

Introduction

Back in 1984 at a convention in Roanoke, Virginia, I played my very first game of On to Richmond. It was a epiphany in gaming in an era where games were getting incrementally more complicated with each release. On to Richmond was a huge departure from this trend with around 40 pages of rules, scenarios and variants. I had some issue with the rules, mainly with how melee was calculated. It was just too “mathy” compared to the rest of the game.

As an exercise in game design, I was wondering if OTR could be converted to 6-sided dice for all game mechanics? This document is the result of that exercise with many modifications that, for me, help streamline the game.

This game is not written as a tournament set with an attempt to cover every eventuality. Rather, it is designed as a guideline for the player to modify, add to and make his own. If you and your friends get to a point where you can't make a decision on some ambiguity within these rules, then each player should roll a die. The high roll gets his way.

Unit Combat Value

Combat value is the measure of a unit's experience. Infantry is generally one point less than cavalry. Artillery is a flat 4. Combat value is used to determine if a unit will charge. High combat value troops will have an edge in close combat.

	Infantry	Cavalry	Artillery
Green	1	2	4
Seasoned	2	3	4
Veteran	3	4	4
Crack	4	5	4

Organization

Armies are organized into divisions of 2 or more brigades. Each brigade will have around 6-8 stands while artillery will have just 2 stands. As a unit takes casualties, the fighting effectiveness will decrease. A card is assigned for each division. A deck is made of these cards for both sides. A turn consists of a draw from the deck. As each division card is drawn, that division is activated with each unit moving, shooting and meleeing. Once the owning player is done, another card is drawn until the deck is exhausted. Then the deck is reshuffled and a new turn begins. Repeat until the allotted amount of turns is completed or one army has driven the other from the field.

Game Scale

1 stand is 300 infantry, 200 cavalry or 6 guns.

1" is approximately 100 yards.

1 turn is 20 to 30 minutes of time.

The Turn

When a divisions card is turned up, all units in the division get two moves. They may do 2 of the following.

- Move
- Shoot
- Charge
- Change facing
- Change formation/dismount

A unit may only shoot once per turn but may shoot and then move or move and then shoot. A charging unit must use both actions if possible to move to contact with an enemy. If the unit cannot reach the target, the player may roll a die and add the result in inches to the move total. Thus, it is possible for charging infantry to charge 10". Cavalry move to contact in similar fashion but 2 dice are rolled and totaled for additional move. If the unit does not reach its target, it must move the full distance available and then takes a morale marker.

Move

Units of a division move with the following speeds.

Infantry 2”

Cavalry 3”

Artillery 2”/1” (Limbered/hand hauled)

+2” for column move and +2” more if moving the full move along a road. The bonus is per action.

Artillery are only eligible for the road bonus and only if making a limbered move.

For dismounting cavalry, 1/4th of the stands are horse holders rounding accordingly. So 6 stands would have 1.5 stands of horse holders which would round up to 2. There would be 4 stands on the firing line in that unit.

Formations

The following are valid formations in OTR D6.

- *Line* is the most common formation for infantry or cavalry. All stands are lined up side by side.
- *Column* is useful for moving about the battlefield quickly. All stands are lined up front to back just 1 stand wide. This is the only formation that can utilize road movement.
- *Reinforced line* is used to doggedly defend a position. The brigade is deployed in two ranks as evenly as possible with the front rank getting the odd stand. When fighting, only the front rank is considered but at +1 combat value. If the unit loses a melee, the attacker must melee the second line. In a sense, 2 melees are fought. If the defender is lucky enough he will have sapped two stands from the attacker.
- *Wave attack* is a formation where 2 or more brigades in a division are lined up front to back, in line, up to 3 ranks deep. The whole formation is considered for combat purposes. However, if the formation takes a morale marker from defensive fire, only half the number of the second and third rank are considered for melee.
- *Cavalry* may use column or line formations. Infantry may use any of the four formations above.
- *Limbering and unlimbering* artillery is not specifically considered as a formation. Artillery is considered unlimbered at the end of its move but if it makes a move greater than 1”, it may not fire on its turn.

