

Schleswig Holstein Wargame Rules (Version 2)

INITIATIVE

Both sides roll a D6, with the winner choosing whether to move first or second.

COMMAND AND CONTROL

Troops should be organised into brigades of 4, 8 or 12 company stands. Each brigade rolls a D6 for each 6 stands or part thereof gaining an extra D6 if under the control of a leader (who is still alive and attached to the brigade.) Each stand represents a company.

Regular troops pass an order for each successful roll of 4, 5 or 6.

A successful roll enables each stand in a brigade to move in the same direction as some or all, of its fellows at the appropriate movement rate for its type, or for the whole brigade to change formation into line or column. Should more complex manoeuvres be required one successful order is required for each component.

Troops in line or column can freely pass through friendly units so long as they have sufficient movement orders to allow them to completely clear the base depth of the unit being passed through.

MOVEMENT:

Regular Infantry	6"
Prussian Infantry in loose order	8"
All Cavalry and mounted Infantry	12"
Foot artillery	6"
Horse artillery	12"
Manhandled artillery moves	3"

Special moves

Regulars in column of march (one company wide) obtain a 2" bonus but only fight and fire with one company stand.

Horse artillery: on one successful order they can fire, limber up and move or move unlimber and fire.

Regular troops who have three successful orders in one turn can forego movement and fire twice in one turn.

All troops can fire once in a turn, those without an order can only fire after all other brigades have completed their orders. Troops with an order move and fire or fire and move first.

Troop formations are Line: all companies are one company deep facing one direction.

Column or Prussian loose order: all troops more than one company deep facing in one direction.

Wheeling is carried out at half speed so it will be seen that the smaller frontage of a column or mob will make it more manoeuvrable than the same number of companies in a linear formation.

Terrain Effects on Movement

Terrain is classified into the following categories:

Open Terrain: this has no effect on movement or visibility.

Other terrain: Hills marshes woods etc Roll D6 and deduct from normal movement for each order phase in the obstacle.

FIRING

Firing is by company stand and if there are multiple firing actions these should be resolved as one event.

Troops may only fire one stand deep, so troops in the second rank or deeper may not fire.

Each company stand rolls 1 D6 (2 D6 for Prussian Needle guns) for hits, once it is established that the target is in range and can be seen (see terrain effects above) Troops firing mounted halve the number of dice rolled.

Weapon Types and ranges are as follows:

Prussian Needle guns, Smoothbore muskets and Espignols	12''
Muzzle loading rifle muskets {1848 war 18''}	30''.
Smoothbore artillery	40''
Rifled Artillery	60''

The firing troops roll 1 D6 per company stand (two D6 if Company is armed with Needle gun and 3 if an Espignol or firing cannister) and require 4, 5, 6 to hit. These scores are amended as follows:

It is increased by 1 if the target unit is in open order or is artillery who are deployed.

It is increased by 1 if rifle muskets firing over half range.

If the target is in Light cover, they obtain a saving throw for each hit taken and need to roll a 6 to cancel its effect.

If the target is in medium cover, or are prone, they obtain a saving throw for each hit taken and need to roll a 5 or 6 to cancel its effect.

If the target is in fortifications or earthworks, they obtain a saving throw for each hit taken and need to roll a 4, 5 or 6 to cancel its effect.

Each Company stand can take the following number of hits before being removed from play.

Third Rate take 2 hits.

Trained take 3 hits.

Elite take 4 hits.

Hits on company stands from fire, can be traded for a retreat of 1 full move away from fire, facing the enemy. There is a 50% chance the hits will still be suffered, and each hit must be rolled for. Whatever the result the retreat still takes place.

MELEE

Melee is broken down into phases.

Once the troops wishing to charge have obtained an order, they test for willingness to charge. Troops in Column of march or skirmish order cannot initiate a charge. Each Company stand rolls a D6 and needs equal to or under its hit value adding one to this if led by a commander, and one if the troops are only armed with melee weapons (i.e., sword or lance) and deducting one for each stand carrying a casualty. Any stand that fails remains stationary and cannot charge or move elsewhere that turn.

