



# Sharpe's Skirmish

## 40mm

### Napoleonic Rules





# Durham's Chosen Men

Presents

## 'Sharpe's Skirmish'

### Contents

Contents	1
Sequence of events	2
Character profiles	2
Dicing for order of movement	2
Movement	3
Bad going	3
Collisions	3
Actions	3
Action modifiers	4
Fighting	4
Shooting	5
Modifiers to shooting skills	5
Melee	6
Close combat	7
Dodging	8
Distraction	8
Wounding	8
Wounding effects table	9
Results of being wounded	9
Morale	10
Horseman	10
Killing unconscious men	12
Silent approach	12
Example of melee	12
Artillery pieces	12
Notes	14
Playsheet	16
Figure stats	17

# Sharpe's Skirmish 40mm Rules

## 1. Sequence of events

1. Dice for order of movement
2. Movement
3. Shooting - check for misfires
4. Melee
5. Wounds
6. Check weapon jamming (optional)
7. Wound effects
8. Dice for pass-outs and recoveries of characters who have sustained serious chest or abdomen wounds

No.1 in the list **Dicing for order of movement** is completed for all characters in the game and numbers allotted indicating the order of play for each character. The rest of the sequence is completed for each character in the game in order of initiative.

The word "bound" is used to indicate one complete cycle through the sequence of events.

## 2. Character profiles

Each character has five characteristics:

- Initiative - a combination of speed of reaction, alertness and streetwise ness.
  - Dexterity - this is not just agility and acrobatic ability but also horsemanship
  - Strength - not just strength but knowing how to use it in a brawl.
  - Close combat skill - again this applies to any weapon, improvised or regular, fists or feet.
- } These characteristics are determined by rolling 1D6 for
- Firing skill - will apply to any ranged weapon, musket, Baker rifle or pistol and because of its importance in a Napoleonic skirmish game this last characteristic is somewhat different from the rest. It would normally be determined by rolling 2D6 arather than just one, but for reasons explained in the section on shooting the skill of most participants will be allocated in special ways. The firing skill of voltigeurs, chasseurs and the French and British infantry of the line armed with muskets should be allocated a skill of 6 unless the scenario you are playing has a special reason for not sticking to this. You may wish to determine the skill of a few special characters in these categories by rolling a D6 and adding 3. The firing skill of officers and men of the rifle regiments should normally be determined by rolling a D6 and adding 6 to the roll.

In the event that you are pitting a few men of the 95<sup>th</sup> Rifles against a slew of French voltigeurs or English deserters or hostile Spanish bandits then you may wish to allocate skills to both sides so as to ensure that the contest is more equal.

## 3. Dicing for order of movement

At the start of the game each player rolls 1D6 for each of his characters. Add the die score to the initiative factor and the character with the highest score completes his movement and actions first. Then the next highest and so on for the remainder of the game. In the event of a tie, roll an unmodified D6 to determine which of the tied figures goes first.

When a character is wounded it will move down the batting order, 1 place for each light wound, 3 places for each serious wound.

### **Alternative**

For those who like the spice of a little more unpredictability in their game this can be done at the start of each bound. In this case subtract from the character's initiative, 1 for each light wound, 2 for a serious wound.

#### 4. Movement

1 Bound represents roughly 10 seconds and no actions are simultaneous. However, because of the limited space available on a tabletop, move distances have been telescoped so that everybody becomes like the “Six Million Dollar Man”, moving in sl-o-o-o-o-w motion. On the other hand you could consider that, for light infantry, moving about on a battlefield entails lots of scurrying from bits of cover to bits of cover rather than a full-blooded sprint.

You do not have to move. You may allow any characters to remain in place until the enemy has approached nearer.

Foot		Mounted		Turn*
Crawl/Sneak	3 inches	Walk	6 inches	180
Walk	6 inches	Trot	9 inches	180
Run	9 inches	Canter	12 inches	90
		Gallop	15 inches	45

\* This represents the angle of turn that can be made by a horse travelling at that speed.

Horseman can only change pace one stage at a time. Walk before you trot, etc.

A move may include any number of turns or changes of direction except for horseman. Once a figure has contacted an enemy figure its movement is over and its attack must be resolved before the next figure moves.

Movement goes down 1 inch per light wound, 2 inches per serious wound.

#### **Bad going**

Bad going includes; off track in woods or scrub, wading water, scrambling up mountainsides or over the rubble from a breached wall.

All movement is reduced by a half

#### **Collisions**

Collisions may occur between characters or objects as a result of pushing, another figure falling over or recoiling. Each character involved in a collision tests against its dexterity to see if it falls over.

In the case of one character pushing another out of its way, test against the strength of the pusher to see if successful before testing against the dexterity of the pushed. A character falling over does so in the direction of its movement. This is particularly important if fighting on the edge of a cliff or on a town wall.

#### 5. Actions (excluding fighting)

Each character is allowed one move or one action per bound.

The exception will be when two actions are clearly compatible; e.g. drawing a sword while running, attacking an enemy with whom your character has just moved into contact.

