Metternich's Wars

For games set in the period 1815 – 1850, when a wave of revolutions disrupted the conservative order established by Austrian Foreign Minister, Klemens von Metternich, at the Congress of Vienna in 1815

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The Battlefield
my armies for this are 15mm so games can be played on a relatively small area, say 4' x 3'. Feel free to adjust accordingly for large for larger or smaller figures. If using smaller figures then you could use the base sizes below and fit more figures on a base; the figure size is, after all, irrelevant.

Scales
: 1" = 50 yards, I base of infantry is a company, approx. 200 men

Generals

The game is set at the level of a division containing several brigades. There is a Commanding General in charge of the division and a Brigadier in charge of each brigade. There are a number of 'types' of generals as listed below. Each general should be allocated a type prior to the first turn of diced for. For extra spice the type could be diced for the first time the general issues an order or intervenes in the action.

Type	Mechanic	Rationale	Rallying a unit
Incompetent	Can only issue an order to a single unit; he will ride to the unit to do so	He focuses on the small detail rather than the wider picture (plenty of those at the start of the ACW).	Hopeless. Must always ride to a routing or shaken unit to try to do so but actually confers a -1.
Cautious	Can give a defence order this turn. Can give an offensive order but it will be the next turn; he ponders this turn.	Yes, attacking may look good, but it needs to be considered carefully, I wonder what the general will say if I do…	Gives a bonus of +1 to attempts to rally
Rash	Can only give offensive orders. Likely to attack as soon as he sees the enemy and not bother overly with firing. Will always pursue.	A true 'at them with the bayonet' (or sabre) type.	Never attempts to rally units, will join another to lead.
Competent	No restrictions on the type of order or level of formation he can command. One order per turn. Will likely do it by the book.	He's not a terribly interesting type, probably best described as 'reliable' or 'solid'.	Gives a bonus of +1 to attempts to rally
Bold	No restrictions on the type of order or level of formation he can command. Can give two orders per turn.	He knows his business and has a sense of urgency.	Gives a bonus of +2 to attempts to rally
Gifted	No restrictions on the type of order or level of formation he can command. Can give two orders per turn. Not restricted to those units he can see.	Possibly an experienced general or someone who is new to command but has an innate sense of what needs to be done.	The unit automatically rallies – how could you do anything else for a man who is like a father / hero / saint to you?

Unit Quality

Quality	Dice rolled for a resolve test	Description
Enthusiastic	2	The enthusiasm of these troops may well overcome the limitations of their short training period. They may re-roll ONE resolve dice each time the unit tests. However, the re-roll is lost the first time a resolve test is failed.
Steady	3	Usually pre-war regulars who are well trained but have little experience of fighting.
Raw	1	Those units who have rushed to support the cause. Their training is very basic and their morale may not stand up to the shock of combat. If they pass their first resolve test they become inspired and roll two dice for resolve tests. If they fail a resolve test at any time they revert to one dice.

Units

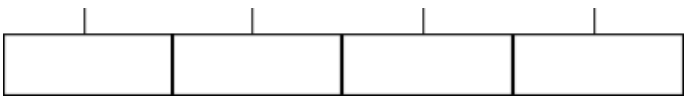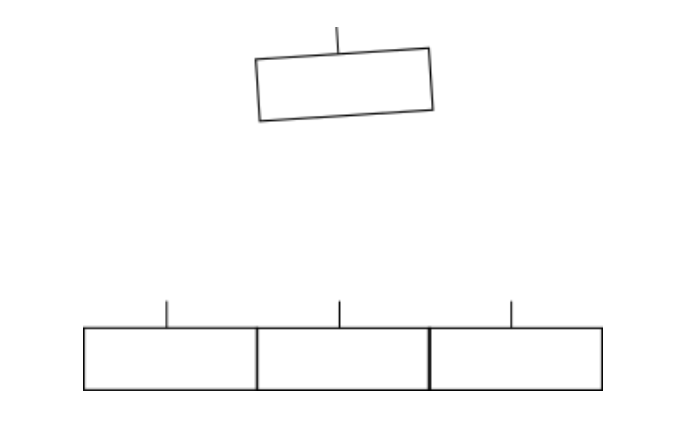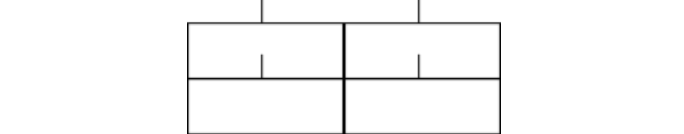| Type	No. of bases per unit	Base (frontage x depth) For 15mm figures
Infantry	4	30 x 30 mm with 4 figures
Cavalry	3	30 x 40 mm with 2 figures
Artillery	2	30 x 40 mm with 1 gun + 4 crew

