Frontier/Musket Wargames Rules
For use with a chessboard battlefield
By Bob Cordery
Based on Joseph Morschauser's original ideas

Equipment:

- The following equipment is needed to fight battles with these rules:
  - A standard chessboard;
  - Items of terrain;
  - Two armies, mounted on bases that are smaller than the size of each grid square of the chessboard. The armies may not contain more than twelve Units, one of which <u>must</u> be a Command Unit;
  - A set of at least eight activation dice (*See Appendix 1*);
 - Two D6 dice (one for each player).

Terrain:

- Each item of terrain – such as trees, buildings, or hills – must fit within the bounds of a grid square on the chessboard and should, if the terrain is passable to troops, allow a Unit base to be placed in the grid square.
- The placement of a piece of terrain in a grid square indicates that entire grid square is filled by that type of terrain (e.g. a tree in a grid square indicates that the entire grid square is wooded; a building in a grid square indicates that the entire grid square is a built-up area).
- Where pieces of terrain are large than an individual grid square (e.g. a hill) they must be sized in multiples of grid squares (e.g. two grid squares, three grid squares, or six grid squares) and be marked in squares in the same way as the chessboard.

Activation Dice:

- The number of activation dice a player may throw each turn to activate Units in their army is determined using the following formulae:
  - For European armies: One activation dice for the Command Unit plus one activation dice for every three other Units in the army <u>rounded up</u> (e.g. A player commanding a European army of eight Units will throw four activation dice; one for the Command Unit and three for the remaining Units).
  - For Native armies: One activation dice for the Command Unit plus one activation dice for every three other Units in the army <u>rounded down</u> (e.g. A player commanding a Native army of eight Units will throw three activation dice; one for the Command Unit and two for the remaining Units).
  - As a player's army loses Units, the number of activation dice the player may throw will decrease in line with these formulae (e.g. If a player commanding a European army loses their Command Unit, they immediately lose an activation dice; they will also lose an activation dice every time the number of non-Command Units in their army is reduced to a number that is evenly divisible by three).

Pre-battle Deployment:

- For 'one off' battles, each side must deploy its army within its deployment zone. These are the middle six grid squares on the opposing sides of the chessboard.
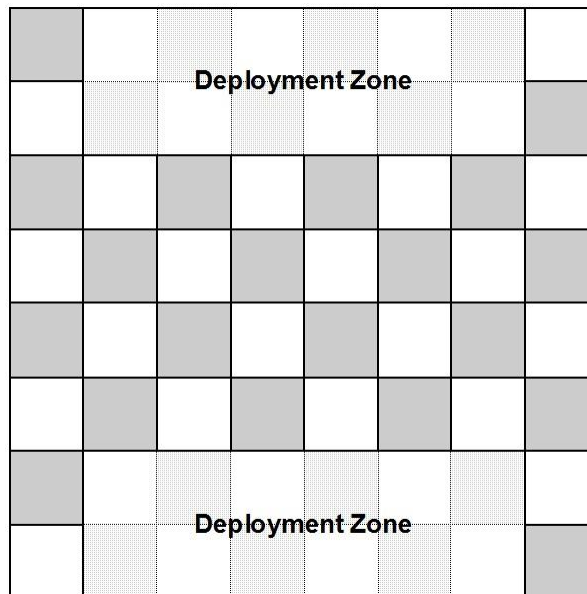
- For campaign battles, each side may deploy its army within its half of the chessboard, subject the rule that no Unit may start the battle in a square that is orthogonally <u>or</u> diagonally adjacent to one occupied by an enemy Unit.

