

O'er the Sea

Version 3.20



Game Turns

Game turns are alternate and initiative based. One side can have the initiative and only they may issue orders to their units until they lose that initiative at which point the initiative transfers to the opposing side.

Initiative Phase

Once one side has gained the initiative it may respond to an immediate situation that their commanding officer may not be aware of, this means each unit can carry out one command each under their own initiative if there is an enemy unit within 30cm of it.

Such a unit may fire, evade or charge the enemy unit. Each unit acting on initiative may only do so once per phase and can only do so if it can actually see the enemy unit, knowledge of their presence is not enough.

Command Phase

After units have acted on initiative commanding officers may continue to give orders to units to move and fire any or all of its units until all subordinate officers or the commanding general have failed their command test.

If the commanding general fails his Command Test then initiative passes over to the opposing side immediately. *It is suggested that the commanding general is the last officer for each side to issue their orders.*

When a command test is failed by the commanding general or the last subordinate officer capable of issuing orders on a side has failed his command test the game initiative immediately transfers to the other side.

The allowed orders are: Move, Fire, Stand Ready, Charge or Rally confused units.

Troop characteristics

All troops have values for the following characteristics.

Unit Strength

This is a factor that indicates the unit's physical strength and resilience to casualties. This number will generally range between 2 and 4. When hits are taken on the unit due to firing or melee, it requires a number of hits equal to the unit strength to remove a stand from the unit.

Unit Type

A unit will consist of one of the following types of troops.

- Infantry
- Cavalry
- Dragoon
- Field Artillery - Light/Medium/Heavy
- Siege Artillery.
- Mortars - Light/Heavy

Unit Quality

A unit will consist of one of the following classes of quality

- Untried** – Typically militia and garrison troops, English Jacobites and Government Regulars who have not fought against the Jacobites yet.
- Tried** - Most Highland troops, Government Regulars that have fought the Jacobites before, continental troops.
- Veteran** - Elite troops that have a history of fighting with distinction in the current campaign.

Combat Values: Firepower / Melee

A numeric factor that indicates the unit's ability to shoot at the enemy and a second numeric value indicating the unit's ability in melee combat.

Unit Special Rules

This is a key-word that gives an indication of any special rules that should be considered when using this unit.

Officer characteristics

All officers have values for the following characteristics.

Leadership Rating

This is a factor that indicates the officer's command ability, the higher the number the easier it is for the officer to issue multiple orders in a single initiative phase.

Combat Value

This is a factor that indicates the impact the officer has on attached unit's melee combat abilities, ability to sustain cohesion and morale, this can be positive or negative.

Scales and Base Sizes

These rules are deliberately vague about exact scales in terms of yards per inch, metres per millimetre or men per stand.

All figures be based on stands, these stands should contain a representative number of figures to convey the units function, all stands should be of the same size, no matter the type of troops portrayed.

If guidelines are required use 40 x 20mm stands with 3 or 4 15mm infantry figures per stand, 2 or 3 cavalry / dragoon figures per stand. Artillery stands should contain a gun plus 1,2 or 3 crew men, 1 crew for light guns, 2 for medium and 3 for heavy guns.

Orders and Officers

Movement and firing is governed by the issuing of orders to units by officers.

The ability of an officer to issue a movement order successfully is basis his Command Rating, the higher the rating the more likely he can get the order through to the unit.

Officers wishing to move must issue an order to them-selves and successfully pass their command test to achieve this.

Orders

Units may only move or fire when instructed to do so by orders issued by their own officers or by their own reaction.

It requires a successful order from a unit's commanding officer to remove a Confused status from that unit.

When issuing orders you must finish issuing orders from one officer before another officer may start to issue orders.

The same unit may receive several orders in the same initiative phase, however, there are die roll adjustments that will make this progressively harder.

An officer must finish issuing orders to one unit before starting to issue orders to a new unit.

Units starting the Initiative phase within 30cm of enemy units and able to see the enemy unit may respond by carrying out an initiative order, these are always carried-out, no dice roll is required as this is as a result of field officers taking control.

Officers

Officers can move through, or be moved through by, friendly units without penalty.

Officers may attach themselves to a unit or group of units by moving into contact with that unit in the normal way and declaring that the officer is now attached.

