

# OTH QRS v2 (Half Distances)

## Sequence of Play

|                                     |
|-------------------------------------|
| Side A checks command status        |
| Side A changes brigade orders       |
| Side A moves all units they wish to |
| Side A rallies                      |
| Side B issues defensive fire        |
| Side A fights all close combats     |
| Side B shoots                       |

|                                     |
|-------------------------------------|
| Side B checks command status        |
| Side B changes brigade orders       |
| Side B moves all units they wish to |
| Side B rallies                      |
| Side A issues defensive fire        |
| Side B fights all close combats     |
| Side A shoots                       |

## Command Status

| Division in command? | Brigade in command? | Unit in command? | Effect           |
|----------------------|---------------------|------------------|------------------|
| Yes                  | Yes                 | Yes              | <i>no effect</i> |
| Yes                  | Yes                 | No               | <i>no move</i>   |
| Yes                  | No                  | Yes              | <i>half move</i> |
| Yes                  | No                  | No               | <i>no move</i>   |
| No                   | Yes                 | Yes              | <i>half move</i> |
| No                   | Yes                 | No               | <i>no move</i>   |
| No                   | No                  | Yes              | <i>no move</i>   |
| No                   | No                  | No               | <i>no move</i>   |

## Terrain Effects

| Type                          | Allowed Formations   | Effects  |
|-------------------------------|--|--|
| Rough Ground And Open Woods   | Infantry and Cavalry :<br>Line / Column                                    | 1FH per move   |
|                               | Infantry and Cavalry :<br>Skirmish/Open                                    | No effect  |
|                               | Artillery :<br>Any   | 1FH per move   |
| Normal Woods                  | Infantry and Cavalry :<br>Open Order only                                  | 1FH per move   |
|                               | Skirmish Troops  | No effect  |
| Dense Woods                   | Skirmish Troops Only   | No effect  |
| Obstacles including streams   | Only infantry and cavalry may cross obstacles, all units can cross streams | 1FH to cross   |
| Rivers                        | All troop types must cross via bridge or ford                              | 1FH to cross   |
| Built up areas and earthworks | Only infantry may enter a built up area                                    | 1FH to enter (except via combat victory)                             |
| Road                          | Any, (march column and limbered artillery see right)                       | Add 1 to each move segment that is carried out completely on a road. |

## Unit Movement

| Unit Type & Formation    | First Move Segment                        | Second Move Segment | Third Move Segment   | Fourth Move Segment |
|--------------------------|---|---------------------|----------------------|---------------------|
| Commanders               | 12  | 12*                 | *may not rally units |                     |
| <b>Infantry</b>          |   |                     |                      |                     |
| March Column             | 3   | 3                   | 3                    | 3F                  |
| Attack Column            | 3   | 3                   | 3F                   |                     |
| Column of Companies      | 3   | 3                   | 3                    |                     |
| Line                     | 3   | 3F                  |                      |                     |
| Open Order               | 3   | 3                   | 3F                   |                     |
| Skirmish Order           | 3   | 3                   | 3                    |                     |
| Square                   | 2   |                     |                      |                     |
| <b>Cavalry</b>           |   |                     |                      |                     |
| March Column             | 6   | 6                   | 6                    | 6F                  |
| Column of Squadrons      | 6   | 6                   |                      |                     |
| Line                     | 6   | 6F                  |                      |                     |
| Column of Companies      | 6   | 6                   | 6                    |                     |
| Skirmish Order           | 6   | 6                   | 6                    |                     |
| <b>Artillery</b>         |   |                     |                      |                     |
| Limbered Foot Artillery  | 3   | 3                   | 3F                   |                     |
| Limbered Horse Artillery | 6   | 6                   | 6F                   |                     |
| Manhandled Artillery*    | 2F  |                     | *less than 12pdr     |                     |
| Battalion/Regimental Gun | As unit attached to, minus 1 move segment |                     |                      |                     |

