



QRS
NAPOLEONIC
28 mm scale
Version: v3.01A

SEQUENCE OF PLAY:

1. FATE PHASE

The Active Player draws one fate card from their fate deck.

2. FIRE PHASE

3. ACTION PHASE

4. MELEE PHASE

2. FIRE PHASE

FIRING RANGES

Musket	12"
Rifle	18"
Carbine	12"
(counts as Skirmish Fire)	
Skirmish fire	+ 6"
(+6" not for Carbines!)	
Artillery:	
Field	48"
Heavy	54"
Horse	36"
Cannister	12"
Rocket	60"

FIRE ATTACK VALUES

UNIT SITUATION

Is in Attack Column, Square, or is infantry **odt**

Is in March Column

Has Fire Support

Is a Dense target

- March/Attack Column, or Square

Is Enfilading target

- Attacker is not visible to (outside the LOS of) the target unit

Is an Obscured target

- Target is visible to less than half of the attacking unit's front rank figures

Is firing canister

Is using skirmish fire

MODIFIERS

Halve fire value

Cannot fire or lend support

+1 fire value per supporting unit (max +3 units; any friendly unit)

+1 fire value if attacking unit is Artillery

+1 fire value

Halve fire attack value

+2 fire value and count as 2 supporting units if lends fire support

Halve fire attack value

LINE OF SIGHT (LOS)

A figure has a LOS if a target unit is at least partially in its front arc, and it is possible to draw a straight line from it to the target unit without the line passing across an obstacle (T.2.5) or within 1" of any other units (unless the other unit is **odt**).

TEST TO HIT

MODIFIERS

4+

+1 if attacker and all supporting units are Heavy Artillery

-1 if main attacker is shaken

-1 if target is in soft cover

-2 if target is in hard cover

Halve losses if Light Infantry or Light Cavalry in open order, or Light Infantry **odt** (minimum 1 loss)

Re-roll rolls of "1" if main attacker is Disciplined Musketry and in line formation

-1 if Rockets shooting or lending support

3. ACTION PHASE

ACTIONS

- The **first Brigade** to be activated each turn **activates automatically** if it's Brigade Leader is within 24" of the Army Leader.
- A unit must pass a **Messenger test** if it starts the turn more than 12" from its Brigade Leader.
- **No action is allowed if the unit fired!**
Units that skirmish fired and Horse Artillery may take an action – but no assault!
- **Move (can reform*)**, must remain at least 3" from enemy units.
- **Retreat (can reform* if started more than 3" from enemy)**, must end at least 3" from enemy units.

- **Assault (no reform)**, must end with at least 3 figures in contact with an enemy unit.
- **Double (no reform)**, as Move except double distance. Must start and finish more than 18" from any enemy.
- **Rally** - Roll 1 D6 for each loss marker on the unit. Add 1 to each roll if the unit is more than 12" from any enemy units. One loss marker is removed from the unit for each roll of 6+. Rolls of less than 6 have no effect.

* Units reforming into Square, or Stoic units reforming may not move or retreat.

MOVE DISTANCES

Cavalry	18"
Infantry in March or Attack Column *	12"
Infantry in Open Order	9"
Infantry in Line	8"
Infantry in Square	3"
Artillery	
Limbered Horse / Field / Heavy	18" / 12" / 6"
Unlimbered Horse / Field / Heavy	9" / 3" / 1"
Leaders	36"
Fast units	+6" to above
Double unit move action	Double distance
(must remain more than 18" from enemy)	
March column on highway	1" = 1/2"
Move over rough terrain unless in Open Order	1" = 2"
Crossing a barrier	Cost 4"

* by using special rule MASSE (e.g. Austrians): unit treated as an attack column (with 5 or 6 ranks) but has only a move distance of 9" (not 12")

TESTS FOR ACTIONS

Activation	2+	-1	if any units of the brigade have routed
		-1	if brigade is led by a Cautious Leader
	Auto PASS		if first test of turn and Brigade Leader is within 24" of Army Leader
Messenger	4+	+2	if a Detachment, or Light Cavalry, or Light Infantry that is part of a Light Brigade
Rally	6+	+1	if more than 12" from any enemy units (roll 1d6 per loss marker)
Cavalry in contact with square	6+	+2	if <u>all</u> squares that the cavalry are contacted are shaken (result: 1-3: cavalry retreats and 1 loss, 4-5: cavalry retreats and no loss, 6: remain in contact and fight)

odt = occupying defendable terrain



QRS
NAPOLEONIC
 28 mm scale
 Version: v3.01A

SEQUENCE OF PLAY:

1. FATE PHASE

The Active Player draws one fate card from their fate deck.