Officers have a combat bonus that should be added to all stands in the unit or group of units to which they are attached, for this to be activated the Officer must attach them-selves to a unit or group.

Officers attached to a unit or group are at a disadvantage when trying to issue orders.

Officers may only become casualties if they are attached to a unit. Each time that unit loses a stand or stands the officer is tested for becoming a casualty. On a d6 score of '1', officer is eliminated. If all stands are removed and officer is not a casualty then he becomes unattached and is subject to capture as noted below.

Unattached officers that are able to make an evade move during their Initiative Phase if they can see enemy units within 30cm of their position, if subsequently contacted by the same or another enemy unit that officer is captured.

Command

An officer may always issue one order per initiative phase, subsequent commands can only be issued if the officer throws 2d6 and score less than or equal to his command rating

If the above roll is failed then the officer may issue no more orders this initiative phase.

If the commanding general fails the above roll then the initiative passes to the opposing player immediately. If it is a subordinate officer that has failed to issue an order, then command moves to the next subordinate officer, or to the commanding general.

Command roll adjustments

-1 officer is ordering unit he is attached to.

+1 Each successive order received by unit this initiative phase after the first

+1 Each successive order given by officer this initiative phase after the first

+1 Officer issuing order is attached to friendly unit or group (unless ordering that unit or group).

Groups

Units may be formed into groups that can move together under a single order if all of the units within the group are touching bases.

Groups starting a move together must finish the move together unless as a result of a charge move, groups move at the rate of their slowest component.

For Example: A battalion of Infantry is grouped with a battery of limbered artillery. The group can therefore move at 10cm per order received.

To form a group two or more units must be in physical contact prior to movement and the units be declared as a group.

Typically groups should be formed from unit types that would have historically fought together, thus for example multiple Infantry Stands or Infantry and Artillery stands can form a group but it is less likely that Infantry and Cavalry stands would group together.

Movement

As noted above units may only move as a result of orders or reacting to presence of an enemy unit.

Units receiving one order and then another order are able to move a number of times during an initiative phase.

It takes a whole order phase to limber or unlimber Artillery stands, during this phase they cannot fire.

It takes ½ a phase for Dragoons to mount or dismount, thus they may move ½ their allowance and mount/dismount in the same phase.

Movement Allowance

<u>Type</u>	<u>Full Move</u>	<u>Half move</u>
Infantry	20cm	10cm
Cavalry	30cm	15cm
Artillery	10cm	5cm
Officers	60cm	30cm

- Charging units may move up to the Full rate.
- Units in column or line may move up to the Full rate.
- Units in column on a road may move up to the Full plus Half rate.
- Units in irregular formation or in fortifications move at Half rate.
- Units moving over difficult terrain move at up to Half rate.

- Units crossing walls, streams or other linear obstacles must do so at Half rate.
- Units entering broken ground must end their turn upon reaching the edge of such ground, then proceed at half rate on subsequent movement phases.

Charges

A unit that moves into contact with the enemy is said to have charged.

Units in base-to-base contact with the enemy are in melee combat.

When a unit charges, check the distance between the charging unit and the target unit, if the target unit fires, the charging unit will be subject to being driven back and contact is only made if distance between units plus drive back distance is less than or equal to the charge move.

For Example: A Jacobite battalion charges 18cm to make contact with a Government battalion, the government battalion is able to fire as the Jacobites close. If the Jacobites suffer 3 or more hits they are driven back 3cm+, thus not making contact with the Government unit.

Where contact is maintained despite pre-melee firing then melee combat is resolved immediately.

Evading

Only Mounted units and Artillery crews may evade, evading artillery crews will abandon their guns but may return to them later in the game if they receive appropriate movement orders to do so.

During a unit's initiative phase it may choose to move away from the attacking unit, this is evasion.

An evading unit must immediately move at the full movement rate directly away from the nearest enemy unit. Evading units may cross tabletop features as long as they pay the appropriate movement costs.

Evading units may not finish their move nearer to another enemy unit than the one that they are evading.

Once a unit has evaded it may not carry out any further orders in the following command phase.

Terrain

Infantry Units and Officers can move in any terrain.

Artillery & Cavalry (except Light Cavalry) units may not move over any difficult terrain

Difficult terrain is considered to be deep rivers, marsh, bog, dense forest or any other feature nominated as such prior to the start of the game.

