

Fusilier

A Wargames System for the Flintlock Era

By

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1.0 INTRODUCTION

1.1 The Scope of the Rules

The Flintlock Era

Fusilier is a wargames system designed for the period 1700 to 1815. For convenience this will be referred to as “the Flintlock Era” although it is recognised that flintlocks were used before and after these dates. It was mainly during this period that the flintlock musket and its associated socket-bayonet was the standard arm of the line infantry.

The Scales Usable

The system is designed to be used with any scale of figures. There is no formal figure-scale, the unit sizes being dictated by the base sizes, which in turn are based on the frontages of the prototype units. An infantry battalion might be, for example, ten 25mm figures, twenty 15mm figures or fifty 5 mm figures. (See below)

The Ground Scale

The ground scale is 1 mm = 1 metre.

Size of Forces Involved

The system is expressly designed for use with large formation games and is unsuitable for actions involving less than brigade strengths. Note that throughout the rules the term “formation” is used to convey the sense of brigade groupings and higher, whereas the term “unit” is used of bodies of troops making up brigades.

The Time Scale

Each bound represents ten (10) minutes. This is in order to create a game of sweeping movement and incident rather than arbitrary stops and starts. The move can be, where necessary, broken down into minute sections for ease of playing.

Base Dimensions

These are obtained by calculating the frontage of the unit, allowing 1 mm per front-rank infantryman and 1.5 mm per front-rank cavalryman. Artillery frontages are calculated at the rate of 10 mm per gun, Infantry bases should be 15 mm deep, artillery and cavalry should be 30 mm, but these are not critical.

2.0 REQUIREMENTS

2.1 Figures

Any scale of figures may be used, from 25 mm down to 5 mm. Whilst there is no formal figure-scale, opponents should endeavour to work to the same number of figures per unit (subject, of course, to the relative sizes of the prototype units) if only for the look of the game. With this in mind there may be as many or as few figures in the unit as the players wish.

2.2 Equipment

Aside from a table and terrain features, the following equipment is required to play: -

A tape measure calibrated in millimetres.

A pair of D6.

A pair of D10.

3.0 STARTING THE GAME

3.1 Deployment of Troops

Initial deployment of troops on the table need only be the front line or those forces that could be reasonably expected to be visible to the enemy. Troops in woods or buildings, behind hills or out of direct line-of-sight need not be placed on the table until they either move or engage in combat. Generals who are assumed to be watching the battlefield should, however, be present on the playing surface even if their troops are not.

Where forces are in concealment a sketch-map should be drawn and their positions marked on it. This will avoid any argument at a future time, particularly when an ambush is to be gamed.

3.2 Order Writing

Once all troops that are visible are in place and maps have been drawn for those that are not, orders should be written for each independent formation. An independent formation is defined as a brigade or higher whose orders differ from all others on the table. It is not necessary to write orders for every brigade if most of them are to perform the same task.

Each independent formation should be given an objective or task, i.e. “attack the enemy’s right”, “seize Bergdorff Hill”, or “hold the line of the Goldbach”. Any formation for which the orders are meaningless or unperformable will be adjudged to have no orders and treated accordingly.

4.0 ORDER ACTIVATION

4.1 Establishment of the current time

The start time of the action should first be determined. Dice using 2 x D6 and read off from the table below.

2	=	Noon
3	=	11 am
4	=	10 am
5	=	6 am
6	=	7 am
7	=	8 am
8	=	9 am
9	=	1 pm
10	=	2 pm
11	=	3 pm
12	=	4 pm

4.2 Order Tables

Once the start time has been agreed, consult the Order Table (see Appendix). This gives the activation times down through the chain of command.

4.3 Calculation of Time-of-Advance

Read from the Order Table the times necessary to pass orders from the highest command level on the table to the constituent units of the formation being ordered (in most cases this will be from the commander-in-chief to battalion or squadron). Add together all the times for the steps and throw two D10, one plus one minus. Deduct the difference in the two scores from the total time obtained. The result is the time, in minutes, required to set that particular formation in motion.

