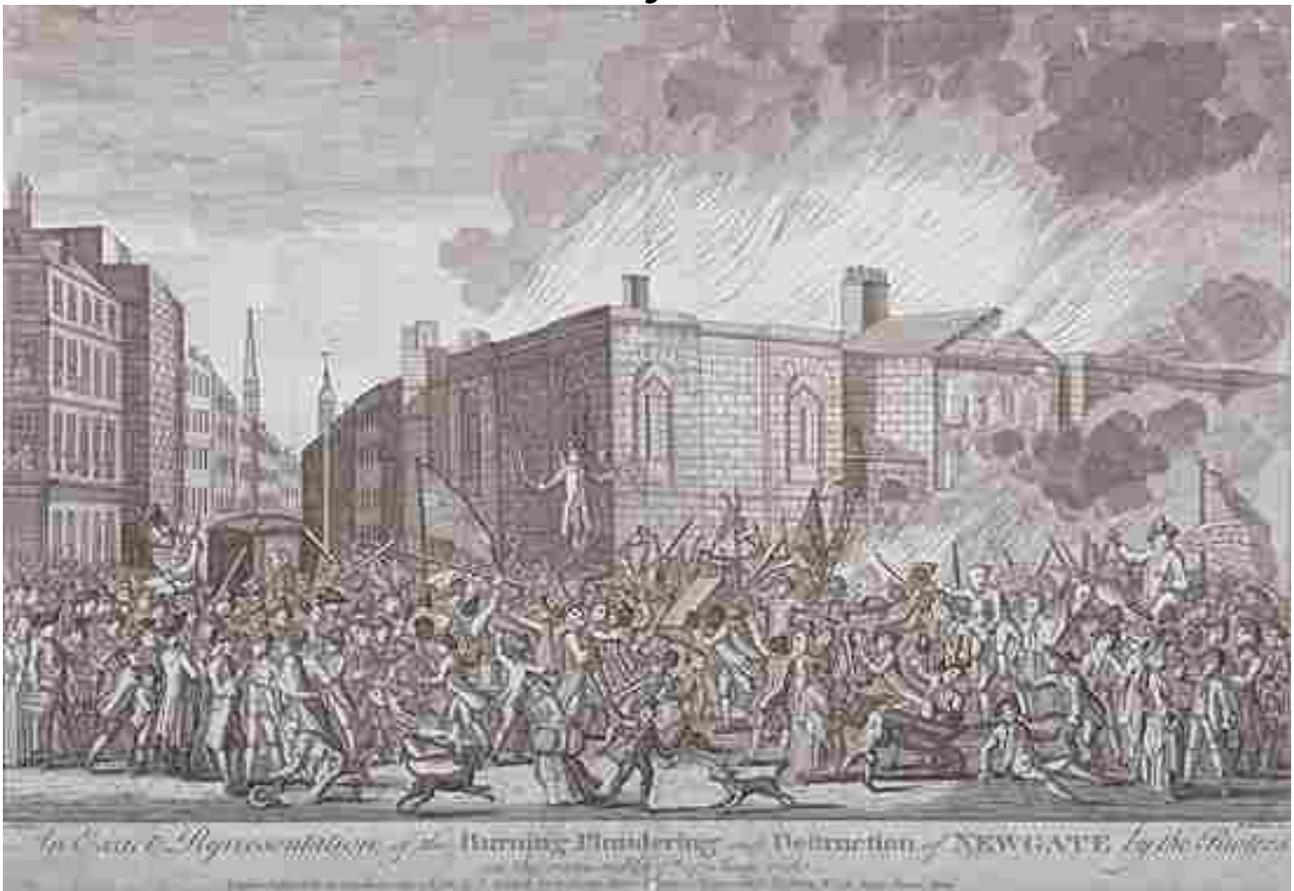


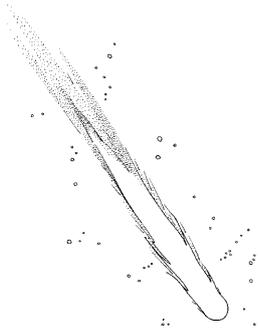
# Little Lambent Meteors

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

By Jim Wallman



# *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

*Version August 2006*

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*Our sovereign Lord the King chargeth and commandeth all persons, being assembled, immediately to disperse themselves, and peaceably to depart to their habitations, or to their lawful business, upon the pains contained in the act made in the first year of King George, for preventing tumults and riotous assemblies. God save the King.*

