

Der Alte Fritz Rules for 18th Century Warfare

Unit Type	Movement					Firing					Melee					Morale					
	March	Skirmish	Column	Line	Charge	Range	A	B	C	D	E	A	B	C	D	E	A	B	C	D	E
Grenadiers/Guards	14"		12"	10"	+2"	10"	9	7	6	5	3	9	7	6	5	3	9	8	7	5	3
Musketeers & Fusiliers	12"		10"	8"	+2"	8"	8	6	5	4	2	8	6	5	4	2	8	7	5	4	2
Garrison Troops	10"		8"	6"	+1"	8"	7	5	4	3	1	7	5	4	3	1	7	6	4	3	1
Jagers/Croats & Irregulars	20"	16"		6"	~	16"/12"	6	4	3	2	1	5	4	3	2	1	7	5	3	1	1
Irregular Light Cavalry (Cossacks)		24"			~	4"	3	2	1	~	~	7	5	4	3	2	7	5	3	1	1
Cuirassiers	18"		16"	14"	+4"	~	~	~	~	~	~	9	8	7	6	4	9	8	7	5	3
Dragoons	20"		18"	16"	+4"	~	~	~	~	~	~	8	7	6	5	3	9	7	5	3	2
Hussars	28"	24"	22"	20"	+6"	4"	3	3	2	1	~	7	6	5	4	2	8	6	4	2	1
Heavy Howitzer (? 10 lbs.)	8"			1"		10"/48"	8/4'	7/3'	6/2'	5/2'	4/2'	6	3	2	1	1	9	7	5	3	1
Medium Howitzer (6-9 lbs.)	10"			2"		8"/36"	8/4'	7/3'	6/2'	5/2'	4/2'	6	3	2	1	1	9	7	5	3	1
Light Howitzer (3-4 lbs.)	12"			3"		6"/24"	8/4'	7/3'	6/2'	5/2'	4/2'	6	3	2	1	1	9	7	5	3	1
Heavy Artillery (over 9 lbs.)	8"			1"		10"/48"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	1	9	7	5	3	1
Medium Artillery (6-8 lbs.)	10"			2"		8"/36"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	1	9	7	5	3	1
Light Artillery (3-4 lbs.)	12"			3"		6"/24"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	1	9	7	5	3	1
Horse Artillery	16"			3"		6"/16"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	1	9	7	5	3	1

Turn Sequence
1. Initiative Die Roll
2. Rally Side A, then Side B
3. Movement Side A, then Side B
4. Firing Side B, then Side A
5. Melee Side A, then Side B
6. Leader & Reserve Moves Side B, then Side A

Initiative Die Roll
Each army commander rolls 1 D10 to determine which side moves or fires first. High roll wins choice of move first or fire first.
Exceptional army commanders such as Frederick the Great, Marshall Saxe, or Prince Ferdinand, etc. may add +1 to die roll.

Shaken Status Effects:
Fire on Chart D
Melee on Chart D
Move at half rate.
Can not counter-charge.
Can not move for 1 turn in order to restore normal morale state.
Attached leader may rally any shaken unit.

Movement
Artillery: may move, unlimber/limber full or by halves in movement phase. (i.e. move half/unlimber; limber/move half)
Formations: March Column: 1 stand wide Attack Column: 2 stands wide Line: 3+ stands wide Skirmish: separate stands by 2"-4".
Direction: Units in column/ line move at 1/2 rate backwards, sideways. Prussians move obliquely at full rate less 2".
Terrain: Rough: half movement rate Very Rough: quarter movement rate Linear obstacle: half movement rate
Formation Notes: Skirmishers and artillery crew are considered "unformed". Routing units are "unformed". Secure flanks = another unit within 3" of each flank, or flanks resting on natural barrier (town, woods, walls). Change formation/facing at half effect, but may not do both on same turn.
Rout Movement: Cavalry: 24" Infantry: 12" Artillery: 10"

Artillery Functions & Firing: artillery may do 2 functions per turn and still fire as long as the cannon is unlimbered when it fires (limber, move, unlimber, prolong).
Chart Differences: start at Chart C and then move up/down by net difference. (i.e. Chart A is 2 levels up from Chart C and Chart D is down one level, so net difference is +1 level).

