

Old Dessauer 25mm: 18th Century Wargame Rules by Wes Rogers

flank. A line must change formation around its front center. A unit may change both facing and formation at the same time, at no extra cost. You may place a unit into a bent line. This is a formation change. A bent line may not move until it changes back to a straight line.

Sidestep, backstep, oblique: Half speed, quarter speed if unsteady or Grade D.

Wheeling: Units wheel about one corner like opening a door. Unsteady units wheel at half speed. Wheeling does not count as a "facing change"; it is done as part of a normal move.

Passing through a friend: To pass through a friend, move at ½ speed or both units become disordered. For example to move safely through a friend 2" deep you must take an extra 2" off your unit's move. The friend must remain stationary that turn and may not fire. Skirmishers do not affect pass-through but artillery does. Units may not use charge speed if they pass through a friend.

Limbering and unlimbering costs a full move. Most artillery has civilian limber drivers. Once such guns unlimber they may not limber up again – remove the limber model from play.

Reforming from disorder costs half a move for Grade A-B troops and a full move for other troops.

Generals: Generals move 30" per turn. If a general is with a unit that suffers 4 or more fire or combat hits, he is killed on a 1D6 1. If a general is attached to a retreating unit he must stay with them for their retreat move. If attached to a bookended unit that loses he is captured.

Skirmishers: Move skirmishers freely in any direction or facing at line rate, but they must stay within 6" of their unit command model. Space them at 2X frontage. If attacked, they may evade 2D6" if foot and 3D6" if cavalry. If the enemy contacts an evading unit the models contacted are eliminated and the evaders count as losing a combat. The attacker may continue his charge. Skirmishers may not attack steady close-order troops frontally and must evade close-order attacks. Skirmishers never count as disordered, but are disordered when they reform into close order. Treat skirmishers in buildings or works as close-order troops. Forming and reforming from skirmish is a type of formation change. Skirmishers reform with their command model in the front center; it may not move except to change facing. Irregular skirmishers may not form up. Gunners may evade when attacked. Evaders need move no farther than necessary to avoid contact.

Firing

Procedure and rules: Roll 1D6 per 4 infantry models, rounding up 3, or per 2 crew models. Cav may not fire. Units may move ½ and fire. Arc of fire is 22.5° to either side. One rank may shoot (2 ranks if skirmishing). Ballshot may shoot over 1-contour obstacles and friends on lower contours if the target is 2X as far as the obstacle and at least 6" behind it. Ballshot may shoot over low obstacles such as fences and enemy units on lower contours if the target is 6" beyond the obstacle. Units may fire through enemy skirmishers or guns (who then suffer no hits) at a penalty. No shooting into a combat. Splitting fire is Ok if not all models can hit the initial target. Artillery hits go against crew models. Dense targets: Squares, lines enfiladed at 22.5° or less, and units 2+ ranks deep are dense targets.

Danger Zones: Ballshot has a danger zone 1" to either side of the battery's frontage. Canister has a 2" danger zone to either side of the battery's frontage. Friends in the zone must be rolled against first. Misses may then roll against the main target.

Combat

Making an attack: To attack with a unit, move as much of its front into contact with the target as possible. If several units attack a single target, space them as evenly as possible. Units in combat remain stationary. Artillery and squares may not initiate attacks. When a unit makes an attack, it also counts as attacking additional enemy units within 2" straight forward from its frontage lines. It does not count as attacking enemy units that are half or more blocked by other units or impassable terrain, or units that move within 2" during subsequent rounds of combat.

Combat procedure: Add up combat points (CP) vs. the enemy. The CP difference determines the chance to hit for higher vs. lower. To hit, roll 1D6 per 4 infantry or gunners in the unit's front rank regardless of actual models in contact. Round up a remainder of 3 infantry or gunners. When cavalry strikes at infantry or crew, roll 1D6 per 2 models. When cavalry strikes at cavalry, roll 1D6 per 3 models, rounding up a 2-model remainder. In combat squares count the face in contact plus the adjacent faces. Units under flank/rear attack still use their normal eligible front-rank models. If fighting several targets, divide the striking models as evenly as possible between all targets; assign remainders as the unit's player wishes.

Base combat points: HC = 5, MC = 4, LC = 3. infantry = 3, inf. with no bayonets = 1, crew/skirmishers = 0.

Disorder in Combat: A unit becomes disordered if it suffers any hits in combat.

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Charge speed: Charge speed is 1.5X normal speed for the unit's formation. To use charge speed the target must be visible and the charger must be steady. The only maneuver (incl. pass-through) allowed is a wheel of up to 45° at the start of the move.