*The Riot Act 1715*

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## Introduction

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These rules grew out of an 18<sup>th</sup> century military campaign we were playing at our local club, Chestnut Lodge Wargames Group ([www.clwg.org.uk](http://www.clwg.org.uk)).

To make a change I ran a short riot scenario, and these rules were the result.

They've since been expanded somewhat from an add-on to our battle rules, to a game in their own right. I hope they give you as much fun as they've given us.

Jim Wallman  
Streatham 2006

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## Scales

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1mm = 1 yard (or roughly 1" = 25 yards)

1 turn is about 5-10 minutes

Figures – 6mm is best but 15mm can easily be used so long as the base sizes are right.

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## Units

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**Infantry Companies** (which can be divided up into 6 'pickets' for guarding duties, if required - only whole companies can be so treated (to keep it simple).

These can be either Militia or Regular.

**Civil peace officers** – small groups of the watch / peace officers (usually only 5-10)

**Magistrate** or significant public figure (usually with some servants and a carriage or similar).

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

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**Rabble rouser** – representing a single significant individual plus maybe a couple of mates.

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## Base Sizes

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Formed Infantry Company	40mm frontage by 15 mm depth. Base can be split in two for form half-companies, for ease of placing the figures in narrow streets.
Formed Cavalry Troop	40mm frontage by 20 mm depth (can be split into two half-troops)
Picket	15mm x 15mm
Peace Officers	15mm x 15mm
Gang	20mm x 20mm
Player Personal Figures	Any to suit model.

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## MOVEMENT (mm)

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	Foot	Horse
Forward movement (keeping formation)*	125	150
Rush to contact (not bothering with formation)*	200	450
Backward movement (in good order)	50	50
Run away (back to enemy)	200	500
Wheeling or other complex manoeuvre	25	25
Leader movement	200	450
Gangs moving purposefully - 1d6 x 30mm		

**Drifting.** Gangs without a purpose will drift: The basic rule of thumb is that groups of people on the streets that are uninvolved in anything so far will move towards anything that they feel might be worth watching.

So, if there is an activity going on within their line of sight, the gang will move at 1d6 x 15mm toward the action to stand and watch.

If there is sound of rioting or shots or other loud noises within 300 yards (300m) they will tend to drift towards that if nothing else is in sight.

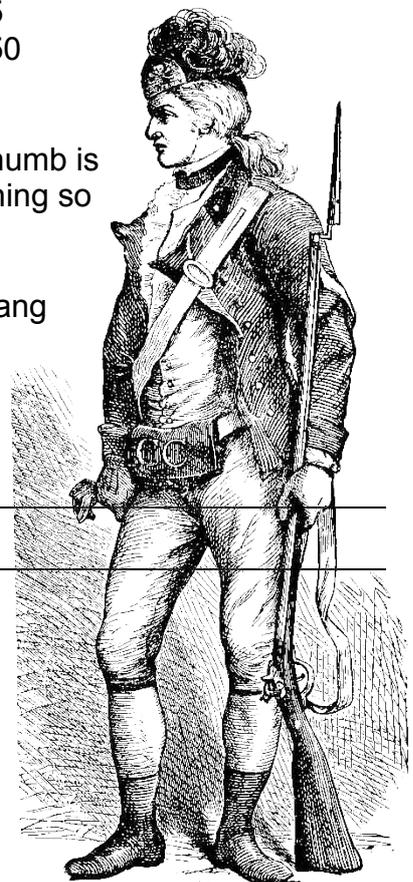
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## COMMAND AND CONTROL

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Orders for Troops are usually based on instructions from the War Office and then deployed in accordance with instructions from the local Justice of the Peace (JP) and/or magistrates, though this may vary with the scenario.

