

HEROES OF VICTORIA'S EMPIRE

CONTENTS

CONTENTS	1
INTRODUCTION	2
DEDICATION.....	3
GENERAL RULES.....	4
The primary rule of wargaming	4
The spirit of the wargame	4
The precedence rule.....	4
Playing equipment	4
Organising units and armies	4
Tactical formations	5
Heroic Leadership cards	8
Senior officers and native leaders – Heroes.....	9
BATTLE RULES	10
Before battle commences	10
Turn sequence	10
Turn sequence rules.....	10
Activation	11
Movement.....	11
Fire.....	12
Hand-to-hand fighting.....	14
Removing casualties.....	14
Morale test	15
Rallying	15
ADDITIONAL & OPTIONAL RULES.....	16
Railways.....	16
Merchant ships	18
Warships.....	20
CHARTS.....	24
Movement charts	24
Firing charts	25

HEROES OF VICTORIA'S EMPIRE

INTRODUCTION

One cannot read any of the literature about the era of colonial expansion that occurred during Queen Victoria's reign without realizing how important the actions of a few individuals could be in the great scheme of things. Consider the following examples:

- Would the battle of Isandhlwana not been a disaster if Lord Chelmsford or Colonel Pulleine had ordered the column's wagons to form a defensive (and defensible) laager?
- Would Rorke's Drift have been over-run by the Zulus if Lieutenants Chard and Bromhead (and Commissary Dalton) had not shown the resolve and leadership required?
- Would Khartoum have fallen to the Mahdi much earlier if 'Chinese' Gordon had not been in command?
- Would the Battle of Abu Klea have taken a different course if Colonel Fred Burnaby had not been killed fighting individual Mahdists outside the British square?

Any set of wargames rules that deal with this period of history should take into account the role of individuals such as these. 'Heroes of Victoria's Empire' (HoVE) is a set of Colonial wargames rules specifically written to reflect the importance of these heroic individuals (and villains!).

The rules were also written with the following objectives in mind:

- They should be fun.
- They should enable a game to be played to a conclusion in no more than two hours.
- They should enable a reasonable sized game, using approximately 60 - 100 figures in total, to be played in a relatively small area (3¼ foot x 2½ foot/100 cm x 75 cm).
- They can be used with 15mm scale figures.
- They should enable the story of the battle to unfold in front of the players.

HEROES OF VICTORIA'S EMPIRE

DEDICATION

These rules are dedicated to a true 'Hero of Victoria's Empire' - Colonel Frederick Gustavus Burnaby (1842 - 1885)

Frederick Burnaby was born in Bedford on 3rd March 1842. He was educated at Bedford Grammar School, Harrow, and in Germany. In 1859 he joined the Royal Horse Guards. During the summer of 1874 he was a correspondent of *'The Times'* during the Carlist War, but before the war had ended he travelled to Africa and joined General Gordon's first expedition to the Sudan. On his return to England in March 1875 he began to plan a journey on horseback to Khiva through Russian Asia. He undertook this expedition during the winter of 1875 - 1876, and on his return wrote his book entitled *'A ride to Khiva'*, that made him famous.

Burnaby soon tired of humdrum life in England, and embarked on a further adventurous journey on horseback, this time through Asia Minor. During his ride from Scutari to Erzerum he was able to visit the Turkish-Russian border, and on his return he wrote a book entitled *'Horseback through Asia Minor'* about what he had seen. This was good preparation for his next adventure, which took him to Turkey during the Russo-Turkish War of 1877. Although he was acting as a travelling agent for the Stafford House Committee, this did not stop him from helping his friend Valentine Baker - who was in command of a Turkish Army - during the Battle of Tashkessan.

On his return to England Burnaby tried to enter politics, and in 1880 he stood - unsuccessfully - as a Tory candidate for a Birmingham constituency. Seeking further excitement Burnaby took up ballooning, and in 1882 he crossed the Channel to Normandy in a balloon, thus becoming the first balloonist to cross the Channel solo. This was not, however, a substitute for the sort of action that Burnaby craved, and although he had become a Colonel in 1881, he was not allowed to take part in the Egyptian campaign of 1882.

In 1884 he took extended leave from his regiment and went to Suakim, where he became an intelligence officer under the command of his old friend General Valentine Baker. During his time at Suakim he was wounded at the Battle of El Teb. When Lord Wolseley raised his expedition to rescue General Gordon from Khartoum Burnaby joined it, and during the Battle of Abu Klea on 17th January 1885, a spear thrust killed him whilst he was fighting hand-to-hand with a group of Mahdists.

HEROES OF VICTORIA'S EMPIRE

GENERAL RULES

The primary rule of wargaming

'Nothing can be done contrary or what could or would be done in actual war'

Fred T. Jane

The spirit of the wargame

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

Adapted from 'The Rules of Golf'
© R&A Rules Limited

The precedence rule

In order to assist players to understand these rules, and to help to avoid needless discussions about what a rule or rules mean, the order in which each paragraph appears within each section determines either the order in which things must happen or their relative importance to each other, with the earlier paragraphs taking precedence over later paragraphs.

Playing equipment

The following equipment is needed to fight a battle using these rules:

- Two suitably organised armies (See 'Organising units and armies').
- A battlefield and terrain.
- A scenario.
- A standard pack of packing cards with 52 playing cards divided into 2 colours (red and black) and 4 suits (Hearts, Clubs, Diamonds, and Spades) plus 2 Jokers.
- A pack of Heroic Leadership cards (See 'Heroic Leadership cards').
- At least a dozen D6s.
- A dice shaker.
- A small flat box to roll the dice into.