4.4 Variation for Rash/Cautious Generals.

If it is wished to cater for rash or cautious generals this can be achieved quite simply. Rash generals deduct the score of one D10 from the activation times of their formations; cautious generals add the score to the time obtained.

4.5 General Remarks

Orders may only be issued by a general officer (i.e. brigadier and above) able to see and appreciate a given situation. No commander is able to appreciate a situation more than 1,500 metres away.

The times obtained from the Order Table are the times required to set each formation into motion from receipt of the order. There must also be added the time taken for the order to reach the formation, travelling on the tabletop at 100 mm per minute.

Once the activation time for a front-line unit has elapsed the formation **MUST** move regardless of whether or not its supports are ready. No individual unit may advance or retire (unless as a direct result of combat) until the activation time has elapsed. No unit may cease carrying out a given order until fresh orders have superseded it **AND BEEN ACTIVATED**.

4.6 Order of Play

1. Declare attacks
2. Move attacking troops to combat zone
3. Make all other movement
4. Fire artillery
5. Resolve combat (work from left to right)
6. Make all mandatory retreats and routs.
7. Check brigade morale if necessary.
8. Check divisional morale if necessary.
9. Make all formation retreats, routs etc.

5.0 UNIT RESPONSES

Units are strictly limited in the responses that they can make to enemy actions. If attacked, a unit:-

5.1 Without Orders, may:-

- Re-deploy on the spot, facing the attack(s), and adjust its battle line to face multiple attacks if desired.

- Take cover, provided that the cover in question is within half a move of any part of the unit. Cover is defined as buildings, walls, woods, fences or hedges that are considered to be at least one metre high.
- Reface on the spot.

5.2 Whilst obeying current orders, may:-

Take any of the actions listed above, but must resume compliance with their over-riding orders once the attack is beaten off or the threat is nullified.

6.0 MOVEMENT

6.1 Ground Scale

1 mm = 1 metre.

6.2 General Movement Distances

All movement distances are quoted in metres (and thus mm) per minute. Since the standard bound duration is ten minutes a full bound's movement can be obtained by adding a zero to the quoted distances. These are:-

Infantry in line	= 30 metres per minute.
Infantry in column	= 50 " " "
Skirmishers	= 60 " " "
Cavalry	= 80 " " "
Horse artillery	= 70 " " "
Field artillery	= 30 " " "
Siege artillery	= 20 " " "

Note that light artillery, those guns attached to the infantry battalions, move at the same rate as the infantry.

6.3 Variation for Obstacles

Crossing linear obstacles not over 1.5 m high	2 mins.
Crossing streams not more than knee deep	½ speed.
Crossing streams not more than waist deep	¼ speed
Infantry in open woods	½ speed
Cavalry/artillery in open woods	¼ speed
Infantry in built-up areas	½ speed
Cavalry/artillery in built-up areas	¼ speed

6.4 Evolution Durations

Infantry (all evolutions take the same time in reverse)

Changing from column to line	= 10 mins
Forming square from column of companies	= 5 mins
Forming square from line	= 10 mins
Reforming from skirmish order (full battalion)	= 10 mins

Cavalry

Mounting or dismounting	= 3 mins
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Artillery

Horse artillery limbering or unlimbering	=	2 mins
Field artillery “ “ “	=	3 mins
Siege artillery “ “ “	=	10 mins

Miscellaneous Actions

Troops moving through woods must throw to see if they get lost. Throw one D6. 5 or 6 signify that the unit is lost and must remain stationary. On the following bound throw again.

7.0 INTERPENETRATION

In view of the extended bound, interpenetration, the movement of troops through friendly troops, is not normally considered. However, interpenetration is not possible under the following conditions:-

- When active enemy, i.e. units that are not routing, retreating or reforming, are within combat distance of any of the units involved.
- When any of the units are formed cavalry.
- When one of the units involved is routing, retreating or reforming. Note that, whilst formed troops may not advance through routing, retreating or reforming friends, routing or retreating units will force their way back through formed friends who are within 100 mm behind them, carrying the friends with them.

