

Lancer Rifle Gatling

Not Very Historical Rules for Late 19 C. Battles

Units:

10 infantry represents a company / 4 cavalry figures a troop / 3 crew + 1 gun a battery

Each side also has an overall commander figure.

Each unit, including commanders, is described by two stats: Morale and Melee

Poor = 2

Green = 3

Average = 4

Veteran/Elite = 5

Unit's reduced to 50% or less of starting size reduce their Morale rating by 1.

Initiative Deck:

Build an Initiative Deck using:

2 cards per unit

3 cards per commander

1 STOP card

Turn Sequence:

Draw card from Initiative Deck. If the STOP card is drawn, reshuffle the deck. If not, the unit whose card is drawn is activated.

Activated unit may perform only one of the following:

- Do nothing
- Move
- Change formation
- Shoot
- Charge+Melee
- Melee
- Clear Jammed Gatling
- Rally
- Activated commanders take their own action, activate a unit they are attached to, or if unattached, they may issue any one of the above orders to any 1 unit within 12"

On a STOP card any units locked in Melee make a Unit Morale Check.

Movement:

Foot: 1d6" move, 1d6" + 3" in column, 1d6"+6" charge

Horse: 2d6" move, 1d6" + 12" charge

Gun: 1d6" move, no charging

- Units may turn up to 180 degrees at the beginning and/or end of movement, otherwise, all movement is a straight line
- Charging units may only turn up to 45 degrees.
- Units may not pass through other units.
- Units move the amount rolled unless encountering another unit or a change of terrain.
- Cavalry and Guns may not enter woods except by road. Foot move 1d3" in woods.
- A commander that moves into contact with a friendly unit becomes attached to that unit.

Shooting:

Only front two ranks can fire.

Rifles- 12" roll 1d6 per 2 figures in unit, hit on 4/6 in open, 6 if target in cover

Gatlings - 12", roll 2d6 per crew member, for each 2/4/6 in open, or 4/6 if target in cover, target hit. On two or more 1's Gatlings jam. An activation must be spent clearing the jam - this is an automatic success but takes one activation during which no other action may be attempted.

Cannon - 48", roll 1d6 per crew member, 4/6 in open, 6 if target in cover

Attached commanders do not add to the number of dice rolled.

Shooters have LOS into, but not beyond, woods, fields, buildings, etc.

Attacks are made by unit against an entire unit. No splitting targets.

Unattached commanders may not be targeted.

If the target unit is hit, the unit takes an immediate Unit Morale Check and then checks for casualties.

Casualties:

- For each hit, the target unit makes an additional Morale check.
- For each failure, remove one figure from the unit, randomly determined. Attached commanders may be removed this way.

Melee:

Units not already in melee, must charge to enter melee. Units already in melee when activated may continue in melee.

Units that start an activation already in Melee may move any figures not in contact with the enemy into contact.

The active unit is the attacker, the non-active unit is the defender.

If the attacker charges and falls short of contact, the defending unit, if not engaged in melee already, may either Fire or counter Charge, following the normal procedures. This reaction does not count as an activation.

If contact is made, melee takes place between figures in contact, including commanders.

No more than four figures may contact a single enemy figure - front, back, and both sides.

Melee is resolved between pairs of figures.

The attacker may only engage in one melee per figure. The defender may engage in as many melees as it is attacked.

To resolve:

Each figure rolls 1d6 vs their Melee rating.

If both figures roll above or below their Melee rating, they stay locked in combat.

If one figure rolls Melee rating or below and one figure rolls above, the figure rolling above is removed.

Lancers -1 to their melee attacks when they are active and charging (1st round only)

Infantry vs Cavalry, Infantry add 1 to their Melee rolls.

Attacking uphill +1 to Melee roll

Units in Melee do not make a Unit Morale Check until the STOP card is drawn.

Units that begin their activation in melee may leave Melee by voluntarily falling back a normal Move (following the normal rules for movement) but any enemy figures in contact with figures in the unit make an unopposed attack - if they score less than or equal to their Melee rating, the moving unit loses that figure and the moving unit ends their move disrupted.

Unit Morale Check:

Roll 1d6 against the unit's Morale rating.

If the die roll exceeds the Morale rating the unit has failed morale and immediately falls back 6" + 1d6" and is Disrupted (indicated by having one figure facing the opposite direction of the rest)

If a commander is attached to the unit, -1 to the die roll.

A unit forced to fall back as a Morale result that collides with either another unit or impassable terrain (e.g. mountains, unfordable rivers, etc.) is considered routed and removed from play.

Rallying:

Disrupted units may Rally on their activation or if issued a Rally order by a commander within 12". Either is an automatic success but no further actions may be taken that card.