Pike and Shotte rules : QRS

Weapons:

These are classified as;

Weapon type	Short range	Medium range	Long range	Melee factor
Rifled Muskets	25 cms	60 cms	120cms	2
Muskets	10 cms	30 cms	70 cms	
Dragoon musket/ Bows	10cms	20cms	45cms	
Carabin	10cms	25cms	60cms	
Rifled Pistols	10cms	25cms	50cms	
Pistols	4 cms	8 cms	20 cms	
Halbert/Partizan	-	-	-	4
Swords/Pikes	-	-	-	3
Stave or Club	-	-	-	2

Shooting:

Commanded troops and player characters:
These may shoot at designated target groups, PCs may target individuals.
Commanded troops must spend a turn halted to load muzzle loaded weapons before a turn in which they fire; they must be stationary to fire for a full turn unless armed with Firelocks, when they can move half speed and still fire.

To Hit: Throw a D8	Open	Soft cover	Hard Cover
Short Range	3	5	7
Medium Range	6	7	8
Long Range	7	8	N/A

Shooting Damage Caused:

D6 roll:	1	2	3	4	5	6
Most muskets and Bows	Graze	Graze	Graze	Wound	Kill	Kill
Dragoon musket (loaded with pistol shot etc)	Graze	Graze	Wound	Wound	Kill	Kill

Hits are randomised among a target group, except for player characters, who may shoot at any figure they wish in clear sight.

Figures eligible to shoot

All commanded troops may fire if loaded etc (see above) others fire so;

Stationary troops may shoot at the following ratios;

Poor troops: 1 per 5 figures may shoot per turn.
Fair troops: 1 per 4 figures may shoot per turn.
Good troops: 1 per 3 figures may shoot per turn.

Uncommanded troops only shoot at the nearest enemy they can hit.

Visability:

Figures in terrain are seen at D6 x 10cms range if within 10cms of the edge, or if they fire, or are in plain sight.
Visibility is 20 cms within woods.

Charging and Melee:

If a group is directed to 'Charge?' It moves to try to contact the nearest enemy figures in reach. Figures are matched as evenly as possible (IE: they can't gang up on 1 figure leaving others unengaged!).
- A single Pikeman in contact with the rear of up to 2 ranks of musketeers may count fighting in support of them in the first round of any combat.
- Pikemen may fight with up to 3 ranks fighting in support of a Pikeman in contact with the enemy if in contact and aligned behind this frontal figure in the first combat turn only.
- A front rank of Pikes moving to engage an enemy may optionally fight them at 5cms distance, and only a single rank of enemy Pikemen can cause casualties in return in this form of distant combat.
  Other enemy will close with Pikemen and go base to base in their move.

Player Characters and Commanded troops may charge if in reach and not forced to move otherwise in the actions table.

When figures are matched, each figure throws a D6,
-1 if Poor, or per enemy over 1 in base to base contact with him.
-1 If fighting an enemy in Buff coat or with Targe (Shield)
-2 If fighting an enemy in Metal body armour
+1 If a Good soldier.
+1 If have a better Melee Factor weapon than all your opponents.
+1 if charging at trot. (Cavalry only)
+2 if charging at gallop. (Cavalry only)

If one side's score is better than the enemy check for hits as follows:
The winning figure wounds an opponent if his die rolled a natural 5, he kills an opponent on a natural roll of 6.
At the end of melee, the group(s) which had the worst results, (or both if drawn,) is moved back 5cms. The winning side may follow up if it chooses. Galloping cavalry must do so.

Play Sequence:

(1) Player Characters dice for Command points - Determine units under command then dice for all their side's units on the Actions table below.
(2) Move all the P.C.s side's actions.
(3) Calculate any shooting by Commanded units.
(4) Dice and move the other sides units according to the Actions table below
(5) Calculate any shooting by Un-Commanded units.
(6) Calculate all melees, and record casualties from melee

Figure Activation:

Good officers throw 4D6 a turn.
Fair officers throw 3D6 a turn.   } - 1 Dice if Officer loading/Firing or in Melee
Poor officers throw 2D6.