8.0 ARTILLERY FIRE

8.1 Ranges

Calibre	Short	Effective	Long
18 prs	500	850	1200
12 prs	400	700	1000
8/9 prs	350	625	900
6 prs	300	550	800
4 prs	200	400	600
3 prs	150	325	500

8.2 Method

Measure the range from battery to target and decide into which bracket the range falls. Throw two one to six dice and cross-reference the score against the number of guns in the battery on the hit-chance table opposite. The result is the number of damage points to be deducted in future combat.

8.3 Counter Battery Fire

Artillery batteries firing on enemy guns use the table above. Each damage point scored silences one gun. When the target batteries are deployed the firing guns use the next range bracket out, i.e. at short range they use the effective range table and at effective range the long-range table. It follows from this, of course, that counter-battery fire is not possible at long range.

8.4 Fire on Skirmishers

Carried out in exactly the same way as counter-battery fire.

8.5 Fire on Buildings

Each building will be given a points value calculated by the formula: (width x length)/10 for stone buildings and (width x length)/20 for wooden buildings. All measurements are in centimetres. When the total is extinguished the building is no longer occupiable. Troops in buildings suffer losses of one point for every two lost by the building.

Long Range	No. of Guns													
	2	3	4	5	6	7	8	9	10	11	12	13	14	

Dice Roll	2	3	4	5	6	7	8	9	10	11	12	13	14
12	1	1	1	1	1	1	1	1	1	1	2	2	2
11	0	0	0	1	1	1	1	1	1	1	1	1	1
10	0	0	0	0	0	0	0	1	1	1	1	1	1
9	0	0	0	0	0	0	0	0	0	0	1	1	1
8	0	0	0	0	0	0	0	0	0	0	0	0	1
7	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	1	1	1
4	0	0	0	0	0	0	0	0	1	1	1	1	1
3	0	0	0	0	0	1	1	1	1	1	1	1	1
2	0	1	1	1	1	1	1	1	2	2	2	3	3

Effective Range	No. of Guns													
	2	3	4	5	6	7	8	9	10	11	12	13	14	

Dice Roll	2	3	4	5	6	7	8	9	10	11	12	13	14
12	2	2	2	2	2	2	2	2	3	3	3	3	3
11	1	1	1	2	2	2	2	2	2	2	2	2	2
10	1	1	1	1	1	1	1	2	2	2	2	2	2
9	0	0	0	1	1	1	1	1	1	1	2	2	2
8	0	0	0	0	0	1	1	1	1	1	1	1	2
7	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	1	1	1
4	0	1	1	1	1	1	1	1	2	2	2	2	2
3	1	1	1	1	2	2	2	2	2	2	2	2	2
2	1	2	2	2	2	2	2	2	3	3	3	4	4

Short Range	No. of Guns													
	2	3	4	5	6	7	8	9	10	11	12	13	14	

Dice Roll	2	3	4	5	6	7	8	9	10	11	12	13	14
12	3	3	3	3	3	3	3	3	3	3	4	4	4
11	2	2	2	3	3	3	3	3	3	3	3	3	3
10	2	2	2	2	2	2	2	3	3	3	3	3	3
9	1	1	1	2	2	2	2	2	2	2	3	3	3
8	1	1	1	1	1	2	2	2	2	2	2	2	2
7	1	1	1	1	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1	1	1	1	1
5	1	1	1	1	2	2	2	2	2	2	2	3	3
4	1	2	2	2	2	2	2	2	3	3	3	3	3
3	2	2	2	2	2	3	3	3	3	3	3	3	3
2	2	3	3	3	3	3	3	3	4	4	4	5	5

9.0 SKIRMISHERS

Skirmishers operate on a double frontage, i.e. a battalion line in skirmish order will be twice as long as a close-order line of similar strength. Skirmishers only operate in battalion strength.

