

## MORPHING BRITISH GRENADIER LINKED TO QRS – Jan 18 v6.2



Following the play-testing and formal games to date, here's the revised list of proposed adjustments. Grouped by section but in no particular order. The core assumption remains that all BG rules apply other than where changed by this document. However, read carefully if you want to avoid a Close Order/Open Order mistake. [If you see an omission/error with this please shout]

**Key:**            Normal black Text = Changes  
                      Green text – Author's notes – background

### Basing

#### **Order Infantry.**

Based to reflect number a number of troops either in 4s (2x2) or 6s (3x2) based on a frontage of 20mm per figure, Depth should be between 40 and 50mm.

Variation: Some smaller units with weaker companies may be depicted using a base of 3 figures instead of 4 on a base – but as we maintain a record off-table of unit strengths no great matter whether 3 or 4 figures.

#### **Skirmishers.**

Based at 20-25mm frontage per figure on 20-25mm deep bases. These may be singly or multiple based.

*[Note: Order Infantry when skirmishing require a rally base to work from.]*

Variation: Use standard 40x40mm bases but with only 2 figures on.

#### **Snipers.**

Based on a 40mm x 40mm base operating individually and independently of units. Generally treated as skirmishers but with no target priority and unique "Risk to General" ability.

#### **Artillery.**

Based 50mm wide and 80mm deep. This can be adjusted in either dimension so as to contain the gun model and 2-6 crew.

#### **Artillery limbers etc.**

Optional for foot batteries, required for horse batteries – if used should be limber and 2-4 horses on smallest base to suit.

*[Note: We suggest Horse Artillery look better with 4 horses, Wagons etc. probably 2 suffices personal choice].*

Teams and limbers DO act as impediment to movement (take 1DP for both any interpenetrating unit and the battery (representing an interruption in the smooth flow of ammunition etc. forward)). Place limbers back from gun line as looks reasonable (no 'bouncethru' rule).

## **Cavalry.**

Based in 1, 2s or 3s with 25mm per figure width and 50mm depth.

## **Horseholders.**

These should be a single figure with 2-4 horses on a base 75mm wide by 50mm deep.

## **Ammunition Wagons etc.**

On bases to suit vehicle.

## **Commanders.**

**Regimental Commanders for show only**, don't have a function, worked into the formations and counted as a fighting figure of the Units main type. [Need not be depicted]

**Brigade Commanders** based as a pair of figures 50mm wide and 50mm deep.

**Division Commanders & C in C etc**, based on 75mm wide and 50-80mm deep with 3 or more figures.

[Note: these are recommendations and serve limited aims. Do not rebase if you don't wish to]

## **Formations**

**Column** is now a movement formation for a unit – No more than 4 Order infantry figures, 3 Cavalry figures or 1 gun model wide. It does not impart any positive Melee or Morale factor adjustment. Counts as column for purposes of a target when shot at.

[Note: Required for Tactical Marches on Table and some deployments (eg on-road)]

**Line** Is defined as a single rank of non-skirmisher bases of any type.

**Squares** did not exist on the battlefield. Ignore any reference to square.

**Order (representing Open order under BG rules)** – Non-skirmisher bases that are in edge to edge contact (usual dispensation re linear obstacles splitting a unit). Used for both transit and tactical movement on the battlefield.

**Close Order** as defined under BG does not exist.

**Skirmish Order** dedicated skirmishers in a single continuous rank of figures or Non-skirmisher bases with 1 40mm base width between adjacent bases. Where a non-skirmisher unit is deployed as skirmishers, a Rally Company base (usually the colour party) must be maintained not more than 4" immediately behind the centre of the skirmish line – this rally base does not shoot.

[Note: In essence encompasses Extended Order from BG].

**Prone** any Order Infantry, or Artillerymen may be ordered to lie down to minimise casualties. Some weapon types (but never artillery) may continue to be used whilst the unit is prone.

[Note: Skirmishers are already considered to make best use of terrain so are not included in any modifier to being hit].

**Close Up** – If advancing in line units may move one or more bases on the end to form a second line in order to pass through or avoid obstacles. This takes ½ a move. This is really a closing up of ranks rather than actually forming a second rank and so will not attract a modifier for firing unless the number of front rank bases equals the second, then there is a +1 to hit modifier as the unit is now in a dense mass.

