

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

<b>Loss of Nerve!</b> Any Brigadier (or Div General in Corps level games) rolling a 2, 3 or 4 to change orders		
Present order	New order	
	<u>LOSS OF NERVE</u> Attempting to implement an order <b>more</b> aggressive than current orders	<u>PANIC</u> Attempting to implement <b>less</b> 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.

<b>Movement (* = if making Full move)</b>					
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	1Ave D/ D5	1 Ave D+2/D5+2	-	-	2 Ave D/2 or 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 DPs.  
*N.B. 1 Brigade per Turn. Excellent CinC = +1 Extra Brigade*

<b>Formation changes (Still incur rolls for DPs)</b>						
	Column	Line	Skirmish			
	-	1/2/1	1	Standing to Prone/ vice versa	1/2	Limber/Unlimber Heavy Field Battery
<b>Column</b>	-	1/2/1	1	Infantry or Cavalry step back	1/2	Re-face Artillery within position
<b>Line</b>	1/2/1	-	1	Infantry or Cavalry about face	1/2	Mount/dismount (does not apply during an evade)
<b>Skirmish</b>	1	1	-	Limber/Unlimber Artillery	1/2	Occupy or Leave Built-up Area
(A) 1/2 move <b>only</b> Applies to Reg & Vet otherwise 1 movet.				Close up	1/2	Line to column by turning 90 degrees & vice versa (ie changes facing)

<b>Interpenetration – No interpenetration is allowed except:</b>	
Skirmishers	Skirmishers may move through other units at normal speeds with no penalty to either unit.
Order Units & Cavalry	Order units in a single line may pass through <b>deployed</b> Batteries but take 2 DPs. 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 half Compulsory move in middle of friendly unit takes as much bonus movement as necessary to pass through the other Unit.



**Firing**

Infantry/Cavalry								
Firearm	Effective	Long	Firearm	Effective	Long	Firearm	Effective	Long
Smoothbore Musket and all Carbines	0-6"	7-12"	Rifled Musket or Breechloader rifle	0-8"	9-16"	Pistols/ Shotguns	0-3"	4-6"

Artillery								Artillery for each Band range is listed on "Morphing British Grenadier"
Band 1	Canister	Effective	Long	Band 2	Canister	Effective	Long	
	0-8"	9-18"	19-30"		0-9"	10-20"	21-40"	
Band 3	Canister	Effective	Long	Band 4	Canister	Effective	Long	
	0-11"	12-30"	31-60"		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 <sup>st</sup> Class roll 1xd6 per 3 figs, 2 <sup>nd</sup> Class 1xd6 per 4, 3 <sup>rd</sup> 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. 6s 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. Fire)	+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 & trees	-2
Firing Breechloader/ Shotgun	+1	Naval firing	-1	Trench, Buildings or walls	-3
Firing Smoothbores	-1	Each DP	-1	Prone (Not Skirms.)	-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"**

Cavalry with breechloading carbines can declare an extra 50% (rounded down) shooting dice. But any double except Double 6 means that unit is Low on ammo.

Any Unit armed with repeating carbines/rifles can roll TWICE the amount of shooting dice. But any double except Double 6 means that unit is 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 figures or Gatling type	-	-	-	-	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 turns, any unmodified Double 1-5 means 1 Gun of the Battery has exploded, incurs 1 DP, loses 2 crew & possible risk to General.



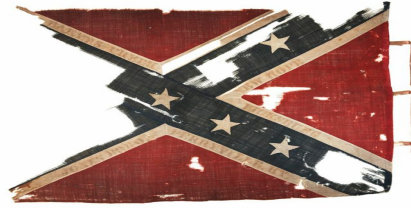
Melee

Roll 2xD6 & Factors as apply						
Troop type Quality		Modifiers				Other Factors
Regular Cavalry	+1	Charge (in Line)	+3	Pushed Back in Melee	-1	Cav must charge at least 5" to claim Charge bonus.
Irregular Cavalry	0	Countercharge (in Line)	+2	Retreating	-2	Cav are extra +1 in Melee v Skirmishers ,
Infantry	+1	Pursuing	+2	Attacked in Rear or Flank	-4	Troops may claim a 22½ degree swerve in Charge/Pursuit
Lancers	+1	Following up	+2	In Buildings	+2	Skirmishers in Cover <u>may</u> stand against Order Units
Skirmisher	0	Unit Prone	-3	In Cover or Uphill	+1	Units in Buildings can claim this only if enemy units are outside the building
Artillery	-2	Each DP on Unit	-1	Repeating Rifles/ Cavalry Pistols	+1	Repeating Rifles & Cavalry pistols count +1 every round of Melee, but Shotguns & Carbines +1 for 1 <sup>st</sup> Round only.
Veteran	+1	Outnumbering each 50% (Max +6)	+1			<i>N.B. Irregular Cavalry count as 'Raw' for Melee purposes, but can form Line or Column.</i>
Trained	-1	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 <b>must</b> retire to their own lines if drawing against Infantry & Arty	
<b>Exception:</b> (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		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	<b>10</b>	Superb discipline. Unit stays put, unless already pursuing - then as 9.
Trained	-1	<b>9</b>	Take 2 DP. Unit either stands & rallies DP's, or retires & rallies DP's
Raw	-3	<b>7-8</b>	Take 1 DP. Cavalry retire at Charge speed to own lines & rallies DP's. Infantry stand & Rally DP's.
Infantry	+1	<b>6 or Less</b>	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**

<b>Unit Morale Test</b> (Roll 2 x D6 & +/- For each category that applies. NOT cumulative. )			
Excellent General attached	+2	<b>If Testing to Charge Home</b>	
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	<b>Rebel Yell *Special*</b>	
Raw Unit	-2	<b>If Testing to Stand or Countercharge</b>	
Bushwacked 1 <sup>st</sup> Turn ( <i>Scenario specific</i> )	-1	Unit charged in Flank or Rear	-4
Unit fired on by Order Infantry on Flank or Rear	-1	Order Foot or Artillery charged by Order Foot	-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	<b>Other Factors</b>	
Each Friend/Enemy in Retreat, Rout or Dispersed within 12"	-1/+1	Foot ignore retreating skirmishers. & cavalry, and vice versa	
Unit is Routing	-2	No Unit may claim cover if enemy units are within same cover	
Foot in Trenches (unless being charged)	+2	If Foot in Trench fail Morale with Retreat or Rout AND are in Charge Range by enemy Foot they surrender.	
<b>Rebel Yell:</b> Special Rule for CSA Order Foot <b>Charges</b>		<ul style="list-style-type: none"> <li>▪ +2 for Morale, for Charge <b>ONLY</b> but if they fail to reach enemy Unit, Routs with -1 to Rally;</li> <li>▪ 1 Rebel Yell per Regiment per game, 1 Rebel Yell per Brigade per Turn.</li> <li>▪ If they break Enemy Unit in Melee phase of Rebel Yell, -1 to Pursuit Test</li> </ul>	

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

<b>Brigade Morale Test - Roll 2 x D6</b>			
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, 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 or Steady Friendly Brigade within 6")	+1	Secure Rear (Blocking Terrain or Steady Friendly Brigade within 6")	+2

<b>Brigade Test Result</b>	
<b>6+</b>	<b>Brigade Stands</b>
<b>5-1</b>	<b>Brigade breaks</b> Retire 12" units take 1DP Retreating or Routing Units disperse
<b>0 or Less</b>	<b>Panic.</b> Remove Brigade from play. Does NOT apply to Veteran Brigades who act as 5-1 above

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