



Command & Control

General's Ability level			CinC's Change of Orders	
Type	Affect Morale	Rally DP's	Roll 2 D6: Require 7+ Excellent CinC +1; Poor CinC-1; No CinC = No change	
Excellent	+2	1 per turn	Situation CinC outside 24" or Commanding Brigade CinC outside 24" AND Commanding Brigade CinC in Base-Base contact with Brigadier	
Average	+1	1 per turn		
Poor	+0	1 per turn. Vet. & Regs only		
CinC & Brigadier Command radius			Modifier	
Excellent & Average 12"; Poor 8"			-2	
ADC's replacing Generals – Max of 3 per Army.			-3	
1-3 Poor			+2	
4-5 Average			Change of Brigade Orders by Brigadiers/ (Div Gen in Corps Level Games) - Risk of Loss of Nerve on a 2, 3 or 4. Roll 2 D6: Veteran 8+; Regular/Trained 9+; Raw 10+; Excellent Commander +2 to roll, Poor Commander -1	
6 - Excellent				

Loss of Nerve! Any Brigadier (or Div General in Corps level games) rolling a 2, 3 or 4 to change orders

Present order	New order	
	LOSS OF NERVE Attempting to implement an order more aggressive than current orders	PANIC Attempting to implement less aggressive than current orders
ASSAULT	N/A	HOLD
ENGAGE/SUPPORT	HOLD	RETIRE
MOVE	HOLD	RETIRE
HOLD	RETIRE	N/A
RETIRE	RETIRE	N/A

N.B. Please note that Retire is only as a result of Brigadier Order Failure & cannot be issued otherwise. All Brigade Units must make a single Full move back to friendly base edge. Artillery must limber up, cannot be manhandled. Stepping back for Order Units is allowed.

Movement (* = only if making Full move & not firing)

Unit	Line	Column	Charge Bonus	Skirmish	Pursuit, Evade, Retreat & Rout
Vet. & Reg. Infantry	1/2* Ave D	1 Ave D +3"	+2"	2 Ave D	3 d6
Trained & Raw Infantry	1 or 2* d6	1 d6 +3"	+2"	2 d6	3 d6 (Pursuit 2 d6)
Vet. & Reg. Cavalry	2/3* Ave D	2 Ave D +4"	1 Ave D	3 Ave D	4 Ave D
Trained & Raw Cavalry	2/3* d6	2 d6 +4"	1 d6	3 d6	4 d6
Foot Artillery/ Ox-Drawn	1 Ave D/ D5	1 Ave D+2/D5+2	-	-	2 Ave D/2 x D6-1
Horse Artillery/Naval	2/3 Ave D	3 Ave D+2	-	-	3 Ave D
Generals	4 Ave D	-	-	-	-

Field Guns only: Manhandle up to 2". May not Fire in same turn. EXCEPTION: Horse Arty

DP's: 1 DP for each 1 or 2 thrown on movement dice. **Exception:** Skirmishers max of 1 DP on movement per turn.

Charging: Inf. charging use **one die**/Cav charging use two dice to see if they contact. If they do, Defenders may not react.

Tactical March: Column March. Inf. & Foot Artillery 18", Cav. Generals & Horse Artillery 24". March ends at 20" of visible enemy. Roll DP's. **N.B. 1 Brigade per Turn. Excellent CinC = +1 Extra Brigade**

Formation changes (Still incur rolls for DP's)

	Column	Line	Skirmish			
				Standing to Prone/ vice versa	½	Limber/Unlimber Heavy Field Battery
Column	-	½/1	1	Infantry or Cavalry step back	½	Re-face Artillery within position
Line	½/1	-	1	Infantry or Cavalry about face	½	Mount/dismount
Skirmish	1	1	-	Limber/Unlimber Artillery	½	Occupy or Leave Built-up Area
				(A) ½ move only Applies to Reg & Vet. Close up	½	(A)Line to column, turn 90 degrees & vice versa

Interpenetration – No interpenetration is allowed except:.

Skirmishers	Skirmishers may move through other units at normal speeds with no penalty to either unit.
Order Units	Order units in a single line may pass through deployed Batteries but take 2 DP's. Units may not end move within battery. If Order Unit cannot complete move past Battery, move does not occur.
Cavalry	If Mounted & Single Rank, may reinforce melee by passing through friendly Cavalry single ranked.
Retreating/ Routing units	Any unit in retreat or rout that ends initial ½ Compulsory move in middle of friendly unit takes as much extra movement as necessary to clear other Unit.

