

ON THE FRONTIER

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(Simple rules for small actions in the 1860's-1880's)

SEQUENCE of PLAY. Determine who will go 1st each turn. **1st player** units may **move and declare charges**, or rally, or shoot or hold fire. The **2nd player** does the same. **Both sides resolve charges.**

MOVEMENT:

Unit	Distance	
Infantry, Artillery, Wagons	6+d6"	-4" to deploy guns
Skirmishers, tribesmen	9+d6"	
Cavalry, Commanders	12+d6"	
Follow Me!	Cdr may join unit, reroll d6 but must move with them	
Within 6" of enemy		Only move towards enemy or straight back.
Broken Ground	-4"	Except skirmishers or tribesmen some terrain is impassible to cavalry, arty etc
Roads		Columns 2 wide ignore off road terrain.
Shaken Units		Units which are below 1/2 strength are Shaken and may not advance or shoot.

RALLY: Any unit not within 6" of enemy may attempt to recover on table casualties. A unit which is below 1/2 strength may not advance and will rout if they lose a melee.

Roll 1d6 per casualty: 5,6=Recover. 3-4=try again another turn, 0-2: Remove as killed, wounded or runaway.

+1 if Elite/Veteran, +1 if joined by General or hero, -1 if militia or poor troops.

SHOOTING. Arc 45 either side to the front, only the front rank shoots. Infantry and skirmishers may **fire or hold fire**. Units that held fire may only fire if they are returning enemy fire or have been charged. Lay down casualties until the unit rallies.

SMALL ARMS	DICE	HIT ON	CLOSE/LONG RANGE
Muskets	1d/2 figures	5,6	4"/8"
Rifles	1d/2 figures	5,6	8"/16"
Artillery	1d/2 gunners	4,5,6	16"/32"
Superior Firepower	+1@d (Sharpshooters, breechloaders, heavy artillery, etc)		
Difficult Target	-1@d vs skirmishers, artillery, cavalry or any target in cover.		
Long Range	-1@d at long range		
Steady!	A Commander with a unit which took 1 or more hits from shooting MAY roll 1d6: 5,6=cancel 1 hit, 1=Cdr hit. Replace end of next turn.		

CHARGE RESOLUTION: (Units in contact including cold steel charges and pointblank fire)

	Dice	Hit On	
Infantry, Irregulars etc	1d/2 figures	5,6	2 ranks count
Artillery	1d/ crew	5,6	
Cavalry	1d/1 figure	5,6	
Shock Troops	+1@ die		(Bayonets, Veterans, breechloaders, etc, by scenario)
Enemy in cover, defending an obstacle, uphill	-1@ die		
Cavalry vs Square	-1@ die		
Come On!	A Commander with a unit MUST roll 1d6: 5,6=cancel 1 hit OR inflict 1 on enemy, 1=Cdr hit. Replace end of next turn.		
Result	If one side took more hits than it inflicted it must retreat a full move. If tied the attacker must fallback 1/2 move.		
Pursuit	If the defender retreats or routs, cavalry that charged may pursue and attack again, others may occupy the position.		

ENGINEERING. Engineer must be present for difficult tasks.

- Roll 1 d6 for each group of 4. Result is pts of work, accumulated score of 6 to do 1 of: Road block/barricade town street, fortify a house, clear an obstruction, build 3" of redoubt.
- For demolition lay 1d6 demolition charge. When demolition is triggered roll all accumulated charges needing a total of 6 pts to breach a weak wall, fortified house or destroy a small bridge, 12 pts for a larger bridge or as decided for a scenario.

Misc: Hits include everything that decreases a unit's fighting power, not just dead and wounded but fear, fatigue, confusion, ammo shortages, loss of officers and NCOs etc.. My companies are 8 infantry, 4 cavalry, light infantry or gunners etc., because that's how they were painted.