In order to determine whether a character succeeds in performing certain actions a test may have to be made against that character’s relevant ability. Each action check (including collisions) losses 1 dexterity or strength points for that bound only.

e.g. leaping over a corpse to get at the man beyond involves a test against dexterity, rolling a big stone down hill or kicking in a door involves a test against strength.

See table below for some actions and suggested modifiers for the die roll. Some actions should not be checked, for example, picking up dropped weapons or light objects.

Initiative, dexterity, strength and weapon skill points lost as a result of checks are fully restored to all characters at the beginning of the next bound. Points lost a result of wounds are lost permanently.

#### **How to Check Actions**

Throw 1D6 if a six is rolled then this an automatic failure. In all other cases modify the score in accordance with the suggestions in the table below. If the modified score is above the character’s dexterity/strength/initiative they fail to complete their action or move. In cases involving dexterity the character may fall over, in other cases proposed action will not take place and this will be the end of the matter.

Checks against strength are slightly different because in some cases an object or task may be beyond one man's strength to accomplish. For example rolling a huge rock down a hill to squash marauding Frenchmen might require two or even three men. In this event the strength factor needed to accomplish the task is allocated either by mutual agreement or rolling a D6 and adding 6 to the figure. Then two or more figures whose combined strength is equal to or greater than that figure will all roll against their strength. If all succeed then the object falls, is pushed over or whatever. If any one of them fails the task fails.

**Example:**

*Some French chasseurs are hiding in a deserted monastery. The thick oak door has been allocated strength of 10. Chosen Man Harris with strength of 4 cannot possibly kick in the door, so on his turn he moves to the door and waits. The next turn belongs to an opponent who wants to shoot at Harris. If the chosen man dodges he cannot help kick in the door. He knows that the man is a long way off and only has a small chance of hitting him so he grits his teeth and takes it. Luckily the shot goes wide. Now, the big Sergeant, with strength of 6 moves up to the door, and together they try to force it open. The Sergeant's 6 and Harris' 4 makes 10 so together they can make it. Both have to roll under their strength to succeed. A 4 is rolled on the Sergeant's D6 and a 3 on Harris' D6 so the door is demolished.*

*Note: If the shot fired at the Chosen Man had hit but a 'no effect' result had been obtained, even though the Chosen Man was not wounded he would have been 'suppressed' and unable to help the Sergeant break down the door. (For more information on suppression see the 'wounds section later).*

**Modifiers For Action dice**

A character's dexterity, strength and initiative are all permanently affected by wounds.

- For each light wound -1
- For each serious wound -2

**Other suggested modifiers to action die rolls**

Action	Modifier	Action	Modifier
Going backwards	0	Jumping to the ground from any height	+1
Going backwards in bad going	+1	above 6 feet*	+1
Running in bad going	+1	For each additional 6 feet higher*	
Jumping over a low wall or bush	+1		
Fighting in bad going	+1	* These modifiers are cumulative. Jumping	
Vaulting a high wall	+1	off a 14' high roof onto an enemy will add	
Climbing a tree	0	+2 to the die roll.	

**Continuing Actions**

If a character has a high initiative and starts a prolonged action such as reloading a musket and later in that bound is killed, knocked out, wounded or suppressed by another character with lower initiative then their action is considered to be incomplete and has to be started all over again the next bound. This rule only applies to actions that you can imagine starting in one bound, continuing through the next to be completed in the one after that. So, for example, a man fires in bound 1 and immediately starts to reload; he continues reloading in bound 2; in bound 3 he finishes off and can fire again in bound 3. Now, if the man is fired on in bound 2 and is hit or suppressed by that shot then he must continue reloading in bound 3 and can only fire in bound 4.

Discrete actions like kicking in a door are not affected by this rule.

**Falling Down After a dexterity Test**

If a character fails a dexterity test when negotiating an obstacle he stumbles and falls; for the rest of that move he cannot attack. If in close combat he defends at -1 in his close combat skill. The next move he has to get up and still cannot attack or move from the spot. If he has a higher initiative than any potential attacker he suffers no other penalty. If a player with a higher initiative attacks him, he is considered to be still on the ground and parries at -1. If wounded whilst on the floor he stays down and +1 is added to the wound effect dice roll. (See section on Wounds Effects).

**6. Fighting**

The effects of any combat are immediate and not simultaneous.

If a character is wounded by a figure of higher initiative then the wounded character loses its attack for this bound.

A figure cannot shoot and attack in melee in the same bound. However he can shoot and if attacked defend himself. If a shooter is attacked by an opponent with higher initiative in close combat and the shooter decides to parry or riposte then he cannot shoot that bound.

After several melees turns it may be that defeated opponents block in an enemy character. Another opponent will still be able to reach the target by pushing a defeated friend (or enemy) out of the way. Test against the pusher's strength to see if successful then test against the pushed character's dexterity to see if he falls over.

In close combat all characters are considered to be right handed. If a close combat weapon or pistol is used in the left hand, either through choice or because the character is wounded in the right arm, it is used at a penalty of -1 on the relevant weapon skill, firing, or close combat test.

## 7. Shooting

### General

The normal procedure when shooting is to add or subtract any modifiers to the firer's skill. Throw 2D6 and if the score is above the firer's modified shooting skill then the shot has missed.

