

## FRANCO-PRUSSIAN WARMASTER

By Matt Dower

### Scale

1" = 100yds

1 stand = 1 battalion/battery/squadron

1 unit = 1 regiment/battery (3 infantry, 2 cavalry or 1 artillery stand)

### Turn Sequence

Initiative moves by phasing player

Phasing player's commanded movement and shooting

- *non-phasing player's reactive fire against enemy units within 8"*

Move Generals

Resolve close combat between units in contact

Remove disruption markers

### Command

Armies must be organised using historical OBs. Command stands represent Divisional, Corps and Army commanders.

Divisional commanders may only give orders to units under their direct command. Corps and army commanders may not order divisional units/brigades, but exert influence by adding factors to divisional commanders and/or commanding corps troops directly. Units may be brigaded in historical ways – ie: infantry/cavalry brigades, divisional/corps artillery. Officers may give orders to individual units, or issue one order to an entire brigade, subject to certain limitations.

Brigades may not be of mixed arms – infantry, artillery and cavalry units must be given separate orders. The exception to this is that artillery may be brigaded with infantry or cavalry if all brigaded units are in march column. Units of the same brigade separated by no more than 1" may be given a single brigade order. This allows infantry brigades to deploy with non-brigaded artillery within the brigade battle line.

Artillery batteries may be brigaded or not as the owning player wishes, but cannot be brigaded with batteries held at another level of command, even if those batteries are under direct command of their own general. Hence, a German division with two divisional batteries and three attached corps batteries may brigade divisional with divisional batteries and corps with corps batteries, but may not mix corps and divisional batteries. This is to prevent the formation of artillery "super-brigades" which are so large that they cannot be suppressed or driven off at all by counter-battery fire.

Corps/Army commanders issue orders before Divisional generals. They may:

- order an independent stand of any division once only
- order corps troops as if a Divisional general
- pass on command bonuses to subordinate generals – for each passed command roll a subordinate's command is increased by +1 to a maximum of 10.

Divisional Commanders may order as follows:

- move a stand/unit/brigade once only (unless in march column, in which case up to three orders may be issued, unless unit comes within reactive fire range of enemy troops, at which point unit must halt)
- change formation of a brigade/unit and move half distance
- fire artillery once
- fire French infantry once at long range (8"-12")
- attach an independent stand to a unit/brigade

Command stands have a command radius, measured to the furthest base in the commanded unit/brigade. Orders may not be issued to units outside this radius:

Divisional Command	6"
Corps Command	12"
Army Command	Whole table

French and Prussian divisional officers have CV 8; French Corps and Army commanders have CV 8; German Corps and Army commanders have CV 9. To issue a successful order, apply modifiers to this factor and roll 2d6, needing equal to or less than modified score to pass.

#### Command Factors:

+1	each successive order to same stand/unit/general
+1	each full 6" to brigade/unit/general
+1	if unit/brigade is within reactive fire range (8") of visible enemy
+1	if within dense terrain
+1	if ordered brigade/unit has any disruption markers
+1	if ordered brigade/unit has any degraded stands
+1	if general attached to another brigade/unit
-1	if general attached to unit/brigade
-1	if in march column and moving on a road

Apply the general's command roll to each unit in the brigade. If the command roll is low enough for the unit to be given an order, that unit may act accordingly. This may result in brigades breaking up as some units fail to respond to orders.

If a commander fails a command role, they may issue no further orders that turn. Note that higher commanders will tend to issue orders before subordinates – it does not matter what order commanders issue orders in, except to note that if a player stops issuing orders from one commander and begins using another, he may not return to the previous commander.

Divisional generals who roll a double 6 on a command roll have blundered. Refer to the appropriate table and apply the result immediately.

#### *Initiative Moves*

Some movements do not require a commander to order them. Units which begin their move within 8" of visible enemy may react without orders. Infantry in march column may change formation and move at up to half pace provided they do not end the move in contact with enemy. Units in other formations may advance to contact or, in the case of cavalry, may about face and move at full pace directly away from enemy, subject to terrain limitations. Deployed artillery may limber and withdraw at half pace; limbered artillery may deploy and be able to fire that turn, or move up to half pace and unlimber.