Stand Ready

Infantry, artillery and dismounted dragons units may be put in Stand Ready status, whilst in Stand Ready status they cannot carry out any other order. If they do receive any other order then they are no longer in Stand Ready status.

When initiative is lost units in Stand Ready status may fire at any enemy unit that attempts to charge those units before the melee is conducted.

Small Arms & Artillery Fire

Small Arms fire

Units may fire on it's own initiative in the Initiate Phase or by receiving an order to do so in the Command Phase.

Units must fire at the nearest enemy unit that is in line of sight, all fire is directly ahead of the firing unit, there is no arc of fire.

Units in Stand Ready status and firing against enemy charging themselves always fire as a pre-melee event, this firing occurs during the Melee phase.

Pre-melee any units firing against charging enemy that start their movement at long range must determine at which range they fire, roll 1d6 add Combat Value of commanding officer, a score of 4+ is required to fire at Close Range.

Pre-melee any units firing reactively against charging enemy that start their movement at short range will automatically fire at short range.

Standard musket range is 30cm, close range is considered to be 15cm.

Hitting the target (Small Arms)

The firepower of a unit is calculated by multiplying the Firepower Combat Value by the number of stands in a unit, for each point of firepower throw 1d6.

A score of 5+ indicates a hit, allow for the following adjustments.

Hit roll adjustments

+1 Target Unit is within 15cm (i.e. Short Range)

-1 Target Unit is in cover or deployed Artillery

-2 Target unit is in fortifications

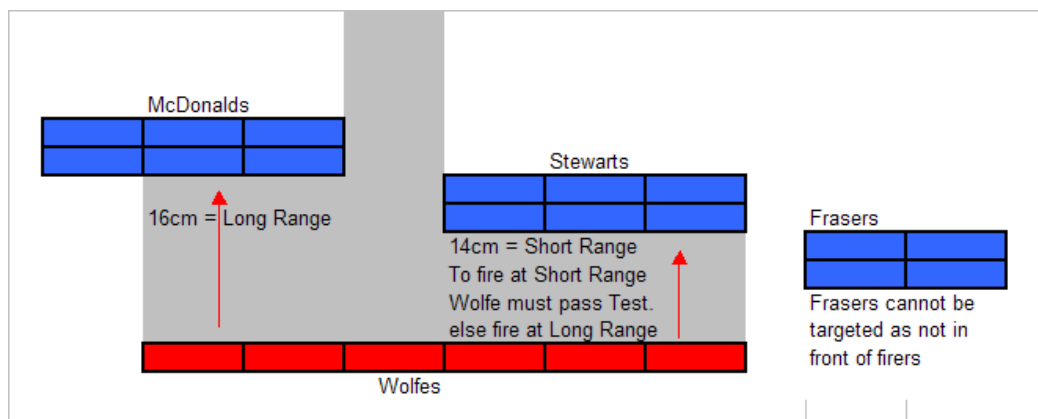
Each adjusted dice throw that scores 5+ causes a hit on the target unit.

Where the number of hits scored exceeds the strength of the unit remove a stand from that unit, unused hits are marked on the unit until the initiative phase is completed when they are removed.

Where two or more units are grouped together and the group takes hits, then these hits are distributed evenly amongst whole group unless it is clear that the hits would impact a single unit in that group – for example hits to one flank only, in which case the nearest unit receives all the hits.

Where hits are scored against a unit that already has unused hit markers then these are added together for casualty removal purposes.

All units that take hits are subject to being driven back. All units in a group that has taken hits are driven back, even if allocated to only one unit within that group.



***For Example:** Wolfe would fire at the McDonalds at Long Range, if he passes a test he may also fire at the Stewarts at Short Range. The Frasers cannot be targeted. Alternatively Wolfe can wait until the Stewarts or McDonalds move again and then fire at the Stewarts at Short Range and test for the range against the McDonalds.*

Field Artillery fire

Artillery may select any enemy unit that it has line of sight to on the tabletop, however if there is an enemy unit within short range the artillery unit must fire at that threat first if it is in line of site.

Units may fire in the initiative phase or by receiving an order to do so.

Units firing against enemy charging themselves always fire as a pre-melee event, this firing occurs during the Melee phase.

