**OVER THE HILLS AND FAR AWAY**

**Napoleonic rules.**

**Troop types:**

**Raw:** ordinary or worse regular soldiers who have no experience of skirmish warfare, poor quality irregulars and armed civilians.

**Regular:** trained or experienced skirmishers, civilian hunters, woodsmen or similar, and particularly steady regulars (some officers and NCO’s, the better class of Grenadier) irrespective of skirmishing experience.

**Veteran:** particularly tough and widely experienced skirmishers, particularly fine officers and NCO’s.

**Hero:** unique, heroic individuals

**Fate deck:**

**The Fate Deck** is used to determine which character takes a turn, and which characters load their weapons. The players take it in turn to draw a card (or chit or whatever), then:

If it is a character card, that character takes a turn, and the card is placed on the discard pile.

If it is a troop type card then it is displayed face up on the table: The next player to draw a character card of a class at least as high as that of a displayed action card can keep it in his hand until he decides to use it to give a free turn to any of his characters of a class at least as high as that on the card at any time; even part way through someone else’s turn. He can pick up any number of action cards simultaneously.

If it is the reload card, it is placed face up on the table.

If it is a character’s firing card, then, only if the reload card is face up on the table, the firing card is passed to the appropriate character's player. Otherwise, the firing card is discarded.

Characters who are mounted never receive their firing card however. Firing cards are taken into the player’s hand, and can be used at any time to take a shot, the firing card is then discarded.

Characters armed with multiple firearms have a firing card for each.
Unless a specific scenario dictates otherwise, a player always starts the game with all his character's firing cards in his hand.

If it is the Joker, all discards and the reload card are shuffled back into the Fate Deck. Any action cards held by players must now be shuffled back into the Fate Deck too! Players still hang on to their precious firing cards though!

Precedence When an action card is played part way through another character’s turn, then the turn is only interrupted if the action card is of higher rank than the character who is taking his turn, otherwise it is used immediately after the turn is completed, but before the next card is turned from the Fate Deck.

When more than one action card is played in the same turn, then irrespective of the order in which they were declared, the superior card goes first.

In a similar way, if a firing card is played during another characters turn, or simultaneously with other firing cards or action cards, then rank always takes precedence. So, a Veteran character will always finish his turn before a Skilled action card is played, which will always take precedence over the firing card of a Raw character, and so on.

If rank is a draw, then characters making an action in their own turn take precedence, followed by action cards, with firing cards coming in last. Otherwise, the first to declare goes first. If in doubt throw a dice.

**Fate deck contents:**

The fate deck should contain:
One action card for each character.
One troop type card for each troop type present; raw, regular, veteran and hero.
One reload card.
One joker.

As play progresses firing cards will be added to this as they’re used.

**Actions:**

During a characters turn he can make one of the following actions:

**Stand:** do nothing (except turn to face any direction)
**Move**: throw the dice or accept the basic move. This is the maximum distance in inches that he can move, he may set off in any direction at the beginning of his move. A move that ends in base contact with an opponent initiates melee. No charge bonus, see below.

**Aim**: only possible if the character has a firing card. He aims at an opponent; stating who his target is and turning to face him. Aiming gives +1 to shooting roll.

**Recover**: characters who have a b token or tokens back must use a turn recovering before they can make any other action.

**Charge**: a charge that ends in base contact with an opponent initiates melee and the charging character receives a charge bonus of +2. Dice must be rolled to charge, no taking the basic move. If no charge was declared, no bonus.

**Movement**:

Movement rates depend on character type. All movement is in inches.
All characters except raw can choose to roll dice or just use a basic move. Rolling the dice can result in a longer move but may also result in a shorter one.

- **Raw**: 2D6
- **Regular**: 2D6 or 6
- **Veteran**: 3D6 or 9
- **Hero**: 2D6+6 or 12

Being wounded reduces a character's movement.
- **Raw**: 1D6-1
- **Regular**: 2D6-2 or 4
- **Veteran**: 3D6-3 or 6
- **Hero**: 2D6+3 or 8

Mounted characters move
- **Raw characters are never mounted.**
- **Regular**: 4D6 or 12. Wounded: 4D6-4 or 8
- **Veteran**: 5D6 or 15. Wounded: 5D6-5 or 10
- **Hero**: 4D6+6 or 18. Wounded: 4D6+3 or 12

Mounted characters are never unhorsed, neither are horses killed. 'killed' results actually mean the character is out of the combat, not necessarily dead, and so rider and horse are treated as a single entity.
**Firing:**

Firing arc is 180°.
A stationary character may turn to fire.

