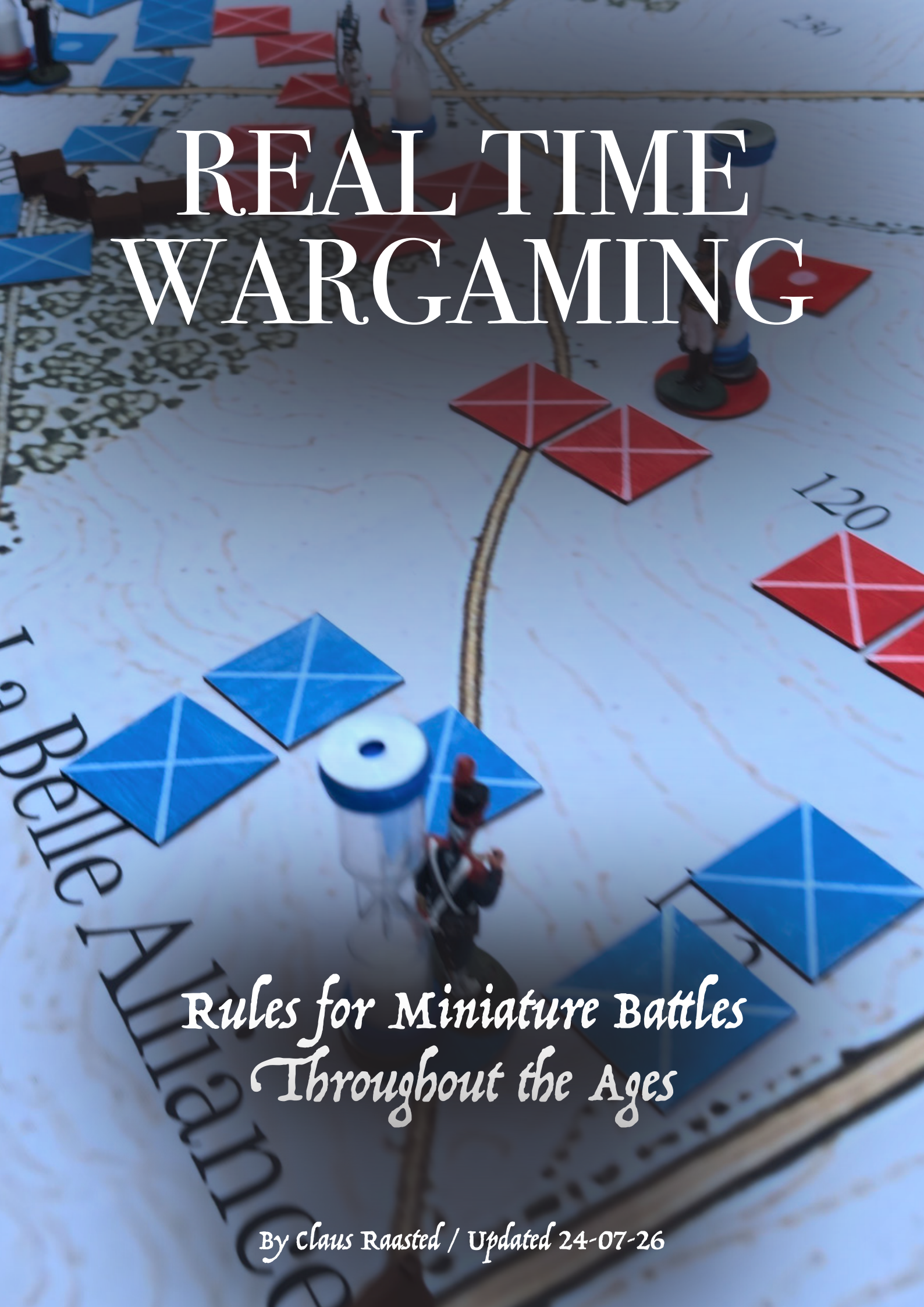


The background of the cover is a miniature wargaming map. It features a light-colored surface with brown lines representing terrain. Scattered across the map are several red and blue diamond-shaped markers, each with a white cross. A small, detailed miniature figure of a soldier is positioned near a blue die. The text "REAL TIME WARGAMING" is overlaid in a large, white, serif font at the top. Below it, the subtitle "Rules for Miniature Battles Throughout the Ages" is written in a smaller, white, cursive font. At the bottom, the author's name and update date are provided in a small, white, serif font. The overall aesthetic is that of a historical or tactical wargaming guide.

REAL TIME WARGAMING

*Rules for Miniature Battles
Throughout the Ages*

By Claus Raasted / Updated 24-07-26

I

AN IMPORTANT WELCOME MESSAGE FROM CLAUS

Hello wargamer!

What you have in your hands is a ruleset for miniature war gaming, but it wasn't originally designed to be a game for gamers. In fact, the rules you sit with are part of my work that is mainly about leadership training, organisational change, and boring-sounding corporate stuff wrapped in nice packaging.

It was born out of the leadership training and consulting work I do, because I wanted to introduce a game element to the military history elements I already used. So how did it end here? Well, while creating that game element, a good friend of mine - Hans Peter Spang Hartsteen, a Professor of Innovation & Entrepreneurship and a professional game designer - asked me a rather wild question.