## Formation Changes

| Infantry                                | March... | Attack... | ...Companies | Skirmish or Open | Line | Square |
|---|----------|-----------|--------------|------------------|------|--------|
| Formation Change Movement Segment Costs |          |           |              |                  |      |        |
| March Column                            |          | 1         | 1/2          | 2                | 2    | 2      |
| Attack Column                           | 1        |           | 1/2          | 1                | 1    | 1      |
| Column Of Companies                     | 1/2      | 1/2       |              | 1/2              | 1/2  |        |
| Skirmish or Open                        | 2        | 1         | 1/2          |                  | 1    |        |
| Line                                    | 2        | 1         | 1/2          | 1                |      | 2      |
| Square                                  | 2        | 1         |              |                  | 2    |        |

| Cavalry                                 | March... | ...Squadrons | ...Companies | Skirmish or Open | Line | Only irregular cavalry units may form in skirmish order |
|---|----------|--------------|--------------|------------------|------|---|
| Formation Change Movement Segment Costs |          |              |              |                  |      |   |
| March Column                            |          | 1            | 1/2          | 2                | 2    |   |
| Column of Squadrons                     | 1        |              | 1/2          | 1                | 1    |   |
| Column Of Companies                     | 1/2      | 1/2          |              | 1/2              | 1/2  |   |
| Skirmish or Open                        | 2        | 1            | 1/2          |                  | 1    |   |
| Line                                    | 2        | 1            | 1/2          | 1                |      |   |

| Artillery | Limber or unlimber | 1 |
|-----------|--------------------|---|
|-----------|--------------------|---|

## Firing – Small Arms

| Weapon Type                 | Short | Maximum |
|-----------------------------|-------|---------|
| Bows                        | 1.5   | 3       |
| Smoothbore Carbines         | 2     | 4       |
| Muskets and Rifled Carbines | 3     | 6       |
| Rifled Muskets              | 3     | 9       |

### Firing Fatigue Score

|                         |                          |
|-------------------------|--------------------------|
| Line                    | 100%                     |
| Attack Column           | 50%                      |
| Column of Companies     | 25%                      |
| Rifle Skirmish Screen   | 25%                      |
| Open Order and Skirmish | 100%                     |
| March Column            | 0%                       |
| Square                  | FS divided by 4 per face |
| BUA                     | max FS3 per face         |

### Infantry Fire Modifiers

|   |                               |
|---|-------------------------------|
| Firer has good shot rule                            | 1                             |
| Initial volley at 3 or less (line or attack column) | +1                            |
| Small arms at march column or square                | +1                            |
| Small arms at 3 or less                             | +1                            |
| Shooting at flank or rear of target                 | +1                            |
| Skirmish advantage over 3 (not v BUA, Cav, Arty)    | +1                            |
| A or B class rifle skirmishers                      | +1                            |
| C class rifle skirmishers (only at C or D unit)     | +1                            |
| Target enfiladed                                    | +4                            |
| Firer in Skirmish formation                         | +1                            |
| Small arms over 3                                   | -1                            |
| Skirmish disadvantage at 3 or less                  | -1                            |
| Target in cover                                     | -3                            |
| Target obscured                                     | -1                            |
| Ragged volley (defensive fire only)                 | -2                            |
| Small arms at target in BUA                         | Wooden -4                     |
|   | Wood and Brick -6             |
|   | Substantial Brick or Stone -8 |
|   | Fortified -10                 |
| Target is in skirmish formation                     | -2                            |
| Target is Cuirassiers over 3                        | -1                            |
| Target move over 5 or is cavalry in contact         | -1                            |
| Firer is wavering                                   | -1                            |
| Target has gone to ground                           | -3                            |
| Firer has poor shot rule                            | -1                            |

