



## Introduction

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*Might and Reason* is a set of rules by which players can use miniature figures of any size and basing system to recreate the famous, large-scale battles of the mid-eighteenth century. This is a “grand-tactical” game, meaning that players move entire corps and armies on the table. Naturally, at this scale, we do not concern ourselves with the fine details of individual small units. The players are high-ranking generals, not regimental colonels, and the rules are faithful to that perspective.

For maximum clarity the rules are presented in the order of the game’s sequence of play. Whenever a new game concept is introduced for the first time, it is always written in **bold type**. Each chapter is identified by a letter, and each rule section by a number, so that players can quickly reference specific rules, such as “B2.3.” At the conclusion of all the rules and appendices, this book includes player-aids that may be photocopied for use during the games.

### Representing Units:

A unit of infantry or cavalry represents a brigade or brigade-equivalent of about four infantry battalions or ten cavalry squadrons. That said, we have to make several abstractions in order to play at this scale. No matter how we try to organize units above the battalion level, we inevitably face problems. In some armies infantry regiments had two battalions, but in others they had one and some had three, and some were supplemented by companies of grenadiers, while others weren’t, and so on. There was little standardization of the strength of battalions, for that matter, even within armies, much less across different armies. Brigade composition was often bewildering: at Liegnitz, for instance, the second and third battalions of the Anhalt-Bernburg regiment were brigaded with the two battalions of the Prince Ferdinand regiment, while the 1st battalion of Anhalt-Bernburg was brigaded with the two battalions of Gablenz, and one battalion from the Wied regiment, the other battalion of which was brigaded with a different regiment of two battalions, plus a single grenadier battalion....

Cavalry is even more confusing, since not all types of regiments had the same number of squadrons, and this differed between armies, or even within one army. To make things more complicated, armies frequently brigaded cavalry of different types, but not always in the same way. Finckenstein’s brigade at Rossbach, for example, had ten squadrons of Hussars and five squadrons of Dragoons, while Rüsich’s brigade at that same battle had only five squadrons of Hussars.

Therefore we have no choice but to say that the “brigades” in this game are representative, not literal, in their composition. A unit of grenadiers, for instance, represents the presence of around four battalions of grenadiers in

“This polished century is still very ferocious.”

—Frederick the Great to d’Argens, 1759

that army – not necessarily in a single historical brigade. A unit of Hussars represents about ten squadrons of Hussars, which might be a single large regiment, or it might be two smaller ones, etc.

Artillery, at least, presents us with a rather clearer picture. Most armies had smaller guns deployed at the battalion or brigade level, which are not represented in the scale of this game. Sometimes armies also deployed “heavy” batteries, almost always of 12-pounder guns in large concentrations, usually of at least twelve guns, and sometimes as many as 80 or more. These were ponderous affairs, and rarely moved once placed. They are therefore relatively easy to represent at this scale. A unit of heavy artillery represents about sixteen guns.

Horse batteries are somewhat harder to pin down, since they were in the midst of evolving into something more like the horse artillery of the Napoleonic wars, but weren’t quite there yet. They certainly weren’t as common, nor as aggressively used, as in that later period. But their smaller size and different characteristics merit their inclusion as a separate unit-type.

### A Note on Game Scales:

In Ye Olde Wargaming Days of Yore, people took scale very literally. Unit strengths were measured in “castings” or figures, which represented a specific number of men and were thus removed to show casualties. Turns were supposed to represent specific increments of time, sub-divided into even more specific sub-phases, always in the same order. And ground scale was supposed to be precise, too: one inch equalled a specific number of yards.

It apparently didn’t bother anyone that these scales were wildly inaccurate and not very useful for representing anything. The gross discrepancies between game events and what they supposedly represented were always explained away as being figurative, not literal: a fifteen-minute turn doesn’t necessarily mean that you’re moving for all fifteen minutes; three dead figures doesn’t literally mean that 180 men have suddenly died; an 8” movement rate doesn’t actually mean that you could move only 400 yards in one turn... and so on. Game designers seemed oblivious to the contradictions. They scrupulously researched artillery and musketry ranges, but then turned a blind eye to unit bases that were hundreds of times too deep. They researched historical cavalry movement rates, but then had to “fudge” them because they realized that at literal scales, the cavalry would move across the whole table in one turn.

