0	13	+4	12	2	Allergy - Enchanted/Cold Iron, Dmg Red (4), Strong	Hand Weapon
23	Witch	6	+0	+2	12	+4	10	2	Allergy - Enchanted/Cold Iron, Dmg Red (4), Demonic Fire	Hand Weapon
24	Living Armour	5	+2	+0	14	+0	14	2	Allergy - Blessed/Enchanted, Indefatigable, Indestructible	Heavy Weapon
25	Pixie	6	+0	+0	18	+0	1	1	Inimical to Tech, Irritant, Flying	
26	Slaad	5	+1	+0	12	+2	12	2	Dmg Red (2), Strong	
27	Ghost	6	+3	+0	12	+10	12	2	Allergy - Enchanted/Salt, Chilling Touch, Ethereal, Indefatigable, Indestructible, Soul Shear	
28	Headless Horseman	8	+2	+0	13	+6	18	2	Allergy - Enchanted/Blessed/Salt, Chilling Touch, Indefatigable, Indestructible, Soul Shear, Large	Heavy Weapon
29	Werewolf	6	+2	+0	13	+3	12	2	Allergy - Silver/Fire, Dmg Red (5), Indefatigable, Master of Cover, Nimble, Quick Heal, Strong	
30	Vampire	6	+3	+0	15	+8	14	2	Allergy - Silver/Blessed/Fire, Ethereal, Hypnotic, Indefatigable, Indestructible, Soul Shear, Strong, Weakened by Faith	

Support Units

Support units are drawn from the 'ordinary' fighting units of armies to support Investigation teams. Whilst the Investigation teams are made up of talented heroic individuals, supporting units provide the bodies, as well as some skill, and are exceptionally useful as a distraction to the machinations of the Harvest men.

Depending on the scenario being played each player may select 2d6 points of units, up to a maximum of 4 units. The roll to determine how many points can be used in a game is rolled for once with the total being used by all players.

The rules below apply to all units.

- All Units start with 6 Figures.
- Units gain no XP and start fresh each game.
- Units cannot investigate clues as they lack the training and experience of Officers and Soldiers.
- Units can only target Officers or Soldiers if they are the closest target.
- Units move and fight as any other model would in Silver Bayonet, however they only ever roll one set of Dice as per any other Soldier.
- Figures in units must end their move in base-to-base contact with each other.
- Units cannot have fate die applied to them.
- Units can take a lot more damage than regular soldiers, each time a unit takes damage equal to its health remove 1 figure. For example, a Regular Infantryman unit takes 8 damage from shooting, it would therefore remove 3 figures from the unit as casualties, as each figure has 4 Health.
- Units reduced to 3 Figures, and for each subsequent casualty, must take a Courage test, TN10, if they pass they fight on, if they fail, they flee the battlefield and must be removed from the game.
- Units that fail a courage/terror check will flee the battlefield and are removed from play.
- Stats are all the same regardless of Training, however their Health will vary. In the Stats this is shown in the health box as Elite/Regular/Conscript (note only Infantrymen units have Conscripts).
- Each unit counts as one additional figure for activation purposes in your force.
- Cavalry may not be selected as supporting troops in Scenarios that do not allow Investigators to start the game mounted, otherwise they follow the normal cavalry rules found on Page 72 of the main rulebook.

Unit Cost

Type/Training	Elite	Regular	Conscript
Infantryman	4pts	2pts	1pt
Rifleman	6pts	3pts	n/a
Light Cavalry	6pts	3pts	n/a
Heavy Cavalry	8pts	4pts	n/a

Infantryman Unit					
Speed	Melee	Accuracy	Defence	Courage	Health
6	+1	+1	13	+0	6/4/2
Attributes: None					
Equipment: Musket, Cartridge Box					
Rifleman Unit					
Speed	Melee	Accuracy	Defence	Courage	Health
6	+1	+2	13	+0	6/4
Attributes: None					
Equipment: Rifle, Cartridge Box					
Light Cavalry Unit					
Speed	Melee	Accuracy	Defence	Courage	Health
8	+2	+1	13	+1	8/6
Attributes: Combat Rider - Always Mounted					
Equipment: Hand Weapon, Pistol					
Heavy Cavalry Unit					
Speed	Melee	Accuracy	Defence	Courage	Health
8	+2	+1	13	+2	10/8
Attributes: Combat Rider - Always Mounted					
Equipment: Hand Weapon, Pistol					

Example Units



Example Light Cavalry Unit
engaging a Changeling



Example Infantryman unit supporting
two soldiers.