| Modified Firing Fatigue Score | 1 Fatigue Hit  | 2 Fatigue Hits | 3 Fatigue Hits |
|-------------------------------|----------------|----------------|----------------|
| 10                            | 10, 9, 8, 7, 6 | 5, 4, 3        | 2, 1           |
| 9                             | 9, 8, 7, 6, 5  | 4, 3           | 2, 1           |
| 8                             | 8, 7, 6, 5     | 4, 3, 2        | 1              |
| 7                             | 7, 6, 5, 4     | 3, 2           | 1              |
| 6                             | 6, 5, 4        | 3, 2, 1        | -              |
| 5                             | 5, 4, 3        | 2, 1           | -              |
| 4 or less                     | 4, 3, 2, 1     | -              | -              |

Only 1 FH (optionally 2 for artillery) can be scored by a unit firing over short range

Canister fire automatically causes 1 FH before rolling to hit

A battery will run out of ammo on a natural 10

# Firing

## Firing – Artillery

| Weapon Type         | Canister | Short | Maximum |
|---------------------|----------|-------|---------|
| Light (3-4pdr)      | 3        | 4.5   | 18      |
| Light Medium (6pdr) | 3        | 6     | 24      |
| Medium (8-9pdr)     | 4.5      | 8     | 27      |
| Heavy (12pdr)       | 6        | 10    | 30      |

### Artillery Fire Modifiers

|   |                               |
|---|-------------------------------|
| Firing at square or closed column         | +3                            |
| Firing at any other column                | +1                            |
| Firing at short range                     | +1                            |
| Firing canister at 3 or less              | +4                            |
| Firing as part of a Grand Battery         | +1                            |
| Firing at flank or rear                   | +1                            |
| Firing at enfiladed target                | +4                            |
| Target in cover/behind obstacle           | -1                            |
| Target obscured                           | -1                            |
| Artillery at target in BUA                | Wooden -2                     |
|   | Wood and Brick -5             |
|   | Substantial Brick or Stone -7 |
|   | Fortified -10                 |
| Target moved over 5 or Cavalry in contact | -1                            |
| Target has gone to ground                 | -3                            |
| Firer wavering                            | -1                            |
| First shot at any new target              | -2                            |
| Wheeled (up to 1) before firing           | -1                            |

## Infantry Combat

| Infantry Combat Fatigue Score |                  |
|-------------------------------|------------------|
| Line                          | 100%             |
| Attack Column                 | 100%             |
| Column of Companies           | 25%              |
| Open Order and Skirmish       | ?                |
| March Column                  | Classed as 1     |
| Square                        | 100%             |
| BUA                           | max FS3 per face |

| Infantry Combat Modifiers                        |                               |
|--|-------------------------------|
| <b>Attacker</b>                                  |                               |
| Initiating combat contact or countering (French) | +1 (+2)                       |
| Attacking flank/rear                             | +1/+3                         |
| Attacking a linear obstacle                      | -2                            |
| Attacking a BUA                                  | Wooden -2                     |
|  | Wood and brick -4             |
|  | Substantial brick or stone -6 |
|  | Fortified -8                  |

|                             |                               |
|-----------------------------|-------------------------------|
| <b>Defender</b>             |                               |
| Contacted in flank/rear     | -1/-3                         |
| Defending a linear obstacle | +2                            |
| Defending a BUA             | Wooden +2                     |
|                             | Wood and brick +4             |
|                             | Substantial brick or stone +6 |
|                             | Fortified +8                  |
| Unit has evaded this turn   | -4                            |

|   |    |
|---|----|
| <b>Other – Formations</b>                     |    |
| Skirmisher against non skirmishing infantry   | -2 |
| Open order against formed infantry            | -1 |
| Infantry in march column                      | -8 |
| Infantry in square against formed infantry    | -6 |
| Infantry caught out of square against cavalry | -6 |
| Infantry in square against cavalry            | +6 |
| Infantry vs infantry in square                | +3 |