#### Modifiers to the firer's shooting skill

Each light wound	-1
Serious wound	-2
Target moving (see Note 1)	-1
Firer moving	-1
Shooting at night	-1
Short range: 3 inches or less - pistol	
6 inches - musket, carbine	
10 inches - Rifle	+1
Mounted target	+1
Firer resting gun	+1
Aimed shot (see Note 2)	+1

### Notes

1. A target is only considered to be moving if it has moved this bound. This is a practical consideration because it is sometimes difficult to remember just who moved last bound and who did not. If you really want justification please read what was said about light infantry movement in the Movement Section – hardly applicable to a cavalryman but – well, you can't have everything.
2. Firer must be stationary for 1 move and at least part of the target must be visible through that move and this move.

If a hit is registered go to the Wounds Section.

### Reloading

Muskets could be fired about 3 times a minute so in this game a musket can be fired once every 2 bounds or, if you like, every other bound. In order to remember which figures can fire and which cannot you may wish to mark the figure bases with a counter, pin, or some other way, which will not intrude on the look of the game.

Riflemen equipped with the Baker rifles can fire every 3 bounds. They fire and then spend 2 bounds loading. Therefore it is even more important that figures engaged in loading be marked in some way. In addition it is better to put riflemen in pairs so that one can shoot while the other is loading.

Remember that a figure can do very little else while loading. No running, no jumping, no close combat, no climbing walls, nothing of that nature. If they do any of these things then that particular bound does not count towards their reload time. They can however kneel down or step back into cover whilst loading and suffer no penalty.

### Misfires

A 2 or a 12 rolled when shooting indicates a misfire. Re-prime the weapon, which takes 1 bound and try again.

If you wish to take some account of the capricious Spanish weather, for example, fog rising from the river or lake in the early morning, then before firing roll a D6 and make misfires occur when a 6 is thrown. This will be in addition to the usual misfires above.

If your scenario says that it is raining then make the rate of misfires 4,5 or 6 on the extra D6. This may also be modified by scenario.

### Picking Up Dropped weapons

Close combat weapons can be picked up and used for defence in the same bound. They cannot be used to attack until the next bound. If a character is attacked before it is his turn to pick up his weapon then he must defend himself using his bare hands. If he successfully avoids being wounded then provided his assailant does not follow up he can then pick up his weapon when it comes to his turn to move but he cannot attack that bound.

Firearms cannot be used in the same bound that they are picked up. This is because they have to be re-primed and checked. However a man can pick up a weapon, re-prime it and pass it to a comrade so that the second man can shoot again next bound.

## **Muskets And French Carbines**

Phillip J Haythonthwaite quotes a source which says that a musket could hit a man sized target about 50% of the time at a range of 50 yards. This is the reason why most French voltigeurs and chasseurs as well as English soldiers of the line should be allocated a firing skill of 6. The maximum firing skill that a musket firer can have is 9, [This holds for men of the 95<sup>th</sup>, with firing skills of 10 or more who have 'borrowed' a musket]. When shooting with the new weapon their weapon skill is considered to have been reduced to 9.

The range limit at which a man can fire a musket with unmodified firing skill is 24 inches. Between 24 and 36 inches test against firing skill -1. between 36 and 48 inches test against firing skill -2. After this the musket ball is considered to be spent.

## **Pistols**

Pistols have an effective range of 3 inches. At targets between 3 and 6 inches distant they can be fired at -1 on the firing skill. At targets between 6 and 12 inches distant they can be fired at -2 on the firing skill. Above this range they are ineffective.

## **Baker Rifle**

According to Baker he could put a bullet into a man sized target at 300 paces every time. However the target was not shooting back at Baker. Therefore the firer of a baker rifle can have any skill at all but it should be remembered that these were picked men and all should have above average skill. [for this system the median, is 7]. They will use unmodified firing skill at any distance up to 48 inches. At all distances above this use a -1 modifier on the firing skill.

The Baker rifle (and muskets) could be tap loaded. Instead of tamping down the charge and the patch wrapped ball with the ram rod, an unwrapped ball was used and the butt of the rifle was simply banged on the ground, which had roughly the same effect. The ball however was not firmly wedged inside the barrel and so the rifling did not have an effect thus making the weapon inaccurate. When tap loading a rifle therefore, although it can fire faster, once every other bound, instead of once every three bounds it is only as accurate as a musket. Therefore when using this method of loading any rifleman who began with a shooting skill factor of 10 or more will now be reduced to a factor of 9.

## **The Sergeant's "Volley Gun".**

The full seven barrels can be fired only once every 10 moves always provided that you can afford to let the sergeant do anything else but load for 10 moves. So normally in any game the volley gun will only be fired once. The good news is that because the Sergeant is a very big Irishman he also carries a rifle.

If the Sergeant fires with all 7 barrels loaded at a range of less than 10 paces then it will be an automatic hit. The volley gun's normal range is 15 inches. At distances greater than this the Sergeant will fire at a penalty of -1 on his firing skill. At ranges greater than 30 inches the bullets will be spent.

