PORTABLE WARGAME: 19TH CENTURY

Turn Sequence

1. Artillery Fire Phase (N.B. Artillery does not need to be activated in order to fire).
2. Dice for Initiative.
3. Side A then moves, fires, and conducts Close Combats with each of their Units in turn, subject to any restrictions laid down in the rules.
4. Side B then moves, fires, and conducts Close Combats with each of their Units in turn, subject to any restrictions laid down in the rules.
5. Both sides check to see if they have reached their Exhaustion Point.

Artillery Fire

Type of Artillery	Range
Heavy Artillery	12 squares
Medium Artillery	10 squares
Field Artillery	8 squares
Mountain Artillery	6 squares

Rules

a) Artillery fire is simultaneous, and the effect of artillery fire upon targets is determined after all Artillery Units have fired.

b) All ranges are measured orthogonally (i.e. through the edges of the squares, not the corners).

c) Each Artillery Unit may fire only once each turn.

d) Artillery fire can destroy any type of Ground Unit.

e) Artillery Units fire have an arc of fire that is 90° forward of the direction in which they are facing (i.e. in an arc sweeping from one 45° diagonal line of squares to the other).

f) Artillery Units may fire over other Units that are in front of them.

g) Artillery Units can fire into woods, built-up areas, and fortifications.

h) Artillery Units can fire out of woods, built-up areas, and fortifications if they are in a square that is on the edge of the woods, built-up areas, or fortifications (i.e. the orthogonally adjacent square in the direction they are firing does not contain woods, built-up areas or fortifications).

i) If a Unit can be seen by an Artillery Unit that is firing at it (i.e. there is a direct line-of-sight between the target and the Artillery Unit firing at it), the artillery fire is direct fire.

j) If a Unit cannot be seen (i.e. there is a no direct line-of-sight between the target and the Artillery Unit firing at it) or it is in cover, the artillery fire is indirect fire.

k) The target square is identified.

Roll one D6 die for each Unit firing –

    Die score = 5, 6 or more: Artillery fire lands on the target square.

    Die score = 2 or 4: Artillery fire lands in the square immediately in front of the target square.

    Die score = 1 or 3: Artillery fire lands in the square immediately behind the target square.

    Die score = Less than 1: Artillery fire has been totally ineffective.

    Reduce the D6 die roll score by 1 if the target is in cover or fortifications.

    Increase the D6 die score by 2 if the Artillery Unit has a direct line-of-sight to the target square.

    Increase the D6 die roll score by 1 if the Artillery Unit has fired at the same target during the previous turn.

    Increase the D6 die roll score by 1 if a friendly Commander is in the same square as the firing Unit or in an orthogonally adjacent square.

Any Unit or Units in the square that the artillery fire lands in are hit, and a D6 die is rolled for each to determine the effectiveness of the artillery fire upon each Unit. (See RESOLVING HITS ON UNITS)

Movement

Type of Unit	Movement
Infantry	1 square
Dismounted Cavalry	1 square
Mounted Cavalry	2 squares
Machine Guns	1 square
Artillery	1 square
Horse-drawn Transport	1 square
Commanders	2 squares

Rules

a) All movement is measured orthogonally (i.e. through the edges of the squares, not the corners).

b) A Unit may be moved only once each turn.

c) Artillery Units may not be moved if they have fired.

d) A Unit that is firing (or has fired) this turn reduces its movement by 1 square.

e) A Unit may change its direction of movement any number of times during its move but must end its move facing the edge of the square not the corner.

f) With the exception of a Horse-Drawn Transport Unit and Commanders, a Unit may not start or end its move in the same square as a friendly Unit.

g) No Unit may start or end its move in the same square as an enemy Unit.

h) A Unit must stop as soon as it enters a square that is orthogonally adjacent to the front, flank or rear of enemy Unit, and must turn to face the enemy Unit at once.

i) If a Unit is being faced by an enemy Unit that is in an orthogonally adjacent square and the Unit has not yet moved this turn, it may move (i.e. it may withdraw to away from the enemy Unit) providing that it does not move into a square that is orthogonally adjacent to the front of another enemy Unit.

Firing (Non-Artillery Units)

Type of Weapon	Range
Infantry Small Arms	3 squares
Machine Guns	3 squares

Rules

a) All ranges are measured orthogonally (i.e. through the edges of the squares, not the corners).

b) Each Unit may fire only once each turn.

c) Non-Artillery Units fire have an arc of fire that is 90° forward of the direction in which they are facing (i.e. in an arc sweeping from one 45° diagonal line of squares to the other).

d) Non-Artillery Units may only fire at targets that are in direct line-of-sight.

e) Non-Artillery Units can fire 1 square into woods, built-up areas, and fortifications.

f) Non-Artillery Units can fire out of woods, built-up areas, and fortifications if they are in a square that is on the edge of the woods, built-up areas, or fortifications (i.e. the orthogonally adjacent square in the direction they are firing does not contain woods, built-up areas or fortifications).

g) The target square is identified.

