

**Rifle and Kepi - Rules for large scale engagements in the late nineteenth century.**  
**By Martin Rapier**

**Scales**

1 hex = 1000m, 1 turn = 1 hour, units = infantry or cavalry divisions, arty regiments (40-50 guns). Each artillery unit or infantry regiment has two steps, cavalry regts have one step.

**Formations**

Column/limbered. Initial formation during approach. May never move adjacent enemy.

Deployed/unlimbered. Large divisions may deploy in two adjacent hex, one turn to reform.

Formation change before or after movement, not during. May not change formation or facing adjacent to the enemy ie units are out of control in combat until they win or lose.

**Turn sequence**

- i) place card by each unit not disbanded or in combat, or HQ.
- ii) Dithering. roll Av Dice. (-1 good C3, +1 bad C3), invert cards less than score which prevents movement/recce/dig in/formation change.
- iii) Attempt to rally any shaken units. Move disbanded units.
- iv) In card value order; each unit move, recce, stand, dig in (if deployed). Equal card value, superior C3 chooses order. HQ may activate same/adjacent hex
- v) Conduct counter battery fire, bombardments and combat.
- vi) Place fortify markers for deployed units not in combat if desired.

**Movement**

D6 per unit, D8 for cav, +2 if col/limbered. HQ may accompany or move separately 2 hexes.

2 points to enter one hex, may change formation whatever score

-1 entering woods/town, crossing contour/obstacle, entrenched, deployed face up to 60deg

-2 Changing formation/limber/unlimber, deployed face more than 60 deg

Artillery never voluntarily enters squares adjacent to enemy. If moving with infantry drop them off to attack from hex behind. May defend with infantry in same hex though.

Units may not move through each other (apart from artillery). Disbanded units rout through friendlies if no other path, losing their turn. Cavalry may overrun disbanded units.

**Rallying** shaken D6 >= 3. -1 if in woods and per loss suffered.

**Recce:** unit rolls D6 >= twice range in hexes to spot. +1 if uphill. Spot if adjacent.

**Digging in:** Place DM as above. If attacked roll 5+ on D6 to be dug in. +1 if in woods/town/obstacle, +1 per two DM. Remove when move off/change face. Not cav.

**Artillery.** Engages in self defence if attacked or fires bombardments in support for friendly units. Roll D6 (mixed/smooth), D8 (rifled), +1 uphill/enfilade fire, -1 under bombardment. Score >= twice distance in hexes (smoothbore max range 2). Hit puts target under bombardment (incl arty). May fire overhead, but not beyond woods/town/hill crest.

**Combat** occurs between groups of adjacent hostile units. For each unit engaged roll AvD  
+1 Fresh troops; dug in (not vs flank); stand vs charge (inverted card and enemy moved adj)  
-1 Under bombardment or oblique attack; shaken; charging breechloading rifles  
-2 Under flank attack

Multiply modified score by total steps left in unit. Gunners x 2 in self defence. X 0.5 if in column, firing at 60 deg to front, cavalry vs unshaken infantry or guns.

**Result**

**Action**

Beaten 3-1

Loser Disbanded. Leave field at two hex per turn. Guns lost.

Beaten 3-2

If shaken: Loser disbanded as above, else

Loser shaken and suffer loss

Else

Exchange fire. Both sides suffer loss

Loss: lose one step per enemy division engaged. If dug in save each loss on 4+.

Any massed units (e.g. 1866 Austrians) vs breechloaders suffer extra loss per turn win or lose.