

1984

FRANK CHADWICK

SPACE

SOLDIER'S

1889

COMPANION

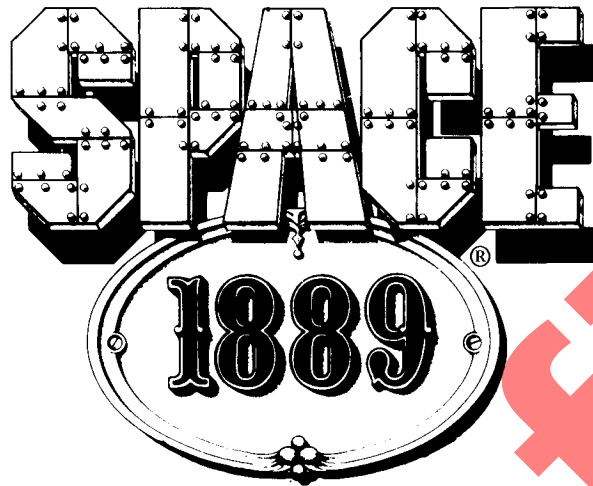


Miniatures Rules
War Machines

 **HELIOGRAPH
INCORPORATED**

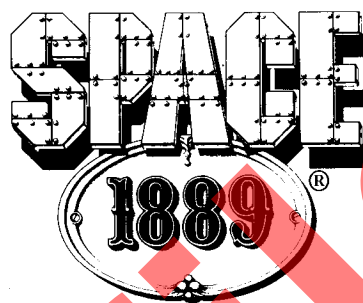
Role Playing
Army Lists

Science-Fiction Role Playing in a More Civilized Time.



SOLDIER'S COMPANION





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Made in the U.S.A.

Printed in the U.S.A by Lightning Source.

<http://www.lightningsource.com>

ISBN 1-930658-10-9.

A catalog of **Space: 1889** products is available at <http://www.space1889.com>, or from Heliograph. Just write and ask.

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This reprint of **Soldier's Companion** was created from a scan of the original printing. For that reason, many of the photographs in this book have not reproduced as sharply as they did in the original printing. Aside from the problem with the photos, this book is identical to the original printing by GDW in August 1989.

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Introduction

THE ESSENCE OF **Space: 1889** is a melding of science fiction with the colonial adventurism of the Victorian Era. It was a time of heroic charges, noble rescues, and the occasional broken square. Since the military was so important to the establishment and maintenance of the empire, we felt that it deserved extensive and detailed coverage of its own.

Much of the ground covered here will be familiar to players of **Sky Galleons of Mars**, as the basic system mechanics are an elaboration on that game's mechanics and, by extension, the ship combat rules from **Space: 1889**. This was deliberate, as that system was designed to provide a solid basis for land, aerial, and aquatic combat. But our principal concern was to provide a good, solid set of colonial miniatures rules. While the rules allow for the addition of submarines, gunboats, land juggernauts, combat tripods, and aerial flyers, they are not essential to the enjoyment of the game. The system works just as well for a British column fighting its way through the passes of the Northwest Frontier against Pathan marksmen in the rugged hills, or a Camel Corps square fighting off waves of dervishes and Fuzzy Wuzzies.

This manuscript is broadly divided into four books. *Book I: The Rules Of*

War constitutes the actual miniatures rules and is quite extensive. While the basic mechanics of the game are simple, a variety of special cases (such as sieges, naval warfare, aerial vessels, etc.) have to be covered. Don't worry; these are all segregated into special sections of the rules, and you needn't read and absorb them until you want to actually game out such a situation.

Book II: The Road To War provides brief campaign rules for miniatures campaigns, as well as rules for integrating the **Soldier's Companion** into your **Space: 1889** role-playing campaigns. It also includes a number of sample campaigns and several preset miniatures games.

Book III: The Sinews of War covers the wealth of military equipment available. Essays on artillery and naval vessels of the world are com-

bined with lists of armored vehicles from the **Space: 1889** world and complete vehicle design rules for land juggernauts and combat tripods.

Book IV: Army Lists provides an extensive listing of all of the major armies of Earth, as well as a great many armies from Venus, Mars, and Luna. This section covers organizational information, unit ratings, equipment, and uniforms.

