

A Dark and Bloody Ground:

Quick Battle Resolution Rules by Paul Rohrbaugh

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My people are determined on vengeance. They have taken up the tomahawk. They will make it fat with blood! –Tecumseh.

19.0 QUICK BATTLE RESOLUTION

This optional rule is for players desiring a quicker resolution of battle than that using the battle boards.

19.1 Battle Rounds Determination and Set Up.

The number of rounds fought in battle is determined by the initiative player's Primary Leader command rating (1, 2 or 3). The non-initiative player may add one additional round by rolling a die less than his/her primary command leader's command rating. This decision to add an additional round by the non-initiative player must be made before the battle is resolved and can not later be rescinded.

The non-initiative player sets up his/her units first (**exception:** if surprise, rule 9.5.1a, is in effect, the side that has been taken by surprise sets up first). In a convenient place off-map, the side to set up first arrays their forces in a row by stacks of individual units. The stacking limits are as follows:

	Rough	Wilderness	Settled
Warrior	2 units	3 units	3 units
Regular	1 (but may not Stack)	1 (but may Stack with 1 militia)	3 units
Militia	2 units	2 units	3 units

Note: Leaders, rifle, and marker units do not count against stacking.

After the first player arrays his/her forces the opponent does the same, placing at least one stack/unit opposite each enemy stack/unit. Excess stacks/units may be arrayed in a second

line behind the first, but each must be clearly opposite an enemy stack/unit. A third row of stack/units may not be arrayed against an enemy stack/unit until all opposing units/stacks have 2 sets arrayed against them (and same for a fourth, etc).

19.2 Sequence of Play

The quick battle sequence of play is as follows:

- ❖ Fire Combat
- ❖ Movement
- ❖ Melee Combat
- ❖ Recovery

19.2.1 Fire Combat

The initiative player fires first, followed by the non-initiative player. If surprise is in effect, the surprised side may not engage in fire combat in the first round. Only undisrupted units may engage in fire combat.

Units fire individually upon the opposite front-row enemy unit/stacks. All rows, second, third, etc., may fire upon the opposing enemy units. Units must target all of the enemy's front row of units before targeting any in a second or third (or fourth, etc) rows. If firing upon an enemy stack, the specific target unit(s) of each firing unit must be specified before resolving the fire combat of any of that friendly stack's fire combats.

Determine a unit's fire combat CF and/or die roll by modifying for terrain:

	Rough	Wilderness	Settled
Warrior	NE	NE	NE
Regular	NE	-1 DR*	CF x2, -1 DR*
Militia	NE	NE	-1 DR
Rifle	NE	-1 DR*	-1 DR

***Note:** No DR modifier in severe weather.

NE = No effect on the unit's printed fire CF.

A hit is scored if the resulting DR is equal to or less than the unit's fire combat CF. A die roll of 1 is always a hit, and a 6 is always a miss, regardless of DR modifiers.

A hit causes a unit to become disrupted (mark with a disrupted marker). A hit on an already disrupted unit causes it to rout (turned upside down). An already routed unit that is hit again is eliminated.

If a stack/unit that is stacked with a leader, and is hit by fire combat, roll immediately for leader loss as per rule 9.5.9.

19.2.2 Movement

The initiative player moves first, followed the non-initiative player. An undisrupted unit or stack may move from:

- a) one row to another,
- b) opposite any another enemy stack, or
- c) atop an enemy stack to engage in melee combat.

Only one such move can be made by a unit/stack per battle round. If surprise in effect for the battle, only those units stacked with a leader can attempt to move in the first round by the side that has been surprised.

To move the friendly stack/unit must roll less than or equal to the side's commitment/mobile-ization level. Modify the movement die roll as follows:

- ❖ If stacked with a leader, the leader's command rating can be subtracted from the movement DR.
- ❖ In settled areas, subtract 1 from the movement DR for regular units, and any other units stacked with them at the time of movement.
- ❖ In rough terrain, add 1 to the movement DR for all non-warrior units.
- ❖ In severe weather, add 1 to the movement DR for all units.
- ❖ Add 1 to the movement DR of a stack/unit if enemy units have moved atop them.

- ❖ The side that has won surprise may subtract 1 from all movement DR of units stacked with a leader in the first round of the battle.

Note: All DRMs are cumulative.

A DR of 1 regardless of DR modifiers, always allows a unit to move, while a DR of 6 or more always means the unit must remain in place. Undisrupted and routed units may never move.

Only the front-most stack/unit in a row may move atop an opposite enemy stack/unit to engage in melee combat. Those in the 2nd or 3rd rows must wait their turn!

Note: Rather than move units that successfully avoid melee, return the attacking enemy units that were atop them to the front row where they came during the opponent's movement phase.

19.2.3 Melee Combat

Oposing units that are stacked together must engage in melee combat. Determine a unit's melee CF by modifying it for terrain:

	Rough	Wilderness	Settled
Warrior	x3	x2	x2
Regular	x1	x1	x1
Militia	x2	x1	x2

Note: Ignore the presence of any routed units in melee combat. If all enemy units are already routed at the beginning of melee they are automatically eliminated.

Shift the odds used in melee combat as follows:

- ❖ 1 column either right (attacking) or left (defending) according to a leader's command rating if stacked with units engaged in melee combat.
- ❖ Shift the odds column 1 right if any of the defending units are disrupted.
- ❖ Shift the odds column 1 right if the attacking side has surprise (first round only).

Note: All odds column shifts are cumulative.

Modify the melee CRT die roll by the difference of the opposing side's mobilization/commitment levels. If the attacker's is greater, add the difference to the melee die roll. If the defender's is greater, subtract the difference from the die roll. The maximum a melee CRT die roll can be modified is ± 3 , however.

Use the standard game's melee CRT to resolve the melee combat. Numbered results are the number of units on a side that are eliminated. Treat the R result as routed. Routed units are removed from play but not considered eliminated (yet).

Following the melee combat resolution, all surviving units are returned to the row they occupied before moving to engage in melee. Any leader that engaged in melee combat, and if their side sustained a numbered or R result, must roll for loss per rule 9.5.12.

19.2.4 Recovery

During the recovery phase the owning player may roll for each disrupted and routed unit to see if it can recover. A die roll less than or equal to the side's commitment/mobilization level will result in the unit recovering one level.

A leader's command rating may be subtracted from this DR if stacked with the unit. A die roll of 6, regardless of the leader's command rating as well as die rolls greater than a side's commitment/mobilization level, means the unit does not recover. Disrupted units that recover return to normal status. Routed units that recover become disrupted.

19.3 End Battle

At the conclusion of the last battle round determine the status of routed units and victory determination as per rule 9.6. Return all combat units to the main map.

19.4 Designer's Notes

Most battles utilizing this means resolution can be fought-out in 15 to 30 minutes, depending upon the number of units involved. The use of the battle boards is still recommended for those desiring the maximum level of detail, or to provide some interesting gaming over a lunch hour. Enjoy!