All shots hit if the player rolls a 4, 5 or 6; with the following modifiers to his dice throw:
- Raw - 1
- Veteran +1
- Hero +2
- Aiming +2
- Wounded - 2
- Target charging - 1
- Close range +1
- Long range - 1
- Extreme range - 2
- Pistol at close range +1
- Musket or rifle in combat - 1
- Charging - 2

Games Masters may further modify the score as they find appropriate

HOWEVER: on a roll of 1, the shot always misses. Raw characters always miss on a 1 or 2

**Wound roll:**

Roll D6:

- 6 killed unless hero who’s wounded on a save of 5+
- 5 killed unless hero who’s wounded on a save if 4+ or veteran wounded on 5+
- 4 killed unless hero saves 3+, veteran saves 4+ regular saves 6
- 3 wounded with saves for no effect as 6 above
- 2 wounded with saves for no effect as 5 above
- 1 wounded with saves for no effect as 4 above

Cover is hard or soft.
Hard cover gives +2 to save, soft cover gives +1 even for raw characters. So raw characters in hard cover get a 5+ save.
Saving rolls of 1 always fail.

**2 wounds kill.**

When wounded a character receives a wound counter and a shock counter for being hit.
The 'shock' counter must be removed next action with a recover move. Each time the character is hit they receive a shock counter even if not wounded. Multiple shock counters can be removed with a single recover action.

**Fighting:**

When two opposing characters physically come into contact, they will fight.

In a turn, there are three rounds of combat:

The assault round: when a the attacker first lunges towards his intended victim, and weapons with the longer reach have the advantage, firing at almost point blank range may also take place in this round.

The close combat round: when blows and counter-blows are exchanged.

The grappling round: when one combatant comes through the other's guard and the bloody business of grappling, gouging and hacking commences.

Each class of character has a number of combat points; which are adjusted by various character modifiers and the effect of some skills. Each player divides his character's combat points between the three rounds, allocating between one and six points to each: the player takes three dice (a different colour for each round) and secretly turns each one up so that it shows the number of his combat points allocated to each round, he conceals these beneath his hand. When both players are ready, they simultaneously reveal their dice!

The exception to this is Raw characters, who are not capable of planning their tactics, and simply throw a dice for each round of combat with the roll halved (D3) for their points.

Weapons modifiers are then applied, and the result of the fight is calculated.

The character's objective is to either: Completely overpower his opponent in any of these rounds: by scoring double his opponents total in any round. Or: Beat down his opponents guard, then follow through with a telling blow: by scoring higher than his opponent in any two rounds.

Success in either objective strikes a blow on his opponent. The maximum number of blows that can be struck is therefore four; if the victor scores over double on each round.

**COMBAT POINTS** (points split between rounds, maximum 6)
Raw: throw a D3 for each round in turn.
Regular: six points.
Veteran: eight points.
Hero: ten points.

**CHARACTER MODIFIERS:** These modify the total number of combat points that the character has available to divide between the three combat rounds. All modifiers are cumulative.

Wounded -2
Each shock counter -1
Opponent behind cover -2
Charging on foot +2
Mounted charging +4

Compare the opposing characters totals one round at a time.
A character who scores over double his opponent in a single round immediately strikes a blow.
A character with the highest scores in any two rounds immediately strikes a blow.
Each blow is a roll on the damage table and a shock counter.

**Outnumbered characters.**
The character whose turn it is must fight all enemy characters that he is in contact with. He fights alone; he is not assisted by any friends who are also in contact with the same enemy. Of course, when it is the enemy’s turn, they too must fight all of their opponents alone.

If he fights more than one enemy simultaneously, he turns just one set of three dice, and compares them to each of his opponents dice in turn, first fighting the assault round with each, then close combat, then finally a grappling round with each.

**Firing in combat**
A character entering a fight with a loaded weapon may fire at his opponent. This occurs after combat dice are selected. Characters fire a shot before the assault round. Characters armed with a pair of pistols fire a second shot before the grappling round.

**After the battle:**

Wounded and 'killed' characters roll for recovery if you're playing a campaign.

All wounds are removed with a roll of 5+
Raw: -1
Veteran: +1
Hero+3

Raw characters who do not get better are removed from the game. Everyone else who fails their healing roll starts the next game with a wound. However, these old wounds do not count towards the two wounds kill rule. A character needs to receive two wounds in a single game to be killed.

Kills become wounds on a roll of 5+
Raw characters who were killed are actually dead, sorry.
Veteran +1
Hero +3
A Hero who rolls a 6 recovers fully.