“What if you could do it real time?”

I didn't know how to do that, but before long, I'd ditched almost everything I'd done up until that point, and was now working within six new design constraints. These form what I (somewhat unimaginatively!) have called the RTW6 (Real Time Wargaming 6) framework:

- Simultaneous action ► ... so no player waits for other players.
- Continuous time ► ... so no breaks are needed during play.
- Immediate resolution ► ... so there is no record-keeping needed.
- Direct outcomes ► ... so results are applied by the player causing the outcome.
- Autonomous flow ► ... so no external arbitration is needed, as long as players trust each other.
- Scalable system ► ... so it can play with two people, but also with 20+ (or more!)

Using that framework, I created a ruleset for wargamers that was originally focused on Napoleonic battles, but has since been expanded to be able to fit multiple periods. It is a system designed for wargamers, yes, but for wargamers, who are looking for a very different kind of wargaming experience!

It can be used for a variety of time periods, is reasonably scale-agnostic, and I've played everything from 15mm skirmish to 54mm grand battles using these rules, including a 12-player Battle of Waterloo that lasted all of 16 minutes before it was decided. There may be faster rulesets out there, but not many. ☺

With all that said, welcome to the Real Time Wargaming rules.

They are free, so if you enjoy them, use them!

If they inspire you, improve them!

If you hate them, let them fuel creativity!

And if you want to have a conversation, feel free to reach out.

“Until you spread your wings, you'll have no idea how far you can fly.”

II

CORE PRINCIPLE

This is a real-time wargame.

No turns.

No phases.

No initiative.

Everyone acts at once, and everything happens simultaneously, in all its chaotic glory. And the goal? To defeat the enemy!

DESIGN NOTE

Real Time Wargaming works with a level of combat abstraction that allows for the same rules to be used across time periods. That is why base removal doesn't necessarily mean "killed" - it just means "not a functioning fighting unit any more".

INTENT & SCALE

A battle can be a small skirmish encounter between a longboat of Viking warriors and the troops of a local English nobleman, or it can be a massive, pitched battle like Leuthen in 1757 with 100,000+ men.

The core mechanics are about leadership, decision-making and compromise. Units represent organised formations, not precise numbers of troops. You decide if they're brigades, battalions, or something else. For the examples in the rules walkthrough, I use the Napoleonic Era - but that's just for example.

The rules are also written in short form, rather than to be fully fleshed out, since this was created with experienced wargamers in mind. Are you new to wargaming, then it may be an advantage to have someone help you with the basics - even though you're of course welcome to just give it a try!

With that said... let's go!



III

THE TWO MOST IMPORTANT CONCEPTS: COMMANDERS & SAND TIMERS

Miniature wargame rules have various ways of handling “unit activation”. You might have to roll dice to see if the unit does what you want it to. Perhaps you need to play cards to get them to act. Sometimes, you can just say “I move these troops”, and it happens without any fuss. Here, it’s different!

In *Real Time Wargaming*, at its core, there are only two different types of combat troops on the tabletop battlefield. There are units (which can be anything from Roman legionaires to Soviet tanks) and there are Commanders. The first type can fight. The second cannot. But without them, nothing happens!

- ▶▶ Commanders can move around like other units. Explanation below!
- ▶▶ Commanders can not attack, but they can get killed. See page VIII for details.
- ▶▶ Most importantly, Commanders can command the troops attached to them, as long as those troops are within their Command Range (typically 2 base lengths). What that means you’ll learn in a moment!

So what does “commanding units” mean in Real Time Wargaming?

First off, Commanders are the only units that have sand timers. If you don’t have specialist bases, just get one sand timer for each commander in your game, and put one next to each Commander on the table.

You can also create a base for the sand timer and general, put some magnets on the timer and some metal on the base (or vice versa) and give it some weight, so it doesn’t tip over. This is purely optional, though!

Now for the important part. Whenever a Commander is activated by the player, all units within his Command Range can perform one action each (**MOVE** or **ATTACK**, see Page IV).

After all units have performed actions, you - the player - move the active Commander in any direction - usually up to four base lengths, and flip the Commander’s sand timer. The facing of the Commander doesn’t matter. Just place him as you please, but remember to make sure that he is within Command Range of any units you want to give commands to, when his timer is ready.

On Page VI there is an example, and an extra rule about Command Hierarchy, but the most important points are these:

- // A Commander cannot perform new actions before the sand has run out; a bit like a cooldown effect in video games.
- // Therefore, only Commanders with “empty” timers can act. Any Commander whose sand is still running, has to wait.
- // If a Commander is killed during battle, it means that you’ll probably have troops that now can do nothing until a new Commander moves closer!



IV

MEASUREMENTS & UNITS

You've already learned about Commanders. Now, let's talk units! Since *Real Time Wargaming* is a system that covers many different time periods, it means that each time period and setting has its own units, with their own special rules.

Each time period has its own units - plus, there are some special rules that are used across different time periods. For example, **Armour Piercing** in the Roman era is not the same as **Armour Piercing** in 1943. But for game purposes, the tabletop effect of the rule is the same - it negates **Heavy Armour**.

