
Tea and Biscuits Rules

PERIOD (1618 – 1899)

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1. INTRODUCTION

These rules provide an ultra-simple way to wargaming battles between 1618 and 1899. Players can play smaller games with a few models grasping the basic concepts of the hobby. The arbitrary period for these rules is the start of the Thirty Years War till the end of The Mahdist Wars. The rules use a fast play approach, so some aspects of the period covered has been generalised or simplified. The players take it in turns to complete a range of actions on a unit and players remain engaged during the turn. These rules are not designed for match play but for casual “tea and biscuits” or demonstration games. The players are expected to use their own knowledge of the period to understand how to apply these rules as a framework to their games.

2. EQUIPMENT & GAME SPACE

To play the game you will need models fixed to a common basing system. Several dice. (D6, D8 and D10), measuring sticks marked out in base widths or a grid/hex playing area where 1 hex/grid is equal to one base width. Base widths are the unit of measurement used in a game.

You will need a rectangular playing space, traditionally this 6ft x 4ft, although smaller table sizes do work. It will depend on the density of units you prefer. Plus, you will need terrain to represent the natural features in your battle. In the past during childhood the author has used books under a brown sheet.

DICE LEVELS

Level	Dice
<=1	D6/re-roll hits
2	D6
3	D8
4	D10
>=5	D10/re-roll miss

Table 1 - Dice Levels

3. UNITS

A unit is made up of several bases, this would typically represent a brigade for the specific period being played. The bases must always remain in full side edge contact. There is no direct ratio of troops to a base. This abstracted around the size of the engagement you are representing in your game.

Units have the following properties

- Type (Artillery, Foot, Dragoons or Cavalry)
- Morale Level (Poor, Experienced, Battle hardened)
- Shooting Ability (Poor, Standard, Exceptional)
- Melee Ability (Cautious, Steady, Ferocious)
- Size in bases
- The way they are armed.

ARTILLERY

These are batteries of guns. They are a 2 base width frontage. A battery has 2 bases with guns and have 2 bases of caissons and horse teams. When the battery is deployed for firing, the gun bases are placed at the front. When the battery is limbered then the caissons and horse teams are placed at the front.

CAVALRY

These are units which fight mounted. They are 2-4 bases to a unit. They may be armed with missile weapons and shooting mounted, they can only shoot at short range. Where the unit can use range weapons for shooting and they are dismounted, the rules restrict this to short range, however, if the players feel they would be armed the same as regular infantry, then they can shoot at long range. In this case treat as *Open formation infantry* for shooting.

DRAGOONS

These are mounted infantry that use horses to ride into battle. A unit consists of 1-2 bases with foot figures and an equal number of horse holders or mounted models. They may only use this deployment. When the unit is dismounted the foot, bases are placed at the front. When the unit is mounted the horse holder bases are placed at the front. They may only shoot with the foot bases and this must be at the front. This formation can be used to represent Cavalry who have dismounted to shoot. Example. American Civil War Cavalry.

INFANTRY

These are units which are on foot. They are typically the main stay of most armies. Infantry can use Dense, Line or open formations. Infantry units are 2+ bases. Particularly large formations would have 3-4 bases.

MORALE

All units must have a morale level. There are three morale levels and these are.

Raw

This represents fresh and untested in battle. Also represents troops that are exceptionally low in motivation.

Experienced

This represents troops that reasonably well motivated or have experienced battle in the recent past.

Battle hardened

This represents the best quality troops. They are particularly robust in their wiliness to engage with the enemy.

Base Dice Level	Morale Grade
2	Raw
3	Experienced
4	Battle hardened

Table 2 - Morale Dice Level

4. FORMATIONS

DENSE

This is where the unit has its bases in two or more ranks, touching along a long edge. Or, if a single base in a formation such as the pike block of a Pike & Shot unit. Dragoons and Artillery are never counted as in Dense formation. Units in Dense formation do not need to be facing in the same direction unless the unit wishes to

advance. The dense formation is the best formation for melee or infantry defending against cavalry.

LINE

This is where a unit has all its bases in a single rank facing in the same direction and are joined along a short edge. A Line is the best formation for shooting effectiveness.

OPEN

This were a unit or has bases is in skirmish order. Skirmishes are used to hassle a unit and try to weaken it. Open formation can move quickly through terrain but is disadvantaged in melee.

5. COMMAND POINTS

Command points are mechanism in the rules used to allow the player to command their army by completing actions on various units. These can be represented with ADC models or some form of token. Before any specific unit completes any actions, all the intended actions must be declared to the opponent and command points expended.