Organising units and armies

European and European-trained troops

European and European-trained troops are organised in standard units. These are as follows:

- | | |
|-----------------|---|
| Infantry units: | 8 infantry figures (7 infantrymen and 1 officer) on individual 15mm x 15mm bases. |
| Cavalry units: | 6 mounted figures (5 troopers and 1 officer) on individual 15mm x 30mm bases. |

HEROES OF VICTORIA'S EMPIRE

Artillery and machine gun units: 2 gunner figures (1 gunner and 1 officer/NCO) on individual 15mm x 15mm bases and a model gun on a suitably sized base.

Transport, baggage, and stores: A wagon, pack animal, porter, or pile of stores on a suitably sized base.

These standard units can be grouped together to form larger formations. A senior officer (a Hero) commands each of these groupings.

Senior officer: 1 foot or mounted figure on an appropriate 15mm x 15mm or 15mm x 30mm base.

Native troops

Native troops are organised in standard units. These are as follows:

Infantry units: 8 infantry figures (7 tribesmen/warriors and 1 chieftain) on individual 15mm x 15mm bases.

Cavalry and camelry units: 6 mounted figures (5 tribesmen/warriors and 1 chieftain) on individual 15mm x 30mm bases.

Artillery and machine gun units: 2 gunner figures (1 gunner and 1 chieftain) on individual 15mm x 15mm bases and a model gun on a suitably sized base.

Transport, baggage, and stores: A wagon, pack animal, porter, or pile of stores on a suitably sized base.

These standard units can be grouped together to form larger formations. A native leader (a Hero) commands each of these groupings.

Native leader: 1 foot or mounted figure on an appropriate 15mm x 15mm or 15mm x 30mm base.

Officers and chieftains

Officers and chieftains are included in each unit to represent the unit's leadership. The loss of an officer or chieftain will affect the ability of a unit to move and recover its morale.

Tactical formations

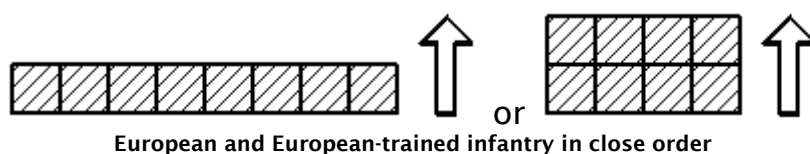
European and European-trained troops – infantry and cavalry

Because European and European-trained troops were trained to fight as a body of men rather than as individuals, they do most of their fighting and manoeuvring in formal tactical formations. For European and European-trained infantry these are **close order**, **column**, **open order**, and **square**. For European and European-trained cavalry these are **close order**, **column**, and **open order**. These formal tactical formations are illustrated below.

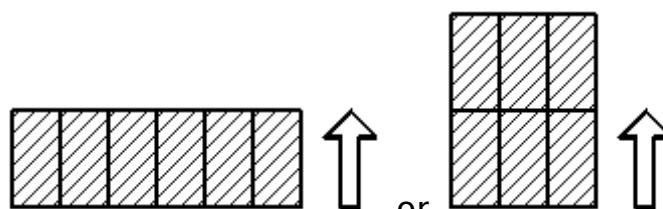
The arrow on each diagram indicates the direction of travel.

HEROES OF VICTORIA'S EMPIRE

Close order



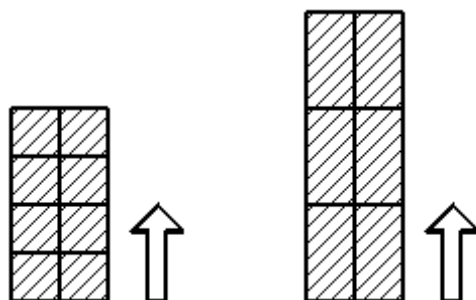
European and European-trained infantry in close order



European and European-trained cavalry in close order

There must be no gaps between the bases of a European and European-trained infantry or cavalry unit that is in close order. A European and European-trained infantry or cavalry unit that is in close order may not be more than 2 ranks deep.

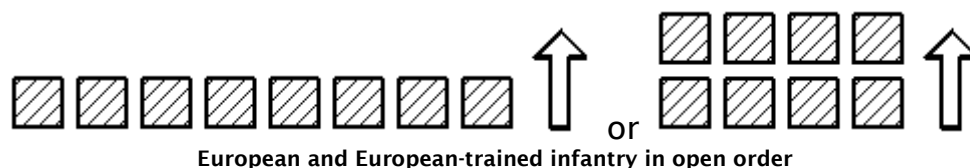
Column



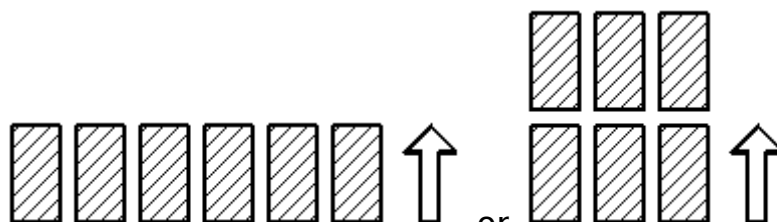
European and European-trained infantry (left) and cavalry (right) in column

There must be no gaps between the bases of a European and European-trained infantry or cavalry unit that is in column. A European and European-trained infantry or cavalry unit that is in column may not be more than 2 files wide.