When the Sergeant does score a hit at any range less than 15 inches roll 1D6 +1 for the number of wounds he inflicts. At distances up to 30 inches he will score D3 +1 hits.

If he shoots at a group of men apportion the wounds evenly between them. If there are more wounds than men apportion the extra wounds amongst the available men. If there is only one man and seven wounds then that lucky lad will get the lot. He probably won't be feeling too perky afterwards!

## **Target Priorities**

Always shoot the enemy closest to you unless there is an easier target further away. This will sometimes involve a value judgement. In other words shooting at short range is easier than shooting at normal range which is easier than shooting at long range. On the other hand a target in the open is easier than a target in cover. Then again an infantry man 20 paces away is less dangerous than a cavalry man at 23 paces away. Of course rifles should always try to knock out officers first. However most of the time there will be a problem, the nearest enemy will be the priority.

## **Cover**

Note that there is no modifier for the target being in cover. This is dealt with in the section on wounds.

## **8. Melee**

### **General**

Each figure may make one attack per bound.

Each figure may defend against any number of attacks made upon it during a bound (up to the value of its various abilities). A figure who had not yet been attacked this bound automatically turns to face its first attacker no matter from which direction he approaches. If he has already been attacked he may have to test to see if he can turn. (see below).

## Attacking

An **Attack** may be made using:

- A weapon or bare hands/feet (test for success using close combat skill) - an attack costs 1 ability point. **This is deducted from its combat skill for that bound only.** The deduction is made at the end of the attack. At the end of the bound the figure's combat skill is restored to its full value.

## Defending

Defending can be done either by parrying or riposting (see below). Dodging, distracting, see next sections.

- A **Riposte**, defence + counter attack, may only be made with a weapon (test for success using close combat skill). A Riposte costs 2 ability points. If the riposte is successful it is treated in exactly the same way as a successful attack.
- A **Parry** may be made using a weapon or bare hands ( test for success using close combat skill). A parry costs 1 ability point

## 9. Close combat

Attack	Close combat skill plus or minus any modifiers + 1D6
Parry/Dodge	Close combat skill or dexterity plus or minus any modifiers + 1D6
Riposte	Close combat skill plus or minus any modifiers +1D6

The scores of both characters in the melee are compared and the character with the highest score is considered to be successful in its attack, parry or riposte.

If the attacker scores highest then the attack is successful. Go on to the Wounding section.

If the defender parrying scores highest then the attack fails but the defender recoils 1 pace and may have to test against dexterity if in bad going or retreating when in some precarious position such as standing on a wall. The attacker may follow up if desired but cannot if the attacker is either mounted or in a position where follow-up, is impossible, e.g. the defender is on the other side of a wall.

If the riposting defender scores highest then the riposte is successful: go on to the Wounding Section

A draw means that the combat continues. The characters remain in contact and fight again next bound.

If a character is attacked by a second or third enemy, the player may wish the character to turn to face the new opponent. A turn can only be made if the character has disengaged from the first enemy by means of a successful riposte or dodge. To see if the turn can be made, check against dexterity. A roll above the character's dexterity means the attack came in too quickly to turn.

Note: each check reduces the dexterity score for that bound only. The deduction is made immediately.

### Example

*A rifleman with a dexterity of 5 has just successfully riposted against a French attack. He is now attacked from behind by a second Frenchman. In order to turn he tests against his dexterity of 5 and rolls a 4. he can now turn. As his close combat skill is now very low he elects to dodge this attack. His dexterity is now only 4 so he must roll a 4 or below to succeed.*

Combat Modifiers	
Each light wound suffered by attacker or defender	-1
Each serious wound suffered by attacker or defender	-2
Attacking or defending "uphill" of opponent	+1
Man on horseback	+1
Attacking a fallen man	+1
If using a weapon in the wrong hand	-1
Barehanded parry against any weapon	-1
Parrying while defending an obstacle	+1
<b>Attack modifiers for second attacks in the same bound where opponent cannot turn to face</b>	
Attacking from defender's right/weapon side	+1
Attacking defender's left/non-weapon side	+2
Attacking from defender's rear	+3
<b>Defence modifiers for second attacks in the same bound where defender cannot turn to face</b>	
Defending by using a weapon to parry	0
Defending by using a weapon to riposte	-1



A successful parrier always moves back 1 pace and if the attacker is not in contact with another enemy it may follow up to hold the defender in combat. If the defender cannot move back, e.g. pinned against a wall or another character then only dodging or distraction (see below) is allowed

When defending an obstacle, if a successful parry is made then the parrier does not have to retire. He remains in position at the wall. Further if two men are fighting across a wall, the first one to defend gets +1 on his parry (not on the riposte). If the parry is successful then on the counter attack the second man also claims the +1.

### **Barehanded fighting**

Characters with arm wounds can only punch with the other hand, kick or head butt. Characters with leg wounds can only head butt or punch. Punches can hit anywhere above the legs, all kicks land below the belt, head butts are directed only to the head (see section on Wounding for further information).

## **10. Dodging**

Dodging can be carried out to any form of attack in close combat instead of parrying or riposting.

The character's base need not be moved to represent a successful dodge but if wished can be moved 1 inch to the rear or side. It cannot be moved forward.