#### **Movement**

10cm/4"	Infantry formation change and move
15cm/6"	Cavalry change formation and move
20cm/8"	Infantry move straight forward (no formation/facing change, echelon up to 45 degrees)
30cm/12"	Cavalry move straight forward (with same restrictions as infantry)

Half move if any part of brigade moving through terrain or crossing a linear obstacle

Half move if changing formation or interpenetrating another unit

Quarter move if moving through BUA or dense terrain in any formation other than march column.

Units may adopt three kinds of formation. *March column* is represented by stands in edge-to-edge contact, facing in alternate directions – this is the normal formation on roads and beyond

shooting range of enemy. *Line* is represented by all stands in the unit in edge-to-edge contact facing the same direction – this represents the most effective formation for shooting. *Dense formation* is represented by at least one stand in the unit being in front-to-back contact with others, and simulates infantry in attack/manoeuvre columns or cavalry in column of squadrons.

Foot Artillery move as infantry, Horse Artillery as cavalry. Artillery limbering/unlimbering counts as a formation change.

#### *Special: Scouting Cavalry*

*At the beginning of the game a player may opt to deploy some or all of his cavalry as scouting cavalry. Scouting cavalry are used to reveal the deployment of enemy units when hidden setup is being used. Scouting cavalry are deployed as individual stands and may only be moved as such. After passing an initial command role they may move as the player wishes without further orders. Scouting cavalry spot enemy troops in the open at up to 30" and in cover at up to 4". Scouting cavalry who are fired upon by enemy or contacted by enemy troops are removed from the table but do not count as lost – they have simply retired out of danger for the duration of the battle.*

## **Shooting**

Most firing is reactive, *except* Artillery and French Infantry at long range may fire during their command phase.

All elements fire once in each fire phase at the following ranges and factors:

Muzzle loading rifle (MLR)	10cm/4"
Breech loading carbine/Needlegun	+1 up to 10cm/4"; -1 up to 20cm/8"
Breech loading rifle/Chassepot	+1 up to 10cm/4"; as normal up to 20cm/8"; -1 up to 30cm/12"
French Artillery	+1 up to 20cm/8"; as normal up to 40cm/16"; -1 up to 60cm/24"
Prussian Artillery	+1 up to 40cm/16"; -1 up to 60cm/24"
Mitrailleuse	fires twice at +1 up to 20cm/8"; once as normal up to 30cm/12"

Modifiers (cumulative):

Target in terrain/behind linear cover	-1
Target in dense terrain/prepared defences/fortifications	-1
Firing stand is disrupted	-1
Firing stand is degraded	-1
Target is cavalry	+1
Target is shot at from flank or rear	+1
Artillery v enemy in cover	+1
Target is in dense formation	+1

#### *Eligible Targets*

Units will fire at the nearest eligible target unit to their front within arc of fire (45 degrees either side of straight ahead, measured from the front corner of the stand), *except* Artillery firing under orders, which may engage any eligible target within arc. If stands from more than one

unit are firing at a single unit, resolve all firing at that unit at the same time. Stands from a single unit may engage different targets.

If one or more units fire at a target unit of smaller frontage than them which is in contact with other enemy units on one or both flanks, the firing group may concentrate up to half their firing on that unit, then allocate hits at 1 per stand in adjacent units, working out from the target unit. *Exception:* an artillery brigade shooting at another artillery brigade may not concentrate fire on only one battery within the target brigade, but must spread fire as normal.

*[E.g.: four artillery batteries shoot at a group of two infantry units separated by a single battery. Two batteries may concentrate their fire on the single battery, the other two must spread any successful hits evenly between the two infantry units.]*

### *Visibility*

Units may be targeted for shooting if an enemy unit can draw a direct line of sight to a whole edge of their base. Units are visible when in the open or in contact with the edge of a terrain feature which would otherwise block line of sight. Units completely within a terrain area cannot be fired at from outside that area. Within an area of terrain visibility is limited to 2".

### *Resolving Shooting*

To resolve shooting, roll 1d6 per firing stand, and apply modifiers. Hits are scored on a 4, 5 or 6.

Place one disruption marker on the target unit for each hit scored, allocating hits evenly to stands in the unit. If more disruption markers are placed than there are stands in the unit, roll 1d6 for each surplus marker. On a roll of 4-6, place a degradation marker instead. Degradation markers are permanently attached to stands and cannot be removed.