Firing Procedure
Infantry: Roll 1 D10 per 4 figures firing from 2 ranks deep. 45 degree arc of fire from each front corner of base.
Artillery (short range): Roll 2 D10 for each gunner (1st number shown in above table) Use 45 degree arc of fire from front corner
Artillery (long range): Roll 1 D10 for each gunner (2nd number shown in above table) Use 45 degree arc from each front corner
Chart A Square, flank/rear shots
Chart B Column, Limbered Artillery targets
Chart C Line formation targets
Chart D Skirmishers, unlimbered arty., Shaken units
Chart E Infantry/artillery in hard cover (entrenchments)
No Split Fire Allowed
Note: units taking hits from first fire phase must check morale before returning fire.

Melee (1round only)
Procedure: Roll 1 D10 for every 4 figures in melee (2 ranks deep)
Chart A Major Advantage: square vs cavalry, cavalry vs unformed infantry; any flank or rear attack, any formed vs unformed, infantry in cover vs cavalry.
Chart B Minor Advantage: infantry uphill or behind cover vs infantry; cavalry vs cavalry caught at the halt. Cavalry vs infantry w/o secure flanks, vs. Shaken.
Chart C Equal
Chart D Minor Disadvantage: infantry downhill of or vs infantry behind cover, infantry w/o secure flanks vs cavalry, cavalry at the halt vs charging cavalry, Shaken.
Chart E Major Disadvantage: cavalry vs square, any unformed vs formed, cavalry vs infantry in cover, any flank/rear attack. Rout status Units that go shaken in melee retire a full column move to rear facing enemy.
Cavalry Countercharge: target of the charge must pass morale test in order to countercharge. Otherwise is "at halt".

Morale
Procedure: Roll 2 D10 if in open Roll 3 D10 if in cover Roll 4 D10 if flanks secure Roll 4 D10 if in cover & secure Add 1 D10 if leader attached (only 1 leader bonus/unit) Roll 2 D10 to rally
Chart A suffered 1-4 cumulative hits
Chart B 5-8 cumulative hits
Chart C 9-10 cumulative hits or attempting to rally
Chart D 11-12 cumulative hits
Chart E 13+ cumulative hits or in melee vs unit on A Chart
Fail on 1 Die: shaken
Fail on 2 Dice: rout
When rolling more than 2 dice, always use 2 lowest rolls.
Removal of units when: * fail to rally from rout (1 attempt) * shaken units that rout * unit is reduced to 1 infantry or 2 cavalry stands.

Cavalry Countercharge: target of the charge must pass morale test in order to countercharge. Otherwise is "at halt". Cavalry melees last 1 round. If no winner, both sides retreat 24".

Melee Procedure - all melees last one round only

- 1) Charger must test morale to see if it will charge.
- 2) Defender will test morale if the Charger passes its morale test.
- 3) If Defender fails morale test (Shaken or Rout) it immediately moves backwards or routs.
- 4) If both sides pass morale, then a melee occurs.
- 5) if both sides pass their morale test post-melee, then the Charger must retire a full move in Shaken status.
- 6) Cavalry melee winner (only) must take a Cavalry Pursuit test at the conclusion of the cavalry melee.
- 7) both sides move to Shaken status post-melee unless the Charger rallies on the spot.

Reserve Moves: if at the end of a game turn, any units are outside of 30 inches from an enemy unit, that unit may move again during the Reserve Move phase. Such units may not advance into contact with enemy units while making a Reserve Move.

Post Melee Cavalry Pursuit – the winner of the melee will roll one D10 die after the conclusion of melee per the results in the table below:

D10 Die Roll	Result	Morale Status	Post Melee Move
1	Pursue opponent immediately!	Shaken	14-20" +24"
2 to 3	Return to own lines with back to enemy	Shaken	14-20" +24"
4 to 5	Hold position	Shaken	None
6	Rally on the spot	Good	None

NOTE: incremental movement of up to 24-inches is provided to the melee winner on a D10 die roll of 1, 2 or 3.

Officer or Leader Casualties (Roll one D10)

D10 Roll	Officers' Fate
1-2	Close call! Grazing wound - no effect.
3-4	Missed!
5-6	Light wound - move at half speed remainder of game
7-8	Severe wound - no movement for two turns
9	Taps! - Officer killed. Next man up.
10	Officer killed by round shot. If it is army commander, all units within 12" of the officer take a morale check.

This test is applied only when a mounted officer figure is attached to the unit.

Infantry do not pursue post-melee