Pre-melee any units firing against charging enemy that start their movement at long range must determine at which range they fire, roll 1d6 add Combat Value of commanding officer, a score of 4+ is required to fire at Close Range.

Pre-melee any units firing reactively against charging enemy that start their movement at short range will automatically fire at short range.

Artillery ranges are as follows

Gun Type	Number of d6	Short Range	Medium Range	Long Range
Light	2	0 – 40 cm	41 – 80 cm	81 – 120 cm
Medium	4	0 – 50 cm	51 – 100 cm	101 – 150 cm
Heavy	6	0 – 60 cm	61 – 120 cm	121 – 180 cm

Hitting the target (Field Artillery)

For each gun firing throw the appropriate number of d6, veteran units may add 1d6 per gun, untried units lose 1d6 per gun.

Hit roll adjustments

- +1 Target Unit is within Short Range
- 1 Target Unit is in cover or deployed Artillery
- 1 Target Unit is at Long Range
- 2 Target unit is in fortifications

Each adjusted dice throw that scores 5+ causes a hit on the target unit.

Where the number of hits scored exceeds the strength of the unit remove a stand from that unit, unused hits are marked on the unit until the initiative phase is completed when they are removed.

Where hits are scored against a unit that already has unused hit markers then these are added together for casualty removal purposes.

Siege Artillery fire

For the purposes of these rules all siege artillery is classified as a standard type, i.e. Extra Heavy Guns.

Gun Type	Number of d6	Short Range	Medium Range	Long Range
Siege	10	0 – 50 cm	51 – 100 cm	101 – 150 cm

Siege Artillery is unable to fire in the initiative phase or at enemy units, it may only fire at enemy fortifications that are in line of sight.

Hitting the target (Siege Artillery)

For each gun firing throw the appropriate number of d6, veteran units may add 1d6 per gun, untried units lose 1d6 per gun.

Use Hit roll adjustment table as above.

Scores of 5+ are required for a hit.

Scores of 5+ result in a hit on the fortification where the number of hits scored exceeds the strength of the fortification remove a cohesion point from the fortification, unused hits are marked on the fortification until the initiative phase is completed when they are removed.

Where hits are scored against a fortification that already has unused hit markers then these are added together for cohesion removal purposes.

Hits scored against a fortification do not cause casualties in defending units, however, they do cause the unit to be driven back as normal.

Mortar fire

For the purposes of these rules all mortars are classified as either Light or Heavy.

Gun Type	Number of d6	Short Range	Medium Range	Long Range
Light Mortar	2	21 – 50 cm	51 – 100 cm	101 – 150 cm
Heavy Mortar	5	31 – 60 cm	61 – 120 cm	121 – 180 cm

Mortars are unable to fire in the initiative phase, however with orders they may fire at enemy units, or fortifications that are in line of sight of it or officer issuing the fire order.

If the target is a unit in fortifications then the ‘Hitting the Target’ procedure is as for Siege Artillery. If the target is a unit that is not in a fortification then the procedure is as for Field Artillery.

Charging Units

Hits inflicted on charging units carry over to the first round of Melee Combat.

Charging Units are subject to being driven back and confusion. Contact is only made if original distance between units plus drive back distance is less than or equal to the charging unit’s charge move.

If contact is not made, the charging unit has to be ordered to charge a second time to ensure contact else it is left in a very dangerous position!

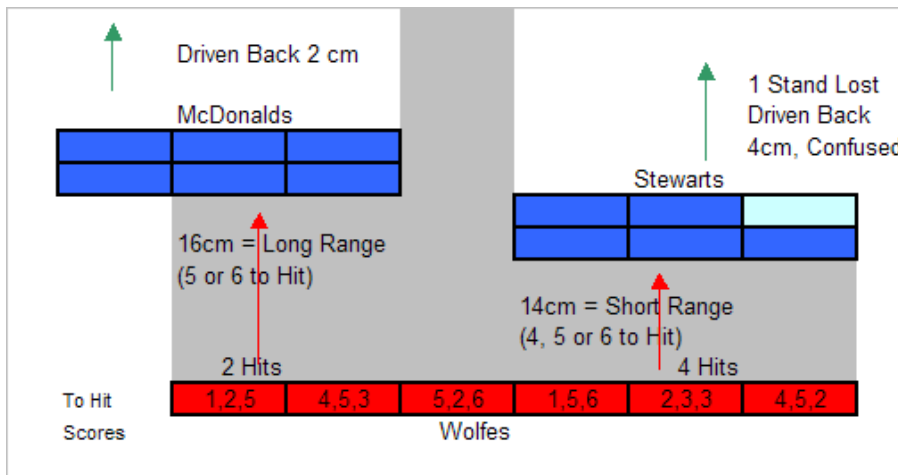
Drive Back

When hit by enemy fire a unit will be driven back 1cm per hit taken, directly away from the firing unit.