|  |        |
|--|--------|
| <b>Other – General</b>                     |        |
| Support unit within 3                      | +1/+2  |
| Combat in woods (skirmisher or open order) | -1     |
| Combat in woods (other)                    | -3     |
| Won last round                             | +2     |
| Holds a higher elevation                   | +1     |
| Militia                                    | -1     |
| Attached commander bonus                   | Varies |

| Modified Combat Fatigue Score | 1 Fatigue Hit  | 2 Fatigue Hits | 3 Fatigue Hits |
|-------------------------------|----------------|----------------|----------------|
| 10                            | 10, 9, 8, 7, 6 | 5, 4, 3        | 2, 1           |
| 9                             | 9, 8, 7, 6, 5  | 4, 3           | 2, 1           |
| 8                             | 8, 7, 6, 5     | 4, 3, 2        | 1              |
| 7                             | 7, 6, 5, 4     | 3, 2           | 1              |
| 6                             | 6, 5, 4        | 3, 2, 1        | -              |
| 5                             | 5, 4, 3        | 2, 1           | -              |
| 4 or less                     | 4, 3, 2, 1     | -              | -              |

During any assault on a BUA there is a chance it will catch fire – see combat results for further information.

# Combat

## Cavalry Combat

| Cavalry Combat Fatigue Score |                           |
|------------------------------|---------------------------|
| Line                         | 100%                      |
| Column of Companies          | 25%                       |
| Column of Squadrons          | 50% first round then 100% |
| March Column                 | Classed as 1              |

| Cavalry Combat Modifiers                   |        |
|--|--------|
| Charging or counter charging Light Cavalry | +3*    |
| Charging or counter charging Heavy Cavalry | +4*    |
| Charging or counter charging Cuirassier    | +5*    |
| Lancer (first round)                       | +1     |
| Won last round                             | +2     |
| Contacted in flank/rear                    | -1/-3  |
| Support unit within 3                      | +1/+2  |
| Unit has evaded this turn                  | -4     |
| Militia                                    | -1     |
| Cavalry in march column                    | -6     |
| Cavalry against infantry square            | -6     |
| Cavalry against infantry not in square     | +3     |
| Attached commander bonus                   | Varies |

\* No bonus when contacting Emergency Square, obstacle or earthworks

## Artillery Combat

| Cavalry Combat Fatigue Score |              |
|------------------------------|--------------|
| Unlimbered Artillery         | 100%         |
| Limbered Artillery           | Classed as 1 |

| Artillery Combat Modifiers                 |    |
|--|----|
| Artillery in close combat                  | -4 |
| Fighting against artillery in close combat | +4 |

## Commanders in Combat

| Attached Commander's Control Factor                            |    |           |   |
|--|----|-----------|---|
| Control 1  | -1 | Control 2 | 0 |
| Control 3  | 1  | Control 4 | 2 |
| Attaching a Commander to a unit may put him at risk – see over |    |           |   |

## Death of Commanders

| Fatigue hits caused to unit | D10 Roll to Kill Commander |
|-----------------------------|----------------------------|
| One                         | 1                          |
| Two                         | 1, 2                       |
| Three                       | 1, 2, 3                    |
| Four or more                | 1, 2, 3, 4                 |

Only applies to Commanders in base contact with a friendly unit  
Commanders interpenetrated by the enemy are killed or captured unless they can join a unit within 6.

A killed or captured Commander is replaced by a model with the same Command Range as the model they replace, a Control Factor of 2 and Inspiration factor of 0.