Infantry Battalions

Have four companies (bases), one of which can be deployed as skirmishers out in from of the unit. Jager (light infantry) battalions may also be deployed entirely as skirmishers.
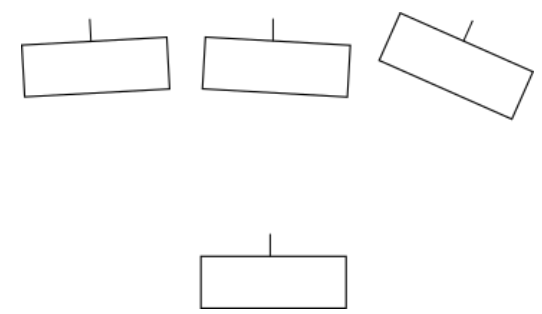
Formed Units

Are those deployed in line or column and which are not disordered (see below).

Skirmishing
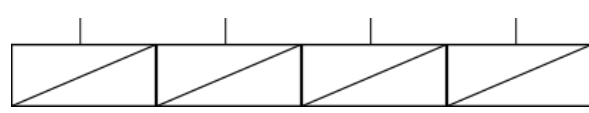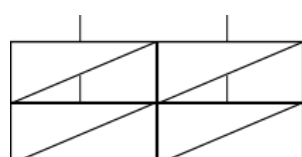
Either the one company each battalion can deploy or a Jager battalion can be entirely deployed in Skirmish order.

Infantry deployed in line	
Infantry deployed in line with deployed skirmishers	
Infantry in column	

Jagers deployed in skirmish order. Note that one company remains at the rear (and counts as formed) to support the skirmishing troops. It acts as the point at which the battalion will form up again. In reality it would enable a company to be replaced and rested.	

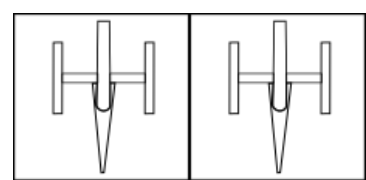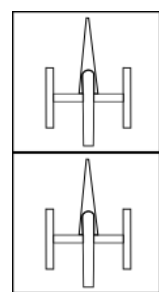## Cavalry Regiments

Have 4 squadrons. Cavalry may not be deployed as skirmishers.

Cavalry deployed in line	
Cavalry in column	

Artillery Batteries

One artillery battery consists of 2 sections (=2 bases). The two sections must always be deployed together though they may fire at different targets.

Artillery deployed	
Artillery limbered	

The effects of hits

The casualties during the battles were quite low so there is no figure removal until the unit has taken excessive losses. Units will lose effectiveness as a result of stragglers.

When firing at formed units

Hits represent the effects of loss of morale, fatigue and casualties and are defined as 'Stragglers'. Place a counter or specific straggler figure behind the unit as a record.

Units may attempt to rally and reform to recover some of the stragglers.

When the number of stragglers equals the number of bases in the unit the unit must test its resolve and counts only half the number of its bases for combat.

If a unit takes further hits, for each extra hit remove a base; do not place a new straggler.

When firing at skirmishing bases or units

One company v one company

Where the deployed company skirmishers of two battalions clash the struggle is one for 'skirmishing superiority'. If a skirmishing company loses a skirmish then it retreats half the distance to the formed unit. If it loses the subsequent skirmish, the skirmishes re-join the ranks and the battalion no longer has skirmish cover.

Skirmish battalion v a single company.

The skirmish battalion will automatically win any skirmish.

Skirmish battalion v skirmish battalion

Thw two units take hits as per 'Firing' (below) but additionally the unit which inflicted fewer casualties must retreat 6" even if it passes its resolve test (see below).

When a formed unit is firing v skirmishers

A formed unit must fire at any skirmishers to its front as a priority to firing at another formed unit. A formed unit not covered by skirmishers will thus be at a disadvantage.

Exhaustion and Recovery

When a unit has a number of stragglers equal to or greater than the number of bases in the unit it is *exhausted* and must test its resolve.

The unit will fight with only half its actual number of bases and cannot reform from disorder.

If only a single success is obtained in a resolve test, that success must be re-rolled and the second result taken.

A unit may attempt to recover if:

- It is over 10" from all enemy units and not fired upon OR
- It has at least one friendly unit 'between' itself and any enemy.

Roll 1d6 for each straggler. The straggler is removed if a 5 or 6 is scored. At least one straggler must always remain.