Open order



European and European-trained infantry in open order

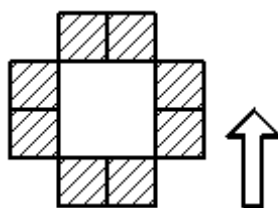


European and European-trained cavalry in open order

There must be gaps between the bases of a European and European-trained infantry or cavalry unit that is in open order. The bases of a European and European-trained infantry or cavalry unit that is in open order do not have to be in regular alignment.

HEROES OF VICTORIA'S EMPIRE

Square



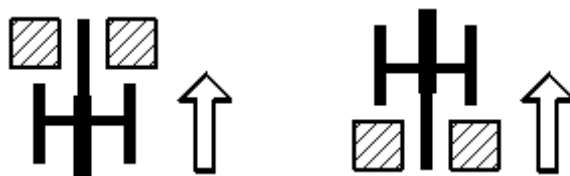
European and European-trained infantry in square

There must be no gaps between the bases of a European and European-trained infantry unit that is in square or forming 1 or more sides of a square.

European and European-trained troops – artillery and machine guns

European and European-trained artillery and machine gun units have their own unique tactical formations. These are **limbered** and **unlimbered**. These tactical formations are illustrated below.

Limbered and unlimbered



European and European-trained artillery limbered (left) and unlimbered (right)

When European and European-trained artillery and machine guns are limbered, the gun crew bases must be in front of the gun and within 15mm of it.

When European and European-trained artillery and machine guns are unlimbered, the gun crew bases must be behind the gun and within 15mm of it.

Native troops – infantry, cavalry, and camelry

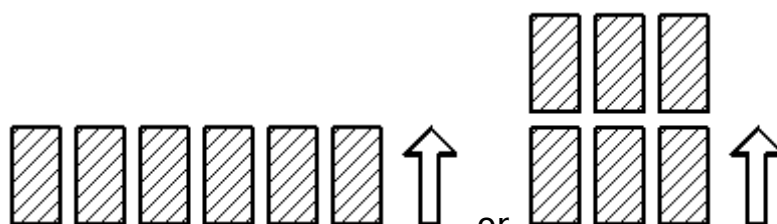
Because native troops placed much greater emphasis on the strengths and abilities of individual tribesmen or warriors, they do most of their fighting and manoeuvring in less formal tactical formations. For native infantry, cavalry, and camelry these are **open order** and **horde**. These informal tactical formations are illustrated below.

The arrow on each diagram indicates the direction of travel.

Open order



Native infantry in open order

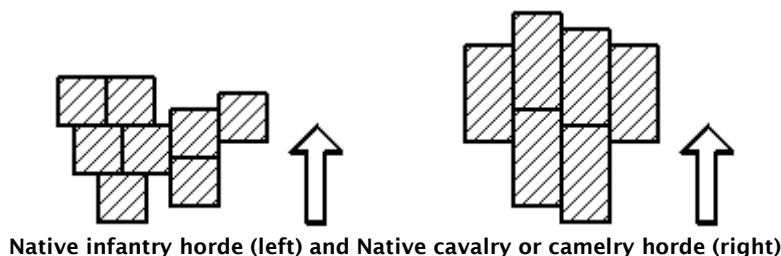


Native cavalry or camelry in open order

HEROES OF VICTORIA'S EMPIRE

There must be gaps between the bases of a native infantry, cavalry, or camelry unit that is in open order. The bases of a native infantry, cavalry, or camelry unit that is in open order do not have to be in regular alignment.

Horde



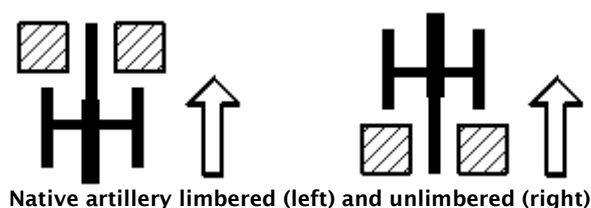
Native infantry horde (left) and Native cavalry or camelry horde (right)

There must be no gaps between – and no regular alignment of – the bases of a native horde of infantry, cavalry, or camelry.

Native troops – artillery and machine guns

Native artillery and machine gun units have their own unique tactical formations. These are **limbered** and **unlimbered**. These tactical formations are illustrated below.

Limbered and unlimbered



Native artillery limbered (left) and unlimbered (right)

When native artillery and machine guns are limbered, the gun crew bases must be in front of the gun and within 15mm of it.

When native artillery and machine guns are unlimbered, the gun crew bases must be behind the gun and within 15mm of it.

Heroic Leadership cards

Players use – *via* their Hero – the Heroic Leadership cards to influence events on the battlefield by enhancing the capabilities of a unit. The enhancement only lasts for the turn during which the Heroic Leadership card has been played, and once used the Heroic Leadership card is discarded.

Discarded Heroic Leadership cards are placed face up in a separate pile, and when all the undealt Heroic Leadership cards have been used, the pile of discarded cards is shuffled and reused.

HEROES OF VICTORIA'S EMPIRE

There are 5 types of Heroic Leadership card in the pack of 54 Heroic Leadership cards.

Dashed hard luck!	This Heroic Leadership card does not allow you to enhance the capabilities of a unit. Better luck next time!	18 cards
Enhanced firepower!	The number of D6s thrown to determine the effect of the unit's fire is doubled.	12 cards
Faster movement!	The number of D6s thrown to determine the maximum distance the unit may move is increased by 1.	12 cards
Hand-to-hand fighting!	The number of D6s thrown to determine the effect of the unit's hand-to-hand fighting is doubled.	9 cards
Rally!	The unit is automatically rallied.	3 cards

Each player starts the game with 1 Heroic Leadership card, and can acquire and use cards during the course of the battle.