DESIGN NOTE

Units of RTW have a lot of similarity across the ages, but that does not mean that you can "translate" between time periods. For example, both Medieval Archers and WW2 Infantry can shoot at enemies, but if the two were to fight each other, the WW2 unit would wipe the floor with the archers! But as long as you don't compare unit stats across time periods, you'll be just fine!

EXAMPLE OF BASIC UNIT TYPES: NAPOLEONIC WARS

	Infantry	Cavalry	Artillery	Commanders
Movement	2 base lengths (incl. free pivoting)	4 base lengths (incl. free pivoting)	2 base lengths (incl. free pivoting)	4 base lengths (incl. free pivoting)
Attacking (ranged)	D6, hits on 5+ (Range: 2 bases)	[Can't attack]	D6, hits on 5+ (Range: 6 bases)	[Can't attack]
Attacking (close combat)	D6, hits on 5+	D6, hits on 5+	[Can't attack]	[Can't attack]
Command Range	[Can't command]	[Can't command]	[Can't command]	2 base lengths

UNIT ACTIONS

In *Real Time Wargaming*, there are three basic actions, and one of them is just a combination of the two others!

MOVE: Pivot freely, and move a number of base lengths in a straight line. After moving, pivot freely.

ATTACK: Roll a D6, hits on 5+. Fire Arc: 360°, but units block Line of Sight (+ optional rules for terrain!) Units need to be within range (Example: Inf: 2 base lengths, Art: 6 base lengths, Cav: base-to-base contact).

CHARGE: Combined **MOVE** and **ATTACK** order, allowing a move into base contact, and an **ATTACK** roll.

/// Units may move through friendly units and Commanders, but may not end their movement on top of them!

//// Units that are engaged in close combat can move away, or they can turn and still make an **ATTACK** roll.

///// Close Combat: Roll one extra die, when [flank] **ATTACKING** a unit that is already engaged from the front.

///// Close Combat: Roll one extra die + reroll, when [rear] **ATTACKING** a unit that is already engaged in front.

///// Terrain effects depend on time period and scenario. Example: Roads providing x2 movement length.

V

COMBAT

Shooting and close combat use the same basic structure. A unit that wishes to **ATTACK**, rolls a D6. Before the die is rolled, however, you check to see if the unit is within range and within Line of Sight. Again, we'll use the Napoleonic Wars units from Page IV as an example.

Napoleonic Era Cavalry: Must be in base-to-base contact to be able to **ATTACK**

Napoleonic Era Infantry: Range of 2 base lengths (same range as Command Range)

Napoleonic Era Artillery: Range of 6 base lengths (triple Command Range), **Close Combat Zero**

A 5+ is a hit. When a hit is scored, the enemy unit is destroyed, and *taken off the table by the active player*. The effects of the hit are applied immediately, before any other action is taken. This means that you complete the action for one unit at a time, and then move on to the next unit after you are done with the first!

When checking to see if a unit is within range, it does not matter if the enemy is engaged in close combat with friendly units or not. As long as you can measure a straight line from any part of your unit's base to the enemy unit's base, you can attack it. The two exceptions are:

- A) It is a unit that needs to be in base-to-base contact (for example: Napoleonic Era Cavalry)
- B) The enemy unit is not in Line of Sight. And remember, you can't shoot through friendly units!

REAR & FLANK ATTACKS

Flanking enemies in *Real Time Wargaming* is deadly, and hitting them from the rear is even more so! The rules are explained in note form on Page IV, but here they are in a bit more detail.

/// If an enemy unit is already engaged in close combat, and you **ATTACK** (or **CHARGE**) it in the flank in close combat, you may roll an extra die when rolling to hit.

/// If an enemy unit is already engaged in close combat, and you **ATTACK** (or **CHARGE**) it in the rear in close combat, you may roll an extra die when rolling to hit AND re-roll any misses.

A normal **ATTACK** will have a 33% chance to destroy an enemy unit (5+ to hit), while a unit that manages to **CHARGE** an already engaged enemy unit in the rear, will have a whopping 80% chance instead (two dice + re-roll).

This also means that units have **Close Combat Zero** can still be dangerous, if they manage to flank attack an already engaged enemy!

In other words, flanking enemies in close combat matters a LOT in *Real Time Wargaming*!