Skirmishers firing at a close order target at up to combat range score one damage point if they throw 4, 5 or 6 with one D6. Otherwise they score nothing. Skirmishers opposed to other skirmishers use the standard combat system.

Skirmishers must always fall back before advancing formed troops. Stationary, formed infantry may reply to skirmish fire and require a 6 with a single D6 to inflict one damage point.

Where skirmishers are in action with formed troops who are in cover or buildings the skirmishers require a 5 or 6 with one die to inflict one damage point.

Rifle-armed skirmishers operate in the same way as their musket-armed colleagues except that their combat zone extends out to 400mm.

Skirmishers contacted by cavalry in the open will be ridden down and destroyed. Skirmishers attacked by cavalry in woods or broken ground will simply retire and may inflict damage as they go.

10.0 COMBAT

Brigade Quality Factor

Each brigade will be allocated a brigade quality factor (see Appendix for a description of how these are arrived at). Each unit in the brigade, or brigade-sized group, uses this factor for its combat calculation (and also for morale checks).

Under the system adopted for *Fusilier* ALL offensive action against the enemy is categorised as “combat”. That is to say, there are no separate mechanisms for musketry and hand-to-hand fighting. Combat takes place whenever two or more enemy units come within 200mm of each other (the “combat zone”). All combat is fought “unit-to-unit” – opposing units are paired off along the line as far as possible. Where one side has more units than the other some units will fight at odds. Where this happens the side fielding more than one unit will throw dice for each unit. The outnumbered unit must beat all its opponents to secure the victory.

10.1 Units Entitled to take part

All units within 200mm of an enemy unit and facing it may take part in a combat provided that no friendly unit interposes, even partially, between itself and the enemy. Any unit that can move to within 200mm may do so and take part. Artillery batteries caught between two battle lines in combat will abandon their guns and take shelter behind their friends.

10.2 Columns of Assault

Columns of Assault, that is formations of one or more infantry battalions operating on a company or double company frontage, may only be used by those armies that actually employed them in historical fact. This means, in effect, French Revolutionary

and Napoleonic armies and those of their client states, Austrians post 1807, and Prussians and Russians post 1810.

A Column of Assault obviously occupies less frontage than a line and may be composed of more than one battalion of infantry. This means that more than one battalion may be opposed to a single enemy battalion. In this case each unit throws a pair of dice against the single throw of the defending battalion. Any winning throw will be sufficient to break through the defending unit.

However, any battalion in Column of Assault that fails to break through its immediate opponent (i.e. where its modified dice roll is less than two greater than its opponent's and the combat would normally go to a second round) will, on the next move, attempt to deploy into line. If there is insufficient room for such a deployment the column will break and retire, taking any friends within 100 metres behind it with it. Any friendly troops on either side occupying the area in which the column would have deployed will be disordered.

10.3 Infantry Combat

When two infantry battle lines come within 200mm of each other a combat ensues. Pair off the units on each side as far as possible. Each unit in the pairing (or near pairing) then throws two D6. To the total obtained add the brigade quality factor and add or subtract from the list below. The unit with the higher cumulative total is the winner of that particular combat. Repeat for each pairing along the line.

Add:	Attacking downhill	+1
	Brigadier in personal command	+1
	Senior general in personal command	+2
	20% greater frontage than opponent(s)	+1
	40% greater frontage than opponent(s)	+2
Subtract:	Attacking uphill	-1
	Attacking over broken ground	-1
	Attacking barricades	-2
	Attacking buildings	-4
	Attacking fortifications	-6

10.4 Cavalry Combat

Cavalry v. Cavalry

When two bodies of cavalry come within 200mm of each other they are compelled to advance to contact, unless one is still reforming, in which case it will remain stationary. The individual squadrons are paired off as in infantry combat, and two six-sided dice are thrown for each squadron. The brigade quality factor is added and the total is modified by adding or subtracting from the list below.

