

LATE 19th CENTURY WARGAMES RULES

Based on and developed by Bob Cordery from an original set of wargames rules written by Joseph Morschauser

1. PLAYING EQUIPMENT

- The following equipment is needed to fight battles using these rules:
 - A battlefield and suitable terrain;
 - Two armies;
 - A battle scenario (either generated by a campaign or as a 'one-off' battle);
 - A pack of playing cards – preferably small playing cards of the type used for playing 'Patience' or 'Solitaire' – with fifty-two playing cards divided into two colours (red and black) and four suits (Hearts, Clubs, Diamonds, and Spades);
 - At least eight D6 dice (four for each side).

2. BATTLEFIELD AND TERRAIN

The Gridded Battlefield

- Battles are fought out on a gridded battlefield marked in a grid of 3-inch/75mm squares.

Terrain

- Pieces of terrain that are not flat and/or open terrain (e.g. trees, buildings) must fit – whenever possible – within one grid square on the battlefield.
- The placement of a piece of terrain in a grid square indicates that entire grid square is filled by that type of terrain (e.g. a tree in a grid square indicates that the entire grid square is wooded; a building in a grid square indicates that the entire grid square is a built-up area).
- Where pieces of terrain are large than an individual grid square (e.g. a hill) they must be sized in multiples of grid squares (e.g. two grid squares, three grid squares, or grid six squares) and be marked in 3-inch/75mm grid squares in the same way as the battlefield.

3. ARMIES

- The armies used are made up of a number of Units.
- Units can be grouped together for aesthetic purposes but are treated as separate entities during the battle.

4. UNITS

General Rules

- All the figures and equipment that represent a Unit on the battlefield must always occupy the same grid square.
- A Unit may only occupy a single grid square, and no more than one Unit may be in a grid square at the end of a turn.

Types of Unit

- There are several different categories of Unit.
- These are:
 - Infantry;
 - Cavalry;
 - Machine Gun;
 - Artillery.

Representing Units on the Battlefield

- Units are represented by a number of model figures and equipment (e.g. three gun crew figures and a Field Gun).
- The number of figures in the Unit represents its strength.
- Below strength Units may be fielded by either side in order to reflect the casualties suffered in previous battles or to reflect a Unit's poorer quality (e.g. a Militia Infantry Unit might only have 3 or 2 figures).

Unit Data Table

Unit Type	Unit Strength (+ Equipment)	Movement	Firing		Close Combat
		Movement Distance (in grid squares)	Weapon Ranges (in grid squares)	Die scores to hit	Close Combat Power (die score to equal or exceed)
Infantry	4 Figures	3	5	5, 6	3
Native Infantry armed with muskets	4 Figures	4	3	6	3
Native Infantry armed with spears and swords	6 Figures	4	-	-	3
Cavalry	3 Figures	4	-	-	3
Native Cavalry	3 Figures	5	-	-	3
Machine Gun	3 Figures (+ 1 Machine Gun)	3	5	4, 5, 6	5
Field Gun	3 Figures (+ 1 Field Gun)	3	12	5, 6	5
Native Artillery	3 Figures (+ 1 Field Gun)	3	6	5, 6	5

5. TURN SEQUENCE

How does the card-driven turn sequence work?

- The pack of playing cards is shuffled thoroughly.
- A playing card is dealt – face up – to each Unit.
- The undealt playing cards are placed to one side.
- With the exception of retreating Units, Units that have not been dealt a playing card may not be activated during the turn.
- Retreating Units move.
- The Unit with the lowest playing card is activated. (N.B. An Ace counts as 1, and the order of card precedence is Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King; the order of suit precedence is Hearts, Clubs, Diamonds, and Spades). Once the Unit has been activated, the playing card is then added to the pile of undealt playing cards.
- The Unit with the next lowest playing card is activated. Once the Unit has been activated, the playing card is then added to the pile of undealt playing cards. This continues until every Unit has been activated.
- At the end of the turn all the playing cards should have been returned to the pile of undealt cards ready to be shuffled at the beginning of the next turn.

What actions can a Unit take when it is activated?

- When a Unit is activated it can:
 - Move and then fire at an enemy Unit or
 - Fire at an enemy Unit and then move then
 - Attack an enemy Unit if it is within Close Combat range
- Once a Unit has been activated and has completed all the actions it is capable of completing, it cannot be activated again until its side's next turn.

6. MOVEMENT

General Rules

- Each Unit can only be moved once during each turn.
- A Unit may pass through a grid square occupied by a friendly Unit.
- A Unit cannot end its turn in the same grid square as another Unit.
- Machine Gun and Artillery Units may not move and then fire or fire and then move during the same turn;

they may either fire or move.

- Changing the direction a Unit is facing in order that it can defend itself from a Close Combat attack does not count as movement.

Measuring Movement

- All movement is made orthogonally, never diagonally.

Changing Direction

- A Unit can change its direction any number of times during its movement.

Can a Unit split its move?

- A Unit can be moved all or part of its movement distance during a turn, but cannot be moved again during the same turn (i.e. If a Unit has moved only part of its movement distance during a turn, it cannot be moved the rest of its movement distance later in the same turn).

Moving into or through a grid square that is orthogonally adjacent to a grid square occupied by an enemy Unit

- A Unit cannot move through a grid square that is orthogonally adjacent to a grid square occupied by an enemy Unit.
- If a Unit moves into a grid square that is orthogonally adjacent to a grid square occupied by an enemy Unit it must:
 - Stop in that grid square;
 - Face the enemy Unit;
 - Move no further during that turn;
 - Fire at the enemy Unit if it that is permitted and it has not fired before moving, and
 - Engage in Close Combat if that is permitted.