## Combat Results

| Infantry vs Infantry |   |
|----------------------|---|
| Draw                 | Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit |
| Lose by 1            | Carry on if further combat rounds remain. The winning side receives +2 combat modifier                                |
| Lose by 2+           | Loser retreats one move segment directly away from the enemy unit   |

| Cavalry vs Cavalry |   |
|--------------------|---|
| Draw               | Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit |
| Lose by 1          | Carry on if further combat rounds remain. The winning side receives +2 combat modifier                                |
| Lose by 2+         | Loser retreats one move segment directly away from the enemy unit   |

| Cavalry vs Infantry in Line or Column |   |
|---------------------------------------|---|
| Draw                                  | Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit |
| Lose by 1                             | Carry on if further combat rounds remain. The winning side receives +2 combat modifier                                |
| Cavalry lose by 2+                    | Loser retreats one move segment directly away from the enemy unit   |
| Infantry lose by 2+                   | Loser broken and destroyed  |

| Cavalry vs Infantry in Emergency Square |   |
|---|---|
| Draw                                    | Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit |
| Lose by 1                               | Carry on if further combat rounds remain. The winning side receives +2 combat modifier                                |
| Lose by 2 or more                       | Loser retreats one move segment directly away from the enemy unit   |

| Infantry or Cavalry vs Artillery |   |
|----------------------------------|---|
| Draw                             | Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit |
| Artillery Lose by 1+             | Artillery broken and destroyed  |
| Artillery wins by 1              | Carry on if further combat rounds remain.   |
| Artillery wins by 2+             | Loser retreats one move segment directly away from the enemy unit   |

**Infantry and Cavalry units may turn to face the enemy if they win any round of combat and there are further rounds to fight.**

| vs BUA   |
|--|
| A unit that defeats an enemy unit in a BUA and wins by 1 has effectively fought their way in to the building. In the next round no positive or negative modifiers are taken in to account for that combat. |
| A unit that forces all enemy units it is engaged with away from or out of the BUA may enter the building, taking the ground from the enemy.  |
| During an assault the building will catch fire on an 8+ Add +1 if the building is wooden.<br>See page 72 for full effects.   |

## Winning Unit Options

| Option           | Effects   |
|------------------|---|
| Do nothing       | the unit remains where it is  |
| Follow Up        | may move to maintain combat contact if able. Combat rounds are continued, counting the +2 winning bonus |
| Rally            | Remove 1 FH from the winning unit   |
| Change Formation | change formation for free   |
| Change Facing    | change the direction the unit is facing   |
| Fall Back        | move one move segment to rear at half speed   |
| Advance          | Move 1 movement segment to contact any other enemy unit   |

## Morale

### Morale Tests (page 72-74)

| Start of turn (prior to movement)           | Effect of failure  |
|---|--|
| Wavering or routing friends within 3        | 1 FH   |
| Movement                                    |  |
| Formation change with 3 of enemy            | 1 FH   |
| Leaving cover                               | No move  |
| Attempt to move after firing                | No move  |
| Attempt to move to combat contact*          | No move  |
| Defensive Fire                              |  |
| Attempt to deliver defensive fire           | Ragged volley  |
| Firing unit caused no hits from fire        | Failed by 1 = 1 FH<br>Failed by 2+ = 2 FH                                    |
| Combat Contact                              |  |
| Combat round draw or combat round lost by 1 | Retreat 1 move to rear and suffer 1FH. May not fire in it's next fire phase. |
| Prevent a victorious unit follow up**       | Must follow up   |
| Fire  |  |
| Prevent firing at a viable target           | Change to line formation, 1FH, fire regardless.                              |
| Friendly artillery firing overhead          | 1 FH   |
| Roll of a 10 when rolling to hit            | 1 FH   |

\* Additional modifiers

|   |    |
|---|----|
| Enemy unit is wavering or routed              | +3 |
| Wishing to contact enemy flank or rear        | +2 |
| Irregular unit wishing to contact enemy front | -6 |

\*\* Impetuous units MUST follow up if possible

If the testing unit has any any unit from the same brigade within 3 that is not routing, shooting or wavering it adds +1 to its FS.

| Effects of Commanders being within Command Radius |       |
|---|-------|
| Control Factor of 1                               | +0 FS |
| Control Factor of 2                               | +0 FS |
| Control Factor of 3                               | +1 FS |
| Control Factor of 4                               | +2 FS |
| Control Factor of 5                               | +3 FS |