Cavalry v Infantry

Cavalry who come within 200mm of infantry must attempt to close to contact. If they contact the infantry in flank or rear the infantry will rout off the table. If they attack frontally the combat

is essentially the same as cavalry v. cavalry, except that each squadron is allowed a throw against the infantry (and it is possible to get two, three or more squadrons in on the frontage of an infantry battalion). Each suffers the -4 deduction and the infantry get the additions for having the greater frontage. The battalion, however, only gets one throw. Add or subtract from the list below.

Add:	Attacking downhill	+1
	Brigadier in personal command	+1
	Senior general in personal command	+2
	20% greater frontage than opponent(s)	+1
	40% greater frontage than opponent(s)	+2
	Unit is heavy cavalry	+1

Subtract:	Attacking uphill	-1
	Attacking over broken ground	-2
	Attacking infantry frontally	-4
	Reforming	-6
	Ridden through last bound	-1
	Each combat won	-1
	Unit is light cavalry	-1

Any damage points suffered from artillery, skirmishers or previous combat

For each defeat subtract the difference between the winners' and losers' scores (minimum -2 maximum) -5

10.5 Results of Combat

Infantry

The responses of the winners and losers of combat are dictated by the magnitude of their victory or defeat. Subtract the losers' modified score from that of the winners and read off from the table below.

Winners

+6 or less	Hold
+7 or more	Pursue

Losers

-3 or less	Hold
-4 to -8	Retreat
-9 or more	Rout

The responses of the winners and losers of a cavalry combat are similarly dictated by the results. The actions are, however, somewhat different.

Winners

+3 or less	Hold
+4 or more	Pursue

Losers

-3 or less	Ridden-Through
-4 to -8	Retreat
-9 or less	Rout

The definitions for these terms are as follows:

Hold: Fight on for another bound. Follow up if immediate opponents have retreated or rally on the spot if desired.

Pursue: Follow retreating or routing opponents for a full bound or until a fresh enemy or obstacle is encountered. Otherwise fight on for another bound.

Retreat: Fall back for a full bound and reform for the following bound.

Rout: Withdraw from the table. Unit is finished as a fighting force.

Ridden-Through: Winners burst through the losers and out the other side. They may continue on to attach fresh enemy next bound. The ridden-through unit remains stationary for the next bound. Any unit ridden-through twice in successive bounds will retreat.

Draws: Where two units' modified scores are equal and a draw results BOTH suffer -3 and continue the combat for another bound.

10.6 ANY UNIT FOR WHICH THE MODIFIED COMBAT SCORE IS ZERO OR LESS WILL ROUT AND TAKE NO FURTHER PART IN THE ACTION.

10.7 Risk to Generals

All general officers, brigadiers and above, who are present with a unit during combat are at risk. Throw one D10. A score of "0" indicates that he has been disabled. Any formation whose commander is disabled will, on the next bound, fall back a full move, and reform for the bound after. If the general in question is the C-in-C any formation he is with will retire, all orders in the course of transmission will be delayed by one bound and all formations within 1,000mm will check morale.

11.0 MORALE

Morale checks are only carried out for brigades and higher formations. A morale check should be performed when any brigade-sized formation has a unit retreating, routing or reforming.

Method

First, cross-reference the number of units lost (i.e. retreating, routing or reforming) against the original strength on the Basic Chance Table. Apply the Basic Chance obtained to the Quality Modifier Table to obtain the Actual Chance. Throw two percentile dice, one for tens, one for units. Equal or better the Actual chance figure for the remaining units of the formation to stand.

