### Der Alte Fritz Rules for 18th Century Warfare

**By James Purky**

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<td>1. Initiative Die Roll</td>
<td>Artillery: may move, unlimber/limber full or by halves in movement phase. (i.e. move half/unlimber; limber/move half)</td>
<td>Infantry: Roll 1 D10 per 4 figures firing from 2 ranks deep. 45 degree arc of fire from each front corner of base.</td>
<td>Procedure: Roll 1 D10 for every 4 figures in melee (2 ranks deep)</td>
<td>Grenadiers/Guards: 14&quot;</td>
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| 2. Rally | 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 
Major Advantage: square vs cavalry, cavalry vs unformed infantry; any flank or rear attack, any formed or unformed infantry in cover vs cavalry. | Fusiliers/Garrison Troops: 12" | 8" | 7 | 4 | 3 | 2 | 1 | 0 |
| 3. Movement | Formations: March Column: 1 stand wide. | Chart B 
Column, Limbered Artillery targets | 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. | Light Horse Artillery: 12" | 6" | 3 | 2 | 1 | 0 |
| Side A, then Side B | March Column: 1 stand wide. | Chart C 
Square, flank/rear shots | Chart C 
Equal | Dragoons: 20" | 18" | 4 | 3 | 2 | 1 | 0 |
| 4. Firing | Attack Column: 2 stands wide | Chart D 
Line formation targets | Chart D 
Skirmishers, unlimbered arty., Shaken units | Hussars: 28" | 24" | 22" | 20" | +6" | 4 | 3 | 2 | 1 | 0 |
| Side B, then Side A | Line: 3+ stands wide | Chart E 
Infantry/artillery in hard cover (entrancements) | Chart E 
Major Disadvantage: cavalry vs square, any unformed vs formed, cavalry vs infantry in cover, any flank/rear attack. | Hussars (10 lbs.): 8" | 4" | 9 | 7 | 6 | 5 | 3 | 1 |
| 5. Melee | Skirmish: separate stands by 2"-4". | No Split Fire Allowed | Rout status | Heavy Howitzer (10 lbs.): 8" | 4" | 3 | 2 | 1 | 0 |
| Side A, then Side B | Units in column/line move at 1/2 rate backwards, sideways. Prussians move obliquely at full rate less 2". | Note: units taking hits from first fire phase must check morale before returning fire. | Units that go shaken in melee retire a full column move to rear facing enemy. | Light Howitzer: 10" | 6" | 3 | 2 | 1 | 0 |
| 6. Leader & Reserve Moves | Direction: | 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). | Artillery: unlimbered units that rout. | Horse Artillery: 16" | 6" | 3 | 2 | 1 | 0 |
| Side B, then Side A | [Turn Sequence Table] | Firing Protocols: units receiving casualties must check morale before returning fire. | Cavalry Countercharge: target of the charge must pass morale test in order to countercharge. Otherwise is 1" halt. Cavalry melees last 2 rounds. If no winner, both sides retreat 24". | | | | | |
**Melee & Morale Notes**
Units receiving fire must check morale before returning fire. Infantry & artillery may fire at charging cavalry prior to melee.

**Artillery Notes:**
Artillery may not deploy in towns
Artillery must always be within 8" of a formed infantry unit. Otherwise it will limber up and retire towards the nearest formed infantry unit.

**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.

Remove units that fail to rally from rout (1 attempt only).
Remove units that are reduced to 1 infantry or 2 cavalry stands
Shaken units that fail to rally rout.