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 a higher authority.

Officers at regimental level *do not have the authority* to act on their own initiative to quell riots – they must have a representative of the civil power direct them.

Each player can only do **one** of the following actions in any given turn:

- Move
- Write a message
- Speak to crowds / own troops
- Fight

In the case of rabble rousers, they cannot order gangs to move like a military unit. See below for how this works.

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## Forces of Order

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Each player is a named military officer or significant civil figure (Judge, magistrate, member of parliament etc). They can issue orders to the forces of order under their Command. Obviously, civil officers cannot directly order troops, and military officers cannot order peace officers.

### Tactical Order Options

<b>Military</b>	<b>Peace Officers</b>
Withdraw from view	Withdraw from view
Stand and look threatening	Observe crowd and note names / descriptions of ringleaders
Fix Bayonets in an obvious and dramatic way	Draw weapons (usually shorts swords or staves) and look threatening
Level muskets as if firing	Brandish weapons menacingly
Advance slowly and menacingly with bayonets fixed (Regulars only)	
Fire a Single Controlled Volley (Regulars only)	Attempt to arrest known wrongdoers from a gang
Open fire indiscriminately (Militia or Regular) - note that indiscriminate fire is hard to stop once started.	Attack the crowd with sword and pistol

## Unruly Civilians

The Civilian players (Rabble Rousers) cannot just manoeuvre the unruly civilians freely to order like an army.

Each Gang has its own Index of Response and Excitement (IRE), which is influenced by events.

Players on the civilian side 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.

The Rabble rouser that gets a gang to *Raucous* or above he may direct them to a specific target – such as a specific building, a specific known individual or ‘the soldiery’. The gang will head off for that target until either dissuaded by the actions of the authority. Only when they have finished what they are doing might they be amenable to new targets – but crowds at *Riotous* cannot be re-ordered until they calm down – they’re just too excited.



If their IRE is sufficient then they will move towards that objective.

IRE LEVEL	Description	GENERAL OUTCOME (Umpire to determine exact meaning if in doubt)
Less than -20	Dispirited	Disperse to their homes forever
Less than 0	Panicked	Run away and get into cover, out of sight of the authorities (often this would be down side alleys etc). Should move at least 200mm from the action before stopping.
0 - 15	Idle	Do nothing and enjoy the spectacle. May not approach within 25 yards of soldiers or more violent crowds.
16 - 25	Raucous	Taunts and insults – will move towards any objective given them by a rabble rousers (may not approach within 25 yards of soldiers / peace officers). If no obvious direction will perform minor acts of vandalism and daub shop fronts with ‘inflammatory slogans.
26 - 40	Unruly	Throw stones etc. In the case of an undefended building probably try to break in or set it alight too (see ‘Burning and Looting’). Will not initiate combat, but will fight if attacked.
41 plus	Riotous	Will physically close to come to grips with the opponents or anyone getting between them and their objective - using firearms sporadically , if available. Will loot and burn if appropriate. <b>DOUBLE MELEE VALUE OF GANG</b>

### **IRE Factors:**

Each turn Leader spends Rabble Rousing with a specific un-engaged Gang +1d6  
Each turn Leader Rabble Rousing within 40 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 to prevent obvious lawlessness and in sight +1 per turn  
Soldiers threaten to fire -1  
Soldiers ostentatiously fix bayonets and adopt a stern posture -1d6  
Soldiers advance without fixed bayonets -1d3  
Soldiers advancing with fixed bayonets -1d6  
Soldiers open fire with single volley -3d6 + number of casualties caused  
Soldiers fire at will -4d6 per turn + number of casualties caused

Magistrate Reading the Riot Act (or equivalent) for the first time -2d6 on all non-riotous gangs within hearing distance. Only -1d6 on rioting gangs, as most of them are not listening.