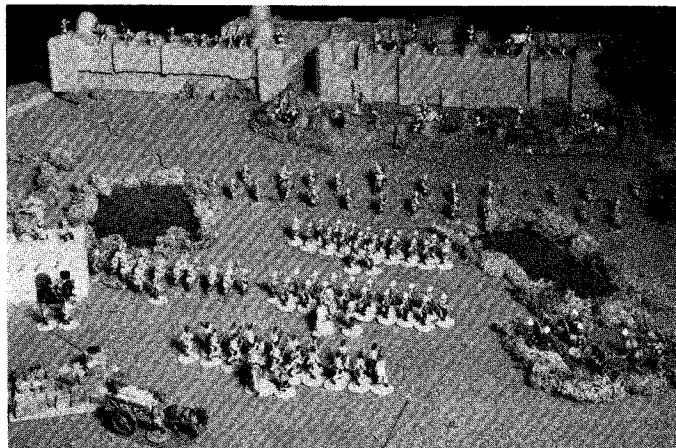
Finally, at the back of the book are a number of reference charts and data sheets. These should be photocopied for you and your players' personal use, and permission to do so is hereby specifically granted.

Now it is time to start reading *Book I: The Rules of War*. In order to present the rules in a logical sequence, they have been broken up into five parts, as shown below:

THE RULES OF WAR

- Part A: Basic Rules
- Part B: Unit Organizations
- Part C: Mechanical Conveyances
- Part D: Advanced Weapons
- Part E: The Defense of Places (Siege Warfare)

Once you have read the basic rules and unit organizations, you are ready to play.



Part A: Basic Rules

A FEW BASIC concepts need to be covered before addressing the the mechanical aspects of the rules.

Dice: All dice rolled in the game are simple six-sided dice numbered from one to six.

Scale: Range and distance measurements are frequently given in scale inches on the gaming surface or table. These are not actual inches.

Figures: The rules are intended for use with 25mm figures. Each figure should be mounted on its own square or round base. Infantry figures should be mounted on 3/4" bases. Cavalry figures should be mounted on 1 1/2" bases. Square balsa wood or metal bases are acceptable, but round steel washers are recommended.

These are inexpensive, uniform in size, and, for some reason, seem to have a more natural look than square bases.

Units: The rules will repeatedly refer to units. The basic unit in the game is the 20-man company or war band. Sometimes an army will have smaller units (such as platoons of infantry, troops of cavalry, or individual gun sections). The unit organization section in Part B of *The Rules of War* elaborates on this.

FORMATIONS AND FACING

TROOPS MOVE and fight in formations, and different formations have

different effects on a unit's ability to move, fire, and melee. Regular troops have been extensively trained and drilled and can assume a variety of precision formations. Irregulars are not professional soldiers at all; they may be hastily mustered civilians or warrior nomads, but in either case they are not trained to move in exact formations.

Regular troops may be in column, line, square, or open order. Irregulars may be in mass or open order. Both types of troops may find themselves in disorder, which is treated as a formation for game purposes, but is actually the complete lack of one.

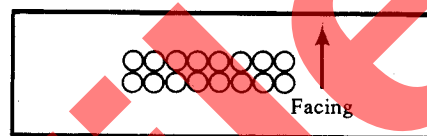
Artillery may be limbered or unlimbered. In both cases the gun crews are treated as if in open order.

A unit may not change formation the same turn in which it charges. Any noncharging unit can change its formation during its movement phase. (Note that only units on the side with the initiative can change formation during a turn.) The unit may make the change either at the beginning or the end of its movement phase. If it changes at the beginning of the phase, then its movement rate for the turn is based on its new formation; if it changes at the end, then its movement rate for the turn is based on its original formation.

The figures in a unit must be ar-

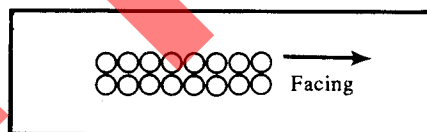
ranged according to the following descriptions of the specific formations.

Line



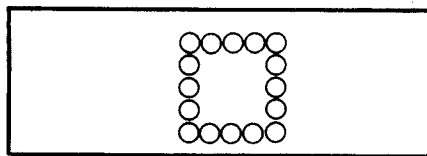
Line: One or two figures deep and as wide as desired. All bases touching.

Column



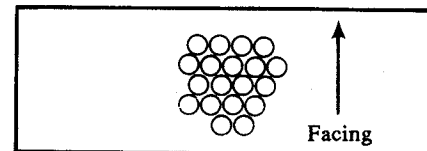
Column: Two to four figures wide, and more figures deep than wide. All bases touching.