Unit Types:

Unit Type	Movement	Close Combat Power	Weapon Range
Infantry (Firearms)	1 grid square	5	2 grid squares
Infantry (Close Combat Weapons)	1 grid square	4	-
Cavalry	2 grid squares	5	-
Machine Guns	1 grid square	6	3 grid squares
Light Field Artillery	1 grid square	1	4 grid squares
Field Artillery	1 grid square	1	6 grid squares
Fortress/Siege Artillery	-	1	10 grid squares
Command	2 grid squares	5	-

Notes:

- No Unit's Close Combat Power may drop below 1 <u>regardless of other rules</u>.
- Infantry and Cavalry Units <u>may</u> move forward to replace an enemy Unit after it has been successfully attacked and destroyed by Close Combat; other Units <u>may not</u> move forward in these circumstances.
- Dismounted Cavalry Units move and fight as if they are Infantry Units <u>but</u> their Close Combat Power is reduced by 1 whilst they are dismounted.

Turn Sequence:

- Both sides fire their artillery.
- <u>Any</u> Artillery Unit that is within range may fire, and casualties are removed <u>after</u> all artillery fire has taken place; artillery fire is therefore simultaneous.
- Both sides roll a D6 die to see which side will move first. The side with the highest score moves first.
- The first side throws its activation dice to determine how many of each type of Unit it may move this turn.
- The first side then moves all the Units they may move.
- The first side then fires <u>any</u> with Infantry, Dismounted Cavalry, or Machine Gun Units that are in range of enemy Units, even if the firing Units have not been activated this turn. Casualties are removed when they are inflicted.

- The first side then conducts any Close Combats. Casualties are removed when they are inflicted.
- The second side throws its activation dice to determine how many of each type of Unit it may move this turn.
- The second side then moves all the Units they may move.
- The second side then fires with <u>any</u> Infantry, Dismounted Cavalry, or Machine Gun Units that are in range of enemy Units, even if the firing Units have not been activated this turn. Casualties are removed when they are inflicted.
- The second side then conducts any Close Combats. Casualties are removed when they are inflicted.
- Once both sides have moved, fired, and conducted any Close Combats, the turn has ended and the next may begin.

Artillery Fire:
- Artillery may not move before it fires.
- Artillery fire is simultaneous; therefore if an Artillery Unit is destroyed it may still fire that turn before it is removed.
- All artillery fire ranges are measured orthogonally (i.e. through the sides of grid squares and not through the corners of a grid squares).
- Artillery Units fire within an arc of fire that is 90 degrees forward of the direction in which they are facing (i.e. in an arc sweeping from one 45 degree diagonal line of grid squares to the other. *See Appendix 2*).
- Artillery Units may only fire once each turn.
- If an entire Unit can be seen from an Artillery Unit that is firing at it, the artillery fire is direct fire; if an entire Unit cannot be seen <u>or</u> it is in cover (e.g. town, woods, and trenches), the artillery fire is indirect fire.
- After nominating the target grid square the Artillery Unit is firing at, a D6 die is thrown:

Die score = 5 or 6:   Artillery fire lands on the target grid square.

Die score = 1:   Artillery fire lands in the grid square to the left of the target grid square (i.e. at 9 o'clock relative to the target grid square).

Die score = 2:   Artillery fire lands in the grid square beyond the target grid square (i.e. at 12 o'clock relative to the target grid square).

Die score = 3:   Artillery fire lands in the grid square to the right of the target grid square (i.e. at 3 o'clock relative to the target grid square).

Die score = 4:   Artillery fire lands in the grid square before the target grid square (i.e. at 6 o'clock relative to the target grid square).

If there is a Unit in the grid square that the artillery fire lands in, that Unit is hit.

	2	
1	5/6	3
	4	

- A D6 die is then rolled to determine the effectiveness of the artillery fire upon any Unit that is in the grid square in which the artillery fire has landed.

Artillery fire is:		**Result:**
• Direct artillery fire:	5 or 6	Destroys a Command Unit.
	4, 5, or 6:	Destroys any other Unit.
• Indirect artillery fire:	6:	Destroys a Command Unit.
	5 or 6:	Destroys any other Unit.

