

# Sepoys & Soldiers - QRS

**Scales** 1" = 25 yards One base is 75 – 100 men Each base takes 3 hits before it is removed.

<b>Aggressive</b>	King's regiments
<b>Active</b>	Trained Sepoys, Matchlock skirmishers, rocket troops, artillery
<b>Passive</b>	All other troop types

**Commanders** – Quality, Orders and Risk

Rating	Quality	Orders	Lose a base/nerve roll 1d6	If hit roll 1d6
<b>Energetic</b>	2+	2	1 - 3 = hit, roll again	1 = dead.
<b>Competent</b>	3+	1	1 - 2 = hit, roll again	2,3 = wounded. Captured in a charge
<b>Dull</b>	4+	1	1 = hit, roll again	4,5 = horse killed, no action this turn / next
<b>Dithering</b>	5+	1	1 = hit, roll again	6 = a mere scratch! Carry on!

**Changing orders** Commander must be adjacent to the unit. Roll 1d6 v the commander's quality

Unit Type	Result is equal to or more than quality	Result is lower than the quality
<b>ALL UNITS</b>	Unit acts on the order this turn	Unit acts on the order next turn
<b>Actions</b> - a unit may do <b>ONE</b> of:	<ul style="list-style-type: none"> <li>• Move as the result of a failed nerve test</li> <li>• Charge</li> <li>• Move (may not contact an enemy unit)</li> <li>• Fire</li> </ul>	
<ul style="list-style-type: none"> <li>• Routed units must attempt to rally</li> <li>• Disordered units must attempt to reform</li> <li>• Pursue</li> </ul>		
A commander may - Move independently	<ul style="list-style-type: none"> <li>• move with a unit but again, mark with a counter</li> </ul>	
<b>Nerve</b>	Aggressive units roll 3d6, Active units roll 2d6, Passive units roll 1d6 Roll 4+ to pass	
Situation	Result of a failure of nerve	
Loss of a base	Fall back a full move (end facing enemy)	
Attempting to charge	Stand – no charge	
Being charged	Rout back a full move (end with backs to enemy)	
Having lost a charge combat	Rout back a full move (end with backs to enemy)	
Adjacent unit routs	Fall back a full move (end facing enemy)	
Attacked in flank / rear (test twice)	Rout back a full move (end with backs to enemy)	
Attempt to reform	Stand - remain disordered	
Commander killed, wounded or unhorsed	Rout back a full move (end with backs to enemy)	

A unit **falling back** or **routing** may manoeuvre to avoid a friendly unit to its rear if:

1. there is a minimum distance of 8" between the starting positions of the two units
2. and there is a gap of the same frontage as the routing unit on one or both sides of that unit

Otherwise the unit falling back or routing will move straight back disordering units pass through..

## Disorder and reforming

<b>A unit is disordered in the following circumstances:</b>	<b>To reform:</b> pass a nerve and cannot move
<ol style="list-style-type: none"> <li>1. Movement across a linear obstacle or rough ground</li> <li>2. After resolving a charge combat (all units involved)</li> <li>3. While Routing or Pursuing</li> <li>4. Routing unit has passed through a unit</li> </ol>	A <b>disordered</b> unit counts only half its bases for firing and as one <b>unit quality less</b> for nerve (Passive units must roll twice for each nerve test)

## Movement and the effect of terrain:

Unit type	Foot - Open	Cavalry - Open	Foot & Cavalry -Rough ground/hills/woods/rivers/bridges	Foot & Cavalry – hedges, walls, etc
Aggressive	8"	12"	4" and disordered	1 turn & disordered
Active	8"	12"	4" and disordered	1 turn & disordered
Passive	8"	12"	8"	8"

**To change direction, a unit pivots on its centre at the start or end of the turn (only) at no cost**  
 A unit may freely interpenetrate with a Commander/Rocket troops. Otherwise, all units are disordered.  
 European guns - manhandle across open ground (only) at 2" per move, no fire. Indian artillery is static.

Artillery fire		Each base rolls 1d6. Each success = 4 hits at short range, 2 at long, 1 at extreme			
Unit type	Short range – 8"	Long range – 20"	Extreme – 30"		
European – Light (6 pound or less)	4+	5+	N/A		
European – Heavy	3+	5+	6		
Indian – all	5+	6	N/A		

Infantry fire		Each base rolls 1d6. Each success causes 2 hits at short range and 1 at long.				
Type of unit firing	Short range - 4" - Target unit type			Long range - 8" - Target unit type		
	Aggressive	Active	Passive	Aggressive	Active	Passive
Aggressive	4+	3+	3+	5+	4+	4+
Active	5+	4+	4+	6	5+	5+
Passive	6+	5+	4+	6	6	5+

Rockets			Rockets fly in an erratic path and may explode at any point. Causes loss of a base		
Roll two dice, one white and one red. The score of the white dice indicates the path of flight:					
1 or 2 = Left 45° Forward 8"		3 or 4 = Forward 8"		5 or 6 = Right 45° Forward 8"	
Red dice score is 5 or 6 = explodes, 1-4 dice again, do so until it explodes or has moved 4 times.					

## Charges

1. A unit attempting to charge must test its nerve (see Nerve above)
2. If the chargers pass their nerve test, the unit facing the charge must test its nerve
3. If a charged unit holds its nerve the and both units are cavalry, it counter-charges and the two units make contact and resolve a Charge Combat. If the charged unit is infantry it will stand.
4. If the charged unit fails its nerve test and routs, charging unit continues to the extent of charge move
5. If this would bring the charging unit into contact, test the nerve of the chargers. Fails - stops short 4"
6. If the charging unit passes its nerve test, repeat the cycle above..

## To resolve a Charge Combat

- Each unit tests its nerve simultaneously
- If **both sides pass**, or **both sides fail**, each side takes **1** hit (do not test nerve if a base is lost)
- Re-roll until **only one side passes**. The losing unit then routs for one full move.
- The side which holds its nerve will advance and occupy the enemy position. Take 1 hit. The loser takes 2 hits. British cavalry must pursue for two moves rather than just occupying the enemy position.