Throw an extra D6 if at least 1 Drummer and/or Bugler is commanded.
Command distance is 50cms in the open, 25cms in enclosed terrain. Only figures within that distance may be commanded by a command figure.
Loyal figures require 1 pt to activate them.
Disloyal figures and Routers require 2 pts to activate them.

Movement:

Foot Figures may move a maximum of 25 cms a turn, though wounded men and civilians may only move 20cms (15 cms if in heavy armour/clothing!)
Cavalry walk at 5-30cms, Trot at 31-45cms and Gallop at 50-60cms.
Difficult going counts double the distance, and it takes ¼ move to clear a low barrier (Fallen tree etc) or fence.

Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Good troops or Officer.
   : Unit entirely in cover.

1: Any enemy in sight and within their weapons range of the unit
  : Poor unit in range of any enemy unit in sight.
  : Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

 And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

   (1) What the unit will try to do.
   (2) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in *Italics*.

P.C.s and Commanded units fire and move before other figures dice for their actions.

Uncommanded Formed units Dice once for all the groups composing a full unit-- if their commands are written in *Italics* and all units of the unit are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the group.

Actions Table   For troops armed with Firearms and other long range weapons, And Dragoons.

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move from a fortified position however if they are defending it! Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)					
RF1	Move to take cover in the nearest terrain within 1 move, or away from all enemies	Halt in position facing the nearest enemy*	Halt in position facing the nearest enemy*	Continue current actions facing the nearest enemy (Charge?)	Continue current actions facing the nearest enemy (Charge?)	Advance towards nearest enemy (Charge?)!
RF2-5	Withdraw to cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	Halt in position facing the nearest enemy*	Halt in position facing the nearest enemy*	Continue current actions facing the nearest enemy (Charge?)	Advance towards nearest enemy (Charge?)
RF6-8	Run from nearest enemy	Withdraw to cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	Move to take cover in the nearest terrain within 1 move, or away from all enemies	Halt in position facing the nearest enemy*	Continue current actions facing the nearest enemy (Charge?)
RF9+	Run from nearest enemy	Run from nearest enemy	Withdraw to cover further from enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	Move to take cover in the nearest terrain within 1 move, or away from all enemies	Halt in position facing the nearest enemy*

NB:* Indicates dragoons will dismount if mounted.　　! indicates dragoons will remount if necessary and charge
Dragoon Movement : Move = Walk. Run = Gallop

Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Good troops or Officer.
  : Unit entirely in cover.

1: Any enemy in sight and within their weapons range of the unit
  : Poor unit in range of any enemy unit in sight.
  : Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

 And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

  (3) What the unit will try to do.
  (4) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in *Italics*.

P.C.s and Commanded units fire and move before other figures dice for their actions.

Uncommanded Formed units Dice once for all the groups composing a full unit-- if their commands are written in *Italics* and all units of the unit are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the group.