Defensive fire: Steady passive infantry in line gets this bonus on the 1st round of a combat unless rifles or under flank/rear attack.

Flank/rear attack: The attacker must begin the turn at least partly behind the target's front. If an attack begins as flank/rear it continues as such for subsequent combat rounds.

Cavalry reinforcing a combat: Since cavalry can strike in two ranks, you may attack with a second cavalry unit behind the first, if the first is in one rank. Treat this as a normal attack by two units. Only two total ranks may attack.

Terrain

Woods: Units within or attacking into woods become disordered. Skirmishers move normally in woods. Other troops move at half speed. Woods are impassable to cavalry and artillery except along roads. Woods give soft cover vs. shooting but no cover in combat. Units within 2" of the edge of a wood may see out of or into it. They are visible at 6" range, but at any distance if they fire. Each 1" of woods = 2" for small arms fire, 4" for canister fire, and 6" for ballshot fire. Visibility inside a woods is 6".

Hill contours: Each contour = 50 feet of elevation. Gentle hill slopes have no effect on movement. Steep slopes cut movement by half (skirmishers move normally) and disorder cavalry. Attacking up a steep slope counts as vs. obstacle on the first round.

Hill Contours: Each contour = 50 feet of elevation. Gentle hill slopes have no effect on movement. Steep slopes cut movement by half (skirmishers move normally) and disorder cavalry. Attacking up a steep slope counts as vs. obstacle on the first round. Crestlines block line of sight unless the sighting unit is on a higher level or touching a crestline on the same level.

Roads: A column of route (4 infantry or 2 cavalry models wide) or limbered gun on a road for its whole move may move at 1.5X speed if it does not charge.

Obstacles: These are low walls, fences, streams, hedgerows, etc. Their effects vary greatly, so define them carefully. They usually cost 2" to cross. Many will give soft cover vs. shooting (usually no cover vs. ballshot). Some may merely give a morale advantage in fire tests. Streams usually cost 2X width to cross and are disordering terrain. Units may only cross rivers at bridges or fords. Units cross bridges in one-stand-wide columns, and become disordered.

Town blocks: Blocks usually hold 24 models and are 1-2 contours high. It costs nothing to enter a block but half a move to emerge. Units in or attacking blocks become disordered. A typical block is soft cover vs. field or heavy ballshot and hard cover for all other purposes. Troops inside may fire out with one model per 1" of block frontage. In combat the entire garrison fights, dividing its models among all attacking units. The attacker may attack each side of the block with models = max. garrison size, striking any number of ranks deep. Units retreat out of town blocks in column. You may split units among adjacent blocks but you must treat them as one unit for morale purposes. The attacker may occupy the block if all defenders are forced out. Cavalry may not attack town blocks. Units in blocks may always retreat unless completely surrounded. Garrisons are visible at 6" range, or at any range if they fire.

Morale

States of Morale: A unit is either in Ok morale or shaken morale. Ok units act normally. Shaken units may not advance, initiate attacks, change formation/facing, or fire. They may reform from disorder however.

Steady units: A unit is steady if it is in close order and not disordered and not shaken.

Fire Test: If a unit suffers any shooting hits it must take a fire test. If it fails it suffers 2 rout hits. If already shaken it suffers 3 rout hits. It must then make a retreat move, shaken. There is a penalty if the unit did a formation/facing change on its most-recent move. Grade B units ignore this penalty if they did the maneuver during the first half of their move.

Losing a Combat: If a unit suffers more hits in a round of combat than it inflicts, it has lost. If in Ok status it suffers 4 rout hits. If already shaken or under flank/rear attack it suffers 6 rout hits. It must make a retreat move, shaken. Infantry losing to cavalry suffers 1 further rout hit for every 3 cavalry models that struck at it (ignore this if using the optional pursuit rule).

Retreat moves: You must move a retreating unit at least 6" and up to 36" away from the cause of the morale failure within a 22.5° arc to either side. Gunners abandon their guns when they retreat. Squares and units in town blocks form column when they retreat. The unit may not compress frontage during the move. A retreating unit

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may pass through friends at no cost and without disordering them. We assume that the unit is not trying to keep formation and so can pass through minor gaps as it moves. Units under attack from opposite sides (bookended) cannot retreat and are eliminated. A unit may not end a retreat move closer to the enemy than it began, nor contact the enemy during the move. Units unable to make their retreat move are eliminated. Units retreating off-table cannot return. Units may remain facing the enemy or do a free about-face when they retreat.

Optional Rules

Limited control: If a unit starts a turn with no general in 12" you must roll a 4-6 to move the unit. Measure the distance from the general's head to the head of the nearest model in the unit, by any path that does not go through impassable terrain or within 2" of an enemy unit unless a friendly unit is closer to the path you are tracing at that point.