Convincing conciliatory speech by a Magistrate or other Respected Civil Figure  
-1d6 on all non-rioting gangs within hearing distance (25mm)

Word of Soldiers 'Behaving Badly' +2d6  
'Target building broken' into +1d6 to all gangs in sight  
Prison broken into +1d6 to all gangs in sight (in addition)  
  
Umpire's discretion + or -1d6

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## **EFFECT OF SHOOTING:**

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### **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 or PEACE OFFICERS SHOOTING*

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

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## MELEE

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### 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 or Peace Officers	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

Cavalry Troop forbidden to use weapons (just bearing down)	8
Cavalry Troop using sabres at trot	12
Cavalry Troop charging	20

[Note: Cavalry cannot be used against gangs behind obstacles or in buildings)

Gang counts as 1 (2 if Riotous)

Work out total points on each side – then work out combat odds

### Tactical Factors:

Outnumbered in points	-1
Outnumbered in points 2-1	-2
Outnumbered in points 3-1	-4
Outnumbered in points 4-1	-6
Defending a building against attack x2 melee points	
Player character directly involved	+1

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

A draw means 'confused scuffle' and no result – the combat continues.

If player-character is directly involved, roll 1d6 – score 1 for the player to become a casualty. If the player's side loses, roll 1d6 and score 1 or 2 for the player to be captured.

### Melee Results

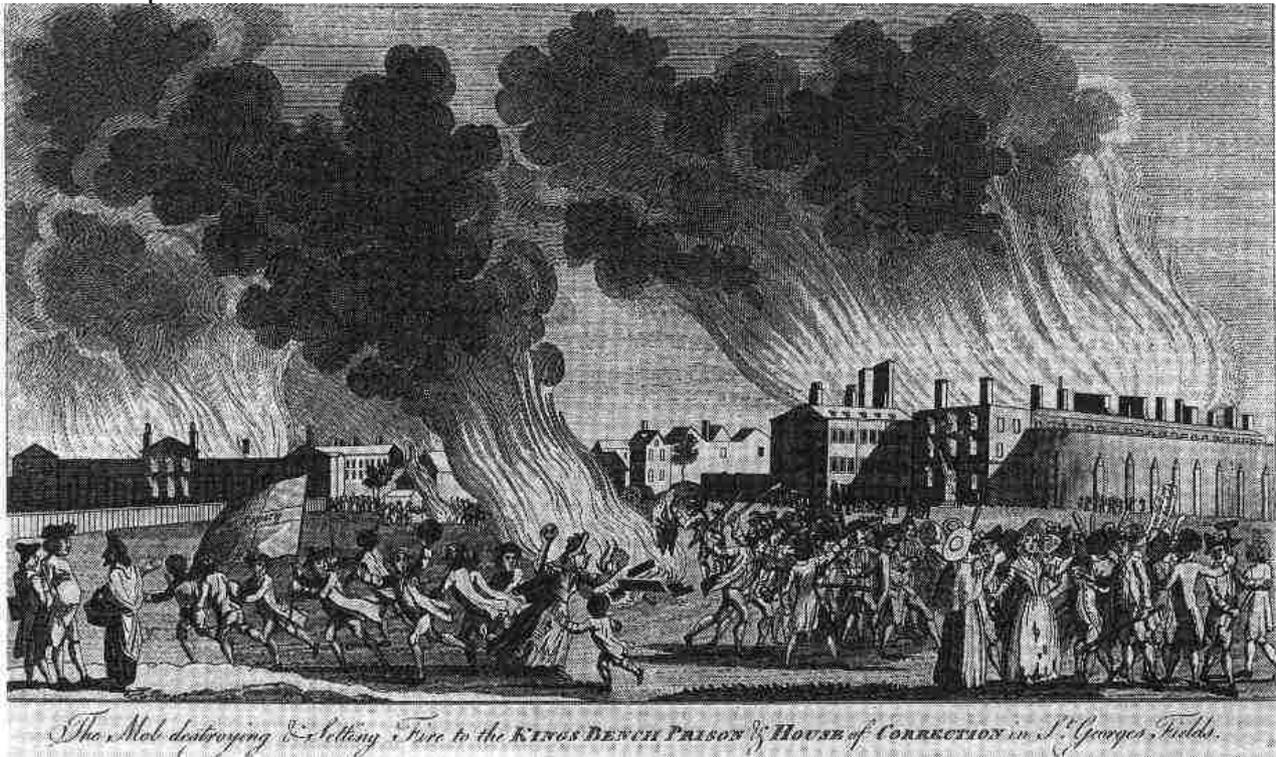
Gang(s) overpowering authorities in the open	1d6 casualties per gang involved (make a note). The remainder of the unit disperses and is removed (=run for their lives). Depending on the scenario they may return to action at some later time. Gangs involved gain 3d6 IRE and all gangs in view of the victory gain 2d6 IRE.
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Gangs defending a building overpowering authorities	Authorities thrown out. Some casualties on the attackers, but they are recovered and treated. Gangs involved gain 3d6 IRE and all gangs in view of the victory gain 2d6 IRE.
Infantry and Peace officers overpowering gangs	1d6 per gang involved become prisoners. A prisoner counter must be created and guarded. The rest of the gang disperses permanently
Cavalry Overpowering gangs	1d3 per gang involved become prisoners. A prisoner counter must be created and guarded. The rest of the gang disperses permanently.
Gangs push back peace officers in melee	+1 to IRE
Gangs push back military in melee	+1d6 to IRE

