

# JOSEPH MORSCHAUSER'S 'FRONTIER' WAR GAME RULES

## Stand Types:

Stand Type	Movement	Battle Power	Range
European infantry	2 grid squares	5	Adjacent grid squares
Native infantry	2 grid squares	4	Adjacent grid squares
European cavalry	2 grid squares	5	Adjacent grid squares
Native cavalry	2 grid squares	4	Adjacent grid squares
Machine guns	2 grid squares	6	Adjacent grid squares
Light field artillery	2 grid squares	1	4 grid squares
Field artillery	1 grid square	1	6 grid squares
Fortress/Siege artillery	-	1	10 grid squares
Command	3 grid squares	6	Adjacent grid squares

## Notes:

1. Infantry and cavalry stands may move forward to replace an enemy stand after it has been successfully attacked and destroyed; other stands may not move forward in these circumstances.
2. No stand's Battle Power may drop below 1 regardless of other rules.

## Turn Sequence:

1. Both sides fire their artillery.
2. Any artillery stand that is within range may fire and casualties are removed after all artillery fire has taken place; artillery fire is therefore simultaneous.
3. Both sides roll a D6 die to see which side will move first, and the side with the highest score moves first.
4. The first side moves all the stands they wish to move.
5. The first side then conducts any resulting combats; casualties are removed at the end of each combat.
6. The second side moves all the stands they wish to move.
7. The second side then conducts any resulting combats; casualties are removed at the end of each combat.
8. Once both sides have moved and conducting any resulting combats, the turn has ended and the next may begin.

## Artillery Fire:

1. Artillery may not move before it fires.
2. Artillery fire is simultaneous; therefore if an Artillery stand is destroyed it may still fire that turn before it is removed.
3. Artillery fires within an arc of fire that is 90 degrees forward of the direction in which it is facing (i.e. in an arc sweeping from one 45 degree diagonal line of grid squares to the other).
4. Artillery ranges are measured orthogonally.
5. Artillery stands may only fire once each turn.
6. If an entire stand can be seen from an Artillery stand that is firing at it, the artillery fire is direct fire; if an entire stand cannot be seen or it is in town or wood, the artillery fire is indirect fire.
7. Before it fires, each Artillery stand identifies the grid square it is firing at. They then throw a D6 die to see where their artillery fire will land:
  - 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 the artillery fire lands in a grid square occupied by a friendly stand, the opposing side's commander throws the D6 die to determine the effectiveness of the artillery fire upon that stand (see below).

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

Direct artillery fire:	4 or 6:	Destroys a Command stand.
	2, 4, or 6:	Destroys any other stand.
Indirect artillery fire:	6:	Destroys a Command stand.
	4 or 6:	Destroys any other stand.

#### **Movement:**

1. All movement is measured orthogonally.
2. A stand may only move once each turn.
3. A stand may move through grid squares that are adjacent to the flank or rear of enemy stand providing that the front of its own stand does not face the enemy stand during the move past the enemy stand.
4. A stand may not move through grid squares that are adjacent to the front of an enemy stand.
5. It must stop as soon as it enters a grid square that is adjacent to the front of an enemy stand, face the enemy stand, and end its movement for that turn.
6. If it moves into a grid square that is adjacent to the front of several enemy stands it may choose which of the enemy stands it will face; it then does battle with that enemy stand using the 'number of stands against one' rule listed below.
7. A stand that is facing or being faced by an enemy stand that is in an adjacent grid square at start of its move may break contact with that enemy stand and move away providing that it does not come into contact with any other enemy stand this turn as it breaks contact or after it has broken contact.

#### **Battle:**

1. Battles are fought when a stand ends its move facing an enemy stand that is in an adjacent grid square.
2. Stands may only attack once each turn.
3. When a stand moves into contact with the flank or rear of an enemy stand the latter is turned to face to the attacker at once.
4. If several stands move into contact an enemy stand, the enemy stand is turned to face the last stand that moved into contact with it.
5. If the attacking stand loses the ensuing battle, it is the stand that is destroyed and removed.
6. If the attacking stand wins the battle, the defending stand is destroyed and removed at once.
7. If the attacking stand is an Infantry or Cavalry stand it may move into the now empty grid square.
8. If this results in the attacking stand coming into contact with another enemy stand, it may not attack the enemy stand this turn.
9. If the defending stand wins the battle, the attacking stand is destroyed and removed at once.
10. The defending stand may not move into the now empty grid square.
11. When several stands attack a single enemy stand, the defending stand's Battle Power is reduced:  
2 attacking stands reduce the defending stand's Battle Power by 1.  
3 attacking stands reduce the defending stand's Battle Power by 2.  
4 attacking stands reduce the defending stand's Battle Power by 3.  
This rule is subject to the proviso that no stand's Battle Power may drop below 1.
12. When several stands attack a single enemy stand, the Battle Power used by the attackers is the Battle Power of the attacking stand that the defending stand is facing (see above).
13. To determine the outcome of a battle, each side throws a D6 die:  
If the attacker's dice score is equal to or is less than its Battle Power, the defending stand is destroyed and removed.  
If the attacker's dice score is greater than its Battle Power, the defending stand survives the battle.  
If the defender's dice score is equal to or is less than its Battle Power, the attacking stand is destroyed and removed.  
If the defender's dice score is greater than its Battle Power, the attacking stand survives the battle.

#### **Special Rules:**

1. Hills:  
Infantry stands may move up or down one or two hill contours.

Cavalry, Machine Gun, and Field Artillery stands may only move up or down one hill contour.

A stand that is attacking an enemy stand that is one hill contour above it reduces its Battle Power by 1.

A stand that is attacking an enemy stand that is two hill contours above it reduces its Battle Power by 2.

A stand that is defending against an enemy stand that is one or two hill contours below it reduces its Battle Power by 1.

2. Roads:

Each grid square of movement made along a road by a stand uses up only half a grid square of movement.

If a stand 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.

Towns and built-up areas count as roads.

3. Rivers:

It costs two grid squares of movement for a stand to cross a grid square with a river in it.

A stand that is in a grid square with a river in it and is attacking an enemy stand reduces its Battle Power by 1.

Stands from opposing sides that are in adjacent grid squares with a river between them may be in contact with each other if the attacking side decides that they are.

4. Trees:

Cavalry stands attacking enemy stands that are in woods reduce their Battle Power by 1.

Cavalry stands in woods that are defending themselves from attacks by enemy stands reduce their Battle Power by 1.