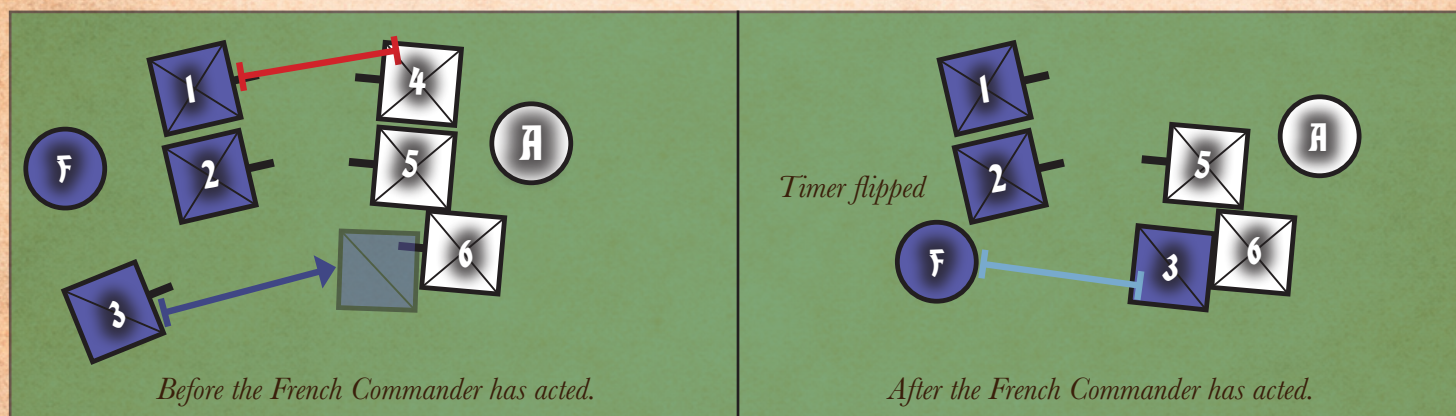


A very early playtest!

VI

COMMANDING TROOPS IN PRACTICE

Ok, so you've read the rules and are now 100% certain how Commanders and other units interact. If you're not, though, don't worry. Here is an example of what it looks like on the tabletop!



Above you see a small battle during the Napoleonic Wars. Present are two Commanders, one French (cunningly named F) and one Austrian (just as unimaginatively named A). Also present are two French Infantry units (1, 2) and a French Cavalry unit (3), opposite three Austrian Infantry units (4, 5, 6). Now, the French player sees that the French Commander (F) has an empty sand timer and decides to press the attack! First, he orders Unit #1 to **ATTACK** Unit #4. He checks for range (the red line, which is 2 base lengths long), and since the enemy unit is in range, he rolls a D6 to see if he hits or not. 4! No luck!

Then, Unit #2 also **ATTACKS**. It too tries to cause harm to Unit #4, and another D6 is rolled. It's a 6! A hit! The French player immediately removes Unit #4 from the table, celebrating silently! Next, the French Cavalry (Unit #3) decides that the time has come to **CHARGE**. Luckily for the French, Unit #6 is less than 4 base lengths away, so Unit #3 moves into close combat and rolls to **ATTACK**. A 2 is rolled this time, and nothing happens. Cursing, he moves the Commander a bit forward, and checks to see if all his units are in Command Range. They are - even the Cavalry! Then he flips the timer.

Of course, this was just one Commander giving orders to three units, and doing so while the Austrians were doing nothing. In an actual battle, players move units around in chaotic, simultaneous glory!

COMMAND HIERARCHY

Before the battle, choose if any of your Commanders outrank each other, and which hold equal rank. If two Commanders are within Command Range of each other, only a Commander with higher rank may actually command troops. A Commander of lower or equal rank may still move up to 4 base lengths to create distance, but CANNOT COMMAND TROOPS while within Command Range of the other Commander. Think of it like this: When Napoleon is in the room, even his Marshals tend to shut up and do as they're told. So spread your Commanders out - they'll be much more effective!

Note: You choose how to signify which Commanders has which rank. One solution is to place a D6 next to the Commander's sand timer, with the number being the "rank". Another solution is just to choose one clear leader, and let all others be equal!

VII



A FEW IMPORTANT NOTES ON COMBAT

Page V+VI explain how Combat works. Now, let's talk a little bit about a few important elements of it.

First off, it's important to note, that this is not game of precision or a game where fractions of inches or ultra-precise placement win the day. It's ok to move things around a bit, to make it work on the table, and it's ok to sometimes say "Close enough!". With that said, here are a few guidelines!



When a unit charges into close combat with another unit, re-align them, so they have solid contact with each other. None of this "one tiny portion of a corner touching one tiny portion of a corner". Pivot, wheel and turn units - including the enemy - so it feels like it makes sense, then start rolling dice.



Combat resolution is always taken care of by the active player. Also, while many wargamers have an ingrained tendency to tell the opponent what's going on ("I shoot at your Imperial Guard", etc), here, you do not need to do that. And yes, that means that players will focus on one part of a battle, and then focus on another, only then to realise that the cavalry charge on the flank is gone, without knowing what happened or when. Such is the nature of warfare! "C'est la guerre!" indeed!



Units can leave close combat voluntarily. However, if a unit is in close combat and **MOVES** away from the enemy (for example, an Artillery unit fleeing a Cavalry unit!), there is nothing to keep the enemy unit from just **CHARGING** again as soon as they can. Also, remember to be aware of rules for flank/rear attacks (see explanation on Page V), and while units can shoot into close combat, they cannot shoot through friendly units. No, not even if you are a particularly brutal Commander!

VIII

HOW TO KILL ENEMY COMMANDERS

Commanders form the core of the whole game, and units cannot act without a Commander and his sand timer.

If a Commander is killed, the player now has less options, and must stretch resources further to control the battlefield.

So keep those Commanders safe - and remember, an active Commander moves all units within his Command Range first, *then* moves himself (and finally flips his timer)!

DESIGN NOTE

Commanders are the heart and soul of Real Time Wargaming. If you lose a Commander in the fight, the men nearby may be willing to fight on, but they are not doing anything until a new Commander moves close enough to them to be in Command Range!