For example, if a trained unit has 2 casualties (not enough to remove a base), then two company stands roll at one worse effect than the rest.

Each company stand that passes is moved into contact with up to two stands deep being able to fight in the melee. An overlap of one stand per flank, up to two stands deep is allowed against all formations.

The defenders then must assess whether they stand against the charge. They roll a D6 for each stand contacted by the enemy and need to roll equal to or under their hit value, adding one to the score required if a commander is attached, and a further two if the troops are in fortifications, or one if in hard cover or more improvised defence works. They deduct one if any excess casualties are allocated to it. Any stands that fail withdraw a full normal move away from the enemy, facing them. Troops unable to fall back due to friends, enemy or other obstacles being contacted take an automatic hit and halt on contact with such an obstacle. If the chargers have sufficient move left to still contact them, they fight a melee with the attacker obtaining the uplift for charging.

Next, if the defenders are armed with missile weapons, defensive fire is carried out. Stands eligible to fire are those directly facing enemy stands with an overlap of one stand on each flank.

One or two dice are rolled for each Company stand eligible to fire, (depending on whether rifle or needle gun armed) and fire is always at short range.

If this fire causes a complete stand to be removed the attackers must pass a morale test prior to fighting the melee and complying with any results.

The melee is then fought with each infantry company stand rolling 1D6, and each cavalry Company stand rolling 2D6, (2D6 if Cavalry V Cavalry). Hits are achieved in the same way as for firing troops needing a 5 or 6 to hit. Saving throws for cover are the same as for firing and remain until the defenders are forced back by losing a melee round.

Troops always face the enemy unless already engaged.

Adjustments to the dice roll required to hit are as follows:

Minus one to score required if attackers are charging, or following up, or if opponent are in skirmish order or artillery crew.

Minus one to score if troops are lance armed in the first round of melee.

Plus one to the score if lance armed troops fighting in the second or subsequent rounds of a mele

All melee casualties must be taken and cannot be used to push a company back.

Once the melee is concluded both sides count their casualties, (including those from closing fire) and the loser is pushed back 2" for each surplus casualty suffered. If unable to fall back due to friends, enemy or terrain they take an extra casualty per stand unable to comply. The winner can follow up, if they pass any morale tests that may be required and if they contact an enemy the subsequent melee is fought immediately. In the event of a drawn melee a further round is fought next turn, and it continues until a winner is established or one side is wiped out or forced back by a morale test.

The winners must rally for one turn order (i.e. their first successful order roll is used up in rallying) losers must rally for the number of 2" push backs they suffered (see above). Losing brigades need to test brigade morale. Winners only test if they lose a complete stand.

If an enemy is wiped out the winners are allowed a free move in any direction and can therefore rally back, remain stationery or use it to advance towards or charge another enemy. If they do contact another enemy the attacker does not have to test to charge in, but the defender must still test to stand and in this situation no defensive fire is permitted.

MORALE

Apart from the above tests to either charge or stand against a charge the morale rules are very simple and are based on the number of Company stands lost from the Brigades starting total.

A 12-stand brigade rolls a D6 and adds the stands remaining and any of the additional factors below and compares the score to the results chart shown below and reacts according to the result given. Any result can always be amended to a worse one at the players discretion, so retire 1 move can be converted to retire 2 moves if that seems more sensible to the player testing.

An 8-stand brigade, tests as above but rolls a D4 (If you don't have one keep rolling a D6 until a score of between 1 and 4 comes up.) You still add any of the modifiers shown below which may be applicable.

A 4-stand brigade tests as above but simply adds 1 on a roll of 1, 2 or 3 and adds 2 on a roll of 4, 5, 6

Modifiers of plus one, are made to the dice roll for defending earthworks and for troops having a commander attached to them.

A reduction of one to the dice roll is made for any friendly brigade that routed from the battle and could be seen doing so by the brigade testing, and on the first test after a brigade sees its leader killed.