No player may hold more than 3 Heroic Leadership cards at the same time.

Senior officers and native leaders – Heroes

The senior officers and native leaders – the Heroes referred to in the title of these rules – are the players' battlefield *alter ego*.

European and European-trained armies must have at least 1 senior officer (a Hero) in command of the army and Native armies must have at least 1 native leader (a Hero) in command of the army.

Heroes enhance the capabilities of a unit for as long as they remain with the unit. Heroes can use Heroic Leadership cards to further enhance the capabilities of a unit whilst they are with it. Heroes may not use a Heroic Leadership card to enhance the capabilities of a unit that they are not with.

No player can control more than 1 Hero during a battle.

HEROES OF VICTORIA'S EMPIRE

BATTLE RULES

Before battle commences

Several things must be done before battle commences. These are:

- The terrain and scenario are set up.
- The armies are prepared for battle, and deployed in their starting positions.
- The standard pack of playing cards is shuffled and placed face down where all the players can see it.
- The pack of Heroic Leadership cards is shuffled, and 1 card is dealt to each player. Players may look at their own Heroic Leadership card, but may not show it to other players. Any player who shows what is on their Heroic Leadership cards to any other player at any time during the battle immediately loses all the Heroic Leadership cards they hold and may not acquire further Heroic Leadership cards during the battle.

This may appear to be a draconian punishment for a minor infraction of the rules, but as the role of the Heroic Leadership cards is central to the design philosophy of these rules, such cheating – even if unintentional – cannot be allowed in any circumstances. In any case, no Victorian Hero would ever act in so ungentlemanly a manner as to even consider cheating unless, of course, his name is Flashman!

Turn sequence

The sequence in which things are done during each turn of the battle is as follows:

1. Each player is dealt 1 playing card for their Hero and 1 for each unit under their command. The cards are dealt from the pile of unused playing cards, and are dealt face up so that everyone can see them.
2. Any player who is dealt a Joker is dealt a further card to replace it and is also dealt a Heroic Leadership card. The player then places the Joker into the pile of discarded playing cards.
3. Any player who is dealt a picture card is also dealt a Heroic Leadership card for each picture card they have been dealt.
4. The player with the highest value card can activate their Hero or a unit under their command. Once the Hero or unit has completed everything they can do, the player places the playing card into the pile of discarded playing cards.
5. The player with the next highest value card can activate their Hero or a unit under their command. Once that Hero or unit has completed everything they can do, the player places the playing card into the pile of discarded playing cards. This process continues until all the players have had the opportunity to activate all of their Heroes or units.
6. Once all the unused playing cards have been used, the pile of discarded playing cards is shuffled and placed face down where all the players can see it, ready to be dealt.

Turn sequence rules

No player may hold more than 3 Heroic Leadership cards at the same time.

HEROES OF VICTORIA'S EMPIRE

The order of precedence of playing card suits is (highest to lowest) **Hearts, Clubs, Diamonds, and Spades**. The order of precedence of playing cards is (highest to lowest) **Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2**.

Routing units must always be activated before players can activate their Hero or a non-routing unit.

No unit may be activated more than once during a turn unless a Hero is part of the unit, in which case the unit can be activated once by the Hero and once in its own right.

If a unit is destroyed before it can be activated during a turn, the player who commands that unit must immediately place the highest value playing card they retain into the pile of discarded playing cards.

Activation

When a Hero is activated they can:

- Move as an individual.
- Move in order to join a unit.
- Move in order to leave a unit.
- Activate the unit they are part of.

Whilst part of a unit, the Hero moves and fights with that unit, even if the Hero has already moved during the current turn. They can remain part of that unit for as long as they wish. They may use a Heroic Leadership card to enhance the capabilities of that unit when it is activated.

When a unit is activated it can:

- Move.
- Fire.
- Move and then fire or fire and then move.
- Change formation and then move or move and then change formation.
- Change formation and then fire or fire and then change formation.
- Move and initiate hand-to-hand fighting.
- Engage in hand-to-hand fighting.
- Move and attempt to rally or attempt to rally and move.

Movement

The distance that Heroes and units can move is determined by throwing D6s.

The maximum distance a Hero can move – as an individual – is 4D6cm. When moving as individuals, Heroes are not affected by movement bonuses or penalties.

The number of D6 thrown to determine the maximum distance a unit can move depends upon the following factors:

- The type of unit that is moving.
- Whether a Hero is part of the unit.
- The formation the unit it is in.
- Whether the unit's officer or chieftain has been lost.

HEROES OF VICTORIA'S EMPIRE

- What actions the unit is undertaking during this turn of the battle.

Changing direction during movement does not invoke a movement penalty. Changing formation during movement does invoke a penalty.

Retreating units must move the maximum distance possible. Retreating units are not affected by movement bonuses or penalties.

Movement rates

Infantry:	3D6cm
Cavalry and camelry:	4D6cm
Artillery:	3D6cm
Transport:	3D6cm
Retreating units:	4D6cm

Movement bonuses and penalties

Heroic Leadership card:	As per the text on the card
A Hero is part of the unit:	Add 1D6
Charging an enemy unit that is within 20cm:	Add 1D6
Horde:	Add 1D6
Close order:	Deduct 1D6
Square:	Deduct 1D6
Unit's officer/chieftain has been lost:	Deduct 1D6
Firing:	Deduct 1D6
Changing formation:	Deduct 1D6
Crossing an obstacle:	Deduct 1D6

Measuring movement

All measurements for the movement of individual Heroes are made from the centre of the front edge of the base.