## Unit Sizes

This is not really needed if we use the 1:20 ratio and historic information for specific battles. But if we don't, it may be helpful.

**Order Infantry.** Minimum of 8 **figures** (or 6 under the variant rules), Maximum of 32 figures. Where a Unit employs more than 24 figures it cannot be graded as better than Trained. Units of 24 or more *may* divide into 2 waves to facilitate a brigade charge, when each wave has a revised initial strength, but for no other purpose.

**Cavalry.** Minimum of 6 **figures** on 1, 2 or 3 figure bases, Maximum of 16 figures. [Note: Where very strong Cavalry Units were employed historically then the Regiment might be split into 2 "Wings" of equal size, each wing operating as a discrete unit]

**Artillery.** Gun models may form batteries with a maximum of 2 models (Confederate) or 3 models (Federal). [Note: This reflects the usual historical deployment and frequency of 4 and 6 gun batteries for CSA and Federal forces respectively].

**Skirmishers.** Dedicated Sharpshooter or Rifle Units existed. Where these are not to be dual-rolled as Order and Skirmishing troops, skirmish units may be depicted. Such dedicated units may not exceed 16 figures and do not require a 'rally company base'.

Order infantry may also be employed as skirmishers if bases are separated to provide the skirmisher density identified. If using Order bases to depict skirmishing figures then space bases with intervals of 1x base width between. A single Order base (probably that with colour party) sited 4" behind the front of the skirmish line is used as a rallying point – and takes no part in firing.

Dismounted cavalry are always Skirmishers, they do not require a rally company/stand but do require horseholders on a ratio of 1 in 4.

## Movement

**Artillery** Heavy Field and Siege guns cannot manhandle.

**Horse Artillery** now introduced as a discrete arm of service with own movement rates.

**Chargers etc.** roll one movement dice as half move. Any charge bonus is taken in addition to the second die roll.

**Prone.** Movement from standing to prone or vici versa takes ½ move.

### **Tactical March**

Here Brigades move by Column of march by road or crosscountry to get to a destination faster.

1 Brigade per Turn – if Excellent CinC, 2 Brigades per turn

All units must march in Column & same distance:

Foot & Foot Arty – 18"

Cavalry, Generals & Horse Artillery - 24"

All units in a Tactical march (except Generals) roll 1 dice to see if they pick up a DP.

## Troop Classification

**Four (4) troop types being Veteran, Regular, Trained & Raw** Whose attributes generally align as BG's Elite, Line, 2<sup>nd</sup> Line, & amalgamated Militia/Levy respectively.

## Firing Ranges

Breechloaders (BL) & Rifled muskets (MLR) – Maximum range 16 inches, effective range 8”.

*Note: Breechloaders may be fired prone.*

Smoothbore Muskets (SM) – Maximum Range of 12 inches and effective range of 6”.

Carbines – Maximum range is 12 inches, effective range of 6”, may be fired prone.

Pistols and Shotguns (the latter introduced using the Pistol ranges from BG), may be fired prone.

Artillery Maximum ranges adjusted – noting some revisions to canister effect and other minor changes. Artillery cannot fire if the crew are prone during the turn.

## Shooting

**Gatling etc.** Treat as Grasshopper gun with a 2 man crew. On firing any natural double other than a double 6 is a jam – nil firing that turn rather than low on ammo].

**Breechloaders & Shotguns.** Add 1 to dice roll.

**Smoothbore Muskets.** Deduct 1 from dice roll.

**Firing Mounted.** Deduct 1 from dice roll.

**Cover modifiers** reviewed and changed given specifically wooden buildings

*[Note: Artillery shell is the main “winner” here.]*

**Lying Prone** – Figures prone when shot at modify the ‘to hit’ roll by -2 deduction from being shot at except by Artillery using Shell when it’s a -1. Skirmishers if prone receive no further adjustment as it is assumed they already take advantage of the ground.

### **Pour on Fire**

If an Order unit is equipped with Repeating rifles then they may “Pour on Fire” (to borrow Dave B’s words). This doubles the number of troops considered to be firing. BUT, if used, then any natural double throw from firing that bound other than a double 6, not just a double 1, ends with the Unit “Low on Ammo”.

