

QRS / COLONIAL ADVENTURE

TURN SEQUENCE

1. Artillery Phase
2. Initiative die roll (1d6 / +1 if more leader)
3. 1. Action Phase
4. 2. Action Phase
5. Close Combat
6. Moral Phase

ACTIONS

Units and Commanders have two Actions each turn

ACTION COST

- Move 1
- Cross a low obstacle 1
- Cross a High Obstacle 2
- Enter an unbarred Building 1
- Dismounting / Mounting 1
- Limber / Unlimber 1
- Fire 1
- Reload rifle 1
- Reload musket 2
- Reload artillery piece 2
- Reload Machine Gun 1
- Fix jammed Machine Gun 2
- -1 Shock Point (Com.) 1
- Attack order (Com.) 1

MOVEMENT

Unit Movement

- Infantry 6"
- Mounted Infantry 8"
- Cavalry 12"
- Artillery limbered 8"
- Artillery unlimbered 4"

Action Movement

- Infantry 1D6
- Mounted Infantry 2D6
- Cavalry 3D6
- Artillery limbered 2D6
- Artillery unlimbered 1D3

Interpenetration

No troops may pass through other units.

SHOOTING

Arc of Fire

180° to the front

How many dice

- 1W6 per miniature firing (no musician or flag bearer)
- 8W6 Light Gun
- 12W6 Heavy Gun
- 14W6 Repeating Gun

Troop Adjustment

- A +1 die per four men firing
- B +1 die per five men firing
- C No adjustment
- D -1 die per five men firing

Other Adjustments

- Leader: + 1D6 per figure
- Commander: + 3D6
- Each two Shock points on the firer: - 1 firing dice
- Target in cover: - 1/3 of dices (round up)
- Target in fortification: - 1/2 of dices (round up)
- Firer is unit in Formation: **+1 on roll.**

Musket	6	6	-	-
Rifle	5-6	5-6	6	-
Carbine	5-6	6	-	-
Pistol / Throwing Weapon	6	-	-	-

Necessary result / range (Artillery pieces)

	0-9"	9-18"	18-27"	27-36"	36"+
Light Gun	4-6	4-6	5-6	5-6	6
Heavy Gun	4-6	4-6	5-6	5-6	5-6
Repeating Gun	4-6	5-6	6	6	-

Repeating Gun jammed! -If there are more 1's than 6's

Hits

Each hit is rolled for to see how effective it was:

1-2 No effect

3-4 Shock Point

5-6 Kill

Hits on mounted men

Roll 1W6: 1 to 3 the horse will take the hit, on a 4 to 6 the man.

Hits on Gunners

For every two Gunner dead, + 1 Action die to reload

For every two Shock Points, - 1 shooting die

Hits on Leader/Commander

For every Leader / Commander attached to a Group that loses men roll a D10. If the score is equal to or below the number of men killed, the Leader / Commander is hit rather than one of the men.

CLOSE COMBAT

Roll 1D6 per man in the fight (no musician or flag bearer)

- + 1D6 per Officer/Leader
- + 3D6 for Commander
- + 1D6 for each Attack Action
- + 3D6 for supporting unit
- + 2D6 for every Status higher than the enemy.
- - 1D6 per two Shock points on a unit
- Defending fortification +33%
- Unit hit in flank or rear -50%
- Cavalry v unformed infantry in the open +100%
- Cavalry against troops in fortification -66%
- Unit are Fighters **+1 on roll**

Each 6 kills one enemy, each 5 is 1 point of Shock on the enemy.

Hits on Officer/Leader/Commander: As shooting

Result of Close Combat

Compare both sides' losses of dead and refer to the list below:

- Draw: Fight again immediately. This occurs for a maximum of 2 rounds, after which both sides retire 2"
- Defeated by 1: Thrown back 4" (8" for cavalry) facing your enemy
- Defeated by 2: Thrown back 6" (12" for cavalry) facing enemy, + 2 Shock points.
- Defeated by 3: Thrown back 8" (16" for cavalry) facing enemy, + 2 Shock Points per unit. No movement next turn.
- Defeated by 4 or more: Thrown back 10" (20" for cavalry), double the number of Shock points taken. May only remove shock-points next turn.

MORALE

If an infantry Group has more Shock points than men remaining, it has to retire at the end of the turn.

- 1" for per Shock point over No.of men for A units
- 2" for B units
- 3" for C units
- 4" for D units

If a unit suffers twice the number of Shock points as men, they are broken (remove from table)

Necessary result / range (Infantry / Cavalry)

0-9"	9-18"	18-27"	27-36"
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