/// First off, Commanders can only be shot at or charged if they can be seen via Line of Sight. Often, you will need to destroy some of the troops near them, before you can actually see them.

/// Second, if you **ATTACK** at an enemy Commander, one hit (5+ just like any other to hit roll) is a kill.

/// Third, if you manage to **CHARGE** into an enemy Commander, the Commander is killed immediately, and is removed from the battlefield. So keep those Commanders out of **CHARGE** range!

/// Killing Commanders is not easy to pull off, but it is definitely possible!

So how do you keep your Commanders alive?

►► Since Commanders can move up to four base lengths when finishing their action (just before flipping their sand timer), it's often quite easy to position them in relative safety behind friendly troops.

►► Now, with that said, Commanders who “stretch their lines” are also more likely to find themselves caught in the open, and the target of enemy fire and **CHARGE** attempts. Leading from the front is risky!

►► Overall, as long as you keep your Commanders close to their own troops and behind the lines, they're safe. If you want to risk them, go ahead... but know that it's awfully frustrating every time you lose one!

Commander with
sand timer and
special base
from Claus' 1/72
Napoleonics
collection



Wonderful custom
Commander base
made by Will Harley

IX

A FEW WORDS OF ADVICE FOR FIRST-TIME PLAYERS

This page is simply a few tips for those out there, that want to try this out, but are in doubt as to where to start. So, after having being asked by numerous people, I've added this page of somewhat random advice.

How many Commanders is a good idea? For a small, short 1v1 player battle, I recommend 3-5 Commanders per player, and somewhere around 10 - 25 units. When I run fast intro games, each player has three Commanders and 12 units, and all Commanders use 60 second timers.

What “length” of sand timer should we use? This depends on how stressful a game experience you want, but I recommend using 1 or 2 minute timers the first time you play. Then, if you find out that you like it slow and thoughtful, you can consider 3 or 5 minute timers next time - or, if you are looking for exceptionally fast and furious, try playing a game with 30 second timers!

If we don't want to change the rules as written, how do we spice it up? Luckily, even without changing a single rule, there are some things you can tweak, and each will have an impact on your battles.

- /// Battle length and victory conditions matter! Are you playing 10 min, 20 min, or until 50% casualties?
- /// Table size also matters a lot. A 120x80 cm table plays way different than a 360x120cm!
- /// Changing the # of players changes things a lot, especially if you have many Commanders on the table!
- /// Of course, if you change the number of Commanders each player has, it also has a big impact.
- /// The same goes for the number of units. 3 Commanders + 20 units plays differently from 3 + 10.
- /// Finally, Commanders don't need to have the same timers. For example, Will Harley, an early adopter, decided to use a 1 min timer for a “dashing” Commander, and 2 min timer for a “dithering” Commander.

Do you recommend playing the same battle twice, and having players swap sides?

Oh, what a wonderful idea, and great question! Ok, ok, I may have planted that one myself, sorry! ☺ The answer, though, is YES-YES-YES. Not only do I do this, when I do my professional training scenarios - it's also a wonderful way of getting two different play experiences out of one battle setup. With most rules, of course, it's pretty utopian to think there's time for an extra battle, but if your games only last 15-20 min (or perhaps even an hour!), it's much easier to find time to do a rerun. And if you combine that with assymetric scenario design, then you're really cooking with explosive design ideas!



How do we deal with knocked over sand timers, etc?

Here, I always use a simple rule that I tell players before playing. Every time a player messes up the battlefield (by dropping dice on the floor, knocking over an hourglass, or some such thing), they must stop what they're doing an “reestablish battlefield order”. This represents all the small things that go wrong in the heat of battle, like misunderstood communications, misremembered instructions, accidents, etc. And just like in real life, it turns out that more small accidents happen when players are stressed!

What if we're in doubt? Don't worry!

Just talk to your fellow players, agree on a solution (quickly!) and move on. Don't pause - but be generous.

X

SIMPLE MODE: FOR PLAYING WITH NON-GAMERS

Real Time Wargaming is quite beginner-friendly. So much so, that most wargamers tend to look at these rules, decide “This should be more complex!” and immediately start tweaking. That is perfectly ok, though I advise on trying the game with rules-as-written at least once before going down the rabbit hole of customising!

However, the rules are intentionally simple, and the vast majority of historical wargamers are used to eating significantly more crunchy rulesets for breakfast, so that’s all well and good.

But what if you want to play with non-gamers?
Can you make it even simpler, so it’s easy for them?
Why, yes you can, and thank you for asking!

In **SIMPLE MODE** (which is usefull if you’re introducing this to non-gamers), the basic rules are the same. Commanders still use sand timers, units roll to hit when attacking, and so forth. However..

- /// Terrain has no effect in **SIMPLE MODE**. You can have it on the table if you like, but it does nothing.
- /// No bonuses for flank and rear **ATTACK** or **CHARGE** actions. Units always roll one die, and that’s it.
- /// Forget about Command Hierarchy. If a unit is within range of a Commander, it can be given an order. Yes, this can lead to “stacking Commanders”, so many Commanders can order units to “speed fire”, but since you’re trying to introduce someone to the game, don’t worry too much about game balance just now!
- /// Even more importantly, Commanders can’t be killed in **SIMPLE MODE**. You can’t **ATTACK** them or **CHARGE** them, and if you move into an enemy Commander, you just move him one base length aside.