Each dodge costs 1 dexterity point which is deducted for this bound only.

## **11. Distraction**

This is the last form of defence and is equivalent to pointing out a non-existent opponent behind the enemy or picking up a rock and throwing it to make the opponent hesitate. This test will be taken immediately the enemy starts to move.

To see if the distraction is successful, roll a D6 against the initiative of the character. Scores above the initiative mean the opponent did not fall for it, the attack goes in as normal. A roll of 6 on the die is an automatic failure.

The distraction may be made against several opponents but only if they begin their move on the same side of the distracter and each must be within one base depth of the last one distracted. The ploy cannot be used on opponents on either side of the distracting character. For each opponent a separate test is made and for each successive test the initiative score of the distracter is reduced by one. If the distraction is successful the attack automatically fails and the opponent does not move for the rest of that bound.

## **12. Wounding**

### **To Determine the area of the body where the opponent was hit.**

Roll 1D6 and consult the following table.

Dice score	Area Hit	Dice Score	Area hit
1	Legs	4	Right arm*
2	Abdomen	5	Chest
3	Left arm*	6	Head

If one or other arm is unavailable because an attack is coming in from the wrong side simply change left for right or v.v.

### **Knocking out**

If attempting to capture someone then it will be necessary to knock them out. All blows will then be aimed at the head. Of course they might not all hit the head. The victim could put his arms up to defend himself etc. Therefore after a melee in which an attempt is being made to capture someone in paragraph A above add 1 to the D6. As fists, clubs or the flat of the sword is being used any serious wounds or kill results inflicted will be turned into knockouts. Light wounds will be scored as normal.

If the attempt is being made after a successful attempt to sneak up on someone then it will be an automatic hit to the head.

### **Cover**

When firing, if target is in hard cover and that part of the body indicated by the wound table would be obscured a miss is registered. If in soft cover (behind a bush) roll 1D6. 1,2 or 3 indicates a miss: 4,5 or 6 indicates a hit.

### **Recoil**

A wounded person will always recoil backwards 1 inch even if a 'no effect' is rolled. (If this takes them over a cliff, so be it). The attacker may follow up. If there is no room to recoil then the attacker has the option of recovering 1 inch and also see table below.

### Suppression

If shooting at a person and a “no effect” result is obtained, then the target is considered to be suppressed for that bound. They may make no movement or attacks that bound (unless they have already done so). If reloading a weapon they must stop and take a further bound to complete the task.

### To determine the extent of the wound.

Shooters - Roll 2D6 and consult the wound table

Melee - take the attacker/riposter’s score, subtract the unsuccessful defender’s score, add 1D6, modify the result then consult The Wound table.

Modifiers to wound effect			
Attacker’s strength is 1,2	-1	Falling off a horse/building	-3
3,4	0	Defender unable to recoil	+1
5,6	+1	Using no weapon	-1
Hit by horse	+1	Horse hit by man	-1

Wound Effect Table											
Score	2	3	4	5	6	7	8	9	10	11	12
Head	N/e	N/e	L/w	L/w	S/w	S/w	S/w	Kill	Kill	Kill	Kill
Arms	N/e	N/e	L/w	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill
Legs	N/e	N/e	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill	Kill
Chest	N/e	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill	Kill	Kill
Abdo	N/e	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill	Kill	Kill

N/e = No effect, if shooting this suppresses character

L/w = light wound

S/w = serious wound

Kill = Not necessarily dead but out of action for this game. If playing a campaign or series of games with the same characters you may wish to roll a D6 to see whether a character has actually died or not. How you decide depends on you. You could say a character only dies on a roll of 6 or alternatively say that a character will be out of action for D6 games in the series.

For scores greater or lower than those shown take the one nearest the figure. Scores of zero or one will have no effect, scores above 12 will always kill.

### 13. Wound effects

2 light wounds = 1 serious wound

2 serious wounds = 1 kill

Any wound will result in no further action or movement this bound except for recoils and falling over as a result of any collisions.

A serious wound to the chest, head or abdomen will immediately knock a person down. If still conscious, at the beginning of the next bound he may attempt to rise. To see if he is successful, roll 1D6 and if the score is equal to or less than his modified initiative score then he does get up and can take his initiative roll for order of movement as before.

A light wound in both arms will stop a person using a musket as a close combat weapon. He can still reload the musket and use it to fire.

A serious wound in either arm will prevent him using a musket at all.

Light wounds		Serious wounds	
Legs	No move next bound	Legs	Crawl for rest of game.
Other areas	No actions this bound	Head	Knocked out for D6 bounds.
		Chest or Abdomen	Roll 1D6 each bound. On a roll of 5/6 passes out
		Arms	Drop anything in that hand. Cannot use that arm again.

### Losing and regaining consciousness when seriously wounded in the chest or abdomen.

Any character suffering a serious wound to the chest or abdomen rolls 1D6 at the end of every bound including the one in which they sustained the wound. They will pas out on a roll of 5 or 6. They may roll 1D6 at the end of every subsequent bound to see if they regain consciousness. A 6 means that they have recovered and next bound they can roll to see if they can get to their feet. If

attacked whilst on the ground they suffer the usual penalties. Note that even after they have recovered they keep rolling at the end of every bound to see if they pas out again.

