

## 19<sup>th</sup> Century rules : QRS

### Weapons:

These are classified as;

<i>Weapon type</i>	<i>Short range</i>	<i>Medium range</i>	<i>Long range</i>	<i>Melee factor</i>
Rifles	30 cms	90 cms	180 cms	2 (3 with Bayonet)
Muskets	20 cms	40 cms	120 cms	2 (3 with Bayonet)
Pistols	4 cms	8 cms	20 cms	1
Partisans etc	8 cms	12 cms	24 cms	3
Swords	-	-	-	3
Hatchet / Knife.	5 cms	10 cms	20 cms	2
Rocks etc	4 cms	8 cms	20 cms	1

### Shooting:

Uncommanded troops fire is calculated differently from commanded troops and player characters.

#### *Shooting troops and player characters:*

Commanded troops may shoot at designated target groups, PCs may target individuals. Commanded troops must spend a turn halted to load muzzle loaded weapons before a turn in which they fire; they may then move at up to half speed and still shoot in any subsequent turn. Shooting takes ½ turn halted for Firearms.  
NB: Non – Minie rifles must remain halted for 1 ½ turns to load

#### *Other Figures eligible to shoot:*

All commanded troops may fire if loaded etc (see above) others fire so;

Troops may shoot at the following ratios;

Stationary troops: 1 per 2 figures may shoot per turn.  
Moving troops: 1 per 3 figures may shoot per turn.

*Baker rifles and similar fire 1 per 3 if stationary, 1 per 4 if moving.*

Uncommanded troops only shoot at the nearest enemy they can hit.

<b>To Hit: Throw a D8</b>	Open	Soft cover	Hard Cover
Short Range	2	4	6
Medium Range	4	6	7
Long Range	6	7	8

**Shooting Damage Caused:** +1 to die roll if Hero: -1 to die roll if Raw shooters.

<i>D6 roll:</i>	1	2	3	4	5	6
Gunpowder weapons	Graze	Graze	Wound	Wound	Kill	Kill
Other	Graze	Graze	Graze	Wound	Wound	Kill

Hits are randomised among a target group, except for player characters, who may shoot at any figure they wish in clear sight.

If firing at a group larger than 10 figures, allocate hits among the nearest 10 figures to the shooting group. Officers / NCOs / Leaders are considered part of the nearest group within 5 cms of them for casualty allocation, otherwise they are separate units.

Shooting is only possible if figures can see the entire base of a figure without obstruction, unless shooting over an object or person within 2 cms.

Figures may be shot at in, or from, woods up to 10cms inside.

### Visibility:

Figures in terrain are seen at D6 x 10cms range if within 10cms of the edge, or if they fire, or are in plain sight.

Visibility is 20 cms within woods.

### Charging and Melee:

If a group is directed to 'Charge?' It moves to contact the nearest enemy figures in reach. Figures are matched as evenly as possible (IE: they can't gang up on 1 figure leaving others unengaged!).

Player Characters and Commanded troops may charge if in reach and not forced to move otherwise in the actions table.

When figures are matched, each figure throws a D6,  
-1 if Raw, or per enemy over 1 in base to base contact with him.  
+1 If a Hero.  
+1 If have a better Melee Factor weapon than all your opponents.

If one side score is better than the enemy check for hits as follows:

**The winning figure wounds an opponent if his die naturally rolled a 5, he kills an opponent on a natural roll of 6.**

At the end of melee, the group(s) which had the worst results, (or both if drawn,) is moved back 5cms. The winning side may follow up if it chooses.

### Play Sequence:

- (1) Player Characters dice for Command points - Determine units under command then dice for all their side's units on the Actions table below.
- (2) Move all the P.C.s side's actions.
- (3) Calculate any shooting by Side 'A's units.
- (4) Dice and move Side 'B's units according to the Actions table below.
- (5) Calculate shooting by side 'B's units
- (6) Calculate all melees, and record casualties from melee

### Figure Activation:

Heroes throw 4D6 a turn.  
Veterans throw 3D6 a turn.  
Raw figures throw 2D6. } - 1 Dice if Officer loading/Firing or in Melee

Throw an extra D6 if at least 1 Drummer and/or Bugler is commanded.

Command distance is 50cms in the open, 25cms in enclosed terrain. Only figures within that distance may be commanded by a command figure.

Loyal figures require 1 pt to activate them.

Disloyal figures and Routers require 2 pts to activate them.

### Movement:

Foot Figures may move a maximum of 25 cms a turn, though wounded men and civilians may only move 20cms (15 cms if in heavy armour/clothing!)

Cavalry walk at 5-30cms, Trot at 31-45cms and Gallop at 50-60cms.

Difficult going counts double the distance, and it takes ¼ move to clear a low barrier (Fallen tree etc) or fence.

### Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Hero within 5 cms of unit.  
: Unit formed of regulars  
: Unit entirely in cover.

1: Enemy in sight and within their weapons range of the unit  
: Raw unit in range of any enemy unit in sight.  
: Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.  
: Infantry not in square/circle facing Shock Cavalry within 50cms and not in cover.

3: If running from enemy last turn, or retreating as a result of melee.

And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

- (1) What the unit will try to do.
- (2) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all units.

Note that Player Characters and commanded troops are operated using the same system, but ignore shooting and movement instructions written in *Italics*.

Uncommanded Formed troops will always stay in company with the first group in their platoon to move if their commands are written in *Italics* and all units of the platoon are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the platoon.

*Actions Table:*

Infantry units

RISK FACTOR ▼	D6:	1	2	3	4	5	6
Up to RF0	<p>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move however, from fortified positions they are defending.</p> <p>Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)</p>						
RF1	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)</i>
RF2-5	Withdraw towards cover further from enemy	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy (Charge?)</i>
RF6-8	Run from nearest enemy	Withdraw towards cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>
RF9+	Run from nearest enemy	Run from nearest enemy	Withdraw towards cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	<i>Move to take cover in the nearest terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Halt in position facing the nearest enemy</i>

### Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Good troops or Officer.  
: Unit entirely in cover.

1: Any enemy in sight and within their weapons range of the unit  
: Poor unit in range of any enemy unit in sight.  
: Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

- (3) What the unit will try to do.
- (4) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in *Italics*.

P.C.s and Commanded units fire and move before other figures dice for their actions.

Uncommanded Formed units Dice once for all the groups composing a full unit-- if their commands are written in *Italics* and all units of the unit are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the group.

*Actions Table:*

Cavalry units

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	Continue current actions Units falling back away from the enemy will halt facing the last known enemy position (5,6 D6)					
RF1	<i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy at gallop (Charge?)</i>
RF2-5	Canter further from the nearest enemy	<i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>	<i>Advance towards nearest enemy at gallop (Charge?)</i>
RF6-8	Flee at Gallop from nearest enemy	Canter further from the nearest enemy	<i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy</i>	<i>Continue current actions facing the nearest enemy (Charge?)</i>
RF9+	Flee at Gallop from nearest enemy	Flee at Gallop from nearest enemy	Canter further from the nearest enemy	<i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i>	<i>Halt in position facing the nearest enemy</i>	<i>Halt in position facing the nearest enemy</i>