



Double Six & Risk to General



Any unit rolling an unmodified Double six in firing or melee will cause extra DP's or casualties upon an enemy unit, & may require the nearest enemy General within 8" to roll on the Risk to General Chart.

<u>Effect from Close Order Infantry Firing</u>		
Target is	Effect	Risk to General
Close Order Troops	Target Unit takes an additional 2 DP's or Casualties, in addition to any hits from firing	YES
Artillery/Skirmishers	Target Unit takes an additional 2 DP's or Casualties, in addition to any hits from firing. Retires 12"	YES
<u>Effect from Artillery Firing(incl. Counter-battery)</u>		
Target is	Effect	Risk to General
Close Order Troops	Target unit takes 1 DP or casualty	YES
Artillery	Target Unit loses 1 x Gun, & minimum of 2 crew.	YES
Skirmishers – if Canister	Target unit loses 2 extra DP's or casualties & retires 12"	YES
Skirmishers – if Shot	Target loses 1 extra DP or Casualty	YES
<u>Effect from Skirmishers Firing (same colour diceroll)</u>		
Target is	Effect	Risk to General
All	Target takes 1 extra hit	Roll 1 x D6 1-4 NO 5-6 YES
<u>Effect in Melee</u>		
Target is	Effect	Risk to General
Close Order Infantry/ Cavalry	Double Casualties inflicted & Enemy Standard taken	YES
Artillery	Battery Captured, Counts as Routed. Remove from table	YES
Skirmishers (only v Skirmishers)	Double Casualties inflicted	YES



Risk to General

Any general at risk, who is inspiring a unit or is in Base-to-Base contact, suffers -1 on the Roll.

Dice Roll

- 2 Nerve proves to be somewhat brittle, as first shot causes him to panic & flee field in disgrace. Name struck from Honour rolls, court-martialled & shot for cowardice.
- 3 Sees his own brother fighting for the enemy & 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 ricochet hurtles towards an unlucky General who was standing too close by. Aides mutter darkly about "Friendly fire" as the stretcher bearers remove the wounded General.
The General is returned at beginning of next Movement 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.
- 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 & upset General otherwise unharmed.
- 12 Wounded & thrown from Horse.

Remounts Horse, bites on a cigar & curses enemy as "Damn Yankees!"/"Rebel scum" as appropriate. Earns grudging respect of Veterans, cheered by Regular & Trained, hero-worshipped by Raw.

May immediately Rally any Brigade unit within 12"