

## CWS Altenhof game

Salute 2018

### Rules for the Danes

#### Object of the game

You are to distract the German volunteers near the coast road and hold their attention while other Danish troops march round the lake and take them from the rear. Their strength is not known, but they are not regular troops and should be easy to hold. Try not to take casualties and be careful as they may have an artillery piece. The Danish navy, a (rowing) gunboat, has orders to open fire on the Germans if they are in sight.

**Movement:** Troops, off road, moving in columns, **6" (15cm)**; [2 hexes], troops in line, **4" (10cm)**; [1 hex] retreating, **9" (23cm)** [3 hexes]~away from danger. Add **2" (5cm)** [1 hex] if on road.

Gunboat, 4 hexes in any direction, but gun must end up pointing at target. Stay out of range of German gun!

**Firing** range, muskets: **8" (20cm)**, [3 hexes] artillery [on gun boat], case shot **8" (20cm)** [4 hexes], round shot **18" (45cm)**. [6 hexes]

**Morale:** If unit fired on, pick a 'Chance Card' and follow instructions. If gunboat fired upon, must move out of range. NOTE: casualties are not reckoned and no figures are removed from the table.

**Melee:** If an advancing unit comes into contact (bases touching or across a barricade) with the enemy, attacking unit throws a die, 1, 2 and 3, win, go forward half move, enemy falls back full move, 4 and 5, fighting continues next move, 6, lose, fall back full move. If no dice available use 'Scissors~Paper~Stone' to determine the victor.

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### Rules for the Freikorps

#### Object of the game

The Danes are trying to advance along the coast road from Eckernforde. You must stop them getting past Altenhof as the other Freikorps in the area may be taken in flank or rear. The Danish strength is not known, possibly a battalion of Line infantry. There are also some Danish Jagers in the town. Someone has seen a (rowing) gunboat, which carries a heavy cannon, out in the bay.

**Movement:** Off road, Troops moving in columns, **6" (15cm)** [2 hexes]; troops in line, **4" (10cm)**; [1 hex] retreating, **9" (23cm)** [3 hexes]~away from danger. Add **2" (5 cm)** [1 hex] if on road.

**Firing** range, muskets: **8" (20cm)**, [3 hexes] you have no artillery, (Only a mock gun which may put the Danes off from getting too close!)

**Morale:** If unit fired on, pick a 'Chance Card' and follow instructions.

NOTE: casualties are not reckoned and no figures are removed from the table.

**Melee:** If a unit comes into contact (bases touching or across a barricade) with the enemy, attacking unit throws a die, 1, 2 and 3, win, go forward half move, enemy falls back full move, 4 and 5, fighting continues next move, 6, lose, fall back full move. If no dice available use 'Scissors~Paper~Stone' to determine the victor .