THIS IS WHAT THE BARE BONES VERSION OF THE RULES LOOKS LIKE!

This doesn’t mean you can’t play with the slightly more complex version, or add your own tweaks and edits. But if you want to have a non-gamer try it out, I recommend using the **SIMPLE MODE** version of the rules. It’s fast, it’s furious, and maybe it’s even TOO simple - but it does an excellent job of teaching the core mechanics. And hey, after you’ve tried that out, you can easily go crazy and add more complexity!



XI

WHAT ABOUT TIME PERIODS AND MORE OPTIONS?

What about battle length? Should we use 90 sec sand timers or 10 minute sand timers? Should a unit represent a company, a battalion or a whole division? What about X, and Y, and Z?

I know, I know! All these questions, and all of them good!

In its current for, *Real Time Wargaming* is not a commercial ruleset - it's a free one available for anyone, who wants to try out this different style of wargaming. It was made this way, so interested wargamers might try out this way of doing real-time miniature battles with existing miniatures and minimal fuss.

However, what you have read so far is the bare bones of the system. On the following page are the advanced rules that will allow you to fight battles where things get slightly more complex, while still (hopefully!) remaining intuitive and fast-moving. You see, when we're talking real time gameplay, you can't just pause the game and check the rulebook, so everything is kept simple on purpose!

The next pages contain two things:

- /// A general system with advanced special rules that can be applied to any time period.
- /// Examples of time periods and how those special rules play out in practice.

For now, they do not contain fancy layouts, but have been kept very simple and workmanlike, so if you feel the layout quality has dropped a bit here at the end, you're right. It's my attempt at keeping it short!

Also an important note. Naturally, no-one will think ill of you if you decide that your interpretation of rules for a battle during the Pike & Shot era is different than what I have suggested, just as you are welcome to come up with your own special rules if you do not find mine to your liking.

I do recommend, though, that before you start tweaking, you try the rules-as-written at least once. Then, after you've given it a shot (whether it's for a 20 min battle or one to 30% casualties), go nuts!

Because at its core, *Real Time Wargaming* is meant to be a flexible, fast-playing ruleset that you can tweak. I hope you have fun, and feel free to reach out to me!

With summer smiles from Copenhagen
/Claus Raasted, July 17th, 2026

XII

ADVANCED RULES: TERRAIN

Obviously, no matter what time period and scale you choose, battlefield terrain matters, but how much it matters and how it matters... well, that is up to you. I have chosen not to provide long lists of terrain modifiers, because I am confident you will create your own, but here are a few suggestions:

Road: x2 movement length, as long as the unit starts on the road, and follows the road.

Rough: x0.5 movement length, as long as the unit either starts in the rough terrain or ends in it.

Buildings: A unit that is partially obscured by buildings is only hit on 6+ when being **ATTACKED**.

River: A river blocks movement when reached, and takes a full **MOVE** action to cross to the other side.

You are welcome to add more to this list, if you want more complexity. Woods, hills, swamps, etc. - all can have an effect, if you so desire. My recommendation is to keep it simple, and try out a few things at a time!

ADVANCED RULES: UNITS

Listed here are rules that I use across time periods. Please note that a rule can be called the same in two different time periods, but represent different things. **Heavy Armour** in 1066 and 1943 is not the same!

The following pages demonstrate how the special rules are used in practice, but here is the master list:

Movement/Attack Range: The three basic Napoleonic troop types have certain ranges for Movement and Attack Range (Infantry: 2/2, Artillery: 2/6, Cavalry: 4/0), but you can of course have other values! I recommend using these as basic values for troops roughly of that type, but that is up to you. Below are a list of special attributes or characteristics, that make it easy to give units a bit more individual flavour.

Defensive: A unit **CHARGING** a unit that is Defensive cannot **ATTACK** immediately, but must wait.

Raid: The unit does not have to move in one straight line, but can “bend” its movement, and where other units that **CHARGE** do it in the order **MOVE-ATTACK**, this unit can **MOVE-ATTACK-MOVE**.

Heavy Armour: Reduce the amount of dice rolled by an enemy **ATTACK** by one (often to zero!)

Armour Piercing: Ignore an enemy unit's **Heavy Armour** rule.

Powerful: Roll one extra die while attacking.

Poor: Hits on 6+ instead of 5+ (even if **ATTACKING** a unit partially covered behind buildings)

Elite: Hits on 4+ instead of 5+ (and on 5+ instead of 6+ when attacking a unit behind buildings)

Close Combat Zero: This unit rolls zero dice in close combat. So unless it's flanking, it can't fight CC.

