

19th Century Europe QRS

Sequence of Play

1. Change Formation
2. Charge Sequence
3. Movement
4. Firing
5. Hand-to-Hand Combat

Formations

Infantry: Line or Column

Infantry in Line: May not move but may pivot.

Artillery: Limbered or Unlimbered

Limbered Artillery: Can not fire

Unlimbered Artillery: Can not move but may pivot

Charge Sequence

	Cav.	Dgns	Inf	Sk	Art
Cavalry	Yes	Yes	Yes	Yes	Yes
Dgns	No	Maybe	Maybe	Yes	Yes
Inf	No	No	Maybe	Yes	Yes
Ski	No	No	No	No	No
Art	No	No	No	No	No

*Maybe: If Attacker begins larger than target

- One attacker per face
- May pivot 45°
- Move to contact per movement table.

Movement

	Open	Woods Towns	Stream	Road	Cost per Pivot
Inf (LO)	12	8	8	16	¼
Inf (CO)	8	4	4	16	¼
Ski	12	12	12	16	None
Cav	16	N/A	12	24	None
Dgns	16	N/A	12	24	None
Art	12	N/A	N/A	16	None

Bridges: Negate Streams

Road: Remain 24cm from enemy and spend entire movement on road

Towns: Only one unit unless very large; Units have no flank or rear.

Turning: Units on road suffer no penalty

Interpenetration: Only skirmishers may pass through friendly units.

Firing

Weapon	Range	Dice
Steel Rifled Artillery	60cm	4
Bronze Rifled Artillery	48cm	3
Smoothbore Artillery	32cm	2
Smoothbore Artillery	12cm	5
Later breech-loader*	24cm	2
Early breech-loader*	16cm	2
Rifled Musket*	16cm	1
Musket*	8cm	1

*Skirmishers +8cm

- Unit may only fire frontally 45° (360° in towns)
- Woods, Towns, Hills, other Units are obstructions
- Level fire any obstruction blocks LOS
- Fire between higher and lower blocked if obstruction closer to lower unit.
- Pivoting Artillery cannot fire

Firing Table

	Cav	CO If Col	Normal	Dispersed
Inf line, Art	2+	3+	4+	5+
Sk, Dgns	3+	4+	5+	6
Infantry Col	4+	5+	6	6

Normal: Dragoons, Limbered Artillery, Loose order Infantry in column, Close order Infantry in line

Dispersed: Skirmishers, Unlimbered Artillery, Loose order infantry in line

Saving roll

	Breech-loaders		All else
	Sk or Ln	Dgns or Col	
Woods, towns	3+	4+	5+
Open	5+	6	None

Hand-to-Hand Combat (Hit on 4+) Die per base

	Cav	Dgns	Inf Col.	Inf Ln	Sk/Art
Cav	1	2	2	3	4
Ski/Art	1	1	1	1	-

Charging

Dgns	-	2	2	2	3
Inf	-	-	2	2	3

Defending

Dgns	1	1	-	-	-
Infantry	1	1	1	-	-

- **+1** dice per base: Attacking Flank or Rear; Defending riverbank frontally; On higher ground
- **-1** dice per base: Cavalry vs Close order Infantry
- Multiple combats defender may only inflict casualties on unit to front.

Outcomes

- Unit taking greatest number of hits retreats 12cm facing enemy.
- Unit eliminated if retreat blocked.
- If a tie defender retreats.
- Artillery are eliminated
- If a unit vacates a town attacker may occupy it.

Morale

Reasons to test

- Each base removed
- Charging cavalry fired on by target
- Lost hand-to-hand combat (two tests)

Level	Required Score
Fanatic	2+
Elite	3+
Average	4+
Levy	5+
Rabble	6

Failure: Remove a base.

Command Roll

Die Roll	Standard game			Mini game		
	Poor	Average	Good	Poor	Average	Good
1-2	2	4	6	1	2	4
3-4	3	5	7	2	3	5
5-6	4	6	8	3	4	6

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