

Early 19th Century Wars Skirmish Rules



Tyneside Wargames club

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Introduction:

These rules are designed to allow players to role-play officers and leaders in small skirmishes From the Napoleonic wars to the American Civil War.

Troop Classifications:

Regulars: these may be Formed Regular troops or Skirmishers.

Irregulars: these are other troops, guerrillas etc.

These are subdivided into;

Hero: Sharpe, or similar 'Super heroes'.

Veteran: Experienced troops.

Raw: Inexperienced troops and frontier civilians

Loyalty:

Figures are either Loyal or Disloyal to a particular officer/leader;

EG: Regular troops are usually loyal to their NCOs and Officers.

Guerrillas are only loyal to their own leaders.

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

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

Groups:

Figures are nominally organised into groups, a group consists of any number of figures, they should always attempt to remain in line of sight of at least one other member of their group at all times. Groups may combine with another group of similar troops to form a larger group if they are reduced to 3 or less figures.

Figure Activation:

Player Characters are Officers and Leaders, and may be of any class.
They are limited to 1 per player, and are capable of solo action and commanding other figures.

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.

If all the members of a group are not commanded, then none of them are.
If an NCO/ Drummer or bugler is activated, he may command on behalf of an officer.
EG:

A veteran officer of regulars wishes to command a platoon of 30 men in a wood, many of which are outside the 25cms command distance.
He throws his 3D6 and scores 12, which would be enough to command 1 squad of 10 loyal men, but not the others.
He therefore commands the nearest NCO (Veteran) who adds his 3D6 score of 7, still not enough! However, the NCO is within 25cms of another NCO, so he is activated by the first NCO, and his 2D6 (Raw) score of 10 is enough to command the whole platoon, as long as the Officer or commanded NCOs are within command distance of all the figures in the platoon they are commanding.
This represents the chain of command. Loss of NCOs can be crippling!

Activated troops will normally act as the player wishes in that turn.
However, Commanded Troops unable to fire Volleys and Salvoes(EG: Guerrillas etc), count differently for shooting (IE: they are moved as the player wishes, but will only fire 1 per 3 shooters when firing if moving, or 1 per 2 shooters if stationary.)

Other figures

These do not have separate morale or orders rules, they simply calculate the 'Risk Factor' they are under.
For shooting, they will only fire 1 per 3 shooters when firing if moving, or 1 per 2 shooters if stationary, no matter how they are armed.

Movement:

Figures may move a maximum of 25 cms a turn, though wounded men and civilians may only move 20cms (15 cms if their petticoats are not hitched up!)
Difficult going counts double the distance, and it takes ¼ of a move to clear a low barrier (Fallen tree etc) or fence.

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.

<i>To Hit: Throw a D8</i>	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.

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 clear 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.

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.

Maximum Visibility is 20 cms within woods.

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>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>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>
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>

Cavalry supplement

Horsed figures are of three sorts: Shock Cavalry, Skirmishing Cavalry and Mounted Officers. They may move at different speeds to infantry;

Walk: 1-30cms. Canter: 30-40cms. Gallop: 41-50cms

Gallop is only allowed for 2 turns in a row, after which the unit may only walk for a turn. Cavalry may turn 45° per ¼ of their movement, or per ½ move at Gallop.

Moving Cavalry may only shoot to the figures front and left 45°arc.

They always shoot as 1 range band more distant than their dismounted counterparts, and may not shoot at the gallop.

Charging shock cavalry count a +1 to their melee die rolls (+2 if Cuirassiers)

Hits on Mounted figures are as normal, do not allocate hits to rider and mount separately.

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 with unit.

: Unit entirely in cover-- or moving at Canter/Gallop.

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.

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

(* Moving groups count 1 range band further away.)

And throw a D6:

Actions Table

Cavalry units

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	Continue current actions, unless at halt, and a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. 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>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 (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>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 (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>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 (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>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>

Artillery supplement

Guns should be based on square bases, optimally not more than 1cm wider than the gun model. They should be no larger than 9-12 pdrs.

They should have crew figures attached, who act as firearm equipped troops. These always count as under command, with an order to stay in position facing the enemy.

Guns should not be moved normally in a game, but small guns (Up to 3 pdr) can be manhandled by 4 unwounded men at 10cms a turn.

Limbered guns can be unlimbered in 2 turns by 4 stationary men in contact with the gun model. Limbered guns and wagons move at 15 cms a turn, in open terrain only.

Gun operation:

Guns require a certain number of crewmen to load and fire;

Muzzle loaders: 12 men equivalents

Breach loaders: 6 men equivalents

A maximum of 4 crew can load a muzzle loader, and a maximum of 3 crew can operate a Breach loader

This means a muzzle loader needs 4 men for 3 turns, or 3 men for 4 turns (etc) to load and fire. In a turn in which a gun fires, no loading points can be carried over into a subsequent turn.

Artillery effect:

Range / D6⇒	1	2	3	4	5	6
0-50 cms (TL9)	1W	1W 1K	1W 2K	2W 2K	2W 3K	5K
51-100 cms (TL7)	-	1W	1W 1K	1W 2K	2W 2K	2W 3K
100 plus cms (TL5)	-	-	-	1W	1W 1K	1W 2K

These hits (W = Wound, K = Killed) are randomised among members of the hit group, so may hit the same man twice

The TL score in brackets is the addition to the threat level a hit unit has the next time it dices for actions. Formed troops may not dice once for the whole units actions if fired at by Artillery, each group must dice for itself that turn.

Rotary MG (Gatlings)	Fires as 6 Breach loaded rifles if 2 crew, as 3 BLRs if only 1 crewman. (It jams for 1 turn if all to hit rolls are odd numbered.)
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Guns fire at any group directly in front of the models base, Machine guns shoot within 45° of straight ahead.

Effects of Hits:

If units are within range of an enemy unit, hits are diced for as follows;
Heroes add 1 to their die roll result!

D6 roll:	1	2	3	4	5	6
Gunpowder weapons	Graze	Graze	Wound	Wound	Kill	Kill
Other	Graze	Graze	Graze	Wound	Wound	Kill

Graze: Light injury, has no game effect.

Wound: Figure is disabled and may only shoot at short range and fight in melee. He may move at reduced speed only. If he has 2 wounds, he is killed.

Killed: Figure is critically hit, and will most likely die, or is killed instantly.

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.

Winning and losing:

When all of a side's units are in retreat, they have lost and will retire from the field.

Individual winning and losing parameters may be decided on a game by game basis.

Setting up a game:

As the game is designed, there is little reason to use hidden markers, unless all the players are on the same side, and the opposition is solo run.

In this case, Place hidden markers, and half their number of dummy markers randomly in the front edge (IE: Facing the players forces) -of terrain pieces. When they see the enemy, the figures are placed within 20cms of that marker.