All measurements for the movement of a unit are made from the centre of the front edge of the base or bases that are in the centre of the front side of the unit's tactical formation.

Fire

The effect of a unit's fire is determined by throwing D6s.

Only units that are in **close order**, **open order**, **square**, and **unlimbered** tactical formations may fire. Only the front rank of a unit may fire.

With the exception of artillery, firing units must always fire at the nearest enemy unit. Firing units must have a clear line-of-sight to the target unit. Vertical obstacles – including other units – must not obscure the line-of-sight between the firing unit and the target unit.

Weapons have an arc of fire of 90°. This arc of fire is 45° either side of a notional line drawn from the centre of the back edge to the centre of the front edge of the unit.

HEROES OF VICTORIA'S EMPIRE

The number of D6 thrown to determine the effect of a unit's fire move depends upon the following factors:

The number of bases in the unit eligible to fire.

Whether a Hero is part of the unit.

The range the target unit is from the firing unit.

The tactical formation the target unit is in.

Whether or not the target unit is in cover.

1D6 is thrown for every eligible base in an infantry, cavalry or camelry unit and 2D6 are thrown for every eligible base in a machine gun or artillery unit.

A casualty is inflicted on the target unit for every 6 thrown. Any unit that suffers a casualty must take a morale test.

Weapon ranges

	Short range	Long range
Spears:	-	5cm
Native firearms:	4cm	20cm
European firearms:	5cm	25cm
Machine guns:	10cm	30cm
Native field artillery:	15cm	45cm
European field artillery:	20cm	60cm
Native medium artillery:	20cm	60cm
European medium artillery:	30cm	90cm
Native heavy artillery:	25cm	75cm
European heavy artillery:	40cm	120cm

Firing bonuses and penalties

Heroic Leadership card:	As per the text on the card
A Hero is part of the unit:	A casualty is inflicted on the opposing unit for every 5 or 6 thrown.
Target unit is at short range:	Double the number of D6s thrown
Target unit is in close order , column , square , or horde tactical formation:	Double the number of casualties caused
Target unit is in soft cover:	Halve the number of casualties caused
Target unit is in hard cover:	Quarter the number of casualties caused

All fractions are rounded down.

Cover

Soft cover is any substantial cover that hides or obscures a target from view (including cultivated land with tall crops growing on it, fences, forests, grassland covered in tall grass, thick and/or tall undergrowth, and woods).

HEROES OF VICTORIA'S EMPIRE

Hard cover is any substantial cover that will stop, deflect, or reduce the penetrating power of a bullet and that hides or obscures a target from view (including armoured trains and ships, buildings, fortifications, rocks, and walls).

Measuring weapon ranges

All measurements of weapon ranges are made from the centre of the front edge of the base or bases that are in the centre of the front side of the firing unit's tactical formation to the centre of the nearest edge of the base or bases that are in the centre of the nearest side of the target unit's tactical formation.

Hand-to-hand fighting

The outcome of hand-to-hand fighting is determined by throwing D6s.

Only the bases of units that are in base-to-base contact may take part in hand-to-hand fighting.

A casualty is inflicted on the opposing unit for every 5 or 6 thrown.

Winning hand-to-hand fighting

The unit that causes the most casualties during a round of hand-to-hand fighting wins, and the losing unit (with the exception of artillery and machine gun units) must take a morale test.

First round of hand-to-hand fighting

During the first round of hand-to-hand fighting, the unit that initiated it throws 2D6 for every base in the unit eligible to take part in the hand-to-hand fighting. The enemy unit throws 1D6 for every base in the unit eligible to take part in the hand-to-hand fighting.

Second and subsequent rounds of hand-to-hand fighting

During the second and subsequent rounds of hand-to-hand fighting, each unit throws 1D6 for every base in the unit eligible to take part in the hand-to-hand fighting.

Removing casualties

Any casualties are removed immediately.

The bases removed are selected by the turn of a playing card. 1 playing card is turned over for every casualty.

- If the card is a numbered card an Other Rank base is removed.
- If the card is a picture card an officer/chieftain base is removed. In the event that the unit has already lost its officer/chieftain or he is ineligible for removal, an Other Rank base is removed instead.
- If the card is an Ace a Hero base is removed. In the event that the unit has no Hero with it or he is ineligible for removal, an officer/chieftain is removed instead; if the unit has already lost its officer/chieftain or he is ineligible for removal, an Other Rank base is removed instead.
- If a card or cards remain to be turned over and all eligible Other Rank bases have already been removed, an eligible officer/chieftain must be removed. In the event that a Hero is part of the unit and eligible for removal and an

HEROES OF VICTORIA'S EMPIRE

eligible officer/chieftain has already been removed, the Hero must be removed.

Once used, the playing card is placed onto the pile of discarded playing cards.

Morale test

With the exception of artillery and machine gun units, units must take morale tests when they have suffered a casualty or lost a round of hand-to-hand fighting.

The outcome of a morale test is determined by throwing a D6.

- If the unit's officer or chieftain has been lost, add 2 to the score. If a Hero is with the unit, deduct 2 from the score.
- If the score is equal to or less than the number of bases remaining in the unit, the unit passes its morale test. If the score is greater than the number of bases remaining in the unit, the unit fails its morale test.

A unit that fails a morale test must immediately move 4D6cm directly away from the nearest enemy unit. It must continue to do this during subsequent activations until it has been rallied or it has left the battlefield.