Movement:

- A Unit may only move once each turn <u>but</u> Native Infantry and Cavalry Units <u>may</u> make a double-length move <u>if</u> the player commanding them decides to use two of their Unit activations to do so. For example, a player commanding a Native army throws their activation dice and can move four Native Infantry Units. They may therefore:
  - Move four Native Infantry Units one grid square each <u>or</u>
  - Move one Native Infantry Unit a double-length move (i.e. two grid squares) and two Native Infantry Units one grid square each <u>or</u>
  - Move two Native Infantry Units a double-length move each (i.e. two grid squares)
- All movement is made and measured orthogonally (i.e. through the sides of grid squares and not through the corners of a grid squares)
- A Unit may change its direction of movement any number of times during its move.
- A Unit may move through grid squares occupied by friendly Units but may not end its move in the same grid square as another Unit.
- A Unit may move through grid squares that are orthogonally adjacent to the flank or rear of enemy Unit providing that the front of its own Unit does not face the enemy Unit during the move past the enemy Unit.
- A Unit may not move through grid squares that are orthogonally adjacent to the front of an enemy Unit. It must stop as soon as it enters a grid square that is orthogonally adjacent to the front of an enemy Unit, face the enemy Unit, and end its movement for that turn. If it moves into a grid square that is orthogonally adjacent to the front of several enemy Units, it may choose which of the enemy Units it will face; it then does battle with that enemy Unit using the 'number of Units against one' rule listed below.
- A Unit that is facing or being faced by an enemy Unit that is in an orthogonally adjacent grid square at start of its move <u>may</u> break contact with that enemy Unit and move away providing that it does not come into contact with any other enemy Unit this turn as it breaks contact or <u>after</u> it has broken contact.

Infantry, Dismounted Cavalry, and Machine Gun Fire:

- All Infantry, Dismounted Cavalry, and Machine Gun fire ranges are measured orthogonally (i.e. through the sides of grid squares and not through the corners of a grid squares. *See Appendix 2*).
- Infantry, Dismounted Cavalry, and Machine Gun Units fire within an arc of fire that is 90 degrees forward of the direction in which they are facing (i.e. in an arc sweeping from one 45 degree diagonal line of grid squares to the other).
- Infantry, Dismounted Cavalry, and Machine Gun Units may fire once each turn.
- A D6 die is rolled for each Infantry, Dismounted Cavalry, and Machine Gun Unit that is firing.

Target is:	**Infantry and Dismounted Cavalry:**	**Machine Gun:**	**Result:**
• In the open:	5 or 6	5 or 6	Destroys a Command Unit.
	4, 5, or 6:	3, 4, 5, or 6:	Destroys any other Unit.
• Behind cover:	6:	6:	Destroys a Command Unit.
	5 or 6:	4, 5 or 6:	Destroys any other Unit.

- Fire is in direct line-of-sight, and Infantry, Dismounted Cavalry, and Machine Gun Units may not fire over other Units in front of them.
- Infantry, Dismounted Cavalry, and Machine Gun Units may not fire before they have moved. If they fire before they have moved, they may not move this turn. An Infantry, Dismounted Cavalry, and Machine Gun Unit may not be moved part of its move, fire, and then be moved the rest of the move.

Close Combat:

- Close Combats are fought when a Unit ends it move facing an enemy Unit that is in an orthogonally adjacent grid square.
- Units may only attack or defend once each turn.
- When a Unit moves into contact with the flank or rear of an enemy Unit (i.e. into grid squares that are orthogonally adjacent to the flank or rear of enemy Unit), the enemy Unit is turned to face to the attacker <u>at once</u>. If several Units move into contact an enemy Unit, the enemy Unit is turned to face the last Unit that moved into contact with it. If the attacking Unit loses the ensuing Close Combat, it is the Unit that is destroyed and removed.

- When several Units attack a single enemy Unit, the defending Unit's Close Combat Power is reduced:
  - 2 attacking Units reduce the defending Unit's Close Combat Power by 1;
  - 3 attacking Units reduce the defending Unit's Close Combat Power by 2;
  - 4 attacking Units reduce the defending Unit's Close Combat Power by 3.