- Command points are replenished at the start of each turn. At the start of each turn, each player will get the roll of 1D6, plus 1 command point for each unit remaining on the board that is not in melee.
- For a unit to complete any action, costs 1 command point. If a player runs out of command points for that turn, then they can no longer complete any actions in the Actions Phase of a turn.
- Command points cannot be carried over the next turn. Any command points not spent at the end of the turn are lost.

6. GENERALS

In these rules we only physically represent the army commander in a normal casual game of around 10 units as side. However, if playing big games, then it is recommended for each 8-10 units you have one general. Also, if players prefer you can represent any real world historical command structure and have multiple generals on the board.

GENERAL SPECIAL RULES

- Generals cannot be targeted for any reason in the game. Having your general in the right place can add distinct advantages to that area of the battlefield.
- If the general $\leq 2BW$ to a unit:
 - Add dice to the cohesion Test
 - Allow a unit to complete a 3rd action if the general starts within range. The unit does not have finish the action within range of the general.
- A general, can make a single 5BW move during the action phase, once per turn for 1 command point.

7. COHESION

A unit's capability to fight is managed through cohesion hits. Several cohesion hits can be acquired during a turn. These can be recovered during the Action Phase or the Recovery Phase.

- For each cohesion hit received add a token to the rear of the unit.
- During the Recovery Phase cohesion hits can be removed through a cohesion test.

COMBAT INEFFECTIVE UNITS.

A unit becomes combat ineffective when it has lost all its bases. When a unit is about to remove its final base, the unit is destroyed for the remainder of the game.

8. MELEE

In the Combat Phase, detailed below all enemy units in any side edge contact are in melee. If one base is considered in melee then all bases in the unit are in melee and cannot complete any other action in the action phase.

1. Players allocate which bases are fighting which enemy units, starting with the active player.
2. Consult the Melee tables in the QRS and resolve any outcomes.

CAUTIOUS

Most of the unit is not willing to engage in hand to hand combat or is not part of the army's normal doctrine.

STEADY

This is the "norm" for the period you are playing. Troops are happy to engage in hand to hand combat if required.

FEROCIOUS

These troops are extremely keen to engage in hand to hand combat. They are highly trained in hand to hand combat and consider this type of warfare as the norm.

Base Dice Level	Morale Grade
2	Cautious
3	Steady
4	Ferocious

Table 3 - Melee Combat Grades

9. SHOOTING ABILITY

Shooting covers all ranged weapons. Units would have several factors affecting their effectiveness in shooting. This could be low equipment levels or not particularly skilled at shooting. Some units would be especially good at a shooting or would have been equipped to a very high standard with the latest weapons.

POOR

These troops are either badly equipped for the period or are at a low level of ability relating to drills for shooting.

STANDARD

These troops are at the norm for equipment and training for the period. They will be issued with the current weapons and will be trained to an effective level for drills and shooting ability.

EXCEPTIONAL

These troops would be highly skilled in their shooting drills and/or equipped with the latest firearms.

Base Dice Level	Morale Grade
2	Poor
3	Standard
4	Exceptional

Table 4 - Shooting Abilities

10. ACTIONS

Actions can be performed by any unit and 1 action costs 1 command point. A unit cannot expend more than 2 command points in any single turn. These actions are as follows. A unit that is considered in melee cannot complete any other actions.

BREAK OFF

If a unit has fought atleast 1 round of melee, it can break off the combat. This done as follows.

- Add 1 cohesion hit for each enemy unit it is currently in combat with.
- Move the whole unit 1BW to its rear, keeping the same front facing and **must not finish closer to any enemy unit within 2BW, but may pass closer.**
- If must finish in a legal formation for the unit. Owing players choice.
- Artillery can never break off.

CHANGE FORMATION

A unit may switch between Open, Line or Dense if historically correct. Units may switch a Line/Dense base to Open and visa-versa. This would typically represent the use light infantry out front in front of the main unit. However regardless of the formation combination, all bases must remain in full side or long edge contact.

CHARGE

This the only way a unit can enter the same grid/hex or physical contact with an enemy unit. A unit can only charge to the front or up to 45 degrees to either side. The target unit must have atleast one base in range.

- To complete a charge, check the enemy unit has a base in range of atleast one base of the chargers.

Charge distance is the same as the unit's movement distance.

- Move the charges into base to base contact or enter the occupied hex.
- The hand to hand combat is resolved in the Melee phase towards the end of the turn.
- If the target of the chargers has missile weapons and the chargers will contact any front base of the target, **then the chargers immediately take 1 cohesion hit for each unit they are charging.** This is a simple to way to represent the effects of defensive fire.