*[E.g.: a unit takes two hits from shooting. The player places a disruption marker next to two stands in the unit. These stands now count as disrupted for purposes of command and firing. If the unit had taken four hits, each stand would take a disruption marker and one stand would have to roll for degradation.]*

If any firing dice score 6 and there are enemy units within 2" of the rear of the target unit, roll that dice again to score overshoot hits on the rear unit, applying modifiers as normal.

If two units are in front-to-rear contact, treat them as a single target and apply any hits to both, beginning with the front unit.

*[E.g.: two regiments are deployed in contact, with one in line behind the other. Enemy shooting causes five hits – three are allocated to the front unit and two to the one behind.]*

If not all the stands of a target unit are visible to firers, roll to hit for all firing stands as normal and apply disruption markers evenly among target stands as normal, but only hits on stands visible to the shooters roll for degradation.

### *Fire and Movement*

If units advance into/within effective range of the enemy (8"), they will come under fire and may acquire disruption and/or degradation markers. The unit will move its full move as ordered, at which point reactive fire is resolved. If the unit takes hits, the owning player **may** move it back a distance in inches equal to half the markers inflicted, rounding up. Half the markers will then be removed. A unit which begins its move within effective range of the enemy may always move forwards 1", and cannot be forced to withdraw beyond this unless all its stands become degraded through enemy fire or combat. A unit which begins its move outside effective range cannot be made to withdraw beyond 1" within effective range. *[Important note: this mechanism does not simulate an actual withdrawal, but the stopping power of effective fire. The location of the unit at the end of this process is the position*

*reached by the unit during its advance, before enemy fire compels it to halt. A player must choose whether to push on under fire and end up closer to the enemy but more disrupted, or minimise disruption but advance more slowly.]*

Units which begin their move within reactive fire range of enemy but end the move beyond it can still be fired upon. The shooting player may fire on the unit at 8", after which effects are applied if appropriate and/or the target unit may complete its move.

#### *Morale effects from shooting*

If all stands in a unit are degraded, any further hits may cause the unit to give way. If all stands are degraded, any further disruption markers inflicted on that unit will cause the unit immediately to withdraw directly to its rear 1d6" per marker as a compulsory move. If the distance moved is further than the unit's normal move, then it routs and is removed from play. A withdrawing unit will continue to withdraw in this fashion as long as it has surplus disruption markers.

Cavalry units are more brittle than other units. All hits on cavalry units place degradation markers rather than disruption markers. A cavalry unit which acquires more degradation markers than stands in the unit is removed from play.

If a unit is interpenetrated by a withdrawing unit, then it must roll for confusion. Roll 1d6 for each stand in the unit. On a 5 or 6, that stand acquires a disruption marker.

#### *Risk to Generals from shooting*

If a General is attached to a unit which takes hits from shooting, roll each successful hit again. On a 1, the General is removed. This simulates the General being killed or wounded, or simply having his horse shot from under him. The General is replaced in contact with the nearest next highest commander at the end of his side's next command phase.

### **Close Combat**

#### *Advancing into Close Combat*

If a player wishes a unit/brigade to advance to contact an enemy, this must be declared at the beginning of that unit/brigade move. A unit may attempt to contact enemy units they can see at the beginning of their movement, or units which become visible before the charging unit has moved more than half its move allowance.

An advance to contact may not include any formation change – the advancing unit must contact the enemy in the same formation that it began the move.

Cavalry charged by cavalry may countercharge or evade, except for heavy cavalry (i.e.: cuirassiers or lancers) which may only countercharge. Cavalry may countercharge or evade if the charging enemy was visible to the target unit for the last 4" of its move. To countercharge, move the charged unit 2" towards the charging enemy and place the units in contact at that point. To evade, roll 3d6: if the score in inches takes the testing unit more than the charging unit's possible move, then move the evading unit that distance away and halt the charging unit on the previous position of the evading unit. If the testing unit's score does not allow it to move further than chargers, move the testing unit the dice score in inches and move the chargers into contact.

If eligible to shoot, the target unit will fire at the advancing unit once for each range boundary crossed by the target unit, applying factors as normal. Units which are charged by previously

unseen enemy from less than 2" away are surprised and may not fire on approach. Advancing units may acquire markers and effects are applied as normal.