Tests are required in any turn the brigade loses a company stand, or in any turn when a friendly brigade routs from the battle and that rout can be seen by the brigade in question, or a brigade commander is killed or wounded.

RESULTS TABLE

	12 stand brigade	8 stand brigade	4 stand brigade
Pass	13	9	5
Halt	10-12	7-8	4
Retire 1 move	7-9	5-6	3
Retire 2 moves	4-6	3-4	2
Rout	1-3	1-2	1

On achieving a pass result the brigade can continue to roll for command orders as normal and suffers no more effects until a further test is required for any of the reasons cited.

Halt means the brigade cannot move in the next turn but may fire if targets are available to it.

Retire one move means the brigade moves one move directly backwards toward its own baseline facing the enemy. It cannot change formation or direction other than to comply with the requirement to fall back towards its baseline; It does not roll for command orders in the next turn the retreat being deemed to be that move. It may fire at targets that present themselves and which are in range. Artillery cannot fire under this rule, as they will have been deemed to have limbered up and remain so in the turn.

Retire two moves means the brigade moves two moves directly backwards, toward its baseline facing the enemy. It cannot change formation or direction other than to comply with the requirement to fall back towards its baseline; it does not roll for command orders in the next turn the retreat being deemed to be that move. It may fire at targets that present themselves and which are in range.

Rout means that the brigade moves as fast as possible without need for command rolls on each of its side's subsequent turns until it crosses the table edge at which point it is removed. Any friendly brigades witnessing such a brigade rout must take a brigade morale test when first seeing it, and deducts one from the dice roll for each subsequent test for the remainder of the battle.

LEADERS

If a commander is attached to a brigade, to get the various benefits in command, morale or melee, and the brigade suffers casualties, then two D6 are rolled and on the roll of 12 the following table is consulted. Roll a D6 and consult the table

1, 2	Killed by a stray shot whilst leading from the front!
3, 4	Your horse throws you and you are out of action next turn
5	Tis but a scratch! A near miss that time!

6 Rush of blood to the head your troop's advance or retreat one extra turn with you gallantly leading them! (Which of these two options is chosen by your opponent.)

HOW WE GOT HERE

We set off on our Victorian Steel adventure way back in 2014, and the original mechanisms have formed the backbone of many of our sets of rules. Victorian Steel has been adapted to be faster play than it first started out as, and this has increased the fun factor of using them.

Wargaming at the Outpost has been going on since 2016, and the Facebook group is a 2022 addition to it. Our group of Ade, Cam, Malc, Mark Martin, Rob and me, meet each Thursday and never fail to have an enjoyable game.

The idea behind these rules was to give a fast-flowing game, (in 28mm, in our case) at Battalion and Brigade level. We wanted no individual casualty removal and wanted a base of figures to equate to a company. Casualties lower than company level are indicated by use of small dice placed on the stands. We use an IGO UGO system which is made unpredictable by the initiative roll.

We also wanted the troop quality to reflect in firing, melee and morale and we think we have achieved this by using the hit number as the basis for standing against a charge and instigating one.

The morale tests are simple and logical, and troops tend to retire off the field rather than rout off it.

We are lucky to be able to game on a 12' by 6' table but changing inches to centimetres on a smaller set up works equally as well.

We usually play with 6 or 7 Brigades of 12 stands each, per side, and aim to get a result within 3 to 5 hours, with 2 or 3 players a side involved.

Why Schleswig Holstein you might ask? quite simply we got a great deal on some Helion Prussian 28mm figures, and at the same time watched the rather weird Danish TV series **1864**. This led to reading a lot, including contact with some excellent Danish museum staff and their recommending ***The Schleswig- Holstein Revolt 1848-50 by Johs.Nielsen and The Second Schleswig War 1864 by Inge Adriansen and Jens Ole Christensen.***

If you have any queries on the rules or our wargaming activities at the Outpost or you want to take part in a game, make use of the Facebook group or messenger me and I will try to respond.

I hope you enjoy these rules which are a collective effort by our group, if you don't you cannot complain because they are FREE!

Dave Tuck 7th March 2023