MOVE

This covers all movement, limbering, unlimbering, changing formation type or unit facing. Except where a unit is charging. If a unit has bases in different formation types, then the unit moves as per the slowest. Units can change direction as part of a move action. A unit can elect to change direction on the spot as part of this action.

Type	Formation	Clear	Terrain
Infantry	Open	2	2
	Line	1	
	Dense		
Cavalry	Open	2	
	Line		
	Dense		
Dragoons	Dismounted	1	
	Mounted	2	
Artillery	Unlimbered	1	
	Limbered	2	

Table 5 - Movement & Charge Distances

SHOOTING

This covers all shooting by the unit that has chosen to shoot at a target unit.

- It can only shoot to its front.
- Or 45 degrees on either side of the unit's front edge, if no targets are in range directly to the unit's front
- A unit in melee cannot shoot or be shot at in any circumstances.

Foot Artillery may not move and shoot in the same turn.

Shooters	Close Range	Long Range
Foot	1BW	2BW
Machine Guns		3BW
Mounted		NA
Artillery Foot	2BW	10BW
Artillery Horse		6BW

Table 6 - Shooting Ranges

Depending on the range, the number of dice per base in the front rank is detailed below.

Dice per front rank missile armed base in the shooting unit.

Shooters	Close Range	Long Range
Foot	3 Dice	2 Dice
Mounted	1 Dice	NA
Foot in Open formation	2 Dice	
Dismounted	2 Dice	NA

STAND/PASS

This is where a player elects not to complete any actions on a unit, but still expands a command point. The unit still removes its ADC marker and cannot complete another action this turn.

11. INTERPENETRATION

Friendly units can interpenetrate each other as part of a move.

- Units cannot be charged through.
- When interpenetrating both units expend 1 command point in addition to any command points being expended as part of the action causing the interpenetration unless the general is $\leq 2BW$ away.
- If a unit cannot completely pass through another unit, then the units swap places, remaining in the same formation and facing the same direction.
- If a unit cannot swap and remain in the same formation, then the interpenetration cannot take place.

12. TERRAIN

All battlefields are affected by terrain. These rules simplify terrain down to being either sight blocking or not, plus linear or area.

- All terrain provides cover. The players decide amongst themselves these effects for each area of terrain.
- If at any point, any part of a unit passes through any terrain then for that specific move or charge action the unit uses the terrain movement distance.
- If terrain is deemed to be sight blocking.
 - Units can be seen from within 1BW of the edge.
 - Units can see out from within 1BW of the edge.
 - Units can see each other within the terrain at 1BW.

13.GAME SEQUENCE

Each game has the following sequence.

SETUP

1. Agree armies and layout a game table with terrain of the players choosing. It assumed that the players armies will have the same number of bases each side or agree a mutually acceptable difference. This could be if one army has a high number of high quality units, then this will be smaller in size than an army that is not of similar quality.
2. The players then agree who will be the attacker or the defender. This can be left to chance and the players roll off with a dice each. Highest getting to choose.

DEPLOYMENT

Deployment is split into zones. This is a rectangle that runs all the way along a player's long edge of the game board. Then if the attacker, they can deploy up to 1/3 the way in or if the defender up to half way into the board.

The deployment start with the attacker deploying all their artillery and two other units. The defender then deploys all their artillery and one other unit. The players then alternate 1 unit at a time until all onboard units have been deployed.

START OF GAME

At the very start of the game, after all deployment has been completed, just before the start of the first turn, the attacker may make 1 free action (no command points need to be expended) with 1 unit.

TURNS

The game runs through several turns until the victory conditions, time limit or turn limit is reached. Players agree this ahead of the game starting.

At the start of the game the attacker is the active player.

VICTORY CONDITIONS

The players decide amongst themselves the victory conditions for the game. These may be campaign, historic, scenario or units destroyed based. It is up to the players to agree before at the start.

14. TURN SEQUENCE

The following sequence is to be used for each turn

1. **Start Phase:** Players place an ADC or similar token behind each unit in their army.
2. If this is the first turn of the game, then the attacker is automatically the active player. If this is turns 2-5 then both players roll 1D10. The player with the highest score can decide if they want to be active player. If one single player has been the active player for two consecutive turns, then the other player automatically has the choice as if they had won the dice roll.
3. Players get 1 command point per base left on the board in their army + 1D6.
4. **Action Phase:** Starting with the active player, complete all the actions on one unit.
 - a. A unit must have all its actions completed before actions on another unit can be started.
 - b. Once a unit has completed its actions remove that unit's ADC token.
 - c. Then the non-active player completes all actions on a unit of their choice.
 - d. Repeat until all ADC markers are removed for both players and until both players have expended all the command points, they wish to.
 - e. Players can elect at any point state they are not expending anymore command points in the action phase, carrying them over to the Recovery Phase.