Which enemy Unit should be faced and engaged in Close Combat if there are two or more enemy Units in orthogonally adjacent grid squares?

- If a Unit moves into a grid square that is orthogonally adjacent to two or more grid squares occupied by enemy Units, it must choose which enemy Unit to face and engage in Close Combat.

What actions can a Unit take if they are activated in a grid square that is orthogonally adjacent to a grid square occupied by an enemy Unit?

- If a Unit is activated and it is already in a grid square that is orthogonally adjacent to a grid square occupied by an enemy Unit it can:
 - Break contact with the enemy Unit by moving into a grid square that is not orthogonally adjacent to a grid square occupied by an enemy Unit or
 - Remain in contact with the enemy Unit and behave as if it had just moved into a grid square that is orthogonally adjacent to a grid square occupied by an enemy Unit (i.e. follow the procedure laid down above).

7. FIRE COMBAT

General Rules

- Each Unit can only fire once during each turn, and all of that fire must be directed at the same target.
- Machine Gun and Artillery Units may not move and then fire or fire and then move during the same turn; they may either fire or move.

Measuring weapon ranges

- All weapon ranges are measured orthogonally, never diagonally.

When does Fire Combat take place during the Turn Sequence?

- Fire Combat can take place before or after a Unit has moved.
- Fire Combat cannot take place after the Unit has engaged in Close Combat.

The effects of different weapon types

- Rifle fire, Machine Gun fire, and Artillery fire can destroy all types of Units.

Arcs of fire

- Units have a 90-degree arc of fire forwards (i.e. an arc sweeping from one 45 degree diagonal line of squares to the other).

Firing at unseen targets

- Units can only fire at enemy Units that are visible and in direct line-of-sight.
- Direct line-of-sight is an imaginary, straight line from the centre of a grid square to the centre of another

grid square.

Resolving Fire Combat

- To determine if Fire Combat has been effective, the firing side throws a D6 die for each figure in the Unit that is firing and compares the scores with the relevant row in the 'Die scores to hit' column on the Unit Data Table shown above.
- To determine the effect of a hit or hits on a Unit, the side whose Unit has been hit throws a D6 die for each hit:

The target is:	A figure is killed if the die score is:	A figure survives if the die score is:
In the open	1, 2, 3, 4, 5	6
In soft cover (e.g. woods)	1, 2, 3, 4	5, 6
In hard cover (e.g. entrenchments)	1, 2, 3	4, 5, 6

8. CLOSE COMBAT

General Rules

- If opposing Units are in orthogonally adjacent grid squares they are in Close Combat Range.
- Opposing Units in Close Combat Range must engage in Close Combat.
- A Unit cannot move past an enemy Unit within Close Combat Range without engaging in Close Combat.
- If a Unit is blocked part way through its movement by a Close Combat situation, it cannot move further.
- A Unit that is reduced to 50% or less of its original strength may not initiate a Close Combat but may defend itself if attacked.

When does Close Combat take place during the Turn Sequence?

- Close Combat is conducted at the end of a move; it can never take place at any other point during a move.

Resolving Close Combat

- The Unit that is initiating the Close Combat is the Attacker; the Unit they are attacking is the Defender.
- The number of figures in both the Attacking and Defending Units are counted.
 - If the Attacker has the least number of figures, that number of figures determines the number of dice that both sides throw to resolve the Close Combat.
 - If the Defender has the least number of figures, that number of figures determines the number of dice that both sides throw to resolve the Close Combat.
- The Attacker rolls that number of dice for his Unit and the Defender rolls the same number of different coloured D6 die for his Unit.
- The results of each die rolled are then assessed:
 - If an Attacker's die roll is greater than or equal to its Close Combat Power, the Defender loses a figure killed.
 - If a Defender's die roll is greater than or equal to its Close Combat Power, the Attacker loses a figure killed.
- If one Unit is destroyed (i.e. all its figures have been killed), the surviving Unit has won the Close Combat.
- If neither Unit is destroyed (i.e. both Units have at least one figure remaining at the end of the Close Combat), the Close Combat ends as a draw.
- If both Units are destroyed (i.e. all the figures in both Units have been killed), the Close Combat has resulted in mutual annihilation.

9. SPECIAL RULES

Hills

- 1 point is temporarily added to the Close Combat Power used by a Unit that is in Close Combat with an enemy Unit that is uphill from it.
- A Unit uses 1 additional grid square of movement to cross a hill contour.

Rivers

- When crossing a river at a ford, a Unit moves into the river during turn A and stops; it can move up to its maximum movement distance out of the river during turn B.
- A Unit that is in a river can fire during its turn.

- 1 point is temporarily added to the Close Combat Power used by a Unit that is in Close Combat with an enemy Unit positioned on the bank of the river it is crossing.

Woods & Built-up Areas

- Only Infantry Units can move through woods or built-up areas off road; all other Units must move on roads if passing through woods or built-up areas.
- Units that are in woods can only fire out of the woods or built-up areas at an enemy Unit if the firing Unit is no more than 1 grid square into the wood or built-up areas.
- An enemy Unit cannot see a Unit that is in a wood or built-up areas Unit unless the enemy Unit comes within 3 grid squares (measured orthogonally) of the Unit that is in the wood or built-up areas and throws a D6 die that scores a 4, 5, or 6.