Cavalry dismounted as Skirmishers using pistols or Carbines may also “pour on fire” to reflect faster rates of fire but more limited range. This increases number firing to an extra 50% shooting dice. Any firing Unit rolling a natural Double except Double 6, ends with Unit “Low on Ammo”

**Die Roll Double 1** – low on ammo applies to ALL units except Gatlings. [Gatlings jam with NO firing that turn if any natural double is thrown other than a double 6].

*[Note: Ammunition wagons are in the BG rules, assume each wagon can reverse 2 LOA results.]*

## Skirmishers

*It has been noted in both BG and GdeB by the authors that the effects of skirmishers has been rationalised to simplify the game. We take that concept a little further and also introduce “the sniper”.*

### **Definition**

Skirmishers include dismounted cavalry, snipers, specialist open order troops and “stock” infantry in loose formation. Skirmishers have a maximum range determined by the weapon they use. Score a hit on a ‘6’ on a D6 Roll.

### **Snipers**

This is a new type of troop (although akin to GdeB chosen men at their best) and there should not be more than 1 sniper per division used. A sniper is NOT a Unit for any purposes other than when it (i) tests for morale or (ii) reacts as part of a brigade following a brigade morale test.

Snipers roll 1D6 each and hit on a 5 or 6 irrespective of effective range, cover or weapon used. They ignore DPs for the sake of both morale and firing dice calculation.

Snipers take unit morale tests and are impacted by parent Brigade morale. Other troops ignore them for purposes of morale.

Uniquely they are the only troop type who may target General Officers. To do so they must declare the general as the target before rolling. To hit a General they must roll a 6. Any general officer hit by a sniper must roll for effect on the Risk to general table.

*[Note: An alternative regime still under review: The sniper rolls a pair of d6 killing on any "6" (so yes could kill 2 victims a turn) only. If he announces he is targeting a General then a single "6" is enough to cause a roll on the "Risk" table. A double 6 under all circumstances counts as risk to general use skirmisher line for effects]*

### **Skirmishers (excluding snipers)**

**These comprise BG's Extended Order infantry, Order troops deployed in a skirmish line and Dismounted Cavalry.** Excluding Snipers, there are 3 classes of skirmisher:

Veteran are	1 <sup>st</sup> class and roll 1D6 per 3 figures
Regulars/Trained are	2 <sup>nd</sup> class and roll 1 D6 per 4 figures
Raw are	3 <sup>rd</sup> class and roll 1 D6 per 5 figures

### **Skirmisher Weapons**

The Weapon used has a modifier on firing as follows:

Smoothbore Muskets (SM) reduce the Class of skirmisher by 1 (except for 3<sup>rd</sup> Class who remain at 1D6 per 5 figures).

Shotguns and breech loaders increase the class of skirmisher by 1 (except for 1<sup>st</sup> class who remain at 1D6 per 3 figures).

*[Note: Skirmisher units lose one dice per DP but never throw less than one dice per unit.]*

Those skirmishers with Repeating weapons may "pour on fire" doubling the number of figures firing. However, any natural double EXCLUDING double 6 means "low on Ammo".

**Risk to General from Skirmishers** continues to exist where a 'natural' 12 is rolled.

### **Bushwacking: (Scenario-specific)**

One Regular or Veteran skirmish unit can be pre-positioned in suitable cover (woods etc) depending on the scenario. They are not spotted until they fire, unless they move.

For the first round of fire they count double figures firing, [This cannot be used in conjunction with "pour it on"].

The enemy must test morale regardless of losses and receive an additional -1 on morale.

Bushwackers may evade in the compulsory phase of the next turn only but must test to Rally at the end of that move. Failure to rally means they disperse.

Bushwackers may be placed outside the brigade area, if so they may not receive any new orders.

Bushwackers may act on their own initiative on a roll of 5 or 6.

### **Melee**

**Column & Square** factors are ignored.

**Order Infantry** now count ALL figures if fighting Cavalry.

**Cavalry** is now all revised by Grading, quality of mount and whether Lance armed.

**Minor adjustments to reflect effectiveness of fighting in better class of troops**

**Firearms** now feature in melee factors if multibarrel (e.g Repeaters, revolvers and shotguns)

**Gatling** counts as **Artillery**

**Skirmishers** in cover (including behind wall) may now stand and face charging Close Order troops.

**Charge** now counts **+3 as factor**. **Counter charge / Pursuit** still counts as **+2 factor**.

**Prone Troops** count a -3 factor in first round of fighting if caught lying down. Troops prone when charged may attempt to stand up. Standing or going prone takes ½ move.