[i.e.: a German cavalry unit of two stands advancing to contact a French infantry unit from 11" away is shot at three times – once at long range, once at effective range, and once at short range. If the cavalry unit acquires three hits it is removed without having made contact. A French cavalry unit attempting the same move against a German infantry unit would only be shot at twice – once at effective range and once at short range.]

### *Testing to Close*

Advancing units must test to see whether they close with the enemy. Before moving them into contact, roll 1d6: if the dice score is equal to or greater than the number of markers on the unit, they close with the enemy. If the score is less than the number of markers, then move the unit back a distance in inches equal to half the markers on the unit, rounding up. [NB: do not remove any markers from the unit if withdrawing as the result of a failed test to close.]

### *Resolving Combat*

If units make contact, combat takes place. All stands in contact with enemy, whether edge to edge or corner to corner, fight. In addition, stands immediately to the rear of a stand in contact with enemy will also fight.

Roll one dice to hit per fighting stand and apply modifiers as for firing, except for Infantry fighting Cavalry, who roll two dice per stand (*this represents their relative weight of numbers and/or firepower against cavalry*). The following modifiers also apply:

- +1 cavalry fighting cavalry who failed an attempt to evade
- +1 unit charging/countercharging unless uphill
- +1 heavy cavalry charging (lancers and cuirassiers)
- +1 unit fighting in second round which inflicted more hits than it received in first round
- 1 fighting enemy in contact with flank
- 1 fighting enemy in contact with rear

Units in combat take hits as normal, except that all markers acquired as a result of close combat are degradation markers. At the end of the combat apply morale effects from markers as normal to see if any unit withdraws or is removed from play. If both units would normally withdraw, compare the number of hits inflicted by each unit *after units came into contact* – the one which inflicted the most hits is the winner, and may remain in possession of the position rather than withdrawing, but may not follow up or reform. If no unit withdraws, the combat continues into a second round. If no unit withdraws at the end of the second round, the combat carries over into the next player's turn. If this happens, fresh troops may be added to an existing combat in the command phase.

### *Falling Back and Following Up*

Infantry units withdraw as for firing if all stands are degraded and the number of disruption markers exceeds the number of stands in the unit, except for Artillery units which do not withdraw from combat but are overrun and destroyed instead.

A unit whose opponents withdraw and which is not itself forced to withdraw or hold position may choose to follow up immediately at half pace, or to change formation/facing. If following up, the victorious unit immediately takes 1 additional disruption marker (degradation marker if cavalry) – if this takes them to more disruption markers than stands in the unit, roll for degradation as normal.

If a unit follows up a defeated enemy and remains in contact, the enemy unit routs and is removed from play. If the withdrawing enemy moves further than its pursuers, a unit which is following up may choose to contact a new enemy unit which is within its move distance and within 45 degrees of straight ahead. Fight a round of combat immediately, unless the

advancing unit has already fought two rounds of combat that turn. Units will only ever fight two rounds of combat in any turn, and may only follow up once.

### **Removing Disruption**

At the end of the turn, the phasing player rolls a dice for each disruption marker on his own forces. On a 5-6, the marker is removed. Elite units (e.g.: Guard regiments) gain +1 to their rolls, Landwehr/Garde Mobile receive a -1 modifier.

Note that degradation markers are never removed during a battle.

## BLUNDER TABLES

Roll 1d6:

### French

- 1      *Quoi??*  
No move. 1 unit in the brigade receives a -1 command penalty for the rest of the battle.
- 2-3    *Nous sont trahis!*  
If no enemy is visible within a full pace move, remain halted in position. If enemy is visible within a full pace move, then move directly away until separated by at least a full pace move.
- 4-5    *C'est magnifique, mais ce n'est pas la guerre*  
May move up to half pace. No formation changes.
- 6      *En attaque!*  
Move at full pace directly towards nearest visible enemy, making contact if possible. If no enemy visible, move as normal.

### German

- 1      *Wie Bitte?*  
No move. 1 unit in the brigade receives a -1 command penalty for the rest of the battle.
- 2-3    *Im Nebel des Krieges*  
May move up to half pace. No formation changes.
- 4-5    *Zum Donner der Kanonen*  
Move directly towards the nearest friendly unit which is within reactive fire range of enemy.
- 6      *Bataillon, vorwärts!*  
Move at full pace directly towards nearest visible enemy, making contact if possible. If no enemy visible, move as normal.