Roll one D6 die for each Unit armed with Infantry Small Arms or three D6 dice for each Machine Gun Unit that is firing –

A 5 or 6 is a hit on all enemy Units that are in the target square. (See RESOLVING HITS ON UNITS)

Reduce the D6 die roll score by 1 if the target is in cover or fortifications.

Increase the D6 die roll score by 1 if the firing Unit has not moved this turn.

Increase the D6 die roll score by 1 if a friendly Commander is in the same square as the firing Unit or in an orthogonally adjacent square.

Close Combat

Type of Unit	D6 Die score required not to be hit if	
	Unit is front on to the enemy	Unit is flank or rear on to the enemy
Infantry	3, 4, 5, 6	5, 6
Dismounted Cavalry	3, 4, 5, 6	5, 6
Mounted Cavalry	2, 3, 4, 5, 6	4, 5, 6
Machine Guns	3, 4, 5, 6	5, 6
Artillery	4, 5, 6	5, 6
Horse-drawn Transport	5, 6	6
Commanders	3, 4, 5, 6	3, 4, 5, 6

Rules

a) A Unit must stop if it enters a square that is orthogonally adjacent to one occupied by an enemy Unit, and turn to face the enemy Unit.

b) A rear or flank attack is one made directly on the side or rear of an enemy Unit.

c) Both sides throw a D6 die for their Unit involved in a Close Combat and read the result from the appropriate column.

Increase the D6 die roll score by 1 if a friendly Commander is in an orthogonally adjacent square.

Increase the D6 die roll score by 1 if the Unit is in cover or fortifications.

d) Infantry and Cavalry Units that win a Close Combat (i.e. because the enemy Unit has been destroyed or has retreated 1 square) may move forward and occupy the square that was occupied by the enemy Unit and may conduct further Close Combats if this makes them orthogonally adjacent to a square occupied by an enemy Unit.

Resolving hits on Units

Unit Status		Results
Elite Units	1 or 2 = Unit is destroyed.	3, 4, 5, or 6 = Unit survives but must retreat 1 square or it is destroyed.
Average Units	1, 2, or 3 = Unit is destroyed.	4, 5, or 6 = Unit survives but must retreat 1 square or it is destroyed.
Poor Units	1, 2, 3, or 4 = Unit is destroyed.	5, or 6 = Unit survives but must retreat 1 square or it is destroyed.

Rules

a) Any Unit that is hit as a result of Artillery Fire, Non-Artillery Fire, or Close Combat throws a D6 die to resolve what happens.

b) Any Unit unable to retreat 1 square is destroyed.

Special Rules

Exhaustion Point	Before the battle begins, both sides calculate their Exhaustion Point. This is one third of the side's total initial number of Units, rounded up. When a side has lost that proportion of its initial number of Units, it has reached its Exhaustion Point. A side that has reached its Exhaustion Point must immediately stop taking aggressive action (i.e. it will continue to fight to defend its existing position, but will not continue any movement towards the enemy). When both sides have reached their Exhaustion Point, the battle ends.
Horse-drawn Transport	A Horse-drawn Transport Unit may tow an Artillery Unit. It takes one turn to limber or unlimber an Artillery Unit. During that turn both Units must be in the same square. Horse-drawn Transport Units that are towing Artillery Units move at their normal movement rate. Any hit on a Horse-drawn Transport Unit is also deemed to be a hit on any Unit that it might be carrying or towing.
Roads	Units on roads move at normal movement rate, plus 1 square if the entire move is made along a road.
Hills	In Close Combat a Unit that is attacking uphill against an enemy Unit reduces the D6 die score they throw by 1.
Woods	A Unit must stop as soon as it enters a wood. A Unit moving through a wood has a maximum movement rate of 1 square per turn. The range of all weapons fired within a wood is reduced to 1 square. In Close Combat a Unit that is in a wood increases the D6 die score they throw by 1.
Rivers	When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 square out of the river on turn B. Units in rivers may not fire. In Close Combat a Unit that is in a river reduces the D6 die score they throw by 1.
Barbed Wire	A Unit can lay barbed wire in a square by remaining in the square for 1 turn. A Unit can remove barbed wire from a square by remaining in the square for 1 turn. Units must stop and remove the barbed wire next turn or stop and not resume their movement until the next turn.
Trenches	When crossing a trench a Unit moves into the trench on turn A and stops, then moves 1 square out of the trench on turn B. Units crossing trenches may not fire. In Close Combat a Unit that is crossing a trench reduces the D6 die score they throw by 1.

Definitions

Cover	Cover is any natural or man-made terrain feature that can hide or obscure a target from view.
Direct line of sight	Direct line-of-sight is a straight line from the centre of one square to the centre of another that is not obscured by cover or a vertical or horizontal obstacle.
Fortifications	Fortifications are any man-made defences built to strengthen a position. They include bunkers, dugouts, trenches, and fieldworks.
Line-of-sight	Line-of-sight is a straight line from the centre of one square to the centre of another.
Orthogonally adjacent	Any square that touches the side of another square is defined as being orthogonally adjacent to it.
Retreat	A retreating Unit must withdraw into an orthogonally adjacent empty square that is not orthogonally adjacent to a square occupied by an enemy Unit. If it is unable to do so, it is destroyed.