Combat Phase: With the active player deciding the sequence, resolve all combats in turn. A base can only throw once per combat per turn. See QRS below.

5. **Recovery Phase:** This where the players recover cohesion hits. This can be done as follows, however any units with any cohesion hits remaining afterwards removes 1 base and discards any left of hits.
 - For each cohesion hit roll 1Dx. 'x' being the morale level of the unit.
 - Plus, any extra dice awarded in the table below.
 - For each cohesion test success on a dice (see QRS), 1 cohesion hit is removed. Failed tests do not add additional cohesion hits.
 - Remove a single base or mark with a damage token for any units with any cohesion hits remaining.

Condition	Adjustment
Unit has a unit directly or partly to its rear $\leq 2BW$	+1Dx
Unit has a general in line of command $\leq 2BW$	
Player may expend 1 command point for each extra recovery dice.	

6. **End of Turn Phase:**
 - a. Discard any remaining command points. They cannot be carried over to the next turn.
 - b. Discard any remaining cohesion points. They are not carried over to the next turn.
 - c. Decide if any victory conditions have been met.

15. QUICK REFERENCE SHEET

The value to pass any throw on any dice is always 5. Only the type of dice is adjusted.

BASE DICE LEVELS

Level	Dice	Morale / Shooting / Melee
<=1	D6/re-roll hits	
2	D6	Raw / Poor / Cautious
3	D8	Experienced / Standard / Steady
4	D10	Battle hardened / Exceptional / Ferocious
>=5	D10/re-roll miss	

MOVE & CHARGE DISTANCES

Type	Formation	Clear	Terrain
Infantry	Open	2	2
	Line	1	
	Dense		
Cavalry	Open	2	
	Line		
	Dense		
Dragoons	Dismounted	1	
	Mounted	2	
Artillery	Unlimbered	1	
	Limbered	2	

SHOOTING

Shooters	Close Range	Long Range
Foot	1BW	2BW
Machine Guns		3BW
Mounted		NA
Artillery Foot	2BW	10BW
Artillery Horse		6BW

Dice per front rank base in the shooting unit

Shooters	Close Range	Long Range
Foot	3 Dice	2 Dice
Mounted	1 Dice	NA
Foot in Open formation	2 Dice	
Dismounted	2 Dice	NA
Artillery (any)	4 Dice	2 Dice

Shooting adjustments. These are cumulative.

Type	Condition	Dice level
ALL	Shooters did not move last turn.	+1
	Shooters have repeater or magazine weapons	
Foot/mounted	Each time Shooters shot this turn or shot at least once last turn.	-1
	Target is in open formation or is Artillery	
	Target is in cover or in terrain	

Throw the number of dice at the final shooting dice level. Add 1 cohesion hit per success to the target. Except Open formation units cannot cause in total more hits than number of bases shooting.

MELEE

Adjustments are accumulative.

Condition	Dice level
Dense formation foot vs mounted, that did not move/charge this or last turn	+1
Any Dense Formation.	
Any melee only unit or base.	
Unit that Charged into the current combat this turn.	
Mounted vs any open formation, who are not in terrain	-1
Have currently have more cohesion hits than opposing unit	
Foot who charged mounted in the open this turn	
Artillery not in turn, charged	

- Throw 2D (final melee dice level) x number of bases per unit. Allocate dice by bases if fighting multiple units, before throwing.
- A base may only fight once per turn.
- Players throw together. Sum hits by units or part of units fighting each other,
- Winner takes 1 cohesion hit.
- Loser takes difference in cohesion hits. If the loser is in Open formation and not in terrain, then takes double the difference.
- If a draw re-roll all dice until there is a winner/loser.

COHESION TEST

Roll 1Dx ('x' = morale level) per cohesion hit plus any additional dice awarded in the table below. For each success remove one cohesion hits. If any hits are left on the unit, then remove 1 base in total.

Condition	Adjustment
Unit has a unit directly or partly to its rear <=2BW	+1Dx
Unit has a general in line of command <=2BW	
Player may expend 1 command point for each extra recovery dice.	