Actions Table

For Troops armed with Pikes Halberts, swords and other short range/melee weapons

RISK FACTOR▼	D6: 1	2	3	4	5	6
Up to RF0-1	**Continue current actions**, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move however, from fortified positions they are defending. Units falling back away from the enemy will halt facing the last known enemy position (5,6 D6)					
RF2	*Move to take cover in the nearest terrain within 1 move, or away from all enemies*	*Halt in position facing the nearest enemy*	*Continue current actions facing the nearest enemy*	*Continue current actions facing the nearest enemy (Charge?)*	*Advance towards nearest enemy (Charge?)*	*Advance towards nearest enemy (Charge?)*
RF3-6	Move to take cover in the nearest terrain within 1 move, or away from all enemies	*Move to take cover in the nearest terrain within 1 move, or away from all enemies*	*Halt in position facing the nearest enemy*	*Continue current actions facing the nearest enemy*	*Continue current actions facing the nearest enemy (Charge?)*	*Advance towards nearest enemy (Charge?)*
RF7-8	Run from nearest enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	*Move to take cover in the nearest terrain within 1 move, or away from all enemies*	Move to take cover in the nearest terrain within 1 move, or away from all enemies	*Halt in position facing the nearest enemy*	*Continue current actions facing the nearest enemy (Charge?)*
RF9+	Run from nearest enemy	Run from nearest enemy	Move to take cover in the nearest terrain within 1 move, or away from all enemies	*Move to take cover in the nearest terrain within 1 move, or away from all enemies*	Move to take cover in the nearest terrain within 1 move, or away from all enemies	*Halt in position facing the nearest enemy*

Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Good troops or Officer.
  : Unit entirely in cover.

1: Any enemy in sight and within their weapons range of the unit
  : Poor unit in range of any enemy unit in sight.
  : Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

 And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

   (5) What the unit will try to do.
   (6) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in *Italics.*

P.C.s and Commanded units fire and move before other figures dice for their actions.

Uncommanded Formed units Dice once for all the groups composing a full unit-- if their commands are written in *Italics* and all units of the unit are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the group.

Actions Table					

For horse trained in the Dutch manner of warfare. *These may only Gallop if running away*.

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	**Continue current actions**, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. Halting at medium range from enemy infantry facing them. They will charge others at trot. Units falling back away from the enemy will halt facing the last known enemy position (5,6 D6)					
RF1-2	Turn and trot away from all enemies	*Halt in position facing the nearest enemy*	*Halt in position facing the nearest enemy*	*Move at trot, halt at medium range of enemy and shoot*		
RF3-6	Turn and trot away from all enemies		*Halt in position facing the nearest enemy*	*Halt in position facing the nearest enemy*	*Move at trot, halt at medium range of enemy and shoot*	
RF7-8	Flee at Gallop away from nearest enemy	Turn and trot away from all enemies			*Halt in position facing the nearest enemy*	*Move at trot, halt at medium range of enemy and shoot*
RF9+	Flee at Gallop away from nearest enemy	Turn and trot away from all enemies				*Turn and trot away from all enemies*

Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Good troops or Officer.
   : Unit entirely in cover.

1: Any enemy in sight and within their weapons range of the unit
  : Poor unit in range of any enemy unit in sight.
  : Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

 And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

   (7) What the unit will try to do.
   (8) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in *Italics.*

P.C.s and Commanded units fire and move before other figures dice for their actions.

Uncommanded Formed units Dice once for all the groups composing a full unit-- if their commands are written in *Italics* and all units of the unit are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the group.

Actions Table — For Horse trained in the Swedish manner of warfare

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	**Continue current actions**, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy at trot. They will halt at medium range and shoot at any Pikemen they meet frontally, and will gallop into contact with others. Units falling back away from the enemy will halt facing the last known enemy position (5,6 D6)					
RF1-2	Turn and trot away from all enemies	Halt in position facing the nearest enemy	Move at trot, halt at medium range of enemy and shoot	Move towards the nearest visible enemy at trot. They will halt at medium range and shoot at any Pikemen they meet frontally and will gallop into contact with others		
RF3-6	Turn and trot away from all enemies		Halt in position facing the nearest enemy	Move at trot, halt at medium range of enemy and shoot	Move towards the nearest visible enemy at trot. They will halt at medium range and shoot at any Pikemen they meet frontally and will gallop into contact with others	
RF7-8	Gallop away from nearest enemy	Turn and trot away from all enemies		Turn and trot away from all enemies	Halt in position facing the nearest enemy	
RF9+	Gallop away from nearest enemy	Gallop away from nearest enemy	Turn and trot away from all enemies		Turn and trot away from all enemies	Halt in position facing the nearest enemy