Voluntary retreat: A unit not in combat may make a voluntary retreat, suffering 2 rout hits and becoming shaken. Light infantry and light cavalry suffer no rout hits but still become shaken when they make voluntary retreats.

Caught with Pants your Down: Vs. shooting hits: If a unit changed formation/facing on its most-recent move, and is hit by fire from 12" or less range, it has a -2 penalty on its fire test.

Vs combat attacks: If a unit did a formation/facing change on its most-recent move and is attacked from 12" or less distance, roll a die: On 1-3 the unit is caught maneuvering and becomes shaken.

Grade A-B troops are not caught for either reason if they did the maneuver during the first half of their move. Wheeling does not count as a facing change for this purpose.

More restrictive retreat moves: If you find the rules for retreat moves too generous, you can tighten them up as follows: A retreating unit becomes disordered. It also disorders any friends it passes through, unless it has a two-inch gap overlapping its frontage and next to the friend through which it can pass.

Pursuit: A unit must test to make a pursuit move if it wins a combat, is in Ok morale and is not still engaged with other units. Test using the chart on page 1. If it fails it must follow the enemy, and becomes disordered. If it stays in contact with its target it will fight again next turn. The enemy must face away, so the next combat will be a flank/rear attack against shaken troops.

When under pursuit the target unit does not do a normal retreat move. Instead it must retreat 6"+2D6" if foot, and 6"+3D6" if cavalry. The pursuers then follow for 6"+2D6" if foot and 6"+3D6" if cavalry. If the target passes through a friend the pursuers contact this new unit instead. Fresh enemy units contacted may not shoot and must roll a 4-6 to get their defensive fire combat points.

A pursuer halts at the edge of impassable terrain. If it leaves the game table test for it to return after two active turns using the resist pursuit table on page 1. If it passes it returns in good order, in any desired formation. Gunners and shaken units never pursue. Infantry never pursues cavalry.

Galloper guns: These are light guns that may move at 16" rate when limbered. They have military limbers so they may limber again once they unlimber. It costs a galloper ½ move to limber or unlimber.

Howitzers: A howitzer has a 12" canister range with a base to hit of 2-6. It has a minimum shell range of 24" and a maximum range of 60". The base to hit with shell is a 5-6. Shell has a 2-inch danger zone around any point of the target unit. Any friends (but not enemies) in this zone are also targets. Shell has no penalty to hit enemy artillery, and treats most fieldworks and buildings as soft cover. Howitzers may fire shell freely over obstacles as long as the gunners have a line of sight to the target. Howitzers move like field guns.

Carry-through: Take a line from the firing unit's front center to the target's nearest point and continue it for the required distance. Extra units crossed (enemy or friendly) are also targets. Distances: Canister: 4". Light/field/heavy ballshot: 4"/8"/12". Small arms have no carry-through as it slows the game too much.

Two-rank cavalry: Historically all light cavalry formed in two ranks of troopers instead of three. The Prussians, out of desperation, also began forming their line cavalry in two ranks. They discovered that 2-rank units fought just as well as 3-rank. By the end of the era all nations were forming their cavalry in two ranks. A 2-rank unit moves and fights the same as a 3-rank, but is about 1/3 stronger in models than a 3-rank unit. So a typical squadron would be 9 or 10 models instead of 6. The Cost Chart reflects this.

National modifiers: Use these to give the troops of various countries individual flavor.

Austria: Austrians get 1 free Grenzer model per 4 regular infantry models they field. Grenzers are irregular light infantry, Grade C. Form them into bands of 12-16 models.

Britain: Steady musketry has +1 to hit. Cavalry is -1 to resist pursuit or return to the game table.

France: Infantry is +1 to pass fire tests if it advanced full speed toward the enemy on its last move.

Prussia: Steady musketry has +1 to hit. All cavalry uses 2-rank formation starting in 1750.

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Russia: Infantry is +1 to pass fire tests if it was stationary on its last move.

Spain: Cavalry is +1 to pass fire tests if it advanced at least 2" on its last move.

Cost Chart for Models

Infantry and Gunners		Cavalry		Artillery and Support	
Infantry, A/B/C/D:	8/6/4/3	Grade A/B/C/D:	20/15/10/8	Light gun:	90
Regular light infantry:	+4	HC/MC/LC:	+2/+0/-2	Field gun:	120
Rifles:	+2	Medium or light cavalry:	+0	Heavy gun:	150
Gunners, A/B/C/D:	16/12/8/6	2-rank HC or MC:	-2	Galloper Gun:	+30
				General:	100