

A.C.W. Skirmish rules – Quick Reference sheet.

Actions:

Each figure has 2 actions in a turn, -1 action per wound suffered
Each action allows the figure to do something. Some possible actions are;

- ❖ Move. (NB: Horse may move while rider does something else.)
- ❖ Load a weapon.
- ❖ Fire a weapon.
- ❖ Mount or dismount a stationary horse.
- ❖ Climb 6cms of ladder or 3cms of wall, fence or similar.
- ❖ Carrying a barrel or similar sized object
- ❖ Make a detachment

Movement:

Movement rates are per action used:

Infantry: 12cms (Halved if in difficult terrain like marshes etc)

Cavalry: : 24cms (Halved if in difficult terrain like marshes etc)
(- ¼ move per 45 degrees turned)

Other animals etc move as infantry by default, or special rate if specified in a scenario etc.

Carrying a barrel or similar sized object costs 1 action

Shooting

- ▶ Shooting figure throws a Quality dice.
- ▶ The Target figure throws a dice for cover and a dice for Range.

Weapon type	Short Range	Medium Range	Long Range	Extreme Range
Minie rifle	15cms	30cms	110cms	150cms
Repeating / BL rifle	12cms	25cms	60cms	120cms
Musket	4cms	10cms	30cms	90cms
Minie carbine	8cms	20cms	70cms	120cms
Smoothbore carbine	4cms	8cms	20cms	70cms
Shotgun	5cms	10cms	40cms	-
Pistol	2cms	6cms	10cms	20cms
Hand hurled	-	10cms	20cms	30cms

Loading takes 3 actions for Muzzle loaded weapons , 1 action for all other weapons.

Range

Short Range	Medium Range	Long Range	Extreme Range
D6	D8	D10	D12

Cover

In the open	Soft cover	Hard cover
D4	D6	D8

(Soft cover is woods, riverbanks, hillcrests etc. Hard cover is walls, buildings etc)

Result: Beat highest target dice by;

Evens	+1	+2-3	+4-5	Greater
No Effect	Graze	Wound	Disabled	Killed

2 Wounds = Disabled Disabled + Wound = Killed.

Targets are randomised in any group, though at short range only front rank figures are targeted. NB: Mounted figures only: horse hit on 4+ (D6)
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Melee (Close combat):

When figures are in contact with enemy figures, melee ensues. Melee is worked as a series of 1:1 combats.

Weapon type	Versus Infantry	Versus Cavalry
Lance	D6	D8
Bayonet	D6	D8
Sword and Pistol	D6	D4
Rifle/Shotgun butt, sword etc	D4	D4
Improvised weapons	D4	No Dice

Where more than 1 figure is against a single figure, this is a multiple combat.

Method:

All Primary figures in contact throw:

Quality Dice (-1 **per enemy over 1** the figure is fighting or if **wounded**)

(+1 to result if **uphill** of all opponents or **defending a barricade** or **Charging**)

+ Weapon Dice

(+Except when fighting Bayonet armed infantry: Mounted figures throw a D6 for the horse.)

In multiple combats a maximum of 3 figures can fight against 1.

Figures may fight all round, except mounted, who cannot fight to rear unless lancers.

Result of Melee:

Compare the highest dice of the Primary combatants, and consult the following chart, Applying the result to the loser's primary combatant figure;

Result	+1	+2	+3	+4	+5	More
Infantry	P/B	P/B+W	W	D	K	K
Cavalry	DMT	DMT+W	W	W	D	K

KEY: P/B = Push back 2 cms. Unengaged men behind are moved back also.

DMT = Dismounted—horse flees, rider now on foot. Suffers wound on 5+ (D6).

W = Wound.

D = Disabled – Figure is incapable of fighting or moving.

K = Killed – Figure is Dead or dying.

Morale:

When any member of a group is injured, or attempts to Charge better class or more numerous enemies, or is charged, a Morale check is required.

All units must test if the Force commander is killed.

Throw the quality dice of the majority of the unit, Add 1 to the score if unit has a higher quality leader. Now add or subtract the following;

-3	: Force commander killed or disabled this turn.
-2	: Per 20% of unit killed or disabled. : If NCO of unit has been killed / Disabled
-1	: Per 20% of the unit with 1 Wound. : If unit, or friends within 20cms are retiring relative to the nearest enemy. : Enemy closer to unit flanks/rear than friends.
+1	: Unit moving towards the nearest enemy. : Friends in sight are advancing / winning a melee. : Uphill of all enemies or in cover.
+2	Force commander OK and in sight within 50cms.

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Result:

1 or more	OK: Continue as normal
0 to -1	No Advance towards enemy.
-2	Use 1 action to Move towards nearest cover or table edge to rear next turn
-3	Break and run, use both actions must end further from the enemy. (To rally score a 4 or more on quality dice at the end of your action phases)
-more	As above, but no rally possible