Firing



(Infantry/Cavalry)								
Firearm	Effective	Long	Firearm	Effective	Long	Firearm	Effective	Long
Smoothbore Musket/ Carbine	0-6"	7-12"	Rifled Musket or Breechloader	0-8"	9-16"	Pistols/ Shotguns	0-3"	4-6"

Artillery Firing								<i>Artillery for each Band range listed on "Morphing British Grenadier"</i>
Band	Canister	Effective	Long	Band	Canister	Effective	Long	
1	0-8"	9-18"	19-30"	2	0-9"	10-20"	21-40"	
3	0-11"	12-30"	31-60"	4	0-11"	12-40"	41-60"	

Skirmish Firing		Skirmish Recall		
Snipers roll 1 d6 (5 or 6 to hit). 1 per Army		Grade	Score	Modifiers to Dice roll
1 st Class roll 1xd6 per 3 figs, 2 nd Class 1xd6 per 4, 3 rd class 1xd6 per 5		Veteran	7+	Less than ½ Regt. deployed +2
Unit loses 1 D6 per DP, Ignore Range & Formation		Regular	9+	Over 15" from nearest enemy +3
Roll in pairs of different colour. 6's to hit		Trained	10+	Each DP -1
50% Casualties in buildings, cover or prone		Raw	12+	General attached (Not Poor) +1

Infantry & Artillery Fire modifiers					
Cav/ Infantry unit is	Modifier	Artillery is	Modifier	Target is	Modifier
Veteran	+1	Trained/Raw	-1	In column of march	+1
Regular	0	6lb Smoothbores/ Rifled firing Canister	+2	Massed columns	+2
Trained	-1	Smoothbores firing Canister	+3	Enfilade (Arty firing only)	+3
Raw	-2	Siege Arty firing Canister	+4	Charging Cavalry	-2
Each DP	-1	Horse Battery Unlimbered/Turned	-2	Deployed Artillery	-3
Fired last turn	-1	Foot Battery can't Fire if Moved/Unlimbered		Skirmishers	-3
Firing Mounted	-2	Shell v Building, Prone & Cover	+1	Behind hedge or trees	-2
Firing Breechloader/ Shotgun	+1	Naval firing	-1	Trench, Buildings or walls	-3
Firing Smoothbores	-1	Each DP	-1	Prone (Not Skirmishers)	-2
Long Range /Low Ammo	½ effect	Long Range /Low Ammo	½ effect	Close Order after "Close up"	+1
		Mixed Battery, if same range	-1		

"Bounce-thru" If Arty causes DP's/Casualties on unit, nearest unit 5" directly behind takes 50% DP's/Cas. (Use a D12 to determine - High is good)

"Pour on Fire" Order unit has Repeating Rifles, that unit can fire with **twice** the number of troops. BUT, any Double except a Double 6 = Low on Ammo

Shooting Casualties - Modified Die score											
Figures Firing(Cavalry Pistols count double)	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	
Under 10/ Gatling	-	-	-	-	1	2	3	4	4	4	
10-15	-	-	-	1	2	3	3	4	4	5	
16-20	-	-	1	2	3	3	4	4	5	5	
21-27	-	1	2	3	3	4	4	5	5	6	
28-36	1	2	3	3	4	4	5	5	6	7	

Artillery Casualties - Modified Die score											
Gun Models Firing	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	
1	-	-	-	-	1	2	3	3	4	4	
2	-	-	-	1	2	3	3	4	4	5	
3			1	2	3	3	4	4	5	5	

Heavy Field Rifles & all Siege Guns – May fire as normal, but if firing consecutive rounds, any unmodified Double 1-5 means 1 Gun of the Battery has exploded, incurs 1 DP, loses 2 crew & possible risk to General.

Melee

Troop type Quality		- Roll 2xD6 & Factors as apply				
		Modifiers		Other Factors		
Cavalry	+1/+2	Charge (Line)	+3	Pushed Back in Melee	-1	Cav must charge at least 5" to claim Charge bonus.
Infantry	+1	Countercharge (Line)	+2	Retreating	-2	Infantry may claim a 22½ degree swerve in Charge/Pursuit
Lancers	+1	Pursuing	+2	Attacked in Rear or Flank	-4	Skirmishers in Cover <u>may</u> * stand against Order Units
Skirmisher	0	Following up	+2	In Buildings	+2	Units in Buildings can claim this if enemy units outside
Artillery	-2	Unit Prone	-3	In Cover or Uphill	+1	N/A if both Units are in same cover.
Veteran	+1	Each DP with Unit	-1	Repeating Rifles/ Cavalry Pistols	+1	Repeating Rifles & Cavalry pistols count +1 every round of Melee, but Shotguns & Carbines +1 for 1 st Round only.
Trained	-1	Outnumbering for every 50% (Max +6)		+1	Cav are +2 v in Melee v Skirmishers	
Raw	-2					

Melee Result – Difference between Scores is:			
8+	Loser routs, takes 3 DP's, then Melee casualties	Cav. take Pursuit Test	Infantry take Pursuit test
7-3	Loser Retreats, takes 2 DP, then Melee casualties	Cav. take Pursuit Test	Raw & Trained Foot take Pursuit Test. Others Stand
2-1	Loser Pushed Back 1 Movement Die, takes 2 DP, then Melee casualties	Cav. follow Up.	All Foot *may* Follow up, or stand
0	Draw. Continue to melee next round	Cavalry must retire to their own lines if drawing against Infantry & Arty	
Exception: (a) Infantry, if Pushed Back by Cavalry, will Retreat. (b) Artillery always disperse if they lose a melee.			

