

# WARMASTER

## Warmaster Historical - Franco Prussian War 1870-1871

### Prussian Army

Unit	Type	Atts	Rng	Hits	Armr	Size	Cmd	Pnts	Min/Max	Notes
Infantry Brigade	Inf	2/1	30	3	-	3		30	-/-	
<i>Attached Skirmishers</i>	Skm	2/1	-	4	-	1		+25	-/-	1.
Jager Skirmishers	Inf	2/1	30	3	5+	1		60	-/1	
Uhlen Lancers	Cav	3	-	2	6+	3		50	-/2	2.
Cuirassier	Cav	3	-	2	5+	3		60	-/1	
Hussars	Cav	3	-	2	6+	3		45	-/2	
Dragoons	Cav	3	-	2	6+	3		45	-/1	3.
Dragoons <i>Dismounted</i>	Inf	2/1	30	2	5+	3		-		3.
Artillery	Art	1 / 3	60	2	-	2		85	-/1	4.
Limbered Artillery	Cav	1		2	-	2				7.
Division Cmdr	Wiz	+1					9	95	1 per 3 Inf	
Corps Cmdr	Hero	+1					9	110	1 per 6 Inf	
Army Cmdr	Gen	+2					10	170	1	

### French Army

Unit	Type	Atts	Rng	Hits	Armr	Size	Cmd	Pnts	Min/Max	Notes
Infantry Brigade	Inf	2/1	30	3	-	3		30	-/-	
<i>Attached Skirmishers</i>	Skm	2/1	-	4	-	1		+25	-/-	1.
Light Infantry Skirmishers	Inf	2/1	30	3	5+	1		60	-/1	
Lancers	Cav	3	-	2	6+	3		50	-/1	2.
Cuirassier	Cav	3	-	2	5+	3		60	-/2	
Hussars / Chasseurs a Cheval	Cav	3	-	2	6+	3		45	-/2	
Dragoons	Cav	3	-	2	6+	3		45	-/1	3.
Dragoons <i>Dismounted</i>	Inf	2/1	30	2	5+	3		-		3.
Artillery	Art	1 / 2	40	2	-	2		75	-/1	5.
Miltailleuse	Skm	1 / 2	30	1	-	1		30	-/-	6.
Limbered Artillery	Cav	1		2	-	2				7.
Division Cmdr	Wiz	+1					8	70	1 per 4 Inf	
Corps Cmdr	Hero	+1					8	80	1 per 12 Inf	
Army Cmdr	Gen	+2					9	125	1	

1. **Attached Skirmishers** Each brigade of infantry can include upto one stand of attached skirmishers. The removal of a skirmisher stand from a unit doesn't count towards the command penalties for that unit.
2. **Lancers** Lancers gain a +1 on the first round of a charge that they initiate.
3. **Dragoons** Dragoons may change from mounted to dismounted before or after a move (but not both in a single move) Use the profile appropriate for it's current mode.
4. **Prussian Artillery** Range 60cm. Treats defended targets as in the open and fortified as defended. Target receives armour saves as normal. May not stand & shoot. Can't use initiative to charge.
5. **French Artillery** Range 40cm. Treats defended targets as in the open and fortified as defended. Ignores armour. Ball bounces 5cm from end of first stand hit doing 1 attack per additional stand hit Fires canister when charged, 3 shooting attacks , no penetration and target saves as normal. Can't use initiative to charge.
6. **Miltailleuse** A Miltailleuse unit may only be purchased if an artillery unit has first been purchased. The Miltailleuse unit is added to a unit of artillery the same as a unit of attached skirmishers is added to a brigade of infantry.
7. **Limbered Artillery** Artillery may change from limbered to unlimbered before or after a move (but not both in a single move). Use the profile appropriate for its current mode. Even when limbered, it still may not use initiative to charge.

Version 1.01 27/11/00 Minimum/maximum values adjusted to represent historical composition

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