#### **Wounded when climbing or standing on roofs or high places**

If a character takes a wound when fighting or shooting from a roof, the bell tower of a church or any high place then they must immediately test against their initiative to see if they fall off their perch. When testing, remember to deduct the requisite points for the wound they have just suffered.

If they do fall more than 6 feet then they may sustain another wound. Roll a D6 twice. The first, to see where they may have injured themselves. The second, to determine the severity of the wound.

## Optional Extra Rules

### 14. Morale

When an officer is killed or passes out with a serious wound if there is no other officer as second in command then the group must take a morale test. If both officer and sergeant are killed then the group must take a morale test. In order to do this assume that the character (alive one of course) who had the highest initiative at the start of the game is the senior soldier. Simply test against his initiative as it is at this stage of the game.

### 15. Horsemen

#### **Shooting at a horseman**

An aimed shot has choice of target, horse or man. If an un-aimed musket shot is successful then roll 1D6. 1,2 or 3 indicate a hit on the horse, determine the sound exactly as if the horse were a man. 4,5 or 6 indicate a hit on the rider. A rifleman can always choose his target.

If the rider sustains a no effect result then he must test against his dexterity to see if he can control his horse. Until he does so the horse will continue moving at a constant speed but will not crash into obstacles. The rider can make no attack moves but can defend himself using parries only.

If the rider takes a light wound then he must check against his modified dexterity to see if he falls off. If he does so then he must check for further wounds. This means a second check against his doubly modified dexterity. If he does sustain a new wound then it will be as if taking a firearm wound.

A rider taking a serious wound always falls off and then checks for further wounds.

#### **Wounding Horses**

If a horse gets a light wound or a no effect result then the rider will have to check against his dexterity to see if he can control the horse. If he fails to do this then the horse will veer off in a direction determined by a D6.

A maximum of 90 degrees is allowed for turns:

1	90° to the left
2	45° to the left
3 or 4	Straight on
5	45° to the right
6	90° to the right

The horseman must repeat the check every bound until he can get the horse under control or he falls off the edge of the board. Every move spent controlling the horse means that the rider cannot make any attacks, parries or riposte's (free hits all round). After being lightly wounded, horses travelling at a fast gallop slow to a canter and will not accelerate again for the remainder of the game. Horses travelling at a walk accelerate to a canter.

If the horse is seriously wounded it collapses where it stands. The rider checks against his dexterity to see if he escapes harm when the horse goes down. If he fails, check for wounds exactly as if he were hit by a firearm's bullet.

## **Melee Combat with a Horseman**

A man on foot attacking a man on horseback has a choice of attacks.

1. He may attack the man on the horse. If the man on horseback makes a successful parry he does not recoil but if he has already made his move he stays in contact until it is his turn to move. If the horse is stationary or at a walk he may elect to remain where he is and attack the man on foot. However, if the horse is already moving at the canter or gallop then he has no choice but to continue moving forward.

Likewise if the man on horseback makes a successful riposte then the wounded man on foot will recoil but the horseman cannot follow-up.

If the man on horseback is wounded then if it is a serious wound he automatically falls off the horse and the animal will continue on its merry way (if it has not already moved this bound). If the horseman suffers a light wound then he must check against his dexterity (-1 because of the wound) to see if he falls off. If he retains his seat then he loses any attack he may make but the horse will continue to move at the same speed as last move and in the same direction.

All unwounded rider-less horses continue to move in the direction they were going but slow to a canter if they were at a gallop.

2. The foot soldier may elect to attack the horse. This is done in exactly the same way as attacking a man except that the horse has no weapon skill, just an unmodified D6 with which to defend itself. However the man on horseback can attempt to parry the stroke against his horse but only with a weapon. This is done in the same way as in paragraph 1 above.

If the attack is successful determine the location and severity of the wound just as if the horse were a man.

## **Attacking From Horseback**

### **Collisions**

The faster a horse is travelling the more limited its turning ability (see Movement)

If the horseman fails to make a turn and hits an object then he must test against his dexterity to see if he falls off his horse as a result of the collision. This also applies when jumping over obstacles like fences. If the horse crashes at a canter the test will be a straight roll, scoring above the dexterity means that the man has fallen off. If the horse is travelling at a gallop add +1 to the die roll.

To see if the rider is injured as a result of the fall check as for wounding with an un-aimed pistol shot.

### **Attacking**

The normal attack for a horseman is to slash with a sword at an opponent as he rides past. The horseman moves into contact with the foot figure; the attack is made in the normal way; then the horseman (if he is still on the horse) continues to the end of his move.

In addition, the kamikaze horseman may elect to try and ride over the character with the horse.

The target may attempt to dodge. When dodging a horse at the canter 1D6 is rolled against dexterity. If the horse is at the gallop, roll 1D6+1.

If the target fails to dodge, the horseman has succeeded in riding over the target. He checks to see if the horse's hoofs have wounded the opponent in exactly the same way as if the rider had shot him.