Melee Casualties			
Winning Cavalry v Retreating or Routing Foot	1 per 1	Losing or Drawing cavalry v All	1 per 8
Winning Cavalry v Cavalry (N/A to Push Back)	1 per 4	Winning Infantry or Artillery v All (N/A to Push Back.)	1 per 6
Winning Cavalry v Pushed Back Cavalry	1 per 6	Winning Infantry or Artillery v Pushed Back Infantry or Cavalry	1 per 8
Melee winner will take 1 DP (for being in Melee)	1 DP	Losing or Drawing Infantry or Artillery v All	1 per 12

Pursuit Test (Roll 2 x D6)		Pursuit Result	
Veteran	+1	10	Superb discipline. Unit stays put, unless already pursuing - then as 9.
Trained	-1	9	Take 2 DP. Unit either stands & rallies DP's, or retires & rallies DP's
Raw	-3	7-8	Take 1 DP. Cavalry retire at Charge speed to own lines & rallies DP's. Infantry stand & Rally DP's.
Infantry	+1	6 or Less	Pursue Unit just defeated. If not possible, make Uncontrolled Charge towards nearest Enemy within 45 degree arc. If no target, then act as 7-8.
CinC/ Brig. Gen within 12"	+1		
Rebel Yell broke enemy unit	-1		

Morale



Unit Morale Test (Roll 2 x D6 & +/- For each category that applies. NOT cumulative.)			
Excellent General attached	+2	If Testing to Charge Home	
Average general attached	+1	To Charge Flank, Rear or Skirmishers	+1
Veteran Unit	+2	Each Casualty beyond DP's suffered in Charge	-1
Regular Unit	+1	Each successive wave in Brigade Charge	+1
Trained Unit	-1	Rebel Yell *Special*	
Raw Unit	-2	If Testing to Stand or Countercharge	
Bushwacked 1 st Turn (<i>Scenario specific</i>)	-1	Unit charged in Flank or Rear	-4
Unit fired on by Order Infantry on Flank or Rear	-1	Infantry or Artillery charged by Order Infantry (NOT Skirms.)	-1
25% Casualties lost or 1/3 of a Gun Battery	-1	Infantry or Artillery charged by Cavalry	-2
50% Casualties lost or 1/2 of a Gun Battery	-3	Unit is Charged whilst Halted, Faltering, Rallying or Retreating	-1
Each DP	-1	Skirmishers charged by Skirmishers	-1
In Hard Cover, Soft Cover, Prone or Uphill	+1	Other Factors	
Each Friend/Enemy in Retreat, Rout or Dispersed within 12"	-1/+1	Infantry ignore retreating skirmishers & Cavalry, & vice versa	
Unit is Routing	-2	No Unit may claim cover if enemy units are within same cover	
Rebel Yell: Special Rule for CSA Foot Charges		<ul style="list-style-type: none"> +2 for Morale, for Charge ONLY but if fails to reach enemy Unit, <u>Routs</u> with -1 to Rally; 1 Rebel Yell per Regiment per game, 1 Rebel Yell per Brigade per Turn; 'Charge' Phase If they break Enemy Unit in Melee phase of Rebel Yell, -1 to Pursuit Test 	

Unit Morale Test Results – Roll 2xD6				
Modified Dice score	To Charge	Being Charged	Other	To Rally
6+	Charge	Countercharge or Stand	Obey Orders	Rally
5	Halt +1 DP	2 DP	Obey Orders	Rally
4-3	Halt +2 DP	Halt +2 DP	Halt + 1 DP	Fail. (Disperse if Routing)
2-0	Retreat +2 DP	Retreat +2 DP	Retreat	Rout. (Disperse if Routing)
-1 or less	Rout +3 DP	Rout +3 DP	Rout + 3 DP	Disperse

Brigade Morale Test - Roll 2 x D6			
General in Line of Command, within Command Radius.	+1	Brigade has Move Orders	-1
Brigade on Assault Orders	+2	Over 50% of Brigade in Buildings or Woods or prone	+1
Veteran or Regular Brigade (Over 50% Unit Grade Required)	+1	25% of Brigade in Retreat, Rout or Dispersed	-1
Trained or Raw Brigade (Over 50% Unit grade required)	-1	50% of Brigade in Retreat, Rout or Dispersed	-2
Enemy retreating within 12" of any Brigade Unit	+1	Over 50% of Brigade in Retreat, Rout or Dispersed	-3
Each Secure Flank(Blocking Terrain/Steady Friendly Brigade in 6")	+1	Secure Rear (Blocking Terrain or Steady Friendly Brigade in 6")	+2

Removal of DP's (Generals must be in contact with Unit)	
Excellent General	May remove 1 DP off moved Unit, if Brigade is on Assault Orders
Poor General	If Unit stationary, may remove 1 DP off Regular & Vet. Units
Average Generals/CinC's	If Unit Stationary, can remove 1 DP.
Veteran (2 DP's) & Regular (1DP)	If stationary & not in melee, Veterans can remove 2 DPs, Regulars can remove 1 DP per Turn
Trained (1 DP) Raw(1 DP)	May remove 1 DP per Turn, only if Stationary, & by Brig Gen or CinC (<i>unless Poor</i>)
Rallying	All grades of troops may remove 1 DP upon rallying

