

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, or unit is of superior quality.
: Unit entirely in cover or advancing.

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, or friends retreating/routing within 25cms.
: Natives within 50cms of enemy cavalry

3: If Routing, or suffering more casualties in 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 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 **Blue**.

Uncommanded Formed troops will count as a single group on the action chart if their commands are written in **Blue** 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.

Visibility is 20 cms within woods.

Actions Table: For Troops armed with Gunpowder weapons, Bows, Slings and similar

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	<i>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.</i>					
	<i>Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)</i>					
RF1	<i>Halt</i>	<i>Advance</i>	<i>Advance</i>	<i>Advance</i>	<i>Advance</i>	<i>Attack</i>
RF2-5	Retreat	Halt	<i>Halt</i>	<i>Advance</i>	<i>Advance</i>	<i>Advance</i>
RF6-8	Rout	Retreat	Halt	<i>Halt</i>	<i>Halt</i>	<i>Advance</i>
RF9+	Rout	Rout	Rout	Retreat	<i>Retreat</i>	<i>Halt</i>

Actions Table: For Troops armed with Close combat weapons only

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	<i>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy, or to where the enemy were last seen. They will not move however, from fortified positions they are defending.</i>					
	<i>Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)</i>					
RF1-2	<i>Halt</i>	<i>Advance</i>	<i>Advance</i>	<i>Attack</i>	<i>Attack</i>	<i>Attack</i>
RF3-6	Retreat	Halt	<i>Halt</i>	<i>Advance</i>	<i>Attack</i>	<i>Attack</i>
RF7-8	Rout	Retreat	<i>Retreat</i>	<i>Halt</i>	<i>Halt</i>	<i>Attack</i>
RF9+	Rout	Rout	Rout	Retreat	<i>Retreat</i>	<i>Halt</i>

Attack	Unit will close with the nearest enemy unit and charge them if in reach. Natives get a +D6 cm to movement.
Advance	Move towards the nearest enemy and halt at medium range if missile armed, otherwise go to Attack if within 50cms of enemy.
Halt	Unit must halt in its current position, and may only move to face the nearest enemy.
Retreat	Unit must move away from the nearest known enemy position, or towards the nearest cover further from all enemy units. If in cover already, unit may stay in position if it has at least 50% of its original unit strength.
Rout	Unit will run at move (+5cms) away from the nearest enemy unit(s), it may neither fight nor shoot. If surrounded, they surrender.

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 the P.C.s troops.
- (4) Calculate all melees, and record casualties from melee.
- (5) Move the other side as the sequence above (1-4).

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, Troops unable to fire Volleys and Salvoes (EG: French, etc), count uncommanded for shooting (IE: they are moved as the player wishes, but do not fire in the commanded fire shooting phase- but they do count as uncommanded to the enemy unit(s) they shoot at)

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!)
Horsed figures may move up to 40 cms in open clear terrain. They may turn freely.
Difficult going counts double the distance, and it takes ¼ move to clear a low barrier (Fallen tree etc) or fence.

Shooting:

Weapon type	Short range	Medium range	Long range	Melee factor
Rifles	30 cms	90 cms	180 cms	2
Muskets	20 cms	40 cms	120 cms	2 (3 with Bayonet)
Pistols	4 cms	8 cms	20 cms	1
Bows	30 cms	60 cms	100 cms	1
Spears	8 cms	12 cms	24 cms	3
Swords	-	-	-	3
War Club	-	-	-	3
Hatchet / Knife.	5 cms	10 cms	20 cms	2
Rocks etc	4 cms	8 cms	20 cms	1

Uncommanded troops fire 1 per 2 figures if stationary, or 1 per 3 figures if moving.

Commanded troops and player characters:

These 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.

Uncommanded troops may only move half speed and shoot, but count 1 range band further away if shooting and moving in the same phase (Unless throwing spears while advancing)

Uncommanded figures not under player control may move full speed and still fire – this saves a lot of book-keeping!

To hit: +1 to die roll if Hero: -1 to die roll if Raw shooters

To Hit: Throw a D8	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

D6 roll:	1	2	3	4	5	6
Gunpowder weapons	Graze	Graze	Wound	Wound	Kill	Kill
Bow / spear	Graze	Graze	Wound	Wound	Wound	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.

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.

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 fighting to cross a defended wall, fence etc.

+1 If a Hero or for Superior melee troops.

+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 rolled a 5, he kills an opponent on a 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. Figures unable to fall back take a wound instead.