

# **Brigade Orders & Charges**

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**Assault** Brigade Order Units must assault a specific Enemy brigade or formation. At least half the units in the Brigade (rounded up) have to move  $\frac{1}{2}$  move and if within Charge reach, charge.

- **No limit on Charges of Order Units within Brigade.**
- **If Foot Units have to charge but are out of Command radius of Brigadier, they must roll 5 or 6 to charge.**
- **If Cavalry Units have to charge but are out of Command radius of Brigadier, they must roll 4, 5 or 6 to charge.**

**Engage** For a Brigade to move within musket/rifle range of enemy and open fire. At least half the units in the Brigade have to move  $\frac{1}{2}$  move towards the enemy if not already in musket/rifle range.

- **Foot Units may not charge Order Foot but may counter-charge.**
- **All may charge Skirmishers.**
- **Cavalry can issue one charge per turn against Order units**
- **Cavalry may counter-charge.**

**Support** Detailed to support a specific Brigade from left, right or rear. This includes any necessary movement in order to position the Brigade appropriately and then retain its relative position. Such movement is conducted at full speed by all units.

- **Foot Units may not charge Order Foot but may counter-charge.**
- **All may charge Skirmishers.**
- **Cavalry can issue one charge per turn against Order units**
- **Cavalry may counter-charge.**

**Move** To move a Brigade to a specific terrain point or position adjacent to a friendly Brigade. Movement is to be conducted over the shortest route, unless specified otherwise, at fullest possible speed, save that the brigade's order of march may be retained.

- **All may charge Skirmishers**
- **If enemy units are on Brigade's 'Move' route and on 3 DPs, these may be charged.**
- **All may counter-charge.**

**Hold** For a Brigade to hold a specific area or terrain feature.

- **All may charge Skirmishers**
- **Enemy units in Brigade 'Hold' area and on 3 DPs, may be charged.**
- **All may counter-charge.**
- **An Excellent Brigadier may order one charge.**
- **An Average Brigadier may order one charge on a roll of 5 or 6**
- **Poor Brigadiers cannot order charges.**

**Note: If a Brigade fails to achieve any mandated criteria associated with a specific order, the Brigade reverts at the end of movement phase to HOLD orders.**