However, riding over a man is a dangerous procedure. If the foot soldier suffers a wound [as distinct from a 'no effect' result] then the horse must check to see if it trips on the body and falls. The opponent will do this in exactly the same way as if he had shot the animal but will subtract 1 from the wound effect die.

If the attacked man successfully dodges then the horseman may slash at him as he goes by.

### **Defending**

A man on foot attacked by a man on horseback has a choice of defences. He can choose to parry, riposte or attack the horse. Continue as above.

If the foot character chooses to attack the horse he must first survive the horseman's attack with just a single unmodified D6 to defend himself.

## 16. Killing unconscious men

If a character is unconscious as a result of a wound to the head, chest or abdomen then an enemy that has been in base contact with the unconscious character since the last bound may use his move and attack to kill the unconscious character without any combat testing.

If attacked after the dirty deed has been performed the murderer may not turn to face any new attacker who will get any bonuses that may result. If attacked before the killing stroke the murderer may turn to defend him-self but then loses his chance at a killing stroke although he may turn again and take a combat hack at the unconscious character who has only an unmodified D6 to defend.

## 17. Silent approach

This is for commando style raids. A character attacked from behind will roll against its initiative to see if it detects the approach. A D6 is rolled and modified as below

For each light wound	+1
For a serious wound	+2
Attacking character sneaking	+1
Attacking character running	-1
Guerrilla or rifleman attacking	+1
Line infantry attacking	-1
Cavalry man on foot attacking	-2

Of course, even if the character does hear the approach he still has to roll against dexterity to see if he can turn in time. If the character does not turn then a bonus of +3 is applied to the attack. If the character does not hear the attack then a further bonus of +1 is applied.

## 18. Example of melee

*The Captain with factors of 6 all round, attacks a French soldier. He seriously wounds that man who recoils 1 pace. The Captain does not follow up because he knows that he will have to defend against a second French soldier coming in from his right hand side. He has already spent 1 point in an attack so his close combat skill is now counted as 5, however he knows that these are ordinary infantry men with low skill ratings so he does not bother to turn but ripostes. This costs him 2 more close combat skill points. Even though the second attacker gets a +1 bonus for attacking from a weapon side without his opponent turning to face it is not good enough and the Captain seriously wounds the second man who recoils 1 pace.*

*A third Frenchman now attacks from the Captain's left side...The Captain tests to turn and face the attacker. His dexterity is 6 and he throws a 5 and succeeds in turning. Unwisely the Captain tries to parry. Luckily for him the Frenchman's weapon skill is only 2 and he throws a 1. The Captain parries successfully and his opponent recoils. Now he is attacked from his left hand side again. 'It was his rear but he turned 90degrees'. He tests to turn to meet the new attacker against his dexterity of 5 and once again he succeeds in turning to face his opponent. Instead of parrying he elects to dodge, after all his dexterity, now 4 is still higher than his weapon skill which is down to 2 and this time he is against an officer whose weapon skill must be higher than a line infantryman. He throws a 3, he has to add 1 because he is dodging a sword thrust, so the throw becomes a 4 but this is still sufficient for a successful dodge. His dexterity is now down to 3.*

*He is now surrounded by attackers, the next opponent has to test to push one of the attackers out of the way. He fails but the next man succeeds. The Captain now has a dexterity of 3 and a weapon skill of 2 so the chances of him succeeding are getting less. He decides to try and distract the soldier. His initiative is 6. he rolls a 6 and an unmodified roll of 6 is always a failure.*

*The attack comes in as planned. He can't dodge because he is still in contact with the officer simply because there is no where else for him to go. The attack is coming in on his left hand side so the attacker is going to get a +2 to add to his close combat skill of 3. It looks like Curtains for the Captain. The French soldier rolls a 3 giving him a total of 8. the Captain now rolls a 6 added to his close combat skill of 2 makes 8. It's a draw. How does this boy do it??*

*Now there are no more opponents and the bound ends. The next bound the Captain's weapon skill, dexterity, initiative and strength are all back to 6. He gets first turn after the initiative roll, kills the officer and riposting against the infantryman kills him to get in the clear.*

## 19. Artillery pieces

An artillery piece is allocated a firing skill of 6. The maximum firing skill that an artillery piece can have is 9.

Firing at a range less than 10 inches it will be considered an automatic hit. The range limit that an artillery piece can be fired with unmodified firing skill is 24 inches. Between 24 and 36 inches, test against firing skill -1. Between 36 and 48 inches, test against firing skill -2. Above this range they test against firing skill -3.

When the artillery piece does score a hit at any range less than 24 inches roll 1D6 +1 for the number of wounds inflicted. At a range up to 48 inches it will score D3 +1 hits. Beyond this range it will score D3 hits.

If firing at a group of men apportion the wounds evenly between them.

It takes one man 20 bounds to reload an artillery piece. If more than one man is involved the time is reduced proportionately, e.g. two men 10 bounds or four men 5 bounds to reload. The maximum crew involved in reloading is four. Smaller or larger pieces should increase or reduce these requirements as appropriate.

Misfires are treated as in the misfire section.