Example #1, MUSKETEERS (Pike & Shot Era)

Move 2, Attack Range 2, **Armour Piercing**, **Close Combat Zero**

Example #2, CAVALRY (American Civil War)

Move 4, Attack Range 0, **Raid**

Example #3, TANK (World War 2)

TANK: Move 4, Attack Range 4, **Raid**, **Heavy Armour**, **Armour Piercing**

XIII

BASIC UNITS: NAPOLEONIC ERA

Real Time Wargaming's default era is The Napoleonic Era. This is why it is the simplest one in terms of rules, and it is why I recommend it as a starting period, if you have miniatures from several eras. This is also why the Napoleonic Era only features three basic units, even though you of course are welcome to expand the list with things like Russian Cossacks, the French Imperial Guard, and much, much more!

INFANTRY: Move 2, Attack Range 2

CAVALRY: Move 4, Attack Range 0

ARTILLERY: Move 2, Attack Range 6, **Close Combat Zero (1)**

COMMANDERS: Move 4, Command Range 2

(1) Close Combat Zero: This unit rolls zero dice in close combat. So unless it's flanking, it can't fight CC.

BASIC UNITS: PIKE & SHOT ERA

The reason I have chosen to present the Pike & Shot Era in Europe next is because it has several similarities to the Napoleonic Era, but also marked some differences. I've included it here, so you can compare the two time periods and see how the underlying rules system translates to a new period in practice. Again, these are basic units, and you are welcome to tweak and add others.

PIKEMEN: Move 2, Attack Range 0, **Defensive (1)**

MUSKETEERS: Move 2, Attack Range 2, **Close Combat Zero (2)**

ARTILLERY: Move 2, Attack Range 6, **Close Combat Zero (2)**

SHOCK CAVALRY: Move 4, Attack Range 0, **Powerful (3)**

LIGHT CAVALRY: Move 4, Attack Range 0, **Raid (4)**

COMMANDERS: Move 4, Command Range 2

(1) Defensive: A unit **CHARGING** a unit that is Defensive cannot **ATTACK** immediately, but must wait.

(2) Close Combat Zero: This unit rolls zero dice in close combat. So unless it's flanking, it can't fight CC.

(3) Powerful: Roll one extra die while attacking.

(4) Raid: The unit does not have to move in one straight line, but can "bend" its movement, and where other units that **CHARGE** do it in the order **MOVE-ATTACK**, this unit can **MOVE-ATTACK-MOVE**.

A NOTE ON TIME PERIODS & INSPIRATION

If you look at the units for the two periods, you will notice that it's easy to be inspired by one time period and apply the same underlying philosophy to the time period you want, as a way of making units/armies feel more distinguishable from each other.

For example, it would be very easy to import both the HEAVY CAVALRY unit with **Powerful** and the LIGHT CAVALRY unit with **Raid** to the Napoleonic battlefield. If you do this, you will have more variety on your battlefield, but you will also have more complexity that your players need to remember!

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BASIC UNITS: THE ROMAN ERA

How does one cover a thousand years of battle within one simple ruleset? In this case, by having some basic units and trusting that your players will tweak and change if needed! And yes, it's by design that the Roman Legions are more or less unbeatable in a 1:1 frontal assault. Flanking them is the way to go! It is also by design that the unit list is quite long and complex, to give an example of what that can look like.

WARRIORS: Move 2, Attack Range 0

MISSILE TROOPS: Move 2, Attack Range 2, **Close Combat Zero (1)**

PHALANX: Move 2, Attack Range 0, **Defensive (2)**

LEGION: Move 2, Attack Range 0, **Heavy Armour (3)**

CAVALRY: Move 4, Attack Range 0, **Raid (4)**

HORSE ARCHERS: Move 4, Attack Range 2, **Close Combat Zero (1), Raid (4)**

ARTILLERY: Move 1, Attack Range 6, **Close Combat Zero (1), Armour Piercing (5)**

CHARIOTS/ELEPHANTS: Move 3, Attack Range 0, **Powerful (6)**

COMMANDERS: Move 4, Command Range 2

(1) Close Combat Zero: This unit rolls zero dice in close combat. So unless it's flanking, it can't fight CC.

(2) Defensive: A unit **CHARGING** a unit that is Defensive cannot **ATTACK** immediately, but must wait.

(3) Heavy Armour: Reduce the amount of dice rolled by an enemy **ATTACK** by one (often to zero!)

(4) Raid: The unit does not have to move in one straight line, but can "bend" its movement, and where other units that **CHARGE** do it in the order **MOVE-ATTACK**, this unit can **MOVE-ATTACK-MOVE**.

(5) Armour Piercing: Ignore an enemy unit's **Heavy Armour** rule.

(6) Powerful: Roll one extra die while attacking.

BASIC UNITS: WORLD WAR 2

If the whole "Roman" era is tricky because it spans many years, World War 2 is tricky, because how can a ruleset that works for Romans and Gauls also work for a skirmish in 1943 or the Battle of Kursk? Here, it depends a lot on the scale chosen. If a unit is a division, "Infantry" is fine, while it feels odd that a squad armed with submachine guns behaves just like an HMG squad fielding an MG42... so adapt as needed!