## Assaulting Buildings

Gangs are usually made up of the dregs of society and therefore they will try and loot and sometimes burn the houses of the rich – especially if encouraged to do it by rabble rousers.

Other places that get broken into regularly are breweries and prisons. There may be other scenario specific locations too.



### Phase One – getting up the nerve to attack.

The gang must be UNRULY or higher to even attempt to break in. Roll 1d6

UNRULY – score 5 or 6

RIOTOUS – Score 3, 4, 5, or 6

Once one gang has started to break in +1 to all subsequent rolls.

Rabble Rouser present and leading the attack +1 to die roll.

Breaking into a Prison -1 to die roll

Breaking into somewhere containing alcohol +1 to die roll.

**It takes an entire turn to break in to a normal dwelling or shop, two turns to break into a prison.**

### Phase Two – Looting.

In some cases crowds emptied the goods and furniture into the street and burnt them in bonfires there. On others they just stole stuff and ran for it.

Roll 1d6 for each gang that enters the house:

1 or 2 and it takes a full turn stealing portable stuff and runs off. The crowd is removed from play. Roll 2d6 x £100 for the value of items stolen, per crowd.

3 to 6 it throws furniture out on the street and sets fire to it. Place bonfire counter in street. It rolls 1d6 every turn until it rolls a six, when it has finished building the bonfire. Each turn of building adds 1 point to the bonfire's FIRE rating – see below.

**Special Breweries Rule:** breaking into a brewery or alehouse always meant the crowd went for the drink. In these cases on the roll above, a roll of 3 – 6 means the gang starts getting dead drunk on the premises. It will remain there until it rolls a six, whereupon it will have drunk its fill and staggered out. For every turn spent drinking +1d6 to IRE.

**Special Prisons Rule:** if a prison is broken into the guards will automatically flee and not fight. The prisoners are let out and some will automatically form a new gang with 30 IRE points.



### Phase Three – Arson

In some cases the house itself was burned (though surprisingly not always)

If the house is looted score 1 and the house starts to burn.

It takes a while to grow, so add 1 FIRE to the house per turn. Once it reaches 20 FIRE the house is fully ablaze and it doesn't get any worse.

The fire spreads to neighbouring houses on a score of 6 on 1d6. +1 for every 10 FIRE. Bonfires have a FIRE rating too (see above) and can also spread to the nearest house in the same way.

In the early stages (say, less than 10) a fire can probably be put out.

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