Square



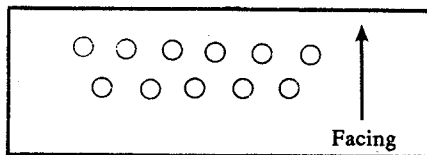
Square: Four lines forming a hollow box and facing outward.

Mass

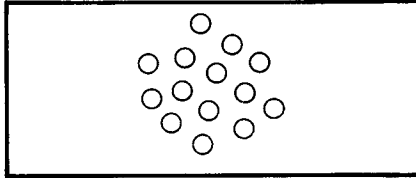
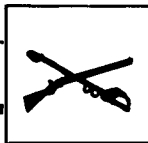


Mass: As many figures wide as deep. All figures touching.

Open Order



Open Order: One or two figures deep and with at least one base-width separating each figure.



Disorder

Disorder: As many figures wide as deep and with at least one base-width separating each figure.

Formed Troops: At various times, the rules will refer to formed troops. Formed troops include all units except those in open order or disorder. In order for a unit to assume one of the formations included in the category "formed troops," it must have at least six soldiers in it. *Units with fewer than six figures may only be in open order or disorder.*

SEQUENCE OF PLAY

EACH GAME TURN has seven phases:

- Initiative Phase (both players)
- Charge Declaration Phase (moving)
- Offensive Fire Phase (moving)
- Movement Phase (moving)
- Defensive Fire Phase (nonmoving)
- Held Fire Phase (moving)
- Melee Phase (both)

In the initiative phase, players roll dice to determine who has the initiative for that turn. The player who wins the initiative roll is the moving player for the turn, and he first declares which of his units will charge during the movement phase. He then has as many of his units as he wishes fire (provided they are not committed to a charge). Next, he may move any unit which did not fire. He *must* move all units which he declared as charging. Note that each unit of the moving player may either fire or move, but may not do both.

Once the moving player has fin-

ished moving his units, the nonmoving player may have all of his units fire (the defensive fire phase). Following this, the moving player may have any units which held fire (did not move or fire previously) fire. This enables the moving player to fire at units which were concealed at the beginning of the turn but which were revealed by his movement or their fire.

Once all defensive fires and held fires are resolved, all melee attacks are resolved (the melee phase).

When a friendly movement phase or fire phase is mentioned in these rules, this means the next phase in which the side to whom the rule is referring could legally perform the action of moving or firing. This may mean several game turns of wait if initiative is lost repeatedly in the case of movement. Units of the moving side which perform a fire action in the offensive movement phase (including trying to clear a jam, etc.) may not perform another such action in the held fire phase.

INITIATIVE

IN THE INITIATIVE PHASE, the players determine which side has the initiative for this turn. To determine the initiative, the player representing the supreme commander for each side rolls two dice and makes any additions to the die roll as called for below. The high die roll wins the initiative, and that side is referred to as the moving player during the turn. The side which lost the initiative is referred to as the nonmoving player.

The initiative die roll is modified by several factors. These are explained below and summarized on the Initiative Table to the right.

Leadership: Every general has a

leadership rating. If the supreme commander of one side has a higher leadership rating than the supreme commander of the other, he adds one to his die roll.

Regulars vs. Irregulars: If a regular army is fighting an irregular army, the regular army adds one to its die roll. In the case of armies made up of both regulars and irregulars, the majority troop type in the army determines its composition for this rule.

Frenzied Troops: If a player has one or more bodies of frenzied troops, he adds one to his initiative roll.

Isolated Leader: If the figure representing the supreme commander for one side is unable to see or address orders to a majority of the units in his army, he is considered isolated. The usual circumstances which bring this about are a majority of the army hidden by intervening terrain obstacles or out of the range of visibility of the commander at night, in a dust storm, or some other condition of limited visibility. If the commander is involved in melee combat during a turn, he is automatically considered isolated for initiative purposes in the following turn.

INITIATIVE TABLE

Factor	Modifier
Better Leader	+1
Regulars vs. Irregulars	+1
Frenzied Troops	+1
Isolated Leader	-1

Exceptions to Initiative: Under the following circumstances, no die roll for initiative is necessary.

1. If melees were fought in the previous turn, then the side which won the most melees automatically has the initiative. (A side which pass-