Basic Chance Table

Orig- inal	No. Of Units Lost																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2	50	-																
3	33	67	-															
4	25	50	75	-														
5	20	40	60	80	-													
6	17	33	50	67	83	-												
7	14	29	43	57	71	86	-											
8	13	25	38	50	63	75	88	-										
9	11	22	33	44	56	67	78	89	-									
10	10	20	30	40	50	60	70	80	90	-								
11	9	18	27	36	45	55	64	73	82	91	-							
12	8	17	25	33	42	50	58	67	75	83	92	-						
13	8	15	23	31	38	46	54	62	69	77	85	92	-					
14	7	14	21	29	36	43	50	57	64	71	79	86	93	-				
15	7	13	20	27	33	40	47	53	60	67	73	80	87	93	-			
16	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	-		
17	6	12	18	24	29	35	41	47	53	59	65	71	76	82	88	94	-	
18	6	11	17	22	28	33	39	44	50	56	61	67	72	78	83	89	94	-
19	5	11	16	21	26	32	37	42	47	53	58	63	68	74	79	84	89	95
20	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90

Quality Modifier Table

Basic Chance	Original Quality Factor								
	9	8	7	6	5	4	3	2	1
95+	95	R	R	R	R	R	R	R	R
90+	90	R	R	R	R	R	R	R	R
85+	85	95	R	R	R	R	R	R	R
80+	80	95	R	R	R	R	R	R	R
75+	75	95	95	R	R	R	R	R	R
70+	70	90	95	95	R	R	R	R	R
65+	65	80	90	95	95	R	R	R	R
60+	60	70	80	90	95	95	R	R	R
55+	55	60	70	80	90	95	95	R	R
50+	50	50	60	70	80	90	95	95	R
45+	45	45	50	60	70	80	85	90	95
40+	40	40	40	50	60	70	75	80	85
35+	35	35	35	40	50	60	65	70	75
30+	30	30	30	30	40	50	55	60	65
25+	25	25	25	25	30	40	45	50	55
20+	20	20	20	20	20	30	35	40	45
10+	10	10	10	10	10	20	25	30	35
Under10	5	5	5	5	5	10	15	20	25

R = Automatic Retreat

11.1 Brigade Tests

Brigade tests will be taken when any brigade-sized formation has at least one unit retreating, routing or reforming. Any brigade that fails a morale test will retreat for a full bound and remain stationary for one bound thereafter.

N.B. Only those units who have actually suffered a defeat in combat are considered to be reforming. Those units who have retired in conformity may offer resistance as soon as withdrawal is complete. Any pursuing enemy will therefore be engaged in combat as soon as the withdrawal is complete.

11.2 Divisional Tests

Any division in which one or more of its constituent brigades has failed a morale test must itself take a morale test. It will use the same tables as the brigade test. It will count as lost only those units actually defeated in combat.

11.3 Artillery Morale

Artillery batteries count as brigades in their own right when checking morale. The loss of one or more guns results in a morale check. Use the tables above as for infantry and cavalry.

Additionally, if a battery is attached to an infantry or cavalry formation that is compelled to retreat the battery will conform. Batteries whose parent formation routs may attach themselves to another formation provided that they a) perform a full retreat move, and b) their own morale is intact.

12.0 APPENDIX

Brigade Quality Factors

Each brigade-sized formation in an army must be given a quality factor. This is a numerical value that reflects the overall quality of the troops in the brigade and is used in the combat mechanism and also in checking morale.

The factors are:

- +9 Troops of the highest quality; elite veterans
- +8
- +7 Picked troops; guards, grenadiers etc.
- +6
- +5 Average experienced line troops
- +4
- +3 Raw or disaffected troops
- +2
- +1 Irregulars or conscripts.

The intermediate values can be used to cater for troops who do not exactly fall into a category and can thus be utilised to increase the variations in troop types.

Order Table

	<u>C-inC/Corps</u>	<u>to Division</u>	<u>to Brigade</u>	<u>to Unit</u>
<u>Marlburian</u> (War of the Spanish Succession, Great Northern War)	50	35	20	
<u>Seven Years War</u> (War of the Austrian Succession, Silesian War)	30	15	10	
<u>Napoleonic Wars</u> (Revolutionary Wars)	20	15	8	