Rallying

A unit can be rallied by a Hero using a relevant Heroic Leadership card or by the unit passing a further morale test.

A unit that has rallied may immediately return to the battle.

A unit that fails to rally must lose another base and immediately move 4D6cm directly away from the enemy. It must continue to move away during subsequent activations until it has been rallied or it has left the battlefield.

HEROES OF VICTORIA'S EMPIRE

ADDITIONAL & OPTIONAL RULES

The Additional & Optional Rules outlined below are designed for players who want to extend the range and size of battles they fight. It is recommended that the Additional & Optional Rules should only be used if the size of the battlefield is increased to at least 4 foot x 3 foot/120 cm x 90 cm.

Each section of the Additional & Optional Rules can be individually added to the Battle Rules, and are designed to 'plug in' to them. Unless stated otherwise, all the Battle Rules apply.

The Additional & Optional Rules include:

- Rules that allow the use of railways.
- Rules that allow the use of merchant ships.
- Rules that allow the use of warships.

Railways

Railways can be used to transport units (or parts of units) during the course of a battle.

Rolling stock carrying capacity

Different types of rolling stock have different carrying capacities. These are as follows:

- | | |
|--------------------------------|--|
| 4-wheeled passenger carriage: | Can carry 8 dismounted figures. |
| 4-wheeled enclosed wagon: | Can carry 6 mounted or 8 dismounted figures. |
| 4-wheeled open wagon: | Can carry as many figures and as much equipment as can be placed in or on the open wagon. |
| 4-wheeled open armoured wagon: | Can carry as many figures and as much equipment as can be placed in the open armoured wagon. |
| 4-wheeled armoured gun wagon: | Can carry sufficient gunner figures to serve the weapons fitted to the gun wagon. |

Locomotive towing capacity

Different types of locomotive have different towing capacities. This depends upon the number of driving and non-driving wheels a locomotive has.

- An unarmoured locomotive can tow a piece of 4-wheeled rolling stock for every pair of driving wheels.
- An armoured locomotive can tow a piece of 4-wheeled rolling stock for every three driving wheels.

Unarmoured locomotives may only tow unarmoured rolling stock and armoured locomotives may only tow armoured rolling stock.

HEROES OF VICTORIA'S EMPIRE

Examples of locomotive towing capacity

- An unarmoured 0-4-0 locomotive can tow two pieces of 4-wheeled unarmoured rolling stock (4 divided by 2 = 2).
- An unarmoured 0-6-0 locomotive can tow three pieces of 4-wheeled unarmoured rolling stock (6 divided by 2 = 3).
- An armoured 0-4-0 locomotive can tow one piece of 4-wheeled armoured rolling stock (4 divided by 3 = 1).
- An armoured 0-6-0 locomotive can tow two pieces of 4-wheeled armoured rolling stock (6 divided by 3 = 2).

Activation

A train is treated as a unit for the purposes of allocating playing cards during the turn sequence. Any unit or units being transported by a train are treated as being part of the train and are not allocated playing cards during the turn sequence.

When an unarmoured train is activated it can:

- Move.
- Load or unload.

When an armoured train is activated it can:

- Move.
- Fire.
- Move and then fire or fire and then move.
- Load or unload.

Movement rates

Unarmoured trains: 4D6cm

Armoured trains: 3D6cm

Movement bonuses and penalties

Heroic Leadership card: As per the text on the card

A Hero is aboard the train: Add 1D6

Firing: Deduct 1D6

Measuring movement

All measurements for the movement of a train are made from the centre of the front of the train.

Loading and unloading trains

It takes a complete turn to load or unload a stationary train. Any unit or units being loaded onto a train must be next to the train at the time of loading. Any unit or units being unloaded from a train must be placed next to the train at the time of unloading and may not move until they are activated.

Firing

Only the weapons carried by an armoured gun wagon may fire.

Each of an armoured gun wagon's weapons is deemed to be crewed by 2 gunners.

HEROES OF VICTORIA'S EMPIRE

Measuring weapon ranges

All measurements of weapon ranges are made from the centre of armoured gun wagon to the centre of the nearest edge of the base or bases that are in the centre of the nearest side of the target unit's tactical formation.

The effect of fire on locomotives and rolling stock

If a locomotive is hit, 1 playing card is turned over for every hit.

- If the card is a numbered card, the locomotive only suffers minor damage and is unaffected.
- If the card is a picture card or an Ace, the number of D6s thrown to determine the maximum distance the locomotive may move is decreased by 1.

Once used, the playing card or cards are placed into the pile of discarded playing cards.

If a piece of rolling stock is hit the unit (or parts of a unit) carried on or in the rolling stock is treated as if it were in soft cover.

Morale test

Trains are exempt from taking morale tests.

Rallying

Rallying does not apply to trains.

Merchant ships

Merchant ships can be used to transport units (or parts of units) during the course of a battle.

Types of merchant ship

Merchant ships are categorised by their system of propulsion (oar, wind, or steam) and method of construction (wood, iron, or steel).

Merchant ship flotation values

The flotation value of a merchant ship is calculated using the following formula:

$$W \times B \times C \times \frac{1}{2}$$

W is the waterline length of the merchant ship's hull (in cm).

B is the waterline beam of the merchant ship's hull (in cm).

C is the method of construction factor - $\frac{1}{4}$ for wooden ships; $\frac{1}{2}$ for iron or steel ships.

All fractions are rounded down.

