

# 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"	10"	+2"	8"	9	6	5	4	3	9	7	6	5	3	9	8	7	5	3
Musketeers	12"		10"	8"	+2"	8"	8	5	4	3	2	9	6	5	4	2	9	7	5	4	2
Fusiliers/Garrison Troops	10"		8"	6"	1"	8"	7	4	3	2	1	8	5	4	3	1	8	6	4	3	1
Jagers/Croats & Irregulars	20"	16"		6"	~	12"/10"	5	3	2	1	1	7	4	3	2	1	7	5	3	1	1
Irregular Light Cavalry (Cossacks)		24"			~	4"	3	2	1	~	~	7	4	3	2	1	7	5	3	1	1
Cuirassiers	18"		16"	14"	+4"	4"	4	3	2	1	~	9	8	7	6	4	9	8	7	5	3
Dragoons	20"		18"	16"	+4"	4"	4	3	2	1	~	9	7	6	5	3	9	7	5	3	1
Hussars	28"	24"	22"	20"	+6"	4"	4	3	2	1	~	9	6	5	4	2	8	6	4	2	1
Heavy Howitzer (? 10 lbs.)	8"			1"		10"/48"	8/4'	7/3'	6/4'	5/3'	4/2'	6	3	2	1	1	9	7	5	3	1
Medium Howitzer (6-9 lbs.)	10"			2"		8"/30"	8/4'	7/3'	6/4'	5/3'	4/2'	6	3	2	1	1	9	7	5	3	1
Light Howitzer (3-4 lbs.)	12"			3"		6"/18"	8/4'	7/3'	6/4'	5/3'	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"/30"	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"/18"	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
<b>1. Initiative Die Roll</b>
<b>2. Rally</b> Side A, then Side B
<b>3. Movement</b> Side A, then Side B
<b>4. Firing</b> Side B, then Side A
<b>5. Melee</b> Side A, then Side B
<b>6. Leader &amp; Reserve Moves</b> 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
<b>Artillery:</b> may move, unlimber/limber full or by halves in movement phase. (i.e. move half/unlimber; limber/move half)
<b>Formations:</b> March Column: 1 stand wide Attack Column: 2 stands wide Line: 3+ stands wide Skirmish: separate stands by 2"-4".
<b>Direction:</b> Units in column/ line move at 1/2 rate backwards, sideways. Prussians move obliquely at full rate less 2".
<b>Terrain:</b> Rough: half movement rate Very Rough: quarter movement rate Linear obstacle: half movement rate
<b>Formation Notes:</b> 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.
<b>Rout Movement:</b> Cavalry: 24" Infantry: 12" Artillery: 10"

<b>Artillery Functions &amp; Firing:</b> artillery may do 2 functions per turn and still fire as long as the cannon is unlimbered when it fires (limber, move, unlimber, prolong).
<b>Firing Protocols:</b> units receiving casualties must check morale before returning fire.

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

Melee
<b>Procedure:</b> Roll 1 D10 for every 4 figures in melee (2 ranks deep)
<b>Chart A</b> Major Advantage: square vs cavalry, cavalry vs unformed infantry; any flank or rear attack, any formed vs unformed, infantry in cover vs cavalry.
<b>Chart B</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.
<b>Chart C</b> Equal
<b>Chart D</b> 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.
<b>Chart E</b> 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.
<b>Cavalry Countercharge:</b> target of the charge must pass morale test in order to countercharge. Otherwise is "at halt". Cavalry melees last 2 rounds. If no winner, both sides retreat 24".

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

**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.