

Double Six & Risk to General

Any unit rolling an unmodified Double six in firing or melee will cause extra DPs or casualties upon an enemy unit and may require the nearest enemy General within **8"** to roll on the Risk to General Chart.

A General at risk, who is inspiring a unit or who is with a unit which is in Base-to-Base contact, suffers -1 on the Roll.

Effect from Order Infantry Firing		
Target is	Effect	Risk to General
Order Troops & Artillery	Target Unit takes an additional 2 DPs or Casualties, in addition to any hits from firing itself	YES
Skirmishers	Target Unit takes an additional 2 DPs or Casualties, in addition to any hits from firing itself and retires 12"	YES
Effect from Artillery Firing (incl. Counter-battery)		
Target is	Effect	Risk to General
Order Infantry	Target unit takes 1 DP or casualty	YES
Artillery	Target Unit loses 1 x Gun, & minimum of 2 crew. Takes 1 DP	YES
Skirmishers & Cavalry - if Canister	Target unit loses 2 extra DPs or casualties and retires 12"	YES
Skirmishers & Cavalry - otherwise	Target loses 1 extra DP or Casualty	YES
Effect from Skirmishers or Cavalry Firing		
Target is	Effect	Risk to General
All	Target takes 1 extra DP or Casualty.	Roll 1 x D6 1-4 NO 5-6 YES
Effect in Melee		
Target is	Effect	Risk to General
Order Infantry or Cavalry	Double Casualties inflicted	YES
Artillery	Battery Captured, Counts as Routed. Remove from table	YES
Skirmishers	Double Casualties inflicted	YES

Risk to General

Dice Roll

- 2 Nerve proves to be somewhat brittle, as first shot causes him to panic and flee the field in disgrace. Name struck from Honour rolls, court-martialled and later shot for cowardice.
- 3 Incensed after seeing his own brother in the enemy's uniform and launches a foolhardy, if heroic, solitary charge towards nearest enemy Brigade. He doesn't come back.
- 4 "They couldn't hit an elephant that this dist-"Wrong. Fatally wrong.
- 5 A nearby skirmish sends a volley towards an unlucky General who was standing too close by. Aides mutter darkly about "Friendly fire" & "Charlottesville again" as the stretcher bearers remove the wounded General to the rear. General is returned at beginning of next Command Phase.
- 6-7 Lightly wounded. Remove from play until beginning of next Command phase
- 8 ADC killed. The General shrugs his shoulders & carries on
- 9-10 Horse shot from under - remounts an Aide's horse. Keeps calm & carries on. Troops impressed at his steadiness under fire. A Raw unit within command radius may discard 1 DP.
- 11 Pocket watch hit. Roll 1 x d6:
1-2 Cheap watch Bullet pierces watch & General.
3-6 Expensive Watch Bullet damages casing & leaves a dent. Watch & General otherwise intact.
- 12 Wounded & thrown from Horse.
Remounts Horse, chews on a cigar & curses enemy as "Damn Yankees!"/"Rebel scum" as appropriate. Earns grudging respect of Veterans, cheered by Regular & Trained troops, hero-worshipped by Raw.

May immediately recover a Brigade unit within 12" from Retreat or Rout to "Rally".