[This is why I have included possible stats for a Tiger tank at zoomed in scale, compared to a "normal" tank - as an example]

INFANTRY: Move 2, Attack Range 2, **Raid (1)**

ARTILLERY: Move 2, Attack Range 8

TANK: Move 4, Attack Range 4, **Raid (1), Heavy Armour (2), Armour Piercing (3)**

ANTI-TANK: Move 2, Attack Range 4, **Armour Piercing (3)**

[TIGER]: Move 3, Attack Range 4, **Raid (1), Heavy Armour (2), AP (3), Powerful (4), Elite (5)**

(1) Raid: The unit does not have to move in one straight line, but can "bend" its movement, and where other units that **CHARGE** do it in the order **MOVE-ATTACK**, this unit can **MOVE-ATTACK-MOVE**.

(2) Heavy Armour: Reduce the amount of dice rolled by an enemy **ATTACK** by one (often to zero!)

(3) Armour Piercing: Ignore an enemy unit's **Heavy Armour** rule.

(4) Powerful: Roll one extra die while attacking.

(5) Elite: Hits on 4+ instead of 5+ (and on 5+ instead of 6+ when attacking a unit behind buildings)

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BASIC UNITS: THE WAR OF THE ROSES

I have included this period in the late 15th century, to demonstrate that the shorter and more specific the period is, the easier it is to adapt the *Real Time Wargaming* rules to the time period. Here, I use the “Poor” rule for a specific unit type as a way of showcasing general combat effectiveness - not necessarily that the troops in question are actually poor fighters. In this way, light infantry skirmishers can employ hit-and-run tactics (using the **Raid** ability), but aren’t as effective in straight hand-to-hand fighting as regular Billmen.

BILLMEN: Move 2, Attack Range 0

LIGHT INFANTRY: Move 2, Attack Range 0, **Raid (1)**, **Poor (2)**

Longbowmen: Move 2, Attack Range 2, **Raid (1)**, **Close Combat Zero (3)**

ARQUEBUSIERS/CROSSBOWS: Move 2, Attack Range 2, **Close Combat Zero (3)**, **Armour Piercing (4)**

MEN-AT-ARMS: Move 2, Attack Range 0, **Heavy Armour (5)**, **Elite (6)**

KNIGHTS: Move 3, Attack Range 0, **Heavy Armour (5)**, **Elite (6)**, **Powerful (7)**

FIELD ARTILLERY: Move 1, Attack Range 6, **Armour Piercing (4)**

COMMANDERS: Move 4, Command Range 2

(1) Raid: The unit does not have to move in one straight line, but can “bend” its movement, and where other units that **CHARGE** do it in the order **MOVE-ATTACK**, this unit can **MOVE-ATTACK-MOVE**.

(2) Poor: Hits on 6+ instead of 5+ (even if **ATTACKING** a unit partially covered behind buildings)

(3) Close Combat Zero: This unit rolls zero dice in close combat. So unless it’s flanking, it can’t fight CC.

(4) Armour Piercing: Ignore an enemy unit’s **Heavy Armour** rule.

(5) Heavy Armour: Reduce the amount of dice rolled by an enemy **ATTACK** by one (often to zero!)

(6) Elite: Hits on 4+ instead of 5+ (and on 5+ instead of 6+ when attacking a unit behind buildings)

(7) Powerful: Roll one extra die while attacking.

YOU NOW HAVE THE TOOLS TO CREATE ALL THE REST!

So far, we’ve covered several time periods:

- The Napoleonic Era (which is the “default era” for the *Real Time Wargaming* rules)
- The Pike & Shot Era in Europe (roughly 1550 - 1650, give or take a bit!)
- The Roman Era (in its broadest sense, with anything from around 500 BC to 500 AD being fair game)
- The Second World War (where I didn’t even touch upon air warfare, which is a whole thing in itself!)
- The War of the Roses (to give an example of how a hyper-specific period and conflict can be translated)

It would be easy (and tempting!) to go on, and fill page after page with unit suggestions, but I will stop it here. This should give you more than enough to create your own variations for exactly the time period YOU find interesting, and it should give you the tools needed to create tabletop-ready unit stats; whether you want to refight The Fifth Battle of Kawanakajima in 1564, the Battle of Hattin in 1187 or some underexposed skirmish during the Cisplatin War in the 1820s (ok, to be fair, I googled that one myself!).

When I start releasing scenario PDFs, these will of course include information about unit types, special rules, and so on, but for now, I am confident you have everything you need to enjoy *Real Time Wargaming*!

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UPDATES SINCE LAST VERSION (17-07-26)

/// The lower cover title has been changed to “Rules for Miniature Battles throughout the Ages”

/// The rule for **No Close Combat** has been changed to **Close Combat Zero**. This is to make it clear that even units that cannot normally fight in Close Combat (like English Longbowmen at Agincourt in 1415) can still be dangerous, if they are attacking an already engaged enemy in the flank or the rear.



(Top) Player on the Austrian side, surveying the battlefield at Leuthen in 1757.
(Bottom) The titular train from the 1943 scenario “Slow Train to Cerignola”

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A man with a beard, wearing a dark military uniform with a large, ornate hat featuring a black feather. He is leaning over a large, light-colored map or table, with his hands resting on it. Several small, colorful chess pieces are scattered on the map. The background is a plain, light-colored wall.

Claus as the Supreme General
of the Armies of Denmark at
an Alternate History 1930's
Hamlet Live Action Role Play
at Kronborg Castle, Denmark

Photo by John-Paul Bichard