  This rule is subject to the proviso that no Unit's Close Combat Power may drop below 1.
- When several Units attack a single enemy Unit, the Close Combat Power used by the attackers is the Close Combat Power of the attacking Unit that the defending Unit is facing (see above).
- To determine the outcome of a Close Combat, each side throws a D6 die:

Result	Notes
• If the attacker's dice score is equal to or is less than its Close Combat Power, the defending Unit is destroyed and removed <u>at once</u>; If the attacker's dice score is greater than its Close Combat Power, the defending Unit survives the Close Combat.	*If the attacking Unit is an Infantry or Cavalry Unit it <u>may</u> move into the now empty grid square. If this results in the attacking Unit coming into contact with another enemy Unit, it <u>may not</u> attack the enemy Unit this turn.*
• If the defender's dice score is equal to or is less than its Close Combat Power, the attacking Unit is destroyed and removed <u>at once</u>; If the defender's dice score is greater than its Close Combat Power, the attacking Unit survives the Close Combat.	*The defending Unit <u>may not</u> move into the now empty grid square.*

- If one Unit is destroyed, the surviving Unit or Units have won the Close Combat.
- If neither Unit is destroyed, the Close Combat ends as a draw. The attacking Unit <u>must</u> withdraw into the nearest empty grid square that is not orthogonally adjacent to a grid square occupied by an enemy Unit.
- If both Units are destroyed, the Close Combat has resulted in mutual annihilation.

Special Rules:

1. <u>Hills</u>:
   a. Infantry, Cavalry, Machine Gun, and Field Artillery Units may only move up or down one hill contour each turn.
   b. A Unit that is attacking an enemy Unit that is one hill contour above it reduces its Close Combat Power by 1.
   c. A Unit that is attacking an enemy Unit that is two hill contours above it reduces its Close Combat Power by 2.
   d. A Unit that is defending against an enemy Unit that is one or two hill contours below it reduces its Close Combat Power by 1.
2. <u>Roads</u>:
   a. Each grid square of movement made along a road by a Unit uses up only half a grid square of movement.
   b. If a Unit moves along a road and then off the road during the same turn (or *vice versa*), any unused half-grid squares of movement are lost.
   c. For movement, towns and built-up areas count as roads.
3. <u>Rivers</u>:
   a. Rivers may only be crossed by bridge or at a shallow spot (ford).
   b. When crossing a shallow spot (ford) in a river, a Unit moves into the river on turn A and stops. It remains in the river for turn B, and it then moves again on turn C.
   c. Units that are in rivers may not fire.
   d. A Unit that is in a river grid square and is attacking an enemy Unit that is in an orthogonally adjacent grid square reduces its Close Combat Power by 1.
4. <u>Woods</u>:
   a. Mounted Cavalry Units attacking enemy Units that are in woods reduce their Close Combat Power by 1.
   b. Mounted Cavalry Units in woods that are defending themselves from attacks by enemy Units reduce their Close Combat Power by 1.

Appendix 1: Activation dice

- The activation dice are D6 dice with the faces marked as follows:
  - One face marked with '0';
  - Two faces marked with '1';
  - Two faces marked with '2';
  - One face marked with '3'.
- In the absence of a set of such dice, players could use ordinary D6 dice, each score being divided by two and <u>rounded down</u>:
  - 1 = 0;
  - 2 = 1;
  - 3 = 1;
  - 4 = 2;
  - 5 = 2;
  - 6 = 3.

  It is important to note that, when using ordinary D6 dice as activation dice, the <u>dice scores are not aggregated before being divided by two</u>; each die's score must be separately divided by two and then the resultant scores are aggregated to determine how many Units a player may activate.

Appendix 2: Arcs of Fire

- The following diagram shows the arc of fire of Infantry Firearms, Dismounted Cavalry Firearms, Machine Guns, Light Field Artillery, and Field Artillery.

			6			
		6	5	6		
	6	5	4	5	6	
6	5	4	3	4	5	6
	4	3	2	3	4	5
		2	1	2		
			Firing Unit			