A record of the flotation value of each merchant ship used during a battle should be kept. A simple method of doing this is to have a small box for each merchant ship. The box contains a counter for each point of that merchant ship's flotation value. An appropriate number of counters are removed from the box as the merchant ship loses flotation value. Merchant ships sink when their flotation value is reduced to 0.

HEROES OF VICTORIA'S EMPIRE

Examples of merchant ship flotation values

- A wooden merchant ship has a waterline length of 12cm and a waterline beam of 5cm. Its flotation value is 7 ($12 \times 5 \times \frac{1}{4} \times \frac{1}{2} = 7.5$).
- A wooden merchant ship has a waterline length of 16cm and a waterline beam of 6cm. Its flotation value is 12 ($16 \times 6 \times \frac{1}{4} \times \frac{1}{2} = 12$).
- An iron merchant ship has a waterline length of 12cm and a waterline beam of 5cm. Its flotation value is 15 ($12 \times 5 \times \frac{1}{2} \times \frac{1}{2} = 15$).
- A steel merchant ship has a waterline length of 20cm and a waterline beam of 7.5cm. Its flotation value is 37 ($20 \times 7.5 \times \frac{1}{2} \times \frac{1}{2} = 37.5$).

Merchant ship carrying capacity

A merchant ship can carry as many figures and as much equipment as can be placed on the deck of the merchant ship.

Activation

A merchant ship is treated as a unit for the purposes of allocating playing cards during the turn sequence. Any unit or units being transported by a merchant ship are treated as being part of the merchant ship and are not allocated playing cards during the turn sequence.

When a merchant ship is activated it can:

- Move.
- Move and then turn or turn and then move.
- Load or unload.

Movement rates

Oar-powered ships: 3D6cm

Wind-powered ships: 4D6cm

Steam-powered ships: 5D6cm

Movement bonuses and penalties

Heroic Leadership card: As per the text on the card

A Hero is aboard the ship: Add 1D6

Wind-powered ship making a turn of up to 90°: Deduct 1D6

Steam-powered ship making a turn of up to 60°: Deduct 1D6

Steam-powered ship going astern: Deduct 2D6

Measuring movement

All measurements for the movement of a merchant ship are made from the centre of the front of the merchant ship.

Turning

An oar-powered merchant ships can turn 180° instead of moving.

A wind-powered merchant ship can turn up to 90° at the beginning or end of its move.

HEROES OF VICTORIA'S EMPIRE

A steam-powered merchant ship can turn up to 60° at the beginning or end of its move.

A steam-powered side-paddlewheel-driven merchant ship can turn 180° instead of moving.

Loading and unloading merchant ships

It takes a complete turn to load or unload 8 dismounted figures, 6 mounted figures, or a piece of equipment from a merchant ship. Any unit or units being loaded onto a merchant ship must be next to the merchant ship at the time of loading. Any unit or units being unloaded from a merchant ship must be placed next to the merchant ship at the time of unloading and may not move until they are activated.

The effect of fire on merchant ships

Only fire from machine guns and artillery can hit merchant ships. If a merchant ship is hit, 1 playing card is turned over for every hit.

- If the card is a red or black numbered card, the merchant ship only suffers minor damage. However, any unit (or parts of a unit) carried on or in the merchant ship is hit and is treated as if it were in soft cover.
- If the card is a red picture card, the number of D6s thrown to determine the maximum distance the merchant ship may move is decreased by 1.
- If the card is a black picture card, the merchant ship's flotation value is reduced by 1.
- If the card is an Ace, the merchant ship's flotation value is reduced by 2.

Once used, the playing card or cards are placed into the pile of discarded playing cards.

Morale test

Merchant ships are exempt from taking morale tests.

Rallying

Rallying does not apply to merchant ships.

Warships

Warships can be used to transport units (or parts of units) and give fire support during the course of a battle.

Types of warship

Warships are categorised by their system of propulsion (wind or steam), method of construction (wood, iron, or steel), and whether or not they are armoured.

Warship flotation values

The flotation value of a warship is calculated using the following formula:

$$W \times B \times C \times A \times \frac{1}{2}$$

W is the waterline length of the warship's hull (in cm).

B is the waterline beam of the warship's hull (in cm).

HEROES OF VICTORIA'S EMPIRE

C is the method of construction factor – $\frac{1}{4}$ for wooden ships; $\frac{1}{2}$ for iron or steel ships.

A is the armour factor – 1 for unarmoured warships and 2 for armoured warships.

All fractions are rounded down.

A record of the flotation value of each warship used during a battle should be kept. A simple method of doing this is to have a small box for each warship. The box contains a counter for each point of that warship's flotation value. An appropriate number of counters are removed from the box as the warship loses flotation value. Warships sink when their flotation value is reduced to 0.

Examples of warship flotation values

- An unarmoured wooden warship has a waterline length of 18cm and a waterline beam of 6cm. Its flotation value is 13 ($18 \times 6 \times \frac{1}{4} \times 1 \times \frac{1}{2} = 13.5$).
- An unarmoured iron warship has a waterline length of 18cm and a waterline beam of 6cm. Its flotation value is 27 ($18 \times 6 \times \frac{1}{2} \times 1 \times \frac{1}{2} = 27$).
- An armoured steel warship has a waterline length of 18cm and a waterline beam of 6cm. Its flotation value is 54 ($18 \times 6 \times \frac{1}{2} \times 2 \times \frac{1}{2} = 54$).

Warship carrying capacity

A warship can carry as many figures and as much equipment as can be placed on the deck of the warship.