*[Note: Troops caught Prone will be considered to have stood up at the end of the first round of melee].*

## Charges

Foot & Horse Units must Charge in **Line** to receive Charge / Countercharge bonus  
Foot & horse \*may\* charge in column, but will receive no Charge/ Countercharge Bonus for doing so.

**Cavalry** must charge at least 5" to claim *Charge Bonus*

**Foot** may claim a 22½ degree variance from directly ahead when Charging, Countercharging or Pursuing

Note: Chargers roll one movement dice to start. The charge bonus is taken on the second die roll.

Units outside command radius on Brigade Assault orders may charge on their own initiative if they roll the following: Infantry 5, 6; Cavalry 4, 5, 6.

*[Note: This represents regimental officer influence]*

An **Excellent** General may order one of his units to charge even if he has a **Hold** order. An Average General may do so on a roll of 5 or 6, a Poor General never.

Any mounted Cavalry unit may counter-charge regardless of orders unless on 3DP.

## Brigade Charge.

Here Order Units of the same brigade are depicted separated but one behind another each in a single line of bases. The process for a Brigade charge is for it to be declared (Brigade commander must be within command range of each Unit). The leading Unit (or "Wing" if a very large formation has been split into 2 parts – see elsewhere) it then conducts a "standard" charge process (as BG) counting its starting number as the point to calculate losses EXCEPT that when checking morale to complete charge the unit Adds +1 for each successive wave within the Brigade charge. To count as a factor modifier a successive wave can be no more than a maximum of 1 base (Infantry) or 2 figures (Cavalry) less than the leading unit at charge declaration].

If the leading Unit contacts the enemy then the wave behind rolls movement dice to see if it arrives at the rear edge of the unit ahead. Any Wave arriving in front edge to rear edge contact with the preceding wave may count their numbers (*but not discrete factors*) in resolving casualties at the end of the melee. These units DO NOT require to test to contact separately. This process is repeated until a subsequent wave fails to make front edge to rear edge contact with the wave ahead. In those circumstances Waves which do not reach the rear of the unit ahead do not count in the first round of melee but may still reinforce in later rounds.

Shooting casualties on the first wave (from artillery) have a "bounce thru" impact on the second wave which takes a further 50% of any casualties inflicted. [any casualty chance of less than 25% is ignored] Any post melee effect on the leading unit (e.g. push-back, retreat, rout or pursue) also applies to each wave which supported the leading unit in melee.

## Rebel Yell

### **For Confederate Foot only.**

One Confederate unit per brigade may declare a "Rebel Yell" charge in any declaration phase. A unit may only declare this once per game. This gives the unit a +2 bonus for charge morale, but if the unit fails to reach the opposition, then it automatically Routs with a -1 to Rally.

If they break their opponents in same turn as a Rebel Yell is called, then the Confederate Foot get 1-on Pursuit Test. [Note: Rebel Yell cannot be claimed if countercharging].

## Morale

Square is ignored.

Secure Flank/Rear is for Brigade Morale only.

*[Note: It is defined as a friendly brigade within 6" of the testing brigade or a flank protected by impassable terrain].*

Both secure flanks give a +1, Secure Rear a +1, all three +2.

If a supporting Brigade is retreating or has more than 50% of its units in Retreat or Rout then it does not count as supporting.

Order Infantry and Cavalry ignore any skirmishers retreating. *[Note: Not currently captured on QRS].*

Prone troops gain +1 if not in contact with enemy.

## Command & Control

**With semi-smokeless powder widely used command radius is +50% on BG standard limits.**

**C in C, Divisional & Brigadier Command Radius:**

Excellent or Average	12"
Poor	8"

**ADCs for replacing Generals**

Max of 3 per army, of varying quality.