## Notes



Notes







**Durham's Chosen Men**  
Presents  
**'Sharpe's Skirmish'**

**Sequence of Events**

1. Dice for order of movement
2. Movement
3. Shooting – check for misfires
4. Melee
5. Wounds
6. Check weapon jamming
7. Wound effects
8. Dice for pass-outs/recoveries

**Wound effect Table**

Score	2	3	4	5	6	7	8	9	10	11	12
Head	N/e	N/e	L/w	S/w	S/w	S/w	S/w	Kill	Kill	Kill	Kill
Arms	N/e	N/e	L/w	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill
Legs	N/e	N/e	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill	Kill
Chest	N/e	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill	Kill	Kill
Abdo	N/e	L/w	L/w	L/w	S/w	S/w	S/w	S/w	Kill	Kill	Kill

**Combat Modifiers**

Each light wound suffered by attacker or defender	-1
Each serious wound suffered by attacker or defender	-2
Attacking or defending "uphill" of opponent	+1
Man on horseback	+1
Attacking a fallen man	+1
If using a weapon in the wrong hand	-1
Barehanded parry against a weapon	-1
Parrying while defending an obstacle	+1
<b>Attack modifiers for second attacks in the same bound where opponent cannot turn to face</b>	
Attacking from defender's right weapon side	+1
Attacking defender's left non-weapon side	+2
Attacking from defender's rear	+3
<b>Defence modifiers for second attacks in the same bound where Defender cannot turn to face</b>	
Defending by using a weapon to parry	0
Defending by using a weapon to riposte	-1

**Modifiers for Action Dice**

Going Backwards	0	Jumping to the ground from any height above 6 feet*	+1
Going backwards in bad going	+1		
Running in bad going	+1	For each additional 6 feet higher*	+1
Jumping over a low wall or bush	+1		
Fighting in bad going	+1		
Vaulting a high wall	+1		
Climbing a tree	0		
* These modifiers are cumulative, jumping off a 14' high roof onto an enemy will add +2 to the die roll			
A character's dexterity, strength and initiative are all permanently affected by wounds: light wounds -1, serious wounds -2			

**Modifiers to wound effect**

Attacker's strength is	1,2	-1	Falling off horse/building	+3
	3,4	0		
	5,6	+1	Using no weapon	-1
Hit by a horse		+1	Horse hit by a man	-1

**Modifiers for Firer's shooting skill**

Each light wound	-1
Serious wound	-2
Target moving (see note 1)	-1
Firer moving	-1
Shooting at night	-1
Short range: 3inches or less, pistol	+1
6 inches, musket, carbine	+1
10 inches, Rifle	+1
Mounted target	+1
Firer resting gun	
Aimed shot (see note2)	
If a hit is registered go to section 13 wounds	

**Movement (½ inch = 1 pace)**

Foot		Mounted		Turn
Crawl/Sneak	3 inches	Walk	6 inches	180
Walk	6 inches	Trot	9 inches	180
Run	9 inches	Canter	12 inches	90
		Gallop	15 inches	45
Movement goes down 1 inch/Light wound, 2 inches/serious wound				
Bad going - Movement reduced by half				
Collisions - Test against its dexterity to see if it falls over				

**Wounding**

Dice	Area Hit	Dice	Area Hit
1	Legs	4	Right arm*
2	Abdomen	5	Chest
3	Left arm*	6	Head
* If one or other arm is unavailable because an attack is coming in from the wrong side simply change left for right or v.v.			









Rang	Pistol	Musket	Rifle
3-6	-1		
6-12	-2		
24-36		-1	
36-48		-2	
48 <			-1

**2 Light wounds = 1 Serious wound  
2 Serious wounds = Dead**









**Light Wounds**

Legs	No move next bound
Other	No actions this bound
<b>Serious Wounds</b>	
Legs	Crawl for rest of game
Head	Knocked out for D6 bounds
Chest or Abdomen	Roll 1D6 each bound, on roll of 5 or 6 passes out
Arms	Drop anything in that hand. Cannot use that arm again

## Figure Stats

		Number of Turns								Wounds	
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		
	I										
	D	1	2	3	4	5	6	7	8	1	
	S									2	
	C	9	10	11	12	13	14	15	16	3	
F									Dead		

## Figure Stats

		Number of Turns								Wounds	
	I										
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
F									Dead		
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	
		Number of Turns								Wounds	
	D	17	18	19	20	21	22	23	24	1	
	S									2	
	C	25	26	27	28	29	30	31	32	3	
	F									Dead	

## Credits

### Figure Painting

Dave Jarvis

### Photography

Barry Arnold

### Buildings & Terrain

Stuart Hitchinson

### Trees

The Last Valley

### Figure Manufactures

Perry Miniatures

HLBSC

Old Glory

Graven Images

Irregular Miniatures

### Supply of Figures

Steve Holden

Dave Jarvis

Dave Willock

Stuart Hitchinson

### Ship Design

Chris McDonald

Stuart Hitchinson

[www.durhamschosenmen.co.uk](http://www.durhamschosenmen.co.uk)

[info@durhamschosenmen.co.uk](mailto:info@durhamschosenmen.co.uk)