Resolve

A unit tests its resolve for each of the following – thus a unit will likely take multiple tests in a turn:
To pass – roll the indicated number of dice. Do not add the scores when multiple dice are rolled. At least one of the scores must be 4+ the unit to keep its nerve and continue to act. Enthusiastic units roll 2d6 and may re-roll one dice until the first resolve failure Steady units always roll 3d6 Raw units initially roll 1d6 but roll 2d6 if they pass the first resolve test

Situation	Fail - steady and enthusiastic troops	Fail - raw troops
The number of stragglers equals or exceeds the number of bases	Fall back a full move	Rout back a full move
Losing an exchange of musketry with an enemy unit AND / OR under artillery fire	Fall back half a move	Fall back half a move
Attempting to charge	Stand – no charge	Stand – no charge

Cavalry attempting to charge infantry frontally must test TWICE and pass both tests.		
Chargers who take any hits from the defending units firing	Stand, may fire	Stand
Being charged	Rout back a full move	Rout back a full move
Having lost a charge combat	Fall back a full move	Rout back a full move
Adjacent unit routs	Fall back a full move	Rout back a full move
Attacked in flank / rear (test twice)	Rout back a full move	Rout back a full move
Attempt to reform from disorder	Stand – remain disordered	Fall back half a move
Commander killed, wounded or unhorsed	Rout back a full	Rout back a full move
Rally from an adverse resolve test	Continue to rout or fall back as per previous result	Rout

- Units that fall back end the turn facing the enemy
- Units that rout end the turn with their backs to the enemy. They also lose 1 extra straggler.

A unit falling back or routing may manoeuvre to avoid a friendly unit to its rear if:

1. there is a minimum distance of 8" between the starting positions of the two units
2. and there is a gap of half the frontage as the routing unit on one or both sides of that unit

Otherwise the unit falling back or routing will move straight back. Both the unit and any it pass through will be disordered.

Orders

Orders are written for all units after deployment (a sketch plan will suffice). An order will be followed until the general issues a new order to the unit.

Issuing new orders

The following general restrictions which apply unless over ruled by the general's characteristic:
- Can only give one order per turn
- The order can be to a single unit or a formation
- Cannot give orders to units where there is no line of sight or that are engaged in melee.
- Cannot give orders when attached to a unit to lead or rally them.

Turn sequence

Using an ordinary deck of playing cards, make a card for each unit with its name or number and for each General. Use red cards for one side and black cards for the other to help distinguish the two. When complete shuffle these to form a single deck of cards.

To start the turn, turn over the top card. The player who owns the unit identified will act with that unit. This may be to do nothing but the unit will not have another opportunity to act unless it is engaged by an enemy unit.

To overcome the problem which arises about co-ordinating the movement of a formation, eg a brigade, add a 'brigade' card in the deck at the start and keep the cards for the individual off to the side. Only substitute the individual cards if/when the group splits. Eg one unit is detached to occupy a village, add its own card and it will no longer act on the brigade card.

When the unit has completed all its actions (see table below) turn over the next card and continue as above.

Actions during a turn

When a unit is nominated to act it may do 1 full action or 2 half-actions:

Type of action	Counts as:
Move / pursue as the outcome of resolve test / charge outcome	Full action
Charge (to try and contact an enemy unit)	Full action
Move (may not contact an enemy unit)	Full action
Move half distance	Half action
Change direction by pivoting on its centre either at the start or end of the turn	Half action
Change formation	Half action
Fire	Full action
Fire at half effect	Half action
Deploy an entire unit or a single company as skirmishers	Half action
Skirmishers move a full move	Half action
Recover stragglers	Half action
Limber or unlimber artillery	Half action

When a commanding general or brigadier is nominated to act he may do 1 full action or 2 half-actions:

Move independently	Full action
Move with a unit as it moves (1) (2)	Full action
Give an attached unit a bonus	Free

(1) A general may 'hold' his action if he intends to move with the unit with which he is co-located.

(2) Mark with a counter to indicate that the general has already had his action if his acrad has not already been turned up.

*As a unit acts, an enemy unit which is charged or fired on may respond if it is able. When a unit fires, it should be marked with a smoke marker. This is important as a unit may only fire **once** in a turn.*

At the end of the turn

When all the units have acted:

- Disordered units may attempt to reform (unless in disordering terrain)
- Test army morale if sufficient units have been lost (see below).

