



# *Little Lambent Meteors*

## 18th Century Riot Rules

Being a description of the actions of sev'ral and disparate Stout Defenders of Liberty struggling against the  
Ungodly Forces of Insurrection

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*ROUGH DRAFT 5 July 1998*

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### **Scales**

1" = 25 yards

1 turn is about 5-10 minutes

Figures - 15mm scale.

### **Units**

Infantry Companies (which can be divided up into 10 'pickets' for guarding duties, if required - only whole companies can be so treated (to keep it simple).

These can be either Militia or Regular.

'Gangs' of insurrectionists (each representing, perhaps a dozen hard-case ringleaders, and 30-50 hangers on and spectators.

### **The Options**

#### **Military:**

- \* Stand and look threatening
- \* Fix Bayonets
- \* Advance with bayonets fixed (Regulars only).
- \* Fire a Single Volley (Regulars only)
- \* Open fire indiscriminately (Militia or Regular) - note that indiscriminate fire is hard to stop once started.

#### **Civilian**

The Civilian players cannot just manoeuvre their forces freely to order. Each Gang has its own Index of Response and Excitement (IRE), which is influenced by events.

Players represent Rabble Rousing Leaders who can affect Gangs' IRE in their own immediate vicinity (with 25 yards), but who will find it hard to turn low IRE units into fanatical mobs quickly. Much depends on the actions of the soldiery and other groups.

IRE LEVEL	GENERAL OUTCOME (Umpire to determine exact meaning if in doubt)
Less than -20	Disperse to their homes forever
Less than 0	Run away and get into cover etc.
0-15	Do nothing (May not approach within 5 yards of soldiers)
15-30	Taunts and insults (may not approach within 25 yards of soldiers).
31-50	Throw stones etc. In the case of an undefended building etc, probably try to set it alight too.
51 plus	Physically close to come to grips with the opponents - using firearms sporadically , if available. Will loot and burn if appropriate. DOUBLE MELEE VALUE OF GANG

**Factors:**

Each turn Leader spends Rabble Rousing a specific un-engaged Gang +1d6

Each turn Leader Rabble Rousing within 25 yards of un-engaged group +1

Each turn Leader calming down gang -1 (fat chance)

Outnumber the soldiers (in units) by more than 5 to 1 +1 per turn

Soldiers doing nothing and in sight +1 per turn

Soldiers threaten to fire -1

Soldiers advancing with fixed bayonets -1d6

Soldiers open fire with single volley -2d6

Soldiers fire at will -3d6 per turn

Convincing conciliatory speech by a Magistrate or other Respected Figure -1d6

Word of Soldiers Behaving Badly +2d6

Umpire's discretion + or -1d6

## **EFFECT OF SHOOTING:**

### **COMPANY VOLLEYS**

#### *FIRST VOLLEY*

Roll 1d6 per company firing for each gang in the target area (i.e. within 100 yards and directly in front of the line) - Score = number of casualties - write this on a bit of paper and place it where they fell.

#### *FIRE AT WILL* (2nd and subsequent turns of fire)

Roll 1d3 per company firing for each gang in the target area (i.e. within 100 yards and directly in front of the line) - Score = number of casualties - write this on a bit of paper and place it where they fell.

Roll a second d6, score a 1 and the gang has lost a significant ringleader - it doubles the effect on its IRE that turn.

#### *PICKETS SHOOTING*

ROLL 1d6, score 5 or 6 to achieve one hit.

## **MELEE**

### Melee Points:

Militia Company forbidden use of weapons	2
Militia Company Clubbed Muskets	3
Militia Company Fixed Bayonets	4
Militia Company Using Firearms & Bayonets	6
Militia Picket	1
Regular Company forbidden use of weapons	2
Regular Company Clubbed Muskets	4
Regular Company Fixed Bayonets	8
Regular Company Using Firearms & Bayonets	12
Regular Picket	1

Gang counts as 1

Roll 1d6 per side, win by 3 to overpower the enemy, win by 1 or 2 to push back.

Outnumbered in points -1	
Outnumbered in points 2-1	-2
Outnumbered in points 3-1	-4
Outnumbered in points 4-1	-6

## MOVEMENT

	Foot	Horse
Forward movement (keeping formation)*	5"	6"
Rush to contact (not bothering with formation)*	8"	18"
Backward movement (in good order)	2"	2"
Run away (back to enemy)	8"	20"
Wheeling or other complex manoeuvre	1"	1"
Leader movement	-	15"

Gangs - 1d6 inches.

## COMMAND AND CONTROL

Orders for Troops are based on instructions from the War Office and based on guidance from the local Justice of the Peace (JP) and/or magistrates.

A JP has to read the riot act before military force can be used.

In the event of doubt or ambiguity, additional orders or instructions must be obtained from London.

Officers at regimental level *do not have the authority* to act on their own initiative.