Shooting

Roll a die and add any applicable modifiers. A hit results in a stand being removed and a morale marker. A disrupt result places a morale marker only on the unit. Each additional morale marker from shooting after the first drives the unit back one move. For musketry, roll 1 die per 6 stands or fraction of. For artillery roll 1 die per battery.

Guns and infantry have a field of fire of 45 degrees to the left and right of the unit. Infantry and cavalry must shoot at the closest target. Artillery must also shoot at the closest target at close range. If no targets are at close range, artillery may shoot at any target at the player's discretion.

Musketry

Range	Hit/Disrupt
0"-6"	1-3/4-5

Artillery

Type	Hit/Disrupt	Modifiers (Musket or Artillery)
		Hard Cover/Trench +2
Rifled		Soft Cover/Woods +1
0"-6"	1-2/3-4	Per 2 stands below 6 (round up) +1
7"-12"	1-2/3-5	Damaged artillery battery +2
13"-18"	1/2-3	Shooter has morale marker +1
Smooth bore		Target is artillery +1
0"-5"	1-3/4-6	Target is a Column -1
6"-10"	1/2-5	Target is Cavalry -1
11"-15"	1/2	Enfilade -2

Breach loaders shoot twice per turn if the unit does not move. Repeaters shoot twice per turn if they move or 3 times per turn if they don't move.

Melee

Infantry or mounted cavalry may charge into combat. In order to initiate a charge, a roll of the combat value or less is required. Otherwise, the unit holds its ground and may give fire instead. For the purpose of the charge, one is added to the combat value if a leader is charging into combat with the unit in question.

The target of the charge gets a defensive shot if attacked from the front and the result of the shot is applied immediately.

Units that successfully charge into combat will melee. Each side started with a base value of 1. Added to this value is the difference in combat values for the side with the higher value. The side with terrain advantage adds 1. For a flank or rear attack add 2. If an exceptional leader is attached, add 1. The number of stands will modify as follows:
3:2 add 1. 2:1 add 2. 3:1 or more add 3

Only count half stands stands in the 2nd or 3rd rank if the unit receives a casualty or a morale marker.

To this total, both sides roll a die and add the result to their respective totals. They then compare:

1-1 Winner loses a stand. Loser loses a stand and retreats.

2-1 Winner loses a stand. Loser loses 2 stands and retreats.

3-1 Winner loses a stand. Loser loses 3 stands and retreats.

4-1 or more. Winner does not lose a stand. Loser loses 3 stands and retreats.

The loser will retreat a full move per stand lost and take a morale marker. The winner may lose a stand and does also take a morale marker.

Morale

In order to remove morale markers, the unit attempting to move must make a morale test. Regardless of the outcome of the test, the morale marker is removed.

Roll	Result	Modifiers
0-	Rout	Green 0
1	Retreat 2 moves	Seasoned +1
2	Retreat 1 move	Veteran +2
3	Stand	Crack +3
4	Redeploy	Each stand lost -1
5	1 action	General near unit +1,0,-1
6	2 actions	General attached +2,+1,0,-1,-2
7+	2 actions or 1-2 Revenge	

Rout: Unit routs off the field

Retreat 1 or 2 moves: Unit retreats one or two moves to the rear. Any unit passed through takes a morale marker.

Stand: Unit stands its ground but may fire at any unit in range

Redeploy: Unit may change facing or formation but may not otherwise move. May fire.

Move: May move up to half or full as directed.

Revenge: Roll another die. On a 1 or 2, the unit makes an uncontrolled charge toward the enemy.

Ignore for units manning hard cover or trenches.

Command

Generals are single stand units that can influence combat. If they are within 3" of any number of units, they may add one to the combat value when checking to see if that unit can charge. If they are attached to a single unit, they may add 2. Similarly, they can modify the resulting roll on the morale table. Note that an attached general can only influence that one unit.

Generals can be hit in combat. If a unit a general is influencing takes casualties, roll a die. On a 6, the general is hit. Roll again. On a 1-2 the general's horse was shot from under him. He will recover in 1 turn. On a 3-4, the general has been wounded and will be out for 1-6 turns. On a 5-6, the general has been killed or mortally wounded. If a general was wounded as a result of melee combat and his unit loses, that general is captured and is out for the rest of the game.