Activation

A warship is treated as a unit for the purposes of allocating playing cards during the turn sequence. Any unit or units being transported by a warship are treated as being part of the warship and are not allocated playing cards during the turn sequence.

When a warship is activated it can:

- Move.
- Fire.
- Move and then fire or fire and then move.
- Move and then turn or turn and then move.
- Move, then fire, and then turn or turn, then fire, and then move.
- Fire, then move, and then turn or turn, then move, and then fire.
- Load or unload.

Movement rates

Wind-powered ships: 4D6cm

Steam-powered ships: 5D6cm

Movement bonuses and penalties

Heroic Leadership card: As per the text on the card

A Hero is aboard the ship: Add 1D6

Wind-powered ship making a turn of up to 90°: Deduct 1D6

HEROES OF VICTORIA'S EMPIRE

Steam-powered ship making a turn of up to 60°: Deduct 1D6

Steam-powered ship going astern: Deduct 2D6

Measuring movement

All measurements for the movement of a warship are made from the centre of the front of the warship.

Turning

A wind-powered warship can turn up to 90° at the beginning or end of its move.

A steam-powered warship can turn up to 60° at the beginning or end of its move.

A steam-powered side-paddlewheel-driven warship can turn 180° instead of moving.

Loading and unloading warships

It takes a complete turn to load or unload 8 dismounted figures, 6 mounted figures, or a piece of equipment from a warship. Any unit or units being loaded onto a warship must be next to the warship at the time of loading. Any unit or units being unloaded from a warship must be placed next to the warship at the time of unloading and may not move until they are activated.

Firing

Only the weapons carried by a warship may fire.

Each of a warship's weapons is deemed to be crewed by 2 gunners.

Measuring weapon ranges

When firing at other ships, all measurements of weapon ranges are made from the centre of the warship to the centre of the target ship.

When firing at land-based targets, all measurements of weapon ranges are made from the centre of the warship to the centre of the nearest edge of the base or bases that are in the centre of the nearest side of the target unit's tactical formation.

The effect of fire on warships

Only fire from artillery can hit warships. If a warship is hit, 1 playing card is turned over for every hit.

- If the card is a numbered card, the warship only suffers minor damage and is unaffected. However, any unit (or parts of a unit) carried on or in the warship is hit and is treated as if it were in soft cover.
- If the card is a red Ace or red picture card, a further playing card is turned over.
 - If the card is a red card, the number of D6s thrown to determine the maximum distance the warship may move is decreased by 1.
 - If the card is a black card, the warship's flotation value is reduced by 1.
- If the card is a black Ace or black picture card, a further playing card is turned over.

HEROES OF VICTORIA'S EMPIRE

- If the card is a numbered card, the warship's flotation value is reduced by 1.
- If the card is a red picture card, the warship's armament may not fire for 2 turns. If this occurs before the warship has been activated during a turn, the warship's armament may not be fired this turn and for 2 further turns.
- If the card is a red Ace, the warship's armament may not fire for 4 turns. If this occurs before the warship has been activated during a turn, the warship's armament may not be fired this turn and for 4 further turns.
- If the card is a black picture card, the warship's flotation value is reduced by 2.
- If the card is a black Ace, the warship's flotation value is reduced by 4.

Once used, the playing card or cards are placed into the pile of discarded playing cards.

Morale test

Warships are exempt from taking morale tests.

Rallying

Rallying does not apply to warships.

HEROES OF VICTORIA'S EMPIRE

CHARTS

Movement charts

Movement rates

Individual Hero:	4D6cm
Infantry:	3D6cm
Cavalry and camelry:	4D6cm
Artillery:	3D6cm
Transport:	3D6cm
Retreating units:	4D6cm
Unarmoured trains:	4D6cm
Armoured trains:	3D6cm
Oar-powered ships:	3D6cm
Wind-powered ships:	4D6cm
Steam-powered ships:	5D6cm

Movement bonuses and penalties

Heroic Leadership card:	As per the text on the card
A Hero is part of the unit:	Add 1D6
Charging an enemy unit that is within 20cm:	Add 1D6
Horde:	Add 1D6
Close order:	Deduct 1D6
Square:	Deduct 1D6
Unit's officer/chieftain has been lost:	Deduct 1D6
Firing:	Deduct 1D6
Changing formation:	Deduct 1D6
Crossing an obstacle:	Deduct 1D6
A Hero is aboard the train:	Add 1D6
A Hero is aboard the ship:	Add 1D6
Wind-powered ship making a turn of up to 90°:	Deduct 1D6
Steam-powered ship making a turn of up to 60°:	Deduct 1D6
Steam-powered ship going astern:	Deduct 2D6

HEROES OF VICTORIA'S EMPIRE

Firing charts

Weapon ranges

	Short range	Long range
Spears:	-	5cm
Native firearms:	4cm	20cm
European firearms:	5cm	25cm
Machine guns:	10cm	30cm
Native field artillery:	15cm	45cm
European field artillery:	20cm	60cm
Native medium artillery:	20cm	60cm
European medium artillery:	30cm	90cm
Native heavy artillery:	25cm	75cm
European heavy artillery:	40cm	120cm

Firing bonuses and penalties

Heroic Leadership card:	As per the text on the card
A Hero is part of the unit:	A casualty is inflicted on the opposing unit for every 5 or 6 thrown.
Target unit is at short range:	Double the number of D6s thrown
Target unit is in close order , column , square , or horde tactical formation:	Double the number of casualties caused
Target unit is in soft cover:	Halve the number of casualties caused
Target unit is in hard cover:	Quarter the number of casualties caused