A unit driven back more centimetres than it’s Strength value becomes confused.

A unit driven back more than twice it’s Strength value must test it’s morale.

If a unit that is driven back collides with a friendly or enemy unit, it is automatically confused, the



Friendly or enemy unit becomes confused on a 1d6 roll of '6'.

For Example: in the above the McDonalds take 2 hits, driving them back 2cm, however, the Stewarts take 4 hits, eliminating a stand, making them confused and driving them back 4cm.

Morale

To test a unit's morale throw 1d6 and you must score equal to or less than the number of stands remaining in the unit.

Adjust the die roll and target scores are adjusted as follows:

Target Score adjustments

+/- Attached Officer's Combat Value

Morale roll adjustments

-1 Veteran Troops

+1 Untried Troops

+1 per stand lost this initiative phase

Units failing their Morale test will immediately move a full move away from the enemy and will continue to do so until receiving an order from their officer to stop.

All units in a group should test their morale separately, results of the test may force the break-up of the group, attached officers may elect to remain attached or to unattach immediately.

If a unit leaves the table un-rallied then it may not rejoin the table later in the game. Attached officers that fail to rally the unit that they are with must move with that unit and risk leaving the table.

For Example: Wolfe's Foot fires an approaching unit of veteran McDonalds, inflicting 8 hits. As a result 2 stands of McDonalds are removed, the unit is driven back, confused, 8cm and it should test for morale. The original strength of the unit was 6 stands, so when the Jacobite player throws a 5 he can adjust his score by -1 as they are veterans and their morale holds good.

Melee Combat

Enemy units in base to base contact must engage in melee combat.

All units charging into contact are subject to defensive fire from the target unit, see notes in the Small arms firing section regarding casualty calculation.

Units that have charged into contact and have taken firing hits must add these into the first round of the melee combat.

Melees are resolved immediately.

Once initiated a melee contact will continue until it is resolved.

Attacking and Defending

Both units determine their combat effectiveness, this is determined by multiplying the Melee Combat Value by the number of stands in base to base contact with the enemy. For each point of combat Effectiveness throw 1d6. A score of 5+ indicates a hit

Hit roll adjustments

- +1 Attacking target unit in flank or rear.
- +1 Mounted versus Foot
- +1 Own unit charging.
- 1 Target unit is in cover.
- 1 Own unit confused.
- 2 Target unit is in fortifications

Each adjusted dice throw that scores 5+ causes a hit on the target unit.

Where the number of hits scored exceeds the strength of the unit remove a stand from that unit, unused hits are marked on the unit until the initiative phase is completed when they are removed.

Where hits are scored against a unit that already has unused hit markers then these are added together for casualty removal purposes.

For Example: the McDonald regiment now charges home to contact the above Government Battalion. The McDonalds have 3 stands in their front row and 3 in their rear rank with a combat value of 1/4. 3 bases fight in melee, Jacobites throw 12 dice (3 stands x 4 dice) and require 4, 5 or 6 to hit (+1 as unit is charging). They score 1,1,1,2,2,3,3,4,5,5,6,6, scoring 5 hits – the government unit loses one stand and retains 2 hits.

The Government unit throws 9 dice (3 stands x 3 dice) requiring 5 & 6 to hit, they score 1,1,2,3,3,4,5,5,6, scoring 3 hits, with the previous hits from firing, the McDonalds now have 6 hits and so lose a stand and have 2 hits remaining.

If the Jacobites had been confused then they would have had a -1 adjuster on their die rolls and hits would then be on 5 or 6 only, reducing hits against the Government unit to 4.

Combat Results

To determine the winner of the melee consider the number of hits inflicted on each unit.

