Old Trousers 6mm Quickplay Napoleonic Rules

What you will need
You will need two suitably based and painted 6 mm Napoleonic armies. (For base sizes see below.)You will also need one 20 sided and one 6 sided dice. Also useful will be a set of suitable markers for allocating hits to squares. (Baccus Command Horizon markers are ideal!)

Aim of the Game
The aim is to score maximum points by combining the amount of ground taken by your army with the strength of the units you eliminate during the length of the game.

The Armies
Each army consists of 32 strength points of troops and must include all arms. These are made up as bases of infantry, cavalry and artillery. Base sizes are set out below.

Troop Type	Base Size
Infantry/Cavalry	60mm by 30mm
Artillery	20mm by 30mm
Skirmishers	60mm by 30mm
Generals	25mm by 25mm

Each base is allocated a strength in points from 2 to 5, which should be marked on the back of the base. Three points is the strength of an average line infantry or medium cavalry unit. How you build your armies is up to you but don't field any 5 strength units unless you plan to use the Old Guard Grenadiers!

There must be at least 4 infantry bases and at least 1 cavalry base in each army. Each army must also include 1one General, (who has no points cost), and at least 2 bases of 2 points strength.

The Battlefield
The battlefield is a 2 ft by 2ft board marked as a 4 by 3 grid. Each resultant area of the board is, naturally enough , called a **square**!   Each player is then free to pick 2 terrain pieces and place them in any 2 squares they wish. (Dice for who goes first.) All terrain has the same effect and the difference is purely visual. Terrain pieces consist of woods, built up areas (BUA's) and hills. These are all classed as **broken terrain** and are assumed to cover all the square. No rivers are used as they are messy things and foul up armies generally. Roads are not used either. Each army then deploys in the time-honoured fashion along the 3-square sided parts of the battlefield opposite each other.

Turn Sequence
All turns are alternate. Dice for who goes first. Each player follows the following procedure.
1. Bombard with artillery.
2. Move bases.
3. Fight combats.

Artillery Bombardment
Artillery may either bombard their foe from a distance or move in accompaniment with other troops and have their strength counted in any resultant combats. Artillery range is only limited by line of sight and artillery bases may fire together (from the same square only) or as individual bases.

All combat is against enemy squares with bases in them. To bombard count up the total strength of the bases firing into a target square and then roll 1D20 cross-referencing on the combat table to find the number of hits scored on the square. Once a hit is registered the opposing army must leave at least 1 base in that square for the rest of the game. If four hits are scored on the square all bases in the square are eliminated and removed from play.

Movement

Movement is carried by the controlling player one base at a time. Roll 1D6 for each base that moves after the first.   All movement is horizontal and vertical. There are no diagonal moves. On a score of 1 the movement phase is complete and the controlling player may make no more moves.   Move distances are given on the accompanying quick reference sheet. Bases may exit squares with hits on them but any force in a square that exits must leave 1 base behind as a casualty to those hits.

Combat

Combat is between adjacent squares with each side inflicting hits on the opposing square in their turn. There are no fight backs. All bases which can do so must fight. Where a force in a square is flanked or attacked from more than one side it must allocate bases to fight each of its opponent squares. It can only avoid doing this if it has insufficient bases to fight on all sides from which it is attacked.

To fight, count up the total number of points fighting against the opposing square, and roll 1D20 cross referencing as for artillery. All bases except skirmishers count half strength against broken terrain. Troops occupying broken terrain fight normally. If a total of four hits are inflicted, all enemy bases in the square are eliminated and removed.   The winner can then move immediately into the conquered square should they wish to do so but must leave one base behind if they have suffered any hits on their own square.

Generals

Once per game, a square with a general in it may make a saving throw when it suffers four hits. (See the quick reference sheet for details.)

Ending the Game

The game ends immediately when either side loses two squares to their opponent. Count up the points scored as follows:

Total points of enemy stands eliminated (General bases count 5 points)
Total points for occupying or bring the last force to move through squares as set out below.

Army's own base line

1 point	1 point	1 point
2 points	2 points	2 points
2 points	2 points	2 points
4 points	4 points	4 points

Army's Opponents base line

The winner is the player with the most points. Good luck!

Old Trousers 6mm Napoleonic Rules

Turn Sequence

All turns are alternate. Dice to see who goes first.

Artillery

May bombard from distance or fight with other units in combat phase. Range limited only by line of sight.

Cross reference strength with the score of 1**D20** to get amount of hits inflicted.

Move

All moves are vertical and horizontal.

Infantry and Artillery move 1 square per turn.

Cavalry/Generals move 2 squares per turn.

Skirmishers may move 2 squares in their first turn, 1 square only thereafter.

Only infantry and skirmishers may enter **broken terrain**.

Move by unit. Roll 1 d6 to move a unit. First unit move in the phase is free.

On a roll of 1 the movement phase is over.

Combat

Units in adjacent areas must fight each other.

All units but skirmishers fight at ½ strength against broken terrain

4 hits on a square eliminates all the units in that square.

To fight total strength in attacking square and cross reference with score on 1**D20** in the chart below to determine hits scored on enemy square.

Troops fighting   enemy on more than 1 side must attempt to fight them all.

Units may enter or leave squares with hits in them but must leave 1 unit in a square to absorb the hits.

Generals

Once per game when one side   has 4 hits scored on a square with a general in it , it may make a saving throw for this square. Roll 1D6.

5,6 - fight on (hits are removed).

3,4 - retreat 1 square

1,2 - square lost and all units removed along with general.

Ending the Game

When one side loses 2 squares, the game is ended. Count up the scores as follows

- total number of enemy troop points eliminated
- 1 point for each base square controlled
- 2 points for each of the central squares controlled
- 4 points for each enemy base square controlled
- 5 points if the enemy general is eliminated

Old Trousers 6mm Fastplay Napoleonic Results Table

Combat Strength

D20 Score	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
2	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1
3	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1
4	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1		1
5	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2
6	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2
7	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2
8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2
9	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2
10	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
11	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3
12	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3
13	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3
14	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3
15	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3
16	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4
17	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4
18	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4
19	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4
20	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4