Particularly problematic for horse-and-musket era games is the fact that historical formations just can’t be modeled to scale, except at very, very small ratios. An 18th century infantry line, for instance, was *fifty* times wider



than it was deep. And since most of us don't use individually-mounted figures, most games don't allow us to model accurate columns, either. Thus, wargame armies tend to be much more "blockish" and square than their historical counterparts. (Taking *Might and Reason's* weapon ranges literally, an historical infantry brigade of four battalions, at our game scale, ought to be represented by a line of miniatures 10" wide and about one-sixteenth of an inch deep.)

Rather than clinging to an illusion of literal scales and then fudging around it, *Might and Reason* approaches this problem somewhat differently. I concede from the outset that the scales are all "wrong." Infantry formations are too deep in lines and too broad in columns. Artillery and musketry ranges are much too long. Cavalry is not moving fast enough, and so on. The net effect of all the scale abstractions has been to make the game play much deeper than would have been possible had we used actual, historical scales literally. Thus I created another distortion (units have

both greater depth and greater range) to counterbalance the inevitable distortions necessitated by using miniatures. But the individual components of your army should behave, visually, in a way that looks right. They should interact with the enemy in ways that look right. And most important - because we are miniatures painters and gamers - the game should be visually attractive and seem to be representative of an 18th century battle. All wargaming is an exercise in imagination. And when playing a game of *Might and Reason*, you should be able to imagine yourself fighting the battle. Just leave the rulers and calculators at home.

In summary: the goal and reason for the scale decisions in *Might and Reason* was to enable players to play a major battle of forty or fifty thousand men per side with a modest number of figures, and in something like real-time. The vast majority of Frederician battles lasted 4-6 hours, and I am confident that players can easily set them up and resolve them in the same amount of time or less.

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## Glossary of Terms and Abbreviations

<b>BW</b>	Base Width. Rather than using fixed measurements in inches, <i>Might and Reason</i> measures in BWs. This allows players to base their figures any way they want, without changing the rules or measurements.
<b>CD</b>	Command Dice. Each army commander will obtain a number of command dice and place them in a cup, for use throughout the turn.
<b>Commander</b>	The army commander; the leader of one side.
<b>FF</b>	Fighting formation: lines and/or squares; or unlimbered for artillery. Represented by placing the two bases of an infantry or cavalry unit abreast, facing forward (or, for an infantry unit deployed in a town, represented by placing the two bases back-to-back, facing out of the town.)
<b>Force</b>	One of the major sub-groupings of units in an army. Variously called a "corps," "column," "division," or "wing." A major field command of several units. Each Force is led by a sub-commander.
<b>Hits</b>	A unit takes Hits from fire and combat. Each hit reduces its SPs by one. When the SPs are reduced to zero, the unit has Broken, and is removed from the table.
<b>In-Command</b>	A unit within the radius of its sub-commander is "in-command" and able to act normally. A unit might still be in-command, yet out of radius, under certain circumstances.
<b>MF</b>	Marching formation: columns, or limbered artillery. Represented by placing the stands of an infantry or cavalry unit one behind the other, facing forward. An artillery unit is replaced with a limber, or has the gun turned around on its base to face the gunners.
<b>Officer</b>	Any army or sub-commander figure on the tabletop.
<b>SP</b>	Strength Points. All units have strength points, determined by their nationality, type, or period. Strength Points measure the unit's physical and moral strength, as well as its state of good order. Infantry and cavalry units have varying numbers of SPs, based upon their type, as explained in the Appendices. All heavy artillery units have 2 SPs, and all horse artillery units have 1 SP.
<b>Sub-Commander</b>	An officer who commands one Force of the army.

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