Disorder

Causes of disorder:
- Routing / Pursuing
- A unit which has had a unit rout through it (see Resolve Test below)
- Infantry and Cavalry in line crossing streams or moving on steep hills
- After charging or being charged if charge resolution takes place

Reform from disorder

- Roll d6 to attempt to reform at the end of the turn in which they became disordered.
- If they fail to reform the unit may attempt to do so at the end of each turn.

Troop Quality	To form up (not under fire)	To form up (under fire)
Steady	Automatic	3+
Enthusiastic	3+	4+
Raw	4+	5+

Movement

Unit	Move distance in inches			
	Open, low hills	Steep hills, Streams	Woods, Villages	Fences, walls
Infantry line	d6 +3"	½ speed and disordered	Cannot enter	½ speed and disordered
Infantry column	d6 +6"	½ speed	½ speed	½ speed
Skirmishing infantry	d6 +6"	½ speed	No penalty	No penalty
Artillery limbered	d6 +3"	½ speed	Cannot enter	Cannot cross unless 1 action spent making a gap
Artillery manhandled	d6 -2"	Cannot cross	Cannot enter	Cannot cross unless 1 action spent making a gap
Cavalry line	2d6 +3"	½ speed and disordered	Cannot enter	½ speed
Cavalry column	2d6 +6"	½ speed	½ speed	½ speed

- Units may fall back at ½ speed.
- Units crossing adverse terrain count each 1" moved as 2"

Charges

Cavalry or Infantry charging infantry (infantry must have fewer stragglers):

1. The unit declares a charge and test its resolve
2. The defending unit tests resolve
3. If the resolve test is failed, the defending unit routs; the attacker may occupy the defender's starting position.
4. If the defending passes the Resolve test it may fire at the attacking unit which tests its resolve.
5. If the attackers pass the resolve test they move into contact
6. If the attacking unit fails its resolve test, it will halt at short range and may return fire (but raw troops may not fire) but it will do so after taking any hits inflicted by the defender

Cavalry charging cavalry:

1. The unit declares a charge
2. The defending unit test resolve
3. If the resolve test is failed, the defending unit routs. The attacking unit must pursue and must rally before it can stop pursuing.
4. If the resolve test is passed, the defending unit will counter-charge and the units will meet halfway.
5. Both sides test resolve simultaneously until one (*only one*) fails and then routs. Each unit takes 1 hit if any round (*note: not each*) was indecisive. Both sides are disordered.
6. The attacking unit must pursue and must rally before it can stop pursuing.

Firing

Unit	dice	Short Range	To hit	Long Range	To hit	Very Long	To hit
Infantry	d6 per base	**2"**	4, 5,6	**4"**	5,6	-	-
Cavalry	n/a						
Artillery	d6 per base	**4"**	3,4,5,6	**12"** (16"from a hill)	4,5,6	**16"** (20"from a hill)	6

1. If the target is in column, add 1 hit (only if at least one hit is scored)
2. If the target is in cover, ignore the 1st hit.
3. If the target is skirmishing, ignore the 1st hit.
4. Add one extra dice if it's the unit's first fire.

Place a counter or specific straggler figure behind a unit as a record of the number of hits.

Army Morale

When half or more of the starting number of units are lost (round down), calculate the army morale at the end of the turn:

For each of your own units		For each enemy unit	
With more than 2 bases remaining	+1	Retreating / routing	+1
With 2 bases or less remaining	-2	Within 2 squares your own LoC	-2
Retreating / routing	-1		
Within 2 squares of any objective or enemy LoC	+2		

If the final points total is positive, the army keeps on fighting but must test each turn.

If the final points total is negative, the army must retreat from the battlefield

Optional Rules

Commanding genersl and Brigadier characteristics

These also have characteristics:

Ability	When	Effect	Limitation	decisions
Brave	Resolve a nerve test (not one as a result of a charge)	Unit may re-roll lowest dice	Once per turn	+1 to options to go forward or hold against the odds
Give 'em a volley	Firing	May re-roll all the dice	Once per turn	+1 to options to fire
Hero	Charge - during a resolve test to determine the outcome	Unit may re-roll	Once per turn	+1 to options to charge
Inspirational	Any resolve test, firing, resolving combat	Unit may re-roll	Once per turn	Will always take the best option
Jolly Good Chap	All the time	No effect	Once per turn	+1 to cautious options
Lucky	during a resolve test, firing or charge	Unit may re-roll lowest dice	Once per turn	Will never roll for a poor option
Steady	Resolve test to rally	Unit may re-roll	Once per turn	No effect
Up and at them	Resolve test to stand against a charge	Unit may re-roll	Once per turn	+1 to options to go forward

Design notes can be found in Lone Warrior #218.   https://lonewarriorswa.com/blog