On the first round of a melee combat add the number of firing hits taken by the charging unit when determining the result.

Subtract the number of supporting stands from the hits incurred by the units engaged. A Supporting stand is in base to base contact with the stands in combat but not involved in the melee themselves.

If the result is a draw then both sides fall back by the number of hits taken.

All other results end in one unit scoring more hits than the other, the losing unit is driven back 1cm per hit taken over and above those inflicted that turn and is subject to all driven back rules.

The winning unit always has the option to follow-up and initiate a second round of melee subject to that unit successfully receiving an order to do so from it's officer.

For Example: the Melee above is won by the Jacobites, they inflicted 5 hits, plus they have 3 stands in support, totalling 8. The Government unit scored 3 hits and have 2 stands in support, totalling 5. The Government unit is pushed back 3 cm.

Confused units

A unit becomes confused when it is driven back a greater distance than the strength of that unit, i.e. a unit strength 4 is driven back 5cm becomes confused.

- Confused units do not count as supporting.
- Confused units cannot use Initiative Orders.
- Confused units return to a normal status subject to a successful order from their officer.

Special Rules

Some units will be subject to special rules, these are listed below. These special rules are in place to add flavour to the game and are designed to over-rule processes and procedures in the main text of the rules.

Fear

Units subject to fear will go into a confused state on a 1d6 die roll of 5 or 6 whenever they are driven back.

Uncontrolled Advance

Units subject to uncontrolled advance will move automatically each Initiative Phase one full move towards the nearest enemy with a view to making contact and initiating melee. Uncontrolled advance is only stopped when contact is made or the unit is driven back preventing contact as part of pre-melee small arms fire.

Highlander

Highland units that Charge disregard firing casualties on initial round of melee when determining combat results, the casualties do however count when removing stands.

Units should form line 2 stands deep wherever possible.

Units will immediately test for uncontrolled advance if they take hits from enemy Artillery.

To test a unit for Uncontrollable Advance add the unit commander's CV to the number of bases remaining in the unit, subtract the number of hits taken from artillery that turn and throw 1d6. Veterans subtract one and Untried troops add one to the calculated number above. If score is greater than to the number calculated above then the unit goes into uncontrollable Advance.

Regulars

Regular soldiers get a +1 adjustment when testing to see at what range to fire at charging enemy.

Light Horse

The unit is capable of firing whilst mounted with adjustment of -1 to hit. Light Horse may move through Woods at their normal rate but count as confused.

Units will immediately test for uncontrolled advance if they defeat an enemy unit in melee.

To test a unit for Uncontrollable Advance add the unit commander's CV to the number of bases remaining in the unit, subtract the number of centimeters the enemy unit was driven back that turn and throw 1d6. Veterans subtract one and Untried troops add one to the calculated number above. If score is greater than to the number calculated above then the unit goes into uncontrollable Advance.

Dragoons

The unit is capable of fighting either mounted or on foot. Whilst mounted the unit can not fire. When dismounted the unit loses one stand as horse holders and has a -1 factor applied to its strength when determining casualties. Dragoons may move through Woods at half the normal rate whilst mounted but count as confused.

Independent Companies

Raised as autonomous companies these units are capable of forming a group whilst their bases are physically not touching. As such they may be ordered to move as a group with one order, however, each stand must remain within 5cm of the nearest other stand in the group.

Contents

Game Turns	2
Initiative Phase	2
Command Phase	2
Troop characteristics	2
Officer characteristics	3
Scales and Base Sizes	3
Orders and Officers	3
Orders	4
Officers	4
Command roll adjustments	5
Movement	5
Charges	6
Evading	6
Terrain	7
Stand Ready	7
Small Arms & Artillery Fire	7
Hitting the target (Small Arms)	7
Hit roll adjustments	8
Hitting the target (Field Artillery)	9
Hit roll adjustments	9
Hitting the target (Seige Artillery)	9
Charging Units	10
Drive Back	10
Morale	11
Target Score adjustments	11
Melee Combat	12
Attacking and Defending	12
Hit roll adjustments	12
Combat Results	13
Confused units	13
Special Rules	13
Fear	13
Uncontrolled Advance	13
Highlander	14
Regulars	14
Light Horse	14
Dragoons	14
Independent Companies	14