2. FIRE PHASE

3. ACTION PHASE

4. MELEE PHASE

4. MELEE PHASE

MELEE ATTACK VALUES

UNIT SITUATION	MODIFIERS
Is in Line	Add half fire value if target is visible to the attacker, and is not odt
Is in Attack Column	+1 melee value if target odt
Is in March Column	Cannot lend support. Melee value = "1"
Has Melee Support	+2 melee value per supporting unit (max + 3 units). Any friendly unit +1 melee value if supporting unit is in open order
Has Brigade Support	+1 melee value (max +1 unit). Own Brigade units within 3" only
Is in Square, or is infantry odt	+1 melee value
Is cavalry or artillery odt or in rough or fighting enemy odt or in rough	Halve melee value
Is in Open Order	-1 melee value unless unit is in cover
Is a Dense target • March/Attack Column, or Square	+1 melee value if attacking unit is Artillery
Is Enfilading target • Attacker is not visible to (outside the LOS of) the target unit	+1 melee value
Is Outflanked by target • Unit has only 1 or no front rank figures in contact with the target unit.	Halve melee attack value
Is firing canister	+2 melee value and count as 2 supporting units if lends melee support

TEST TO HIT

MODIFIERS

4+	+1 if main attacker has no loss markers
	+1 if attacker and <u>all</u> supporting units are Heavy Artillery
	-1 if main attacker is shaken
Re-roll	rolls of "1" if main attacker is Heavy Cavalry and the target is not in cover
Re-roll	rolls of "1" if main attacker is Disciplined Musketry and in line formation
Re-roll	rolls of "1" if main attacker has Elan and is in attack column

VALOUR & FORTITUDE

Shaken	Unit losses = tenacity
Valour tests	Take for each loss suffered by a Shaken unit. The unit routs if any test is failed.
Routed Units	Remove routed units from play. Take a fortitude test for the unit's Brigade at the end of the phase.
Fortitude tests	Take at the end of a phase for each unit routed from a Brigade during that phase. The Brigade wavers if any test is failed.
Wavering	Shaken units rout, and then units within 6" of an enemy suffer 1 loss. The Army suffers 1 defeat.
Shattered	A Brigade is shattered when it's last unit routs. The Brigade's Leader is removed. The Army suffers 1 defeat.

TESTS FOR VALOUR AND FORTITUDE

		MODIFIERS
Valour	4+	+1 if testing in the Fire Phase Re-roll rolls of "1" if unit is Stoic Auto PASS if unit won a fight in this Melee Phase (no test) Auto FAIL If unit lost a fight and is artillery, in square or infantry attacked by cavalry
Fortitude	4+	+1 if brigade has 5 or more unrouted units +1 if the brigade's Leader is within 12" of their Army Leader -1 if <u>all</u> remaining units in the brigade are shaken

MELEE RESULTS

Melee winners: do not take valour tests for units that won a melee in the same phase.

Tied fights: the Active side wins tied melees unless the target unit is in cover or uphill and the active unit is not.

Automatic routs*: infantry attacked by cavalry (including if any cavalry lending support), units in Square and Artillery that lose a melee rout automatically.

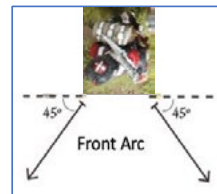
Cavalry Retreats*: Cavalry (including cavalry supports) that lose a fight must retreat (after they pass any required Valour tests). Winning Cavalry may then retreat if desired.

* Do not apply if either unit is **odt**.

GENERAL INFO

LINE OF SIGHT (LOS)

A figure has a LOS if a target unit is at least partially in its front arc, and it is possible to draw a straight line from it to the target unit without the line passing across an obstacle (T.2.5) or within 1" of any other units (unless the other unit is **odt**).



ALL MODIFIERS

When a value (number of D6 dices) or a dice roll is modified, apply modifiers that halve it before modifiers that add or subtract from it, and **round any fractions down**. A value cannot be halved more than once or reduced to less than 1.

ALL DICE ROLLS

A roll of 6 before modifiers are applied always succeeds, and a roll of 1 before modifiers are applied always fails. Dice rerolls are taken before modifiers are applied, and a dice cannot be rerolled more than once.

odt = *occupying defendable terrain*