**Roll a D6 when invoked:**

1-3	Poor
4-5	Average
6	Excellent

However, if the CinC expires, then it's the next General in the Chain of Command who takes over! *(if unclear, roll a D6, highest takes over as new CinC)*

**Note: Optional Rule:** It was not unknown for Brigade Commanders to disobey orders from their superiors, therefore once a game a Brigadier may roll a "Happy Dice". This must be done the same turn he receives a new order including the start of the game. Results are as follows:

<b>Very Happy</b>	Will follow existing Order to extent of ignoring all subsequent changes. Can only change orders by being removed from Command.
<b>Mild Happy</b>	Follow Orders
<b>Mild Sad</b>	Follow Orders
<b>Indifferent</b>	Follow Orders
<b>Very Sad</b>	May change Order using initiative, but with +1 to Dice.
<b>Angry</b>	Must change order, this is automatic.

On Order changes, if a Corps level or larger game, then it will take 2 separate turns minimum for a commanded Brigade to have order changed assuming it cannot be changed under the Divisional Order scope.

[i.e. One (Corps to Division) to the Division, then a second order change (Division to Brigade) in the next order phase to the Brigade

## Artillery

The Civil War period saw the use of a wide variety of artillery pieces, Artillery is split into three types, **Field**, **Heavy Field** and **Siege**. These are then further differentiated into two categories, **Smoothbore** and **Rifled** and assigned range effects and ammunition options as per the tables below. The orbat should state what type the guns are and any ammunition constraints.

*[Note: Players will now have to note the type of ammunition available to them for their Artillery, in other words you can't fire canister with 12pdr Whitworth Breechloader.]*

**Field Smoothbores** include 6pdrs and the more common 12pdr Napoleon.

**Field Rifled** would include 10pdr Parrot and 3" Ordinance Rifle.

**Heavy Field** would include 20pdr Parrott and 24pdr Howitzer

**Siege Rifled** would include 48pdr James and 30pdr Parrot,

**Siege Howitzer** would include 24pdr Howitzer and even heavier versions.

Siege and Heavy Field artillery may not be manhandled. Essentially Field Artillery can be used as a mobile force, Heavy Field has limits on its deployment (often requiring platforms to be constructed – so only deployable in good going) and Siege from fixed, immobile positions.

Siege & Heavy Field Rifled artillery can be fired once every other round without limit. If however, a player wishes to fire every round then he can except any natural double including "double 6" will result in the gun exploding and being removed from play. A double 6 still counts as a special effect.

**Range Bands for Artillery** - Due to the multiple types of artillery available each gun is assigned a range band to use as below (inches) and may have limits on the type of ammunition usually employed:

BAND	CANISTER	EFFECTIVE	LONG
1	0-8	8-18	18-30
2	0-9	9-20	20-40
3	0-11	11-30	30-60
4	0-11	11-40	40-60

### Range Band and Types of Ammunition available to Artillery pieces.

12-Pdr Mountain Howitzer	BAND 1	Smoothbore	-	Shell	Canister
12-PDR Howitzer		Smoothbore	-	Shell	Canister
6-Pdr	BAND 2	Smoothbore	Shot	Shell	Canister
12-Pdr Napoleons		Smoothbore	Shot	Shell	Canister
14-Pdr James		Field Rifle	Shot	Shell	-
24-Pdr Howitzer		Heavy Field Rifle	-	Shell	Canister
10-Pdr Parrott	BAND 3	Field Rifle	Shot	Shell	Canister
3" Ordnance		Field Rifle	Shot	Shell	Canister
12-Pdr Whitworth Breechloader	BAND 4	Field Rifle	Shot	-	-
20-Pdr Parrott		Heavy Field Rifle	Shot	Shell	Canister
4½" Siege Rifle		Siege Rifle	-	Shell	-
30-Pdr Parrott		Siege Rifle	Shot	Shell	-
48-Pdr James		Siege Rifle	Shot	-	-

### Mixed Batteries

If a battery contains a mix of guns then the following happens:

If they are of the same type and range band then fire together with a -1 penalty,

If they are different in Band or Range, they fire individually using the same 2d6 die score.

## Redoubts.

Man-made defences that formed holding lines for Infantry/Artillery, that gave a melee plus to the defenders. The following replaces any references in BG.

**Weak** – obstacles or hasty earthworks. **+1 in Melee (6 Defence points)**  
**Solid** – Solid Earthworks, guarded by a ditch or slope **+2 in Melee (12 Defence Points)**  
**Strong** – Buildings or Defensive structures build against siege **+3 in Melee (18 Defence Points)**

Redoubts, although formidable in appearance, can be reduced by Artillery, if targeted by Shot only. Each time a Battery targets a redoubt & defenders within, roll to hit as usual. Then roll a D6 for effect on the Redoubt:

### FIELD & HEAVY FIELD GUNS

1-3	No effect
4-5	1 Defensive point destroyed
6	2 Defensive points destroyed

### SIEGE GUNS

1-2	No effect
3-4	1 Defensive point destroyed
5-6	2 Defensive points destroyed

When reduced to 0 the redoubt falls one category i.e. Strong would drop to solid, Weak would be removed. [Note: *In the case of long redoubts then a section of redoubt (4-6" as modelled) can be removed rather than the whole redoubt*].

Redoubts are crossable, but will cause Disruption Points to a greater or lesser degree, dependent upon the type:

**Weak** (1 DP)  
**Solid** (2 DP)  
**Strong** (3 DP)

## Trenches.

Man-made defences that formed holding lines for Infantry, that gave a morale & cover plus to the defenders.

+2 Morale (unless charged)  
+3 Cover from being fired on

Trenches also have the downside of somewhere you really don't want to be if being charged. Any Foot in trenches that suffer a Morale fail of Rout or Retreat, AND are in theoretical charge range by enemy Foot, will surrender  
Foot in Trenches receive no plusses in Melee for being in a trench

## Evasion

Process for Dismounted Cavalry if opting for 'evade' to avoid charging Foot.

Cavalry must remount to evade, they take 1DP but ignore the remount movement penalty.

Evading cavalry move away from the chargers at mounted rates either a full move or a half move if that shorter distance would enable them to outdistance the unit charging them and either (i) reach cover which they may enter or (ii) a position which places friendly Order troops between them and the charging unit. They may manoeuvre during the evade move to flow around obstacles or friendly order troops, may interpenetrate other friends.

They take any further DPs as mounted troops and end the move facing their original front.

## Summary - New for Period

**Horseholders.** Where Cavalry dismount then 1 in 4 figures are used as horseholders. The remainder of the unit form as skirmishers armed with Carbines, Pistols or both. There is no requirement for a rally company/troop.

**Carbines.** Cavalry (and some others) standard tables, max range is 12", with effective range half that. Breechloading carbines may be fired whilst prone.

**Shotguns.** Introduced in volume, may be fired when prone. Uses Pistol firing chart and has a melee advantage.

**Gatling Guns.** Treat as Grasshopper with 2 man nominal crew.

**Rifles/Breechloaders.** [Note: Will call them Breechloaders for clarity to distinguish from Muzzle loaded Rifled Muskets (MLR)]. Breechloaders have increased firepower effect – but were few and far between! May be fired whilst prone.

**Repeating Rifles/Breechloaders.** Even rarer than Breechloaders. Still rare in quantity but where units are fully equipped they have volume of fire ability. (See shooting).

**Snipers.** Operating individually and independently of units (possibly only 1 per Division) generally treated as skirmishers.

**Prone.** [Movement from standing to prone or vice versa takes ½ move].  
Being prone is a -2 deduction from being shot at except by Artillery using Shell when it's a -1.  
Troops prone when charged may attempt to stand up.  
Troops prone when hit in 1<sup>st</sup> round of melee suffer a -3 factor.  
Prone troops may fire some weapon types.

**Horse Artillery.** Movement provisions and some differentiation from Foot pieces

**Artillery – reworked definitions etc.**

**Bushwackers.** Scenario-specific Can be pre placed before the game starts.

**Rebel Yell.** A charge phase morale attribute.

**Brigade Charge.** New concept partly replacing column for its 'push pf pike' effect.

**Redoubt** – Man-made defences to hide behind

**Trenches** – lines dug in the earth to shelter infantry from being fired on whilst still able to fire themselves

**Pour on fire** – Cavalry Skirmishers with Carbines/Pistols or Units with Repeating Carbines/Rifles that can add or double their Fire at the enemy.

**Tactical March** – moving Brigade(s) by column to get somewhere faster than they would ordinarily move.

**Command & Control** – how